



# RUNEQUEST

W R I Z O X T : A B Y D P I # V G F Q III X \* W

ROLEPLAYING IN GLORANTHA



Name \_\_\_\_\_ Birth Year \_\_\_\_\_ Age \_\_\_\_\_ Occupation \_\_\_\_\_ Ransom \_\_\_\_\_ (L)

Gender \_\_\_\_\_ Homeland \_\_\_\_\_ Reputation \_\_\_\_\_ Standard of Living \_\_\_\_\_ Base Income \_\_\_\_\_ (L)

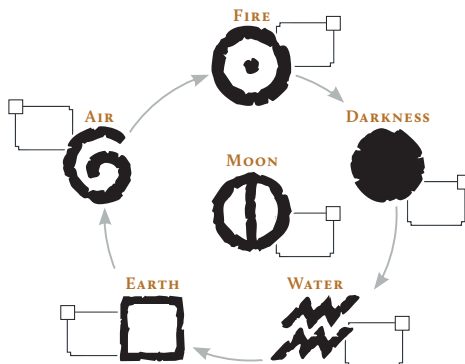
Tribe \_\_\_\_\_ Clan \_\_\_\_\_ Campaign \_\_\_\_\_ Player \_\_\_\_\_

## ARMOR AND HIT LOCATIONS

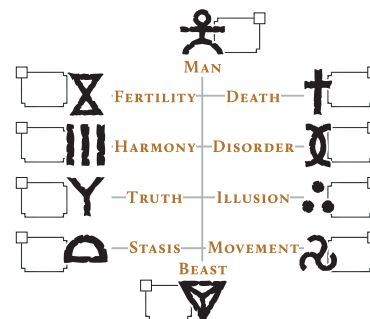
Diagram of a human figure with armor locations and hit points:

- HEAD 19-20  
AP \_\_\_\_\_  
HP \_\_\_\_\_
- R. ARM 13-15  
AP \_\_\_\_\_  
HP \_\_\_\_\_
- L. ARM 16-18  
AP \_\_\_\_\_  
HP \_\_\_\_\_
- CHEST 12  
AP \_\_\_\_\_  
HP \_\_\_\_\_
- SHIELD  
PARRY \_\_\_\_\_  
HP \_\_\_\_\_  
DMG \_\_\_\_\_
- ABDOMEN 9-II  
AP \_\_\_\_\_  
HP \_\_\_\_\_
- R. LEG I-4  
AP \_\_\_\_\_  
HP \_\_\_\_\_
- L. LEG 5-8  
AP \_\_\_\_\_  
HP \_\_\_\_\_

## ELEMENTAL RUNE AFFINITIES



## POWER RUNE AFFINITIES



## CHARACTERISTICS

STR \_\_\_\_\_ CON \_\_\_\_\_ SIZ \_\_\_\_\_ DEX \_\_\_\_\_

INT \_\_\_\_\_ POW \_\_\_\_\_ CHA \_\_\_\_\_

Damage Bonus \_\_\_\_\_ SIZ SR \_\_\_\_\_ DEX SR \_\_\_\_\_ Healing Rate \_\_\_\_\_ /week

## PASSIONS

Honor ☐

Passion list:

_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____

## WEAPONS

Melee	%	DMG	ENC	HP	SR
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Missile	%	DMG	ENC	HP	Range	Rate
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

## COMBAT NOTES

Combat notes:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

HIT POINTS												
DEAD	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											

of

## CULTS

Cult \_\_\_\_\_ Rank \_\_\_\_\_

RUNE POINTS \_\_\_\_\_ 0 1 2 3 4 5 6 7 8 9 10 11 12

Sub- or Associated Cults \_\_\_\_\_

Cult \_\_\_\_\_ Rank \_\_\_\_\_

RUNE POINTS \_\_\_\_\_ 0 1 2 3 4 5 6 7 8 9 10 11 12

## SPIRIT COMBAT

Spirit Combat ☐ Spirit Combat Damage \_\_\_\_\_

Notes \_\_\_\_\_

## SPIRIT MAGIC

CHA Limit \_\_\_\_\_

## RUNE MAGIC

## SORCEROUS RUNES AND TECHNIQUES

\_\_\_\_\_ Free INT \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## MAGIC POINTS

