

●WRV27    24#~♥ΣGΣ□\*III○\*H△●WRV270    24#~●WRV270†:△Y24#~♥ΣGΣ□\*III○\*H△●

# Adventurer Sheets



This is a supplement to the *RuneQuest*® roleplaying game. You must have a copy of either the *RuneQuest* Players Box or the *RuneQuest* Deluxe Box to use this supplement.



**Nonhuman**

**Official Two-Color  
RuneQuest® Forms**



**The Avalon Hill Game Company**

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### Personal Information

Adventurer Name \_\_\_\_\_ Player Name \_\_\_\_\_  
 Species **Broo** \_\_\_\_\_ Homeland/Clan \_\_\_\_\_  
 Age \_\_\_\_\_ Gender:  Male  Female Parent Occupation \_\_\_\_\_  
 Culture \_\_\_\_\_ Adventurer Occupations \_\_\_\_\_  
 Religion \_\_\_\_\_

### Characteristics

current: STR \_\_\_\_\_ CON \_\_\_\_\_ SIZ \_\_\_\_\_ INT \_\_\_\_\_ POW \_\_\_\_\_ DEX \_\_\_\_\_ APP \_\_\_\_\_  
 original: STR \_\_\_\_\_ CON \_\_\_\_\_ SIZ \_\_\_\_\_ INT \_\_\_\_\_ POW \_\_\_\_\_ DEX \_\_\_\_\_ APP \_\_\_\_\_

### Selected Attributes

Damage Modifier \_\_\_\_\_ Move Rate \_\_\_\_\_ DEX SRM \_\_\_\_\_ + SIZ SRM \_\_\_\_\_ = MELEE SRM \_\_\_\_\_

### Skills

<b>Agility</b> ( _____ )	<b>Knowledge</b> ( _____ )	<b>Manipulation</b> ( _____ )
Boat (05) _____ <input type="checkbox"/>	Animal Lore (05) _____	Conceal (25) _____ <input type="checkbox"/>
Climb (30) _____ <input type="checkbox"/>	Broo Lore (05) _____	Devise (05) _____ <input type="checkbox"/>
Dodge (05) _____ <input type="checkbox"/>	Craft (10) _____	Sleight (05) _____ <input type="checkbox"/>
Jump (30) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Play Instrument (00) _____ <input type="checkbox"/>
Ride (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Swim (05) _____ <input type="checkbox"/>	Evaluate (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Throw (25) _____ <input type="checkbox"/>	First Aid (10) _____	<b>Perception</b> ( _____ )
	Martial Arts (00) _____	Listen (25) _____ <input type="checkbox"/>
<b>Communication</b> ( _____ )	Mineral Lore (05) _____	Scan (25) _____ <input type="checkbox"/>
Fast Talk (05) _____ <input type="checkbox"/>	Plant Lore (05) _____	Search (25) _____ <input type="checkbox"/>
Orate (05) _____ <input type="checkbox"/>	Read/Write Language (00) _____	Track (25) _____ <input type="checkbox"/>
Sing (05) _____ <input type="checkbox"/>	_____	<b>Stealth</b> ( _____ )
Speak Languages _____	_____	Hide (10) _____ <input type="checkbox"/>
Own (30) _____ <input type="checkbox"/>	_____	Sneak (10) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	Shiphandling (00) _____ <input type="checkbox"/>	
_____ (00) _____ <input type="checkbox"/>	World Lore (05) _____	

### Magic

( _____ )	<b>Spells Known</b>	(Free INT _____)
Ceremony (05) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Enchant (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Summon (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Duration (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Intensity (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Multispell (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Range (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>

### Weapon Skills (A% mod \_\_\_\_\_) (P% mod \_\_\_\_\_)

Weapon _____	Damage _____	
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____	AP _____
Weapon _____	Damage _____	
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____	AP _____
Weapon _____	Damage _____	
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____	AP _____
Weapon _____	Damage _____	
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____	AP _____
Missile _____	Damage _____	
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____	Range _____
Missile _____	Damage _____	
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____	Range _____
Shield _____	Damage _____	
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____	AP _____

### Equipment

ENC

pennies \_\_\_\_\_  
 armor \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Total ENC:** \_\_\_\_\_  
 (subtract total ENC from Fatigue)

### Attribute Tallies

**Magic Points:**

0	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

**Fatigue Points:**

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

**Hit Points:**

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

### Broo



<b>HEAD</b> 19-20	missile 20
<b>L ARM</b> 16-18	missile 18-19
<b>R ARM</b> 13-15	missile 16-17
<b>CHEST</b> 12	missile 11-15
<b>ABDOMEN</b> 09-11	missile 07-10
<b>L LEG</b> 05-08	missile 04-06
<b>R LEG</b> 01-04	missile 01-03

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## Personal Information

Adventurer Name \_\_\_\_\_ Player Name \_\_\_\_\_  
 Species **Centaur** Homeland/Clan \_\_\_\_\_  
 Age \_\_\_\_\_ Gender:  Male  Female Parent Occupation \_\_\_\_\_  
 Culture \_\_\_\_\_ Adventurer Occupations \_\_\_\_\_  
 Religion \_\_\_\_\_

## Characteristics

current: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_  
 original: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_

## Selected Attributes

Damage Modifier \_\_\_\_\_ Move Rate \_\_\_\_\_ DEX SRM \_\_\_\_\_ + SIZ SRM \_\_\_\_\_ = MELEE SRM \_\_\_\_\_

## Skills

<b>Agility</b> ( _____ )	<b>Knowledge</b> ( _____ )	<b>Manipulation</b> ( _____ )
Boat (00) _____ <input type="checkbox"/>	Animal Lore (15) _____	Conceal (05) _____ <input type="checkbox"/>
Climb (00) _____ <input type="checkbox"/>	Centaur Lore (25) _____	Devise (05) _____ <input type="checkbox"/>
Dodge (05) _____ <input type="checkbox"/>	Craft (10) _____	Sleight (05) _____ <input type="checkbox"/>
Jump (30) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Play Lyre (40) _____ <input type="checkbox"/>
Ride (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Swim (25) _____ <input type="checkbox"/>	Evaluate (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Throw (25) _____ <input type="checkbox"/>	First Aid (25) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
	Martial Arts (00) _____	<b>Perception</b> ( _____ )
<b>Communication</b> ( _____ )	Mineral Lore (05) _____	Listen (25) _____ <input type="checkbox"/>
Fast Talk (05) _____ <input type="checkbox"/>	Plant Lore (15) _____	Scan (25) _____ <input type="checkbox"/>
Orate (05) _____ <input type="checkbox"/>	Read/Write Language (00) _____	Search (25) _____ <input type="checkbox"/>
Sing (25) _____ <input type="checkbox"/>	_____	Track (05) _____ <input type="checkbox"/>
Speak Languages	_____	
Own (30) _____ <input type="checkbox"/>	_____	<b>Stealth</b> ( _____ )
_____ (00) _____ <input type="checkbox"/>	Shiphandling (00) _____ <input type="checkbox"/>	Hide (05) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	World Lore (25) _____	Sneak (05) _____ <input type="checkbox"/>

