

# RuneQuest Character Sheet

<b>General Information</b>							
Character Name _____		Player Name _____					
Species _____		Occupation _____					
Culture _____		Religion _____					
<b>Characteristics</b>							
Current	Str _____	Siz _____	Con _____	Dex _____	Int _____	Pow _____	App _____
Original	Str _____	Siz _____	Con _____	Dex _____	Int _____	Pow _____	App _____
<b>Damage Modifier</b>		<b>Martial Arts Damage Modifier</b>		<b>Strike Rank</b>			

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

## SKILLS

<p><b>Agility</b> ( )</p> <p><sup>h</sup>Acrobatics (05) _____ <input type="checkbox"/></p> <p><sup>e</sup>Boat (05) _____ <input type="checkbox"/></p> <p><sup>e</sup>Climb (40) _____ <input type="checkbox"/></p> <p><sup>h</sup>Dodge (05) _____ <input type="checkbox"/></p> <p><sup>e</sup>Jump (25) _____ <input type="checkbox"/></p> <p><sup>h</sup>Maneuver (25) _____ <input type="checkbox"/></p> <p><sup>m</sup>Ride (05) _____ <input type="checkbox"/></p> <p><sup>e</sup>Swim (15) _____ <input type="checkbox"/></p> <p><sup>m</sup>Throw (25) _____ <input type="checkbox"/></p> <p><b>Manipulation</b> ( )</p> <p><sup>m</sup>Courtesan (10) _____ <input type="checkbox"/></p> <p><sup>m</sup>Conceal (05) _____ <input type="checkbox"/></p> <p><sup>h</sup>Devise (05) _____ <input type="checkbox"/></p> <p><sup>e</sup>Drive (10) _____ <input type="checkbox"/></p> <p><sup>m</sup>Slight (05) _____ <input type="checkbox"/></p> <p><sup>-</sup>Play Instrument _____ (00) _____ <input type="checkbox"/></p> <p>_____ (00) _____ <input type="checkbox"/></p> <p><b>Communication</b> ( )</p> <p><sup>h</sup>Bargain (05) _____ <input type="checkbox"/></p> <p><sup>m</sup>Fast Talk (05) _____ <input type="checkbox"/></p> <p><sup>m</sup>Orate (05) _____ <input type="checkbox"/></p> <p><sup>m</sup>Seduce (10) _____ <input type="checkbox"/></p> <p><sup>e</sup>Sing (05) _____ <input type="checkbox"/></p> <p><sup>-</sup>Speak Languages _____ <input type="checkbox"/></p> <p><sup>e</sup>Own (30) _____ <input type="checkbox"/></p> <p>_____ (00) _____ <input type="checkbox"/></p> <p>_____ (00) _____ <input type="checkbox"/></p> <p>_____ (00) _____ <input type="checkbox"/></p>	<p><b>Knowledge</b> ( )</p> <p><sup>e</sup>Battle (05) _____ <input type="checkbox"/></p> <p><sup>-</sup>Craft (10) _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p><sup>m</sup>Evaluate (05) _____ <input type="checkbox"/></p> <p><sup>e</sup>First Aid (10) _____ <input type="checkbox"/></p> <p><sup>-</sup>Lore (05) _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p><sup>h</sup>Martial Arts (00) _____ <input type="checkbox"/></p> <p><sup>m</sup>Read / Write (00) _____ <input type="checkbox"/></p> <p><sup>m</sup>ShipHandling (00) _____ <input type="checkbox"/></p> <p><sup>e</sup>Survival (05) _____ <input type="checkbox"/></p> <p><sup>e</sup>Ventriloquism (00) _____ <input type="checkbox"/></p> <p><b>Perception</b> ( )</p> <p><sup>h</sup>Lip Read (00) _____ <input type="checkbox"/></p> <p><sup>m</sup>Listen (25) _____ <input type="checkbox"/></p> <p><sup>e</sup>Scan (25) _____ <input type="checkbox"/></p> <p><sup>m</sup>Search (25) _____ <input type="checkbox"/></p> <p><sup>m</sup>Track (05) _____ <input type="checkbox"/></p> <p><b>Stealth</b> ( )</p> <p><sup>e</sup>Hide (10) _____ <input type="checkbox"/></p> <p><sup>m</sup>Shadow (10) _____ <input type="checkbox"/></p> <p><sup>m</sup>Sneak (10) _____ <input type="checkbox"/></p>	<p><b>Melee</b></p> <p>Axe, 1H (10) <sup>m</sup> _____ <input type="checkbox"/> <sup>h</sup> _____ <input type="checkbox"/></p> <p>Axe, 2H (05) <sup>h</sup> _____ <input type="checkbox"/> <sup>m</sup> _____ <input type="checkbox"/></p> <p>Dagger (15) <sup>e</sup> _____ <input type="checkbox"/> <sup>h</sup> _____ <input type="checkbox"/></p> <p>Fist (25) <sup>e</sup> _____ <input type="checkbox"/> <sup>m</sup> _____ <input type="checkbox"/></p> <p>Flail, 1H (05) <sup>h</sup> _____ <input type="checkbox"/> <sup>h</sup> _____ <input type="checkbox"/></p> <p>Flail, 2H (05) <sup>h</sup> _____ <input type="checkbox"/> <sup>h</sup> _____ <input type="checkbox"/></p> <p>Grapple (25) <sup>e</sup> _____ <input type="checkbox"/> <sup>m</sup> _____ <input type="checkbox"/></p> <p>Kick (15) <sup>e</sup> _____ <input type="checkbox"/> <sup>h</sup> _____ <input type="checkbox"/></p> <p>Hammer, 1H (10) <sup>m</sup> _____ <input type="checkbox"/> <sup>h</sup> _____ <input type="checkbox"/></p> <p>Hammer, 2H (05) <sup>h</sup> _____ <input type="checkbox"/> <sup>m</sup> _____ <input type="checkbox"/></p> <p>Mace, 1H (15) <sup>e</sup> _____ <input type="checkbox"/> <sup>h</sup> _____ <input type="checkbox"/></p> <p>Maul (10) <sup>m</sup> _____ <input type="checkbox"/> <sup>m</sup> _____ <input type="checkbox"/></p> <p>Rapier(05) <sup>h</sup> _____ <input type="checkbox"/> <sup>m</sup> _____ <input type="checkbox"/></p> <p>ShortSword (05) <sup>e</sup> _____ <input type="checkbox"/> <sup>m</sup> _____ <input type="checkbox"/></p> <p>Shield (00)(15) <sup>h</sup> _____ <input type="checkbox"/> <sup>e</sup> _____ <input type="checkbox"/></p> <p>Spear, 1H (05) <sup>h</sup> _____ <input type="checkbox"/> <sup>m</sup> _____ <input type="checkbox"/></p> <p>Spear, 2H (15) <sup>e</sup> _____ <input type="checkbox"/> <sup>m</sup> _____ <input type="checkbox"/></p> <p>Sword, 1H (10) <sup>m</sup> _____ <input type="checkbox"/> <sup>m</sup> _____ <input type="checkbox"/></p> <p>Sword, 2H (05) <sup>h</sup> _____ <input type="checkbox"/> <sup>m</sup> _____ <input type="checkbox"/></p> <p>Whip (10) <sup>m</sup> _____ <input type="checkbox"/> <sup>m</sup> _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p><b>Missile</b></p> <p>Bow (05) <sup>h</sup> _____ <input type="checkbox"/> <sup>m</sup> _____ <input type="checkbox"/></p> <p>CrossBow (15) <sup>e</sup> _____ <input type="checkbox"/> <sup>m</sup> _____ <input type="checkbox"/></p> <p>Thrown Rock (15) <sup>e</sup> _____ <input type="checkbox"/> <sup>h</sup> _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p>	<p><b>Magic</b> ( )</p> <p><sup>m</sup>Ceremony (05) _____ <input type="checkbox"/></p> <p><sup>h</sup>Enchant (00) _____ <input type="checkbox"/></p> <p><sup>h</sup>Summon (00) _____ <input type="checkbox"/></p> <p><sup>h</sup>Duration (00) _____ <input type="checkbox"/></p> <p><sup>m</sup>Intensity (00) _____ <input type="checkbox"/></p> <p><sup>h</sup>MultiSpell (00) _____ <input type="checkbox"/></p> <p><sup>h</sup>Range (00) _____ <input type="checkbox"/></p> <p><sup>h</sup>Timing (00) _____ <input type="checkbox"/></p> <p><b>Spells</b></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p> <p>_____ _____ <input type="checkbox"/></p>
---	---	--	---

