

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: _____ %

Manipulation _____ % Bonus	Knowledge _____ % Bonus	Perception _____ % 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"/>	Other Skills
_____ (____) _____ <input type="checkbox"/>	_____ (____) _____ <input type="checkbox"/>	Orate (05) _____ <input type="checkbox"/>
_____ (____) _____ <input type="checkbox"/>	_____ (____) _____ <input type="checkbox"/>	Bargain (05) _____ <input type="checkbox"/>

Stealth _____ % Bonus	Languages: _____	Speak _____	R/W _____
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

WEAPONS	
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 (____)