## Equipment ENC

pennies \_\_\_\_\_  
 armor \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Total ENC:** \_\_\_\_\_  
 (subtract total ENC from Fatigue)

## Attribute Tallies

**Magic Points:**

0	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

**Fatigue Points:**

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		

**Hit Points:**

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		

## Magic

<b>Magic</b> ( _____ )	<b>Spells Known</b>	<b>(Free INT _____)</b>
Ceremony (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Enchant (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Summon (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Duration (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Intensity (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Multispell (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Range (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>

## Weapon Skills (A% mod \_\_\_\_\_) (P% mod \_\_\_\_\_)

Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Shield _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____

<b>HEAD</b> 19-20	missile 20
<b>L ARM</b> 17-18	missile 19
<b>R ARM</b> 15-16	missile 18
<b>CHEST</b> 13-14	missile 13-17
<b>FORE Q</b> 07-08	missile 07-10
<b>HIND Q</b> 05-06	missile 03-06
<b>LF LEG</b> 11-12	missile 12
<b>RF LEG</b> 09-10	missile 11
<b>LH LEG</b> 03-04	missile 02
<b>RH LEG</b> 01-02	missile 01

## Centaur





## Personal Information

Adventurer Name \_\_\_\_\_ Player Name \_\_\_\_\_  
 Species **Centaur** \_\_\_\_\_ Homeland/Clan \_\_\_\_\_  
 Age \_\_\_\_\_ Gender:  Male  Female Parent Occupation \_\_\_\_\_  
 Culture \_\_\_\_\_ Adventurer Occupations \_\_\_\_\_  
 Religion \_\_\_\_\_

## Characteristics

current: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_  
 original: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_

## Selected Attributes

Damage Modifier \_\_\_\_\_ Move Rate \_\_\_\_\_ DEX SRM \_\_\_\_\_ + SIZ SRM \_\_\_\_\_ = MELEE SRM \_\_\_\_\_

## Skills

<b>Agility</b> ( _____ )	<b>Knowledge</b> ( _____ )	<b>Manipulation</b> ( _____ )
Boat (00) _____ <input type="checkbox"/>	Animal Lore (15) _____	Conceal (05) _____ <input type="checkbox"/>
Climb (00) _____ <input type="checkbox"/>	Centaur Lore (25) _____	Devise (05) _____ <input type="checkbox"/>
Dodge (05) _____ <input type="checkbox"/>	Craft (10) _____	Sleight (05) _____ <input type="checkbox"/>
Jump (30) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Play Lyre (40) _____ <input type="checkbox"/>
Ride (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Swim (25) _____ <input type="checkbox"/>	Evaluate (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Throw (25) _____ <input type="checkbox"/>	First Aid (25) _____ <input type="checkbox"/>	<b>Perception</b> ( _____ )
	Martial Arts (00) _____	Listen (25) _____ <input type="checkbox"/>
<b>Communication</b> ( _____ )	Mineral Lore (05) _____	Scan (25) _____ <input type="checkbox"/>
Fast Talk (05) _____ <input type="checkbox"/>	Plant Lore (15) _____	Search (25) _____ <input type="checkbox"/>
Orate (05) _____ <input type="checkbox"/>	Read/Write Language (00) _____	Track (05) _____ <input type="checkbox"/>
Sing (25) _____ <input type="checkbox"/>	_____	<b>Stealth</b> ( _____ )
Speak Languages	_____	Hide (05) _____ <input type="checkbox"/>
Own (30) _____ <input type="checkbox"/>	Shiphandling (00) _____ <input type="checkbox"/>	Sneak (05) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	World Lore (25) _____	
_____ (00) _____ <input type="checkbox"/>		

## Magic

<b>Magic</b> ( _____ )	<b>Spells Known</b>	<b>(Free INT _____ )</b>
Ceremony (05) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Enchant (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Summon (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Duration (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Intensity (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Multispell (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Range (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>

## Weapon Skills (A% mod \_\_\_\_\_) (P% mod \_\_\_\_\_)

Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Shield _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____

## Equipment ENC

pennies \_\_\_\_\_  
 armor \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Total ENC: \_\_\_\_\_

(subtract total ENC from Fatigue)

## Attribute Tallies

**Magic Points:**

0	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	

**Fatigue Points:**

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		

**Hit Points:**

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

## Centaur



<b>HEAD</b> 19-20	missile 20
<b>L ARM</b> 17-18	missile 19
<b>R ARM</b> 15-16	missile 18
<b>CHEST</b> 13-14	missile 13-17
<b>FORE Q</b> 07-08	missile 07-10
<b>HIND Q</b> 05-06	missile 03-06
<b>LF LEG</b> 11-12	missile 12
<b>RF LEG</b> 09-10	missile 11
<b>LH LEG</b> 03-04	missile 02
<b>RH LEG</b> 01-02	missile 01



## Personal Information

Adventurer Name \_\_\_\_\_ Player Name \_\_\_\_\_  
 Species **Duck** \_\_\_\_\_ Homeland/Clan \_\_\_\_\_  
 Age \_\_\_\_\_ Gender:  Male  Female Parent Occupation \_\_\_\_\_  
 Culture \_\_\_\_\_ Adventurer Occupations \_\_\_\_\_  
 Religion \_\_\_\_\_

## Characteristics

current: **STR** \_\_\_\_ **CON** \_\_\_\_ **SIZ** \_\_\_\_ **INT** \_\_\_\_ **POW** \_\_\_\_ **DEX** \_\_\_\_ **APP** \_\_\_\_  
 original: **STR** \_\_\_\_ **CON** \_\_\_\_ **SIZ** \_\_\_\_ **INT** \_\_\_\_ **POW** \_\_\_\_ **DEX** \_\_\_\_ **APP** \_\_\_\_

## Selected Attributes

Damage Modifier \_\_\_\_\_ Move Rate \_\_\_\_\_ DEX SRM \_\_\_\_\_ + SIZ SRM \_\_\_\_\_ = MELEE SRM \_\_\_\_\_