<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">HEAD AP _____ HP _____</div> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">R. ARM AP _____ HP _____</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">CHEST AP _____ HP _____</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">L. ARM AP _____ HP _____</div> </div> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">R. LEG AP _____ HP _____</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">ABDOMEN AP _____ HP _____</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">L. LEG AP _____ HP _____</div> </div>	<p><b>Total Hit Points</b></p> <p>Hit Location Table (Humanoid)</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th>Melee</th> <th>Location</th> <th>Missle</th> </tr> </thead> <tbody> <tr> <td>01-04</td> <td>R. Leg</td> <td>01-03</td> </tr> <tr> <td>05-08</td> <td>L. Leg</td> <td>04-06</td> </tr> <tr> <td>9-11</td> <td>Abdom</td> <td>07-10</td> </tr> <tr> <td>12</td> <td>Chest</td> <td>11-15</td> </tr> <tr> <td>13-15</td> <td>R. Arm</td> <td>16-17</td> </tr> <tr> <td>16-18</td> <td>L. Arm</td> <td>18-19</td> </tr> <tr> <td>19-20</td> <td>Head</td> <td>20</td> </tr> </tbody> </table>	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	<p><b>Fatigue Roll</b> (each 5 rounds)</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th>Encumbrance</th> <th>Roll</th> </tr> </thead> <tbody> <tr> <td>STR x 1</td> <td>CON x 5</td> </tr> <tr> <td>STR x 2</td> <td>CON x 4</td> </tr> <tr> <td>STR x 3</td> <td>CON x 3</td> </tr> <tr> <td>STR x 4</td> <td>CON x 2</td> </tr> <tr> <td>STR x 5</td> <td>CON x 1</td> </tr> </tbody> </table> <p><b>Fatigue Status</b></p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th>Status</th> <th>Penalty</th> </tr> </thead> <tbody> <tr> <td>Normal</td> <td>No Penalties</td> </tr> <tr> <td>Tired</td> <td>+5 to Roll</td> </tr> <tr> <td>Wearry</td> <td>+10 to Roll</td> </tr> <tr> <td>Exhausted</td> <td>×2 + 20 to Roll</td> </tr> <tr> <td>Incapacitated</td> <td>Roll Con×1</td> </tr> </tbody> </table>	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	Status	Penalty	Normal	No Penalties	Tired	+5 to Roll	Wearry	+10 to Roll	Exhausted	×2 + 20 to Roll	Incapacitated	Roll Con×1	<p><b>Magic Points</b></p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th>Level</th> <th>Percent</th> </tr> </thead> <tbody> <tr> <td>Novice</td> <td>0 – 30</td> </tr> <tr> <td>Trained</td> <td>31 – 45</td> </tr> <tr> <td>Experienced</td> <td>46 – 60</td> </tr> <tr> <td>Veteran</td> <td>61 – 75</td> </tr> <tr> <td>Expert</td> <td>76 – 90</td> </tr> <tr> <td>Master</td> <td>91+</td> </tr> </tbody> </table>	Level	Percent	Novice	0 – 30	Trained	31 – 45	Experienced	46 – 60	Veteran	61 – 75	Expert	76 – 90	Master	91+
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																																																															
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																																																																
Status	Penalty																																																																
Normal	No Penalties																																																																
Tired	+5 to Roll																																																																
Wearry	+10 to Roll																																																																
Exhausted	×2 + 20 to Roll																																																																
Incapacitated	Roll Con×1																																																																
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: \_\_\_\_\_

<p><u>Character Sketch</u></p>	<p><u>Banked Hours</u></p>	<table border="1"> <thead> <tr> <th colspan="2"><u>Funds</u></th> </tr> </thead> <tbody> <tr> <td>e</td> <td>1e = 20p</td> </tr> <tr> <td>p</td> <td>1p = 100g 1p = 500s</td> </tr> <tr> <td>g</td> <td>1g = 5s 1g = 100c</td> </tr> <tr> <td>s</td> <td>1s = 20p 1s = 40 (1/2c)</td> </tr> <tr> <td>c</td> <td>1c = 2 (1/2c)</td> </tr> </tbody> </table> <p style="text-align: center;"><u>Jems</u></p>	<u>Funds</u>		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)
	<u>Funds</u>													
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)													
<p><u>Goals / Quirks</u></p>														