RuneQuest Character Sheet

General Information

Character Name_____ Player Name_____
Species_____ Occupation_____
Culture_____ Religion_____

Characteristics

Current	Str___	Siz___	Con___	Dex___	Int___	Pow___	App___
Original	Str___	Siz___	Con___	Dex___	Int___	Pow___	App___

Damage Modifier_____ Martial Arts Damage Modifier_____ Strike Rank_____

	Exp.	Train.	Rust	Pts : Lvl
e	1d8	1d8-2	1/month	1:2
m	1d6	1d6-2	2/month	1:1
h	1d4	1d4-1	4/month	2:1

SKILLS

Agility (____)
- [h] Acrobatics (05) ____ ☐
- [e] Boat (05) ____ ☐
- [e] Climb (40) ____ ☐
- [h] Dodge (05) ____ ☐
- [e] Jump (25) ____ ☐
- [h] Maneuver (25) ____ ☐
- [m] Ride (05) ____ ☐
- [e] Swim (15) ____ ☐
- [m] Throw (25) ____ ☐

Manipulation (____)
- [m] Courtesan (10) ____ ☐
- [m] Conceal (05) ____ ☐
- [h] Devise (05) ____ ☐
- [e] Drive (10) ____ ☐
- [m] Slight (05) ____ ☐
- [-] Play Instrument
- _____ (00) ____ ☐
- _____ (00) ____ ☐

Communication (____)
- [h] Bargain (05) ____ ☐
- [m] Fast Talk (05) ____ ☐
- [m] Orate (05) ____ ☐
- [m] Seduce (10) ____ ☐
- [e] Sing (05) ____ ☐
- [-] Speak Languages
- [e] Own (30) ____ ☐
- _____ (00) ____ ☐
- _____ (00) ____ ☐
- _____ (00) ____ ☐

Knowledge (____)
- [e] Battle (05) ____ ☐
- [-] Craft (10)
- _____ ____ ☐
- _____ ____ ☐
- _____ ____ ☐
- [m] Evaluate (05) ____ ☐
- [e] First Aid (10) ____ ☐
- [-] Lore (05)
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- [h] Martial Arts (00) ____
- [m] Read / Write (00) ____ ☐
- [m] ShipHandling (00) ____ ☐
- [e] Survival (05) ____ ☐
- [e] Ventriloquism (00) ____ ☐

Perception (____)
- [h] Lip Read (00) ____ ☐
- [m] Listen (25) ____ ☐
- [e] Scan (25) ____ ☐
- [m] Search (25) ____ ☐
- [m] Track (05) ____ ☐

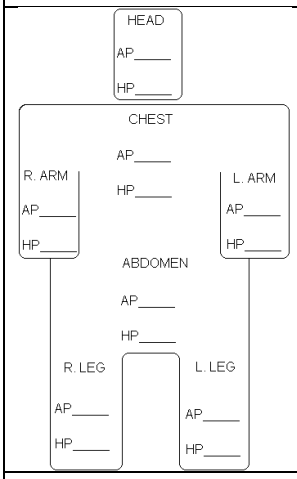
Stealth (____)
- [e] Hide (10) ____ ☐
- [m] Shadow (10) ____ ☐
- [m] Sneak (10) ____ ☐

Melee	A%	P%
Axe, 1H (10)	[m] ____ ☐	[h] ____ ☐
Axe, 2H (05)	[h] ____ ☐	[m] ____ ☐
Dagger (15)	[e] ____ ☐	[h] ____ ☐
Fist (25)	[e] ____ ☐	[m] ____ ☐
Flail, 1H (05)	[h] ____ ☐	[h] ____ ☐
Flail, 2H (05)	[h] ____ ☐	[h] ____ ☐
Grapple (25)	[e] ____ ☐	[m] ____ ☐
Kick (15)	[e] ____ ☐	[h] ____ ☐
Hammer, 1H (10)	[m] ____ ☐	[h] ____ ☐
Hammer, 2H (05)	[h] ____ ☐	[m] ____ ☐
Mace, 1H (15)	[e] ____ ☐	[h] ____ ☐
Maul (10)	[m] ____ ☐	[m] ____ ☐
Rapier(05)	[h] ____ ☐	[m] ____ ☐
ShortSword (05)	[e] ____ ☐	[m] ____ ☐
Shield (00)(15)	[h] ____ ☐	[e] ____ ☐
Spear, 1H (05)	[h] ____ ☐	[m] ____ ☐
Spear, 2H (15)	[e] ____ ☐	[m] ____ ☐
Sword, 1H (10)	[m] ____ ☐	[m] ____ ☐
Sword, 2H (05)	[h] ____ ☐	[m] ____ ☐
Whip (10)	[m] ____ ☐	[m] ____ ☐
_____	____ ☐	____ ☐
_____	____ ☐	____ ☐
_____	____ ☐	____ ☐

Missile	A%	P%
Bow (05)	[h] ____ ☐	[m] ____ ☐
CrossBow (15)	[e] ____ ☐	[m] ____ ☐
Thrown Rock (15)	[e] ____ ☐	[h] ____ ☐
_____	____ ☐	____ ☐
_____	____ ☐	____ ☐
_____	____ ☐	____ ☐

Magic (____)
- [m] Ceremony (05) ____
- [h] Enchant (00) ____
- [h] Summon (00) ____
- [h] Duration (00) ____
- [m] Intensity (00) ____
- [h] MultiSpell (00) ____
- [h] Range (00) ____
- [h] Timing (00) ____

Spells
- _____ ____ ☐
- _____ ____ ☐
- _____ ____ ☐
- _____ ____ ☐
- _____ ____ ☐
- _____ ____ ☐
- _____ ____ ☐
- _____ ____ ☐
- _____ ____ ☐
- _____ ____ ☐
- _____ ____ ☐



Total Hit Points

Hit Location Table
(*Humanoid*)

Melee	Location	Missle
01-04	R. Leg	01-03
05-08	L. Leg	04-06
9-11	Abdom	07-10
12	Chest	11-15
13-15	R. Arm	16-17
16-18	L. Arm	18-19
19-20	Head	20

Fatigue Roll
(each 5 rounds)

Encumbrance	Roll
STR x 1	CON x 5
STR x 2	CON x 4
STR x 3	CON x 3
STR x 4	CON x 2
STR x 5	CON x 1

Fatigue Status

Status		Penalty
Normal		No Penalties
Tired		+5 to Roll
Weary		+10 to Roll
Exausted		×2 + 20 to Roll
Incapacitated		Roll Con×1

Magic Points

Level	Percent
Novice	0 – 30
Trained	31 – 45
Experienced	46 – 60
Veteran	61 – 75
Expert	76 – 90
Master	91+

Extra _____

_____

PERSON			PACK			HOME		
Equipment	Location	Enc.	Equipment	Location	Enc.	Equipment	Location	Enc

TOTAL ENC:_____ **TOTAL ENC:**_____ **TOTAL ENC:**_____

Character Sketch

Banked Hours

Goals / Quirks

_____

_____

_____

_____

Funds

e_____	1e = 20p
p_____	1p = 100g 1p = 500s
g_____	1g = 5s 1g = 100c
s_____	1s = 20p 1s = 40 (1/2c)
c_____	1c = 2 (1/2c)

Jems

_____

_____