## Skills

<b>Agility</b> ( ____ )	<b>Knowledge</b> ( ____ )	<b>Manipulation</b> ( ____ )
Boat (25) _____ <input type="checkbox"/>	Animal Lore (05) _____	Conceal (05) _____ <input type="checkbox"/>
Climb (15) _____ <input type="checkbox"/>	Craft (10) _____	Devise (05) _____ <input type="checkbox"/>
Dodge (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Sleight (05) _____ <input type="checkbox"/>
Jump (15) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Play Instrument (00) _____
Ride (00) _____ <input type="checkbox"/>	Duck Lore (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Swim (80) _____ <input type="checkbox"/>	Evaluate (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Throw (25) _____ <input type="checkbox"/>	First Aid (10) _____	<b>Perception</b> ( ____ )
	Martial Arts (00) _____	Listen (25) _____ <input type="checkbox"/>
<b>Communication</b> ( ____ )	Mineral Lore (05) _____	Scan (25) _____ <input type="checkbox"/>
Fast Talk (25) _____ <input type="checkbox"/>	Plant Lore (05) _____	Search (25) _____ <input type="checkbox"/>
Orate (05) _____ <input type="checkbox"/>	Read/Write Language (00) _____	Track (05) _____ <input type="checkbox"/>
Sing (00) _____ <input type="checkbox"/>	_____	<b>Stealth</b> ( ____ )
Speak Languages	_____	Hide (10) _____ <input type="checkbox"/>
Own (30) _____ <input type="checkbox"/>	_____	Sneak (10) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	Shiphandling (00) _____ <input type="checkbox"/>	
_____ (00) _____ <input type="checkbox"/>	World Lore (05) _____	

## Magic

<b>Magic</b> ( ____ )	<b>Spells Known</b>	<b>(Free INT</b> _____ <b>)</b>
Ceremony (05) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Enchant (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Summon (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Duration (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Intensity (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Multispell (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Range (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>

## Weapon Skills (A% mod \_\_\_\_ ) (P% mod \_\_\_\_ )

Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Shield _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____

## Equipment

**ENC**

pennies \_\_\_\_\_  
 armor \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Total ENC:** \_\_\_\_\_

(subtract total ENC from Fatigue)

## Attribute Tallies

**Magic Points:**    0   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

**Fatigue Points:**

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		

**Hit Points:**    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

## Duck



<b>HEAD</b> 19-20	missile 20
<b>L ARM</b> 16-18	missile 18-19
<b>R ARM</b> 13-15	missile 16-17
<b>CHEST</b> 12	missile 11-15
<b>ABDOMEN</b> 09-11	missile 07-10
<b>L LEG</b> 05-08	missile 04-06
<b>R LEG</b> 01-04	missile 01-03



## Personal Information

Adventurer Name \_\_\_\_\_ Player Name \_\_\_\_\_  
 Species **Dwarf** \_\_\_\_\_ Homeland/Clan \_\_\_\_\_  
 Age \_\_\_\_\_ Gender:  Male  Female Parent Occupation \_\_\_\_\_  
 Culture \_\_\_\_\_ Adventurer Occupations \_\_\_\_\_  
 Religion \_\_\_\_\_

## Characteristics

current: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_  
 original: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_

## Selected Attributes

Damage Modifier \_\_\_\_\_ Move Rate \_\_\_\_\_ DEX SRM \_\_\_\_\_ + SIZ SRM \_\_\_\_\_ = MELEE SRM \_\_\_\_\_

## Skills

<b>Agility</b> ( _____ )	<b>Knowledge</b> ( _____ )	<b>Manipulation</b> ( _____ )
Boat (00) _____ <input type="checkbox"/>	Animal Lore (00) _____	Conceal (15) _____ <input type="checkbox"/>
Climb (20) _____ <input type="checkbox"/>	Craft Stone (25) _____	Devise (30) _____ <input type="checkbox"/>
Dodge (05) _____ <input type="checkbox"/>	Craft Metal (25) _____ <input type="checkbox"/>	Sleight (05) _____ <input type="checkbox"/>
Jump (15) _____ <input type="checkbox"/>	Craft _____ (10) _____ <input type="checkbox"/>	Play _____ (00) _____ <input type="checkbox"/>
Ride (00) _____ <input type="checkbox"/>	Dwarf Lore (25) _____ <input type="checkbox"/>	
Swim (05) _____ <input type="checkbox"/>	Evaluate (40) _____ <input type="checkbox"/>	<b>Perception</b> ( _____ )
Throw (25) _____ <input type="checkbox"/>	First Aid (10) _____	Earth Scan (25) _____ <input type="checkbox"/>
	Martial Arts (00) _____	Earth Search (25) _____ <input type="checkbox"/>
<b>Communication</b> ( _____ )	Mineral Lore (50) _____	Listen (25) _____ <input type="checkbox"/>
Fast Talk (05) _____ <input type="checkbox"/>	Plant Lore (00) _____	Visual Scan (05) _____ <input type="checkbox"/>
Orate (05) _____ <input type="checkbox"/>	Read/Write Language (10) _____	Visual Search (25) _____ <input type="checkbox"/>
Sing (05) _____ <input type="checkbox"/>	_____	Track (00) _____ <input type="checkbox"/>
Speak Languages	_____	
Own (30) _____ <input type="checkbox"/>	_____	<b>Stealth</b> ( _____ )
_____ (00) _____ <input type="checkbox"/>	Shiphandling (00) _____ <input type="checkbox"/>	Hide (10) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	World Lore (05) _____	Sneak (10) _____ <input type="checkbox"/>

## Magic

<b>Magic</b> ( _____ )	<b>Spells Known</b>	<b>(Free INT _____)</b>
Ceremony (05) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Enchant (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Summon (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Duration (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Intensity (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Multispell (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Range (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>

## Weapon Skills (A% mod \_\_\_\_\_) (P% mod \_\_\_\_\_)

Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Shield _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____

## Dwarf



## Equipment

## ENC

pennies \_\_\_\_\_  
 armor \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Total ENC:** \_\_\_\_\_

(subtract total ENC from Fatigue)

## Attribute Tallies

**Magic Points:** 0 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

**Fatigue Points:**  
 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

**Hit Points:** 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

**HEAD** missile  
 19-20 20

**L ARM** missile  
 16-18 18-19

**R ARM** missile  
 13-15 16-17

**CHEST** missile  
 12 11-15

**ABDOMEN** missile  
 09-11 07-10

**L LEG** missile  
 05-08 04-06

**R LEG** missile  
 01-04 01-03



## Personal Information

Adventurer Name \_\_\_\_\_ Player Name \_\_\_\_\_  
 Species **Dwarf** \_\_\_\_\_ Homeland/Clan \_\_\_\_\_  
 Age \_\_\_\_\_ Gender:  Male  Female Parent Occupation \_\_\_\_\_  
 Culture \_\_\_\_\_ Adventurer Occupations \_\_\_\_\_  
 Religion \_\_\_\_\_

## Characteristics

current: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_  
 original: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_

## Selected Attributes

Damage Modifier \_\_\_\_\_ Move Rate \_\_\_\_\_ DEX SRM \_\_\_\_\_ + SIZ SRM \_\_\_\_\_ = MELEE SRM \_\_\_\_\_

