

# Abcdefgrhij **RUNEQUEST II CHARACTER SHEET** stuvw x 8! # \*

Player: \_\_\_\_\_ Campaign: \_\_\_\_\_ Creation Date: \_\_\_\_\_  
 Name: \_\_\_\_\_ Species: \_\_\_\_\_ Finances \_\_\_\_\_ Equipment \_\_\_\_\_ ENC \_\_\_\_\_  
 Social Class: \_\_\_\_\_ Sex: \_\_\_\_\_ Age: \_\_\_\_\_  
 Nationality: \_\_\_\_\_ Culture: \_\_\_\_\_  
 Cult(s)/Rank(s): \_\_\_\_\_

**STR:** \_\_\_\_\_ **CON:** \_\_\_\_\_ **SIZ:** \_\_\_\_\_ **INT:** \_\_\_\_\_ **POW:** \_\_\_\_\_  **DEX:** \_\_\_\_\_ **CHA:** \_\_\_\_\_

Handedness: \_\_\_\_\_ SIZ SRM \_\_\_\_\_ + DEX SRM \_\_\_\_\_ = Melee SRM \_\_\_\_\_  
 Damage Modifier: \_\_\_\_\_ Movement Rate \_\_\_\_\_ meters/SR \_\_\_\_\_ Total \_\_\_\_\_  
 Experience Bonus: \_\_\_\_\_ % Hit Point Bonus: \_\_\_\_\_ % Defense Bonus: \_\_\_\_\_ %

<b>Manipulation</b> _____ % Bonus	<b>Knowledge</b> _____ % Bonus	<b>Perception</b> _____ % Bonus
Climbing (15) _____ <input type="checkbox"/>	Evaluate (05) _____ <input type="checkbox"/>	Listen (25) _____ <input type="checkbox"/>
Hide Item (10) _____ <input type="checkbox"/>	General (05) _____ <input type="checkbox"/>	Spot Hidden (05) _____ <input type="checkbox"/>
Jumping (15) _____ <input type="checkbox"/>	Cattle Food (05) _____ <input type="checkbox"/>	Spot Trap (05) _____ <input type="checkbox"/>
Lock Picking (05) _____ <input type="checkbox"/>	Find Water (05) _____ <input type="checkbox"/>	Taste Analysis _____ <input type="checkbox"/>
Trap Set/Disarm (05) _____ <input type="checkbox"/>	First Aid (05) _____ <input type="checkbox"/>	Tracking (10) _____ <input type="checkbox"/>
Riding (05) _____ <input type="checkbox"/>	Treat Disease(05) _____ <input type="checkbox"/>	Sense Chaos (00) _____ <input type="checkbox"/>
Disguise (05) _____ <input type="checkbox"/>	Treat Poison(05) _____ <input type="checkbox"/>	Sense Assassin _____ <input type="checkbox"/>
Peaceful Cut (05) _____ <input type="checkbox"/>	Find Heal.Plants (05) _____ <input type="checkbox"/>	_____ (____) _____ <input type="checkbox"/>
Swimming (15) _____ <input type="checkbox"/>	Identify Plants(05) _____ <input type="checkbox"/>	_____ (____) _____ <input type="checkbox"/>
Rowing (05) _____ <input type="checkbox"/>	Identify Animals(05) _____ <input type="checkbox"/>	_____ (____) _____ <input type="checkbox"/>
Masonry (05) _____ <input type="checkbox"/>	Identify Minerals(05) _____ <input type="checkbox"/>	<b>Other Skills</b>
_____ (____) _____ <input type="checkbox"/>	_____ (____) _____ <input type="checkbox"/>	Orate (05) _____ <input type="checkbox"/>
_____ (____) _____ <input type="checkbox"/>	_____ (____) _____ <input type="checkbox"/>	Bargain (05) _____ <input type="checkbox"/>

