



RuneQuest

Character Pack

CHARACTER:

PLAYER:

CHARACTER

(Character Name)

Played By: _____

Background: _____

Profession: _____

Race: _____

Legendary Abilities:

See page 19 for more details.

Characteristic	Base	Current
----------------	------	---------

Strength _____

Constitution _____

Dexterity _____

Size _____

Intelligence _____

Power _____

Charisma _____

Reputation _____

d20

Hit Location

1-3

Right Leg

4-6

Left Leg

7-9

Abdomen

10-12

Chest

13-15

Right Arm

16-18

Left Arm

19-20

Head

See page 3 for hit location details.

Combat Actions: _____

Damage Modifier: _____

Hero Points: _____

Magic Points: _____

Movement: _____

Strike Rank: _____

Favoured Close Combat Weapons

Weapon	Skill	Damage	AP/HP	Special
--------	-------	--------	-------	---------

Favoured Ranged Weapons

Weapon	Skill	Damage	Range	Load	AP/HP
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Traits: _____

Acrobatics = \square = \square + \square + \square + \square + \square + \square + \square

Lore: World = \square = \square + \square + \square + \square + \square + \square + \square

Athletics = \square = \square + \square + \square + \square + \square + \square + \square

Perception = \square = \square + \square + \square + \square + \square + \square + \square

Boating = \square = \square + \square + \square + \square + \square + \square + \square

Persistence = \square = 10 + \square + \square + \square + \square + \square + \square

Dodge = \square = 10 + \square - \square + \square + \square + \square + \square

Resilience = \square = \square + \square + \square + \square + \square + \square + \square

Driving = \square = 10 + \square + \square + \square + \square + \square + \square

Riding = \square = \square + \square + \square + \square + \square + \square + \square

Evaluate = \square = \square + \square + \square + \square + \square + \square + \square

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First Aid = \square = \square + \square + \square + \square + \square + \square + \square

Sleight = \square = \square + \square + \square + \square + \square + \square + \square

Influence = \square = 10 + \square + \square + \square + \square + \square + \square

Stealth = \square = 10 + \square - \square + \square + \square + \square + \square

Lore: Animal = \square = \square + \square + \square + \square + \square + \square + \square

Throwing = \square = \square + \square + \square + \square + \square + \square + \square

Lore: Plant = \square = \square + \square + \square + \square + \square + \square + \square

Unarmed = \square = \square + \square + \square + \square + \square + \square + \square

Advanced Skills

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\square = \square + \square + \square + \square + \square + \square

Weapon Skills

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\square = \square + \square + \square + \square + \square + \square

\square = \square + \square + \square + \square + \square + \square

\square = \square + \square + \square + \square + \square + \square

Skills



CHARACTER OVERVIEW

Name:

Background:

Profession:

Homeland:

Pantheon:

Race:

Gender:

Height:

Weight:

Age:

Build:

Handed:

Blood Type:

CHARACTER PORTRAIT

Physical Description

Personality

Lords

Guilds and Organisations

For Cutes, see page 10

Friends and Allies

Honours, Lands and Titles

Enemies

Debts

Hit Location: Left Arm

hp (CURRENT/MAX):

ARMOUR:

AP: Skill Pen.:

ENC: Quality:

Enchantments:

Exceptional Effects:

Shoulder:

Elbow:

Wrist:

Hand:

Fingers:

Other:

SCARS:

Hit Location: Head

hp (CURRENT/MAX):

ARMOUR:

AP: Skill Pen.:

ENC: Quality:

Enchantments:

Exceptional Effects:

Headgear:

Earrings:

Other:

SCARS:

Hit Location: Right Arm

hp (CURRENT/MAX):

ARMOUR:

AP: Skill Pen.:

ENC: Quality:

Enchantments:

Exceptional Effects:

Shoulder:

Elbow:

Wrist:

Hand:

Fingers:

Other:

SCARS:

Hit Location: Chest

hp (CURRENT/MAX):

ARMOUR:

AP: Skill Pen.:

ENC: Quality:

Enchantments:

Exceptional Effects:

FRONT:

Back:

Other:

SCARS:

Hit Location: Right Leg

hp (CURRENT/MAX):

ARMOUR:

AP: Skill Pen.:

ENC: Quality:

Enchantments:

Exceptional Effects:

Thigh:

Knee:

Calf:

Shin:

Foot:

Other:

SCARS:

Hit Location: Left Leg

hp (CURRENT/MAX):

ARMOUR:

AP: Skill Pen.:

ENC: Quality:

Enchantments:

Exceptional Effects:

Thigh:

Knee:

Calf:

Shin:

Foot:

Other:

SCARS:

Hit Location: Abdomen

hp (CURRENT/MAX):

ARMOUR:

AP: Skill Pen.:

ENC: Quality:

Enchantments:

Exceptional Effects:

Underwear:

Belt:

Other:

SCARS:

Body map



Advancement Record

Quest Record

Quest	Notable Loot	Hero Points Received	Improvement Rolls Received

Improvement Log

Roll	Used On	Points Gained	Roll	Used On	Points Gained
1			16		
2			17		
3			18		
4			19		
5			20		
6			21		
7			22		
8			23		
9			24		
10			25		
11			26		
12			27		
13			28		
14			29		
15			30		

[Blank Name Field]

(Name)

[Blank Species Field]

(Species)

Characteristic Base Current

STRength

CONstitution

DEXterity

SIZE

INTElligence

POWER

CHARisma

d20 Hit Location AP/hp

[Blank Hit Location and AP/hp Fields]

Combat Actions:

Damage Modifier:

Magic Points:

Movement:

Strike Rank:

Typical Armour:

Skill % Skill %

[Blank Skill Fields]

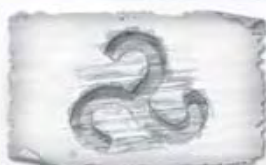
Attacks

Attack Skill Damage Special

[Blank Attack Fields]

Traits:

[Blank Trait Field]



Movement

Distance covered in a...

Combat Action

Minute

Hour

Day (12 hours)

(Movement)

(12 × Movement)

(240 × Movement)

(2880 × Movement)

steed

contacts and companions

N A M E

Race:
Background:
Profession:

Relationship:

STR INT
CON POW
DEX
SIZ CHA

Combat Actions:
Dam. Mod:
MP:
Movement:
Strike Rank:

Skills:

Hit Points:

Notes:

N A M E

Race:
Background:
Profession:

Relationship:

STR INT
CON POW
DEX
SIZ CHA

Combat Actions:
Dam. Mod:
MP:
Movement:
Strike Rank:

Skills:

Hit Points:

Notes:

N A M E

Race:
Background:
Profession:

Relationship:

STR INT
CON POW
DEX
SIZ CHA

Combat Actions:
Dam. Mod:
MP:
Movement:
Strike Rank:

Skills:

Hit Points:

Notes:

N A M E

Race:
Background:
Profession:

Relationship:

STR INT
CON POW
DEX
SIZ CHA

Combat Actions:
Dam. Mod:
MP:
Movement:
Strike Rank:

Skills:

Hit Points:

Notes:

contacts and companions

N A M E

Race:
Background:
Profession:

Relationship:

STR INT
CON POW
DEX
SIZ cha

Combat Actions:
Dam. Mod.:
MP:
Movement:
Strike Rank:

Skills:

Hit Points:

Notes:

N A M E

Race:
Background:
Profession:

Relationship:

STR INT
CON POW
DEX
SIZ cha

Combat Actions:
Dam. Mod.:
MP:
Movement:
Strike Rank:

Skills:

Hit Points:

Notes:

N A M E

Race:
Background:
Profession:

Relationship:

STR INT
CON POW
DEX
SIZ cha

Combat Actions:
Dam. Mod.:
MP:
Movement:
Strike Rank:

Skills:

Hit Points:

Notes:

N A M E

Race:
Background:
Profession:

Relationship:

STR INT
CON POW
DEX
SIZ cha

Combat Actions:
Dam. Mod.:
MP:
Movement:
Strike Rank:

Skills:

Hit Points:

Notes:

cults

Cult:

Rank:

Cult Skills:

Benefits:

Duties:

Associated Cults:

Cult:

Rank:

Cult Skills:

Benefits:

Duties:

Associated Cults:

Cult:

Rank:

Cult Skills:

Benefits:

Duties:

Associated Cults:

Cult:

Rank:

Cult Skills:

Benefits:

Duties:

Associated Cults:

Practice:

Rank:

Practice Skills:

Practice Charms:

Benefits:

Duties:

Charm Granted Power

Fetch

Spirit Bound:

Powers:

Fetch

Spirit Bound:

Powers:

Fetch

Spirit Bound:

Powers:

Fetch

Spirit Bound:

Powers:

Fetch

INT

POW

CHA

hp:

mp:

Movement: 14m

Traits:

Dark Sight

Night Sight

Covert Possession

Captured Spirit

POW

Notes:

Magical Items

Magic Item:

Powers:

Magic Item:

Powers:

Magic Item:

Powers:

Magic Item:

Powers:

Magic Item:

Powers:

Magic Item:

Powers:

Legendary Abilities

Legendary Ability:
Benefit:



Legendary Ability:
Benefit:



Legendary Ability:
Benefit:



Legendary Ability:
Benefit:



Legendary Ability:
Benefit:



quests

Quest:

Hook:

Adventure:

Climax:

Notable Loot:

Alliances Made:

Enemies Gained:

Quest:

Hook:

Adventure:

Climax:

Notable Loot:

Alliances Made:

Enemies Gained:

Quest:

Hook:

Adventure:

Climax:

Notable Loot:

Alliances Made:

Enemies Gained:

Quest:

Hook:

Adventure:

Climax:

Notable Loot:

Alliances Made:

Enemies Gained:

Quest:

Hook:

Adventure:

Climax:

Notable Loot:

Alliances Made:

Enemies Gained:

Quest:

Hook:

Adventure:

Climax:

Notable Loot:

Alliances Made:

Enemies Gained:



Deity:

Myth:

Changes:

Gains: Losses:

Deity:

Myth:

Changes:

Gains: Losses:

Deity:

Myth:

Changes:

Gains: Losses:

Deity:

Myth:

Changes:

Gains: Losses:

Deity:

Myth:

Changes:

Gains: Losses:

Deity:

Myth:

Changes:

Gains: Losses:

Heroquests



Location:

Description:

N A M E

Important Rooms/Locations

[Blank area for Important Rooms/Locations]

Troops

Type	No.	Wages
[Blank]	[Blank]	[Blank]
[Blank]	[Blank]	[Blank]

[Blank area for Troops table]

Magical Features

[Blank area for Magical Features]

Staff

Type	No.	Wages
[Blank]	[Blank]	[Blank]
[Blank]	[Blank]	[Blank]

[Blank area for Staff table]

Diplomatic Relations

Allies	Enemies
[Blank]	[Blank]
[Blank]	[Blank]

[Blank area for Diplomatic Relations table]

Cults Present

Cult:
Local Leader:
Notes:

Cult:
Local Leader:
Notes:

Cult:
Local Leader:
Notes:

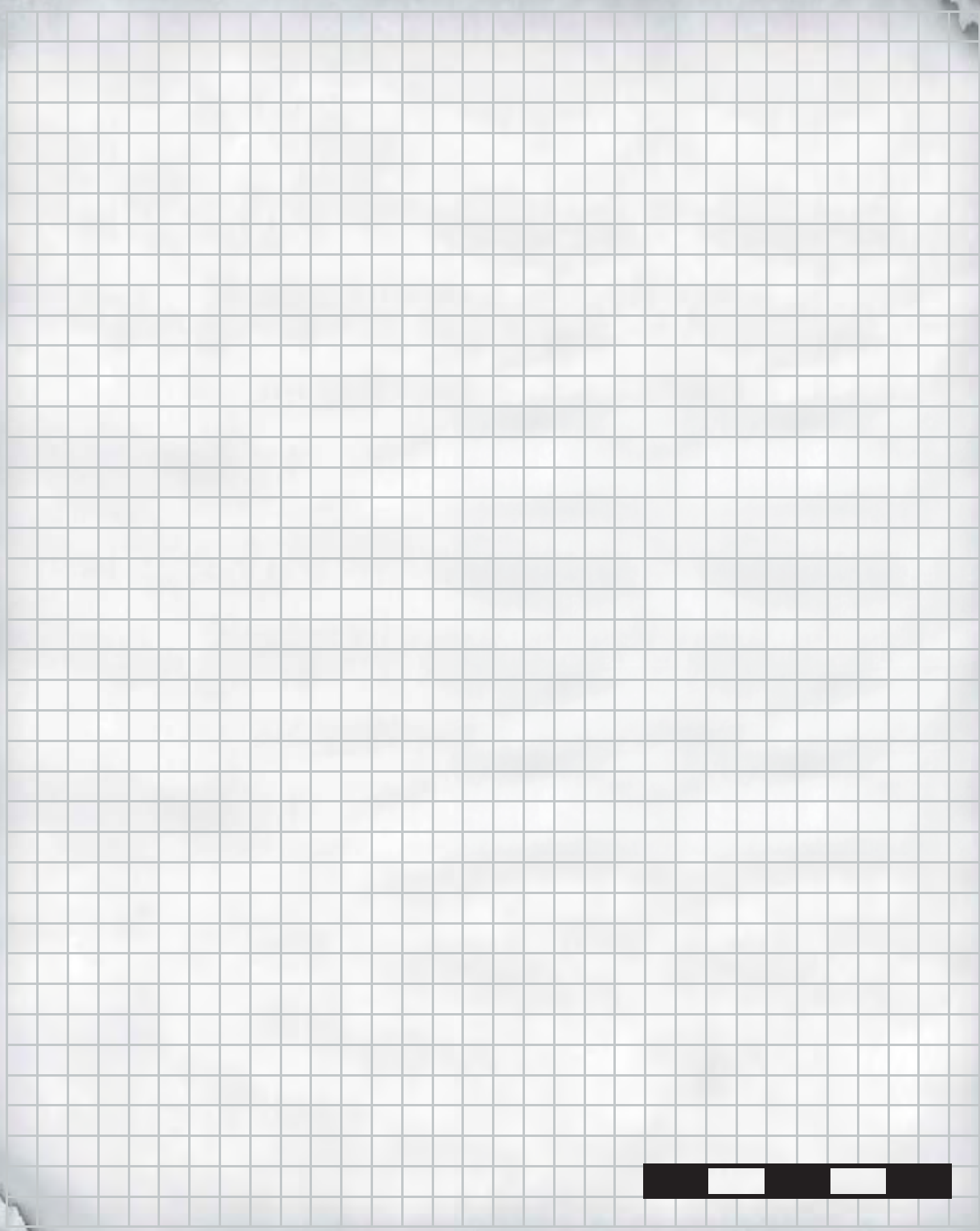
Other Residents

Type	No.	Wages
[Blank]	[Blank]	[Blank]
[Blank]	[Blank]	[Blank]

[Blank area for Other Residents table]

home

6 3 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100



home

6 3 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

notes

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 Scott Clark, Tony Parker
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 Production Director:
 Alexander Fennell
 Special Thanks: Greg Stafford

Difficulty and Haste Modifiers

Difficulty	Time Taken	Test Modifier
Very Easy	Ten times normal time	+60%
Easy	Five times normal time	+40%
Simple	Double normal time	+20%
Normal	Normal time	+0%
Difficult	—	-20%
Hard	Half normal time	-40%
Very Hard	—	-60%
Nearly Impossible	Almost instantly	-80%

First Aid Actions

Injury	Treatment
Impalement	A successful First Aid test removes the impaling item without causing more damage to the victim.
Unconsciousness	A successful First Aid test can revive a character from unconsciousness, though drugged patients may inflict a penalty on the First Aid test.
Injured location	A successful First Aid test on an injured location (but not one below 0 hit points) will heal 1D3 hit points to that location.
Serious Injury	A successful First Aid test on a location suffering from a Serious Injury will restore the location's hit points to 0. A limb is no longer considered useless and an Abdomen, Chest or Head location will no longer require tests to stay conscious.
Major Injury	A successful First Aid test on a location suffering from a Major Injury will not restore the location's hit points. This First Aid merely stabilises the patient enough so that they will not die of blood loss.

Fatigue Levels

Level of Fatigue	Effects
Fresh	None.
Winded	All skill tests (including further tests to resist Fatigue) suffer a -10% penalty.
Tired	All skill tests (including further tests to resist Fatigue) suffer a -20% penalty. Movement suffers a -1m penalty.
Wearied	All skill tests (including further tests to resist Fatigue) suffer a -30% penalty. Movement suffers a -1m penalty. Strike Rank suffers a -2 penalty.
Exhausted	All skill tests (including further tests to resist Fatigue) suffer a -40% penalty. Movement is halved. Strike Rank suffers a -4 penalty. DEX is considered 5 points lower for the purposes of determining Combat Actions. Character must make a Persistence test every minute or fall unconscious for 1D3x2 hours
Debilitated	All skill tests (including further tests to resist Fatigue) suffer a -50% penalty. Movement is halved. Strike Rank suffers a -6 penalty. DEX is considered 10 points lower for the purposes of determining Combat Actions. Character must make a Difficult Persistence test every Combat Round or fall unconscious for 1D6x2 hours.

Useful Tables

RuneQuest

Character Pack

The RuneQuest Character Pack is an essential resource for players in any RuneQuest game. Adaptable to any setting or campaign, it is an unsurpassed tool for keeping all the information about your character close to hand.

There is ample space for every detail, from basic characteristics and attributes to legendary abilities, a base of operations, cults, contacts, and every kind of arcane ability from basic Rune Magic to advanced Sorcery and esoteric Mysticism.

With the RuneQuest Character Pack, any information you could possibly need is instantly at your fingertips.

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