## Skills

<b>Agility</b> ( _____ )	<b>Knowledge</b> ( _____ )	<b>Manipulation</b> ( _____ )
Boat (00) _____ <input type="checkbox"/>	Animal Lore (00) _____	Conceal (15) _____ <input type="checkbox"/>
Climb (20) _____ <input type="checkbox"/>	Craft Stone (25) _____	Devise (30) _____ <input type="checkbox"/>
Dodge (05) _____ <input type="checkbox"/>	Craft Metal (25) _____ <input type="checkbox"/>	Sleight (05) _____ <input type="checkbox"/>
Jump (15) _____ <input type="checkbox"/>	Craft _____ (10) _____ <input type="checkbox"/>	Play _____ (00) _____ <input type="checkbox"/>
Ride (00) _____ <input type="checkbox"/>	Dwarf Lore (25) _____ <input type="checkbox"/>	
Swim (05) _____ <input type="checkbox"/>	Evaluate (40) _____ <input type="checkbox"/>	<b>Perception</b> ( _____ )
Throw (25) _____ <input type="checkbox"/>	First Aid (10) _____	Earth Scan (25) _____ <input type="checkbox"/>
	Martial Arts (00) _____	Earth Search (25) _____ <input type="checkbox"/>
<b>Communication</b> ( _____ )	Mineral Lore (50) _____	Listen (25) _____ <input type="checkbox"/>
Fast Talk (05) _____ <input type="checkbox"/>	Plant Lore (00) _____	Visual Scan (05) _____ <input type="checkbox"/>
Orate (05) _____ <input type="checkbox"/>	Read/Write Language (10) _____	Visual Search (25) _____ <input type="checkbox"/>
Sing (05) _____ <input type="checkbox"/>	_____	Track (00) _____ <input type="checkbox"/>
Speak Languages	_____	
Own (30) _____ <input type="checkbox"/>	_____	<b>Stealth</b> ( _____ )
_____ (00) _____ <input type="checkbox"/>	Shiphandling (00) _____ <input type="checkbox"/>	Hide (10) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	World Lore (05) _____	Sneak (10) _____ <input type="checkbox"/>

## Equipment ENC

pennies \_\_\_\_\_  
armor \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Total ENC:** \_\_\_\_\_

(subtract total ENC from Fatigue)

## Attribute Tallies

<b>Magic Points:</b>	0	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	
<b>Fatigue Points:</b>	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	
<b>Hit Points:</b>	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

## Magic

<b>Spells Known</b> (Free INT _____)	_____	_____
Ceremony (05) _____ <input type="checkbox"/>	_____	_____
Enchant (00) _____ <input type="checkbox"/>	_____	_____
Summon (00) _____ <input type="checkbox"/>	_____	_____
Duration (00) _____ <input type="checkbox"/>	_____	_____
Intensity (00) _____ <input type="checkbox"/>	_____	_____
Multispell (00) _____ <input type="checkbox"/>	_____	_____
Range (00) _____ <input type="checkbox"/>	_____	_____

## Weapon Skills (A% mod \_\_\_\_\_) (P% mod \_\_\_\_\_)

Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____

## Dwarf



<b>HEAD</b> missile	19-20	20
<b>L ARM</b> missile	16-18	18-19
<b>R ARM</b> missile	13-15	16-17
<b>CHEST</b> missile	12	11-15
<b>ABDOMEN</b> missile	09-11	07-10
<b>L LEG</b> missile	05-08	04-06
<b>R LEG</b> missile	01-04	01-03

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## Personal Information

Adventurer Name \_\_\_\_\_ Player Name \_\_\_\_\_  
 Species **Elf** \_\_\_\_\_ Homeland/Clan \_\_\_\_\_  
 Age \_\_\_\_\_ Gender:  Male  Female Parent Occupation \_\_\_\_\_  
 Culture \_\_\_\_\_ Adventurer Occupations \_\_\_\_\_  
 Religion \_\_\_\_\_

## Characteristics

current: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_  
 original: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_

## Selected Attributes

Damage Modifier \_\_\_\_\_ Move Rate \_\_\_\_\_ DEX SRM \_\_\_\_\_ + SIZ SRM \_\_\_\_\_ = MELEE SRM \_\_\_\_\_

## Skills

<b>Agility</b> ( _____ )	<b>Knowledge</b> ( _____ )	<b>Manipulation</b> ( _____ )
Boat (00) _____ <input type="checkbox"/>	Animal Lore (05) _____	Conceal (20) _____ <input type="checkbox"/>
Climb (70) _____ <input type="checkbox"/>	Craft (10) _____	Devise (05) _____ <input type="checkbox"/>
Dodge (20) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Sleight (05) _____ <input type="checkbox"/>
Jump (25) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Play Instrument (00) _____
Ride (05) _____ <input type="checkbox"/>	Elven Lore (15) _____	_____ <input type="checkbox"/>
Swim (05) _____ <input type="checkbox"/>	Evaluate (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Throw (25) _____ <input type="checkbox"/>	First Aid (25) _____ <input type="checkbox"/>	<b>Perception</b> ( _____ )
<b>Communication</b> ( _____ )	Martial Arts (00) _____	Listen (45) _____ <input type="checkbox"/>
Fast Talk (05) _____ <input type="checkbox"/>	Mineral Lore (05) _____	Scan (25) _____ <input type="checkbox"/>
Orate (05) _____ <input type="checkbox"/>	Plant Lore (50) _____	Search (25) _____ <input type="checkbox"/>
Sing (05) _____ <input type="checkbox"/>	Read/Write Language (00) _____	Track (25) _____ <input type="checkbox"/>
Speak Languages	_____	<b>Stealth</b> ( _____ )
Own (30) _____ <input type="checkbox"/>	_____	Hide (25) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	Shiphandling (00) _____ <input type="checkbox"/>	Sneak (25) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	World Lore (05) _____	

## Magic

( \_\_\_\_\_ ) **Spells Known** (Free INT \_\_\_\_\_ )

Ceremony (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Enchant (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Summon (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Duration (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Intensity (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Multispell (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Range (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>

## Weapon Skills (A% mod \_\_\_\_\_) (P% mod \_\_\_\_\_)

Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Shield _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____

## Elf



## Equipment

## ENC

pennies \_\_\_\_\_  
armor \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Total ENC:** \_\_\_\_\_

(subtract total ENC from Fatigue)

## Attribute Tallies

**Magic Points:**

0	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

**Fatigue Points:**

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

**Hit Points:**

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

**HEAD** 19-20 missile 20

**L ARM** 16-18 missile 18-19

**R ARM** 13-15 missile 16-17

**CHEST** 12 missile 11-15

**ABDOMEN** 09-11 missile 07-10

**L LEG** 05-08 missile 04-06

**R LEG** 01-04 missile 01-03





## Personal Information

Adventurer Name \_\_\_\_\_ Player Name \_\_\_\_\_  
 Species **Elf** \_\_\_\_\_ Homeland/Clan \_\_\_\_\_  
 Age \_\_\_\_\_ Gender:  Male  Female Parent Occupation \_\_\_\_\_  
 Culture \_\_\_\_\_ Adventurer Occupations \_\_\_\_\_  
 Religion \_\_\_\_\_