<b>Stealth</b> _____ % Bonus	<b>Languages:</b> _____	<b>Speak</b> _____	<b>R/W</b> _____
Camouflage (10) _____ <input type="checkbox"/>	_____ % _____ %	_____ % _____ %	_____ (____) _____ <input type="checkbox"/>
Hide in Cover(05) _____ <input type="checkbox"/>	_____ % _____ %	_____ % _____ %	_____ (____) _____ <input type="checkbox"/>
Move Quietly (05) _____ <input type="checkbox"/>	_____ % _____ %	_____ % _____ %	_____ (____) _____ <input type="checkbox"/>
Pick Pockets (05) _____ <input type="checkbox"/>	_____ % _____ %	_____ % _____ %	_____ (____) _____ <input type="checkbox"/>

**Weapon Skills**

Attack modifier: \_\_\_\_\_ %  
 Parry modifier: \_\_\_\_\_ %

**Personal POW (current):**

00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16  
 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33

<b>WEAPONS</b>	
Weapon: _____	Damage: _____
SR _____ A% _____ <input type="checkbox"/> P% _____ <input type="checkbox"/> AP _____	
HP _____ ENC _____ Crit _____ I/S _____ F _____	
Weapon: _____	Damage: _____
SR _____ A% _____ <input type="checkbox"/> P% _____ <input type="checkbox"/> AP _____	
HP _____ ENC _____ Crit _____ I/S _____ F _____	
Weapon: _____	Damage: _____
SR _____ A% _____ <input type="checkbox"/> P% _____ <input type="checkbox"/> AP _____	
HP _____ ENC _____ Crit _____ I/S _____ F _____	
Missile: _____	Damage: _____
SR _____ A% _____ <input type="checkbox"/> P% _____ <input type="checkbox"/> AP _____	
HP _____ ENC _____ Crit _____ I/S _____ F _____	
Shield: _____	Damage: _____
SR _____ P% _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> AP _____	
HP _____ ENC _____ Crit _____ I/S _____ F _____	

**Total Hit Points**

-12 -11 -10 -9 -8 -7 -6 -5 -4 -3 -2 -1 00 01 02 03 04  
 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22

**Hit Location**

**Type of Armor**

**AP (ENC)**

(01-04) Rt. Leg \_\_\_\_\_ (\_\_\_\_)(\_\_\_\_)  
 -11 10 9 8 7 6 5 4 3 -2 -1 00 1 2 3 4 5 6 7 8 9 10 11  
 (05-08) Lt. Leg \_\_\_\_\_ (\_\_\_\_)(\_\_\_\_)  
 -11 10 9 8 7 6 5 4 3 -2 -1 00 1 2 3 4 5 6 7 8 9 10 11  
 (09-11) Abdomen \_\_\_\_\_ (\_\_\_\_)(\_\_\_\_)  
 -11 10 9 8 7 6 5 4 3 -2 -1 00 1 2 3 4 5 6 7 8 9 10 11  
 ( 12 ) Chest \_\_\_\_\_ (\_\_\_\_)(\_\_\_\_)  
 -11 10 9 8 7 6 5 4 3 -2 -1 00 1 2 3 4 5 6 7 8 9 10 11  
 (13-15) Rt. Arm \_\_\_\_\_ (\_\_\_\_)(\_\_\_\_)  
 -11 10 9 8 7 6 5 4 3 -2 -1 00 1 2 3 4 5 6 7 8 9 10 11  
 (16-18) Lt. Arm \_\_\_\_\_ (\_\_\_\_)(\_\_\_\_)  
 -11 10 9 8 7 6 5 4 3 -2 -1 00 1 2 3 4 5 6 7 8 9 10 11  
 (19-20) Head \_\_\_\_\_ (\_\_\_\_)(\_\_\_\_)  
 -11 10 9 8 7 6 5 4 3 -2 -1 00 1 2 3 4 5 6 7 8 9 10 11

Total Armor Enc (\_\_\_\_)