## Characteristics

current: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_  
 original: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_

## Selected Attributes

Damage Modifier \_\_\_\_\_ Move Rate \_\_\_\_\_ DEX SRM \_\_\_\_\_ + SIZ SRM \_\_\_\_\_ = MELEE SRM \_\_\_\_\_

## Skills

<b>Agility</b> ( _____ )	<b>Knowledge</b> ( _____ )	<b>Manipulation</b> ( _____ )
Boat (00) _____ <input type="checkbox"/>	Animal Lore (05) _____	Conceal (20) _____ <input type="checkbox"/>
Climb (70) _____ <input type="checkbox"/>	Craft (10) _____	Devise (05) _____ <input type="checkbox"/>
Dodge (20) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Sleight (05) _____ <input type="checkbox"/>
Jump (25) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Play Instrument (00) _____
Ride (05) _____ <input type="checkbox"/>	Elven Lore (15) _____	_____ <input type="checkbox"/>
Swim (05) _____ <input type="checkbox"/>	Evaluate (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Throw (25) _____ <input type="checkbox"/>	First Aid (25) _____ <input type="checkbox"/>	
	Martial Arts (00) _____	<b>Perception</b> ( _____ )
<b>Communication</b> ( _____ )	Mineral Lore (05) _____	Listen (45) _____ <input type="checkbox"/>
Fast Talk (05) _____ <input type="checkbox"/>	Plant Lore (50) _____	Scan (25) _____ <input type="checkbox"/>
Orate (05) _____ <input type="checkbox"/>	Read/Write Language (00) _____	Search (25) _____ <input type="checkbox"/>
Sing (05) _____ <input type="checkbox"/>	_____	Track (25) _____ <input type="checkbox"/>
Speak Languages	_____	
Own (30) _____ <input type="checkbox"/>	_____	<b>Stealth</b> ( _____ )
_____ (00) _____ <input type="checkbox"/>	Shiphandling (00) _____ <input type="checkbox"/>	Hide (25) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	World Lore (05) _____	Sneak (25) _____ <input type="checkbox"/>

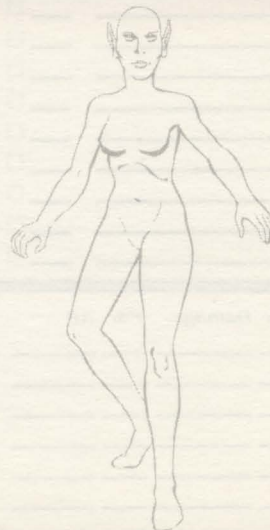
## Magic

<b>Magic</b> ( _____ )	<b>Spells Known</b>	<b>(Free INT _____)</b>
Ceremony (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Enchant (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Summon (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Duration (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Intensity (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Multispell (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Range (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>

## Weapon Skills (A% mod \_\_\_\_\_) (P% mod \_\_\_\_\_)

Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Shield _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____

## Elf



## Equipment

## ENC

pennies \_\_\_\_\_  
 armor \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Total ENC:

\_\_\_\_\_ (subtract total ENC from Fatigue)

## Attribute Tallies

**Magic Points:** 0 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

## Fatigue Points:

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		

## Hit Points:

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		

**HEAD** missile  
 19-20 20

**L ARM** missile  
 16-18 18-19

**R ARM** missile  
 13-15 16-17

**CHEST** missile  
 12 11-15

**ABDOMEN** missile  
 09-11 07-10

**L LEG** missile  
 05-08 04-06

**R LEG** missile  
 01-04 01-03



## Personal Information

Adventurer Name \_\_\_\_\_ Player Name \_\_\_\_\_  
 Species **Halfling** \_\_\_\_\_ Homeland/Clan \_\_\_\_\_  
 Age \_\_\_\_\_ Gender:  Male  Female Parent Occupation \_\_\_\_\_  
 Culture \_\_\_\_\_ Adventurer Occupations \_\_\_\_\_  
 Religion \_\_\_\_\_

## Characteristics

current: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_  
 original: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_

## Selected Attributes

Damage Modifier \_\_\_\_\_ Move Rate \_\_\_\_\_ DEX SRM \_\_\_\_\_ + SIZ SRM \_\_\_\_\_ = MELEE SRM \_\_\_\_\_

## Skills

<b>Agility</b> ( _____ )	<b>Knowledge</b> ( _____ )	<b>Manipulation</b> ( _____ )
Boat (10) _____ <input type="checkbox"/>	Animal Lore (05) _____	Conceal (05) _____ <input type="checkbox"/>
Climb (25) _____ <input type="checkbox"/>	Craft (10) _____	Devise (05) _____ <input type="checkbox"/>
Dodge (25) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Sleight (15) _____ <input type="checkbox"/>
Jump (25) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Play Instrument (00) _____
Ride (05) _____ <input type="checkbox"/>	Evaluate (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Swim (25) _____ <input type="checkbox"/>	First Aid (10) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Throw (25) _____ <input type="checkbox"/>	Halfling Lore (05) _____	<b>Perception</b> ( _____ )
	Martial Arts (00) _____	Listen (25) _____ <input type="checkbox"/>
<b>Communication</b> ( _____ )	Mineral Lore (05) _____	Scan (25) _____ <input type="checkbox"/>
Fast Talk (20) _____ <input type="checkbox"/>	Plant Lore (05) _____	Search (25) _____ <input type="checkbox"/>
Orate (20) _____ <input type="checkbox"/>	Read/Write Language (00) _____	Track (05) _____ <input type="checkbox"/>
Sing (05) _____ <input type="checkbox"/>	_____	<b>Stealth</b> ( _____ )
Speak Languages _____	_____	Hide (20) _____ <input type="checkbox"/>
Own (30) _____ <input type="checkbox"/>	_____	Sneak (30) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	Shiphandling (00) _____ <input type="checkbox"/>	
_____ (00) _____ <input type="checkbox"/>	World Lore (05) _____	

## Magic

( _____ )	<b>Spells Known</b>	(Free INT _____)
Ceremony (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Enchant (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Summon (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Duration (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Intensity (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Multispell (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Range (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>

## Weapon Skills (A% mod \_\_\_\_\_) (P% mod \_\_\_\_\_)

Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____	AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____	AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____	AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____	AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____	AP _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____	Range _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____	Range _____
Shield _____	Damage _____
SR _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____	AP _____

## Equipment

## ENC

pennies \_\_\_\_\_  
 armor \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Total ENC: \_\_\_\_\_

(subtract total ENC from Fatigue)

## Attribute Tallies

**Magic Points:** 0 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

**Fatigue Points:** \_\_\_\_\_  
 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

**Hit Points:** 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

## Halfling



**HEAD** 19-20 missile 20

**L ARM** 16-18 missile 18-19

**R ARM** 13-15 missile 16-17

**CHEST** 12 missile 11-15

**ABDOMEN** 09-11 missile 07-10

**L LEG** 05-08 missile 04-06

**R LEG** 01-04 missile 01-03









## Personal Information

Adventurer Name \_\_\_\_\_ Player Name \_\_\_\_\_  
 Species **Orc** \_\_\_\_\_ Homeland/Clan \_\_\_\_\_  
 Age \_\_\_\_\_ Gender:  Male  Female Parent Occupation \_\_\_\_\_  
 Culture \_\_\_\_\_ Adventurer Occupations \_\_\_\_\_  
 Religion \_\_\_\_\_

## Characteristics

current: **STR** \_\_\_ **CON** \_\_\_ **SIZ** \_\_\_ **INT** \_\_\_ **POW** \_\_\_ **DEX** \_\_\_ **APP** \_\_\_  
 original: **STR** \_\_\_ **CON** \_\_\_ **SIZ** \_\_\_ **INT** \_\_\_ **POW** \_\_\_ **DEX** \_\_\_ **APP** \_\_\_

## Selected Attributes

Damage Modifier \_\_\_\_\_ Move Rate \_\_\_\_\_ DEX SRM \_\_\_\_\_ + SIZ SRM \_\_\_\_\_ = MELEE SRM \_\_\_\_\_

## Skills

<b>Agility</b> ( _____ )	<b>Knowledge</b> ( _____ )	<b>Manipulation</b> ( _____ )
Boat (05) _____ <input type="checkbox"/>	Animal Lore (05) _____	Conceal (20) _____ <input type="checkbox"/>
Climb (40) _____ <input type="checkbox"/>	Craft (10) _____	Devise (05) _____ <input type="checkbox"/>
Dodge (05) _____ <input type="checkbox"/>	_____ _____ <input type="checkbox"/>	Sleight (05) _____ <input type="checkbox"/>
Jump (25) _____ <input type="checkbox"/>	_____ _____ <input type="checkbox"/>	Play Instrument (00) _____
Ride (05) _____ <input type="checkbox"/>	Evaluate (05) _____ <input type="checkbox"/>	_____ _____ <input type="checkbox"/>
Swim (15) _____ <input type="checkbox"/>	First Aid (10) _____ <input type="checkbox"/>	_____ _____ <input type="checkbox"/>
Throw (25) _____ <input type="checkbox"/>	Martial Arts (00) _____	<b>Perception</b> ( _____ )
	Mineral Lore (05) _____	Listen (25) _____ <input type="checkbox"/>
<b>Communication</b> ( _____ )	Orc Lore (05) _____	Scan (25) _____ <input type="checkbox"/>
Fast Talk (05) _____ <input type="checkbox"/>	Plant Lore (05) _____	Search (25) _____ <input type="checkbox"/>
Orate (05) _____ <input type="checkbox"/>	Read/Write Language (00) _____	Track (20) _____ <input type="checkbox"/>
Sing (05) _____ <input type="checkbox"/>	_____ _____	<b>Stealth</b> ( _____ )
Speak Languages	_____ _____	Hide (20) _____ <input type="checkbox"/>
Own (30) _____ <input type="checkbox"/>	_____ _____	Sneak (20) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	Shiphandling (00) _____ <input type="checkbox"/>	
_____ (00) _____ <input type="checkbox"/>	World Lore (05) _____	

## Equipment ENC

pennies \_\_\_\_\_  
 armor \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Total ENC:** \_\_\_\_\_  
 (subtract total ENC from Fatigue)

## Attribute Tallies

**Magic Points:**

0	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	

**Fatigue Points:**

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		

**Hit Points:**

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

## Magic ( \_\_\_\_\_ )

<b>Spells Known</b>	<b>(Free INT _____)</b>
Ceremony (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Enchant (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Summon (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Duration (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Intensity (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Multispell (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Range (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>

## Weapon Skills (A% mod \_\_\_\_\_) (P% mod \_\_\_\_\_)

Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Shield _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____

## Orc



<b>HEAD</b>	missile
19-20	20
<b>L ARM</b>	missile
16-18	18-19
<b>R ARM</b>	missile
13-15	16-17
<b>CHEST</b>	missile
12	11-15
<b>ABDOMEN</b>	missile
09-11	07-10
<b>L LEG</b>	missile
05-08	04-06
<b>R LEG</b>	missile
01-04	01-03

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## Personal Information

Adventurer Name \_\_\_\_\_ Player Name \_\_\_\_\_  
 Species **Troll** \_\_\_\_\_ Homeland/Clan \_\_\_\_\_  
 Age \_\_\_\_\_ Gender:  Male  Female Parent Occupation \_\_\_\_\_  
 Culture \_\_\_\_\_ Adventurer Occupations \_\_\_\_\_  
 Religion \_\_\_\_\_

## Characteristics

current: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_  
 original: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_

## Selected Attributes

Damage Modifier \_\_\_\_\_ Move Rate \_\_\_\_\_ DEX SRM \_\_\_\_\_ + SIZ SRM \_\_\_\_\_ = MELEE SRM \_\_\_\_\_

## Skills

<b>Agility</b> ( _____ )	<b>Knowledge</b> ( _____ )	<b>Manipulation</b> ( _____ )
Boat (05) _____ <input type="checkbox"/>	Animal Lore (05) _____	Conceal (05) _____ <input type="checkbox"/>
Climb (40) _____ <input type="checkbox"/>	Craft (10) _____	Devise (05) _____ <input type="checkbox"/>
Dodge (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Sleight (05) _____ <input type="checkbox"/>
Jump (25) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Play _____ (00) _____ <input type="checkbox"/>
Ride (00) _____ <input type="checkbox"/>	Evaluate (05) _____ <input type="checkbox"/>	<b>Perception</b> ( _____ )
Swim (05) _____ <input type="checkbox"/>	First Aid (25) _____ <input type="checkbox"/>	Dark Scan (25) _____ <input type="checkbox"/>
Throw (25) _____ <input type="checkbox"/>	Martial Arts (00) _____	Dark Search (25) _____ <input type="checkbox"/>
<b>Communication</b> ( _____ )	Mineral Lore (05) _____	Listen (35) _____ <input type="checkbox"/>
Fast Talk (05) _____ <input type="checkbox"/>	Plant Lore (05) _____	Visual Scan (10) _____ <input type="checkbox"/>
Orate (05) _____ <input type="checkbox"/>	Read/Write Language (00) _____	Visual Search (10) _____ <input type="checkbox"/>
Sing (05) _____ <input type="checkbox"/>	_____	Track (05) _____ <input type="checkbox"/>
Speak Languages	_____	<b>Stealth</b> ( _____ )
Own (30) _____ <input type="checkbox"/>	Shiphandling (00) _____ <input type="checkbox"/>	Hide (20) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	Troll Lore (05) _____	Sneak (20) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	World Lore (05) _____	

## Equipment

## ENC

pennies \_\_\_\_\_  
 armor \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Total ENC: \_\_\_\_\_

(subtract total ENC from Fatigue)

## Attribute Tallies

**Magic Points:**

0	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	

**Fatigue Points:**

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		

**Hit Points:**

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		

## Magic

( \_\_\_\_\_ )

## Spells Known

(Free INT \_\_\_\_\_)

Ceremony (05) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Enchant (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Summon (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Duration (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Intensity (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Multispell (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Range (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>

## Weapon Skills (A% mod \_\_\_\_\_) (P% mod \_\_\_\_\_)

Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Shield _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____

## Troll



### HEAD

19-20 missile 20

### L ARM

16-18 missile 18-19

### R ARM

13-15 missile 16-17

### CHEST

12 missile 11-15

### ABDOMEN

09-11 missile 07-10

### L LEG

05-08 missile 04-06

### R LEG

01-04 missile 01-03



## Personal Information

Adventurer Name \_\_\_\_\_ Player Name \_\_\_\_\_  
 Species **Troll** \_\_\_\_\_ Homeland/Clan \_\_\_\_\_  
 Age \_\_\_\_\_ Gender:  Male  Female Parent Occupation \_\_\_\_\_  
 Culture \_\_\_\_\_ Adventurer Occupations \_\_\_\_\_  
 Religion \_\_\_\_\_

## Characteristics

current: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_  
 original: **STR** \_\_\_\_\_ **CON** \_\_\_\_\_ **SIZ** \_\_\_\_\_ **INT** \_\_\_\_\_ **POW** \_\_\_\_\_ **DEX** \_\_\_\_\_ **APP** \_\_\_\_\_

## Selected Attributes

Damage Modifier \_\_\_\_\_ Move Rate \_\_\_\_\_ DEX SRM \_\_\_\_\_ + SIZ SRM \_\_\_\_\_ = MELEE SRM \_\_\_\_\_

## Skills

<b>Agility</b> ( _____ )	<b>Knowledge</b> ( _____ )	<b>Manipulation</b> ( _____ )
Boat (05) _____ <input type="checkbox"/>	Animal Lore (05) _____	Conceal (05) _____ <input type="checkbox"/>
Climb (40) _____ <input type="checkbox"/>	Craft (10) _____	Devise (05) _____ <input type="checkbox"/>
Dodge (05) _____ <input type="checkbox"/>	_____ _____ <input type="checkbox"/>	Sleight (05) _____ <input type="checkbox"/>
Jump (25) _____ <input type="checkbox"/>	_____ _____ <input type="checkbox"/>	Play _____ (00) _____ <input type="checkbox"/>
Ride (00) _____ <input type="checkbox"/>	Evaluate (05) _____ <input type="checkbox"/>	<b>Perception</b> ( _____ )
Swim (05) _____ <input type="checkbox"/>	First Aid (25) _____ <input type="checkbox"/>	Dark Scan (25) _____ <input type="checkbox"/>
Throw (25) _____ <input type="checkbox"/>	Martial Arts (00) _____	Dark Search (25) _____ <input type="checkbox"/>
<b>Communication</b> ( _____ )	Mineral Lore (05) _____	Listen (35) _____ <input type="checkbox"/>
Fast Talk (05) _____ <input type="checkbox"/>	Plant Lore (05) _____	Visual Scan (10) _____ <input type="checkbox"/>
Orate (05) _____ <input type="checkbox"/>	Read/Write Language (00) _____	Visual Search (10) _____ <input type="checkbox"/>
Sing (05) _____ <input type="checkbox"/>	_____ _____	Track (05) _____ <input type="checkbox"/>
Speak Languages	_____ _____	<b>Stealth</b> ( _____ )
Own (30) _____ <input type="checkbox"/>	Shiphandling (00) _____ <input type="checkbox"/>	Hide (20) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	Troll Lore (05) _____	Sneak (20) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	World Lore (05) _____	

<b>Magic</b> ( _____ )	<b>Spells Known</b>	<b>(Free INT _____)</b>
Ceremony (05) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Enchant (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Summon (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Duration (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Intensity (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Multispell (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Range (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>

## Weapon Skills (A% mod \_\_\_\_\_) (P% mod \_\_\_\_\_)

Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Shield _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____

## Troll



## Equipment ENC

pennies \_\_\_\_\_  
 armor \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Total ENC:** \_\_\_\_\_

(subtract total ENC from Fatigue)

## Attribute Tallies

**Magic Points:** 0 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

**Fatigue Points:**

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		

**Hit Points:** 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

**HEAD** 19-20 missile 20

**L ARM** 16-18 missile 18-19

**R ARM** 13-15 missile 16-17

**CHEST** 12 missile 11-15

**ABDOMEN** 09-11 missile 07-10

**L LEG** 05-08 missile 04-06

**R LEG** 01-04 missile 01-03





### Personal Information

Adventurer Name \_\_\_\_\_ Player Name \_\_\_\_\_  
 Species \_\_\_\_\_ Homeland/Clan \_\_\_\_\_  
 Age \_\_\_\_\_ Gender:  Male  Female Parent Occupation \_\_\_\_\_  
 Culture \_\_\_\_\_ Adventurer Occupations \_\_\_\_\_  
 Religion \_\_\_\_\_

### Characteristics

current: STR \_\_\_\_\_ CON \_\_\_\_\_ SIZ \_\_\_\_\_ INT \_\_\_\_\_ POW \_\_\_\_\_ DEX \_\_\_\_\_ APP \_\_\_\_\_  
 original: STR \_\_\_\_\_ CON \_\_\_\_\_ SIZ \_\_\_\_\_ INT \_\_\_\_\_ POW \_\_\_\_\_ DEX \_\_\_\_\_ APP \_\_\_\_\_

### Selected Attributes

Damage Modifier \_\_\_\_\_ Move Rate \_\_\_\_\_ DEX SRM \_\_\_\_\_ + SIZ SRM \_\_\_\_\_ = MELEE SRM \_\_\_\_\_

### Skills

<b>Agility</b> ( _____ )	<b>Knowledge</b> ( _____ )	<b>Manipulation</b> ( _____ )
Boat (05) _____ <input type="checkbox"/>	Animal Lore (05) _____	Conceal (05) _____ <input type="checkbox"/>
Climb (40) _____ <input type="checkbox"/>	Craft (10) _____	Devise (05) _____ <input type="checkbox"/>
Dodge (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Sleight (05) _____ <input type="checkbox"/>
Jump (25) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Play Instrument (00) _____
Ride (05) _____ <input type="checkbox"/>	Evaluate (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Swim (15) _____ <input type="checkbox"/>	First Aid (10) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Throw (25) _____ <input type="checkbox"/>	Human Lore (05) _____	<b>Perception</b> ( _____ )
<b>Communication</b> ( _____ )	Martial Arts (00) _____	Listen (25) _____ <input type="checkbox"/>
Fast Talk (05) _____ <input type="checkbox"/>	Mineral Lore (05) _____	Scan (25) _____ <input type="checkbox"/>
Orate (05) _____ <input type="checkbox"/>	Plant Lore (05) _____	Search (25) _____ <input type="checkbox"/>
Sing (05) _____ <input type="checkbox"/>	Read/Write Language (00) _____	Track (05) _____ <input type="checkbox"/>
Speak Languages _____	_____	<b>Stealth</b> ( _____ )
Own (30) _____ <input type="checkbox"/>	_____	Hide (10) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	Shiphandling (00) _____ <input type="checkbox"/>	Sneak (10) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	World Lore (05) _____	

### Equipment

### ENC

pennies \_\_\_\_\_  
 armor \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Total ENC:

(subtract total ENC from Fatigue)

### Attribute Tallies

<b>Magic Points:</b>	0	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
<b>Fatigue Points:</b>			
	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
<b>Hit Points:</b>	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

### Magic

<b>Magic</b> ( _____ )	<b>Spells Known</b>	<b>(Free INT _____)</b>
Ceremony (05) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Enchant (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Summon (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Duration (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Intensity (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Multispell (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Range (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>

### Weapon Skills (A% mod \_\_\_\_\_) (P% mod \_\_\_\_\_)

Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____

### Hit Locations

melee	missile	location	armor/ location hit points
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10
-	-	_____	_____/1 2 3 4 5 6 7 8 9 10



# Adventurer Sheets

4 0 / 1 0

## Nonhuman Adventurer Sheets

This package contains adventurer sheets for nine nonhuman species: broos, centaurs, ducks, dwarfs, elves, halflings, ogres, orcs, and trolls. The base skills percentiles for each of these sheets are tailored to the appropriate species. New skills have been added where needed. Each sheet also includes a sketch of a typical member of that species that players can complete and personalize to illustrate their nonhuman adventurer.

Additionally, there is a multiple-hit location sheet. This form lacks any species sketch, but instead provides many lines for hit locations and number tallies to record each location's hit points.

There are two different adventurer sheet boxes available from The Avalon Hill Game Company for use with the *RuneQuest* roleplaying game: the Human Adventurer Sheet box and the Nonhuman Adventurer Sheet box.

**RuneQuest**
**Adventurer Sheet**

### Personal Information

Adventurer Name: \_\_\_\_\_ Player Name: \_\_\_\_\_  
 Species: Troll \_\_\_\_\_ Homeland/Clan: \_\_\_\_\_  
 Age: \_\_\_\_\_ Gender:  Male  Female Parent Occupation: \_\_\_\_\_  
 Culture: \_\_\_\_\_ Adventurer Occupations: \_\_\_\_\_  
 Religion: \_\_\_\_\_

### Characteristics

Current: STR \_\_\_ CON \_\_\_ SIZ \_\_\_ INT \_\_\_ POW \_\_\_ DEX \_\_\_ AFF \_\_\_  
 Original: STR \_\_\_ CON \_\_\_ SIZ \_\_\_ INT \_\_\_ POW \_\_\_ DEX \_\_\_ AFF \_\_\_

### Selected Attributes

Damage Modifier: \_\_\_\_\_ Move Rate: \_\_\_\_\_ DEX SRM: \_\_\_\_\_ + SIZ SRM: \_\_\_\_\_ = MELEE SRM: \_\_\_\_\_

### Skills

<b>Agility</b>			<b>Knowledge</b>			<b>Manipulation</b>				
Boat (05)	<input type="checkbox"/>	Animal Lore (05)	<input type="checkbox"/>	Conceal (05)	<input type="checkbox"/>	Deceive (05)	<input type="checkbox"/>	Listen (05)	<input type="checkbox"/>	
Climb (40)	<input type="checkbox"/>	Craft (10)	<input type="checkbox"/>	Height (05)	<input type="checkbox"/>	Play (000)	<input type="checkbox"/>		<input type="checkbox"/>	
Dodge (05)	<input type="checkbox"/>	Evaluate (05)	<input type="checkbox"/>	Perception	<input type="checkbox"/>	Dark Scan (25)	<input type="checkbox"/>		<input type="checkbox"/>	
Jump (25)	<input type="checkbox"/>	First Aid (25)	<input type="checkbox"/>	Dark Search (25)	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
Ride (00)	<input type="checkbox"/>	Martial Arts (00)	<input type="checkbox"/>	Mineral Lore (05)	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
Swim (05)	<input type="checkbox"/>		<input type="checkbox"/>	Plant Lore (05)	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
Throw (25)	<input type="checkbox"/>		<input type="checkbox"/>	Read/Write Language (00)	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
<b>Communication</b>			<b>Spells Known</b>			<b>(Free INT)</b>				
Fast Talk (05)	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
Orate (05)	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
Sing (05)	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
<b>Speak Languages</b>				<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
Own (30)	<input type="checkbox"/>	Shiphandling (00)	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
_____ (00)	<input type="checkbox"/>	Troll Lore (05)	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
_____ (00)	<input type="checkbox"/>	World Lore (05)	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

### Equipment

Equipment \_\_\_\_\_ ENC \_\_\_\_\_  
 armor \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Attribute Tallies


**Magic Points:** 0 1 2  
 3 4 5 6 7 8 9  
 10 11 12 13 14 15 16  
 17 18 19 20 21 22 25  
 24 25 26 27 28 29 30  
 31 32 33 34 35 36 37

**Fatigue Points:** 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

**Hit Points:** 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

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### Troll



HEAD	19-20
L ARM	21-22
R ARM	23-24
CHEST	25-26
ABDOMEN	27-28
L LEG	29-30
R LEG	31-32

## About *RuneQuest*

In *RuneQuest*, players create adventurers who explore an ancient world rich in magic. Everyone uses spells and anyone can be a warrior, equipped with cold steel and stout armor. The gods provide fantastic powers to their mortal worshipers and can intercede on their behalf. Each *RuneQuest* adventurer is unique, belonging to a definite culture and learning the crafts, trades, and skills of his or her parents.

*These adventurer sheets are intended for use with the *RuneQuest*® roleplaying game. You must have a copy of either the *RuneQuest*® Players Box or the *RuneQuest*® Deluxe Box in order to fully use these sheets.*

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**RuneQuest** is The Avalon Hill Game Company's trademark for its fantasy roleplaying game.

*RuneQuest* is a fantasy roleplaying game for two or more players ages 12 and older.  
 cover illustration by Chris Marrinan

The Avalon Hill  
 Game Company

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