UNC	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	

of

## MAGIC NOTES

Magic notes:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**AGILITY**

Boat (05) \_\_\_\_\_  
 Climb (40) \_\_\_\_\_  
 Dodge (DEX ×2) \_\_\_\_\_  
 Drive (05) \_\_\_\_\_  
 Jump (DEX ×3) \_\_\_\_\_  
 Ride ( \_\_\_\_\_ ) (05) \_\_\_\_\_  
 Swim (15) \_\_\_\_\_

Modifier \_\_\_\_\_

**COMMUNICATION**

Act (05) \_\_\_\_\_  
 Art (05) \_\_\_\_\_  
 Bargain (05) \_\_\_\_\_  
 Charm (15) \_\_\_\_\_  
 Dance (10) \_\_\_\_\_  
 Disguise (05) \_\_\_\_\_  
 Fast Talk (05) \_\_\_\_\_  
 Intimidate (15) \_\_\_\_\_  
 Intrigue (05) \_\_\_\_\_  
 Orate (10) \_\_\_\_\_  
 Sing (10) \_\_\_\_\_  
 Speak Other Language  
 ( \_\_\_\_\_ ) (00) \_\_\_\_\_  
 ( \_\_\_\_\_ ) (00) \_\_\_\_\_  
 Speak Own Language  
 ( \_\_\_\_\_ ) (50) \_\_\_\_\_

Modifier \_\_\_\_\_

**KNOWLEDGE**

Alchemy (00) \_\_\_\_\_  
 Animal Lore (05) \_\_\_\_\_  
 Battle (10) \_\_\_\_\_  
 Bureaucracy (00) \_\_\_\_\_  
 Celestial Lore (05) \_\_\_\_\_  
 Cult Lore  
 ( \_\_\_\_\_ ) (05) \_\_\_\_\_  
 ( \_\_\_\_\_ ) (05) \_\_\_\_\_  
 Customs (local) (25) \_\_\_\_\_  
 Customs  
 ( \_\_\_\_\_ ) (00) \_\_\_\_\_  
 Elder Race Lore (05) \_\_\_\_\_  
 Evaluate (10) \_\_\_\_\_  
 Farm (10) \_\_\_\_\_  
 First Aid (10) \_\_\_\_\_  
 Game (15) \_\_\_\_\_  
 Herd (05) \_\_\_\_\_  
 Homeland Lore (own) (30) \_\_\_\_\_  
 Homeland Lore  
 ( \_\_\_\_\_ ) (00) \_\_\_\_\_  
 ( \_\_\_\_\_ ) (00) \_\_\_\_\_  
 Library Use (00) \_\_\_\_\_  
 Manage Household (10) \_\_\_\_\_  
 Mineral Lore (05) \_\_\_\_\_  
 Peaceful Cut (10) \_\_\_\_\_  
 Plant Lore (05) \_\_\_\_\_  
 Read/Write  
 ( \_\_\_\_\_ ) (00) \_\_\_\_\_  
 Shiphandling (00) \_\_\_\_\_  
 Survival (15) \_\_\_\_\_  
 Treat Disease (05) \_\_\_\_\_  
 Treat Poison (05) \_\_\_\_\_

Modifier \_\_\_\_\_

**MAGIC**

Meditate (00) \_\_\_\_\_  
 Prepare Corpse (10) \_\_\_\_\_  
 Sense Assassin (00) \_\_\_\_\_  
 Sense Chaos (00) \_\_\_\_\_  
 Spirit Combat (20) \_\_\_\_\_  
 Spirit Dance (00) \_\_\_\_\_  
 Spirit Lore (00) \_\_\_\_\_  
 Spirit Travel (10) \_\_\_\_\_  
 Understand Herd Beast (00) \_\_\_\_\_  
 Worship  
 ( \_\_\_\_\_ ) (05) \_\_\_\_\_  
 ( \_\_\_\_\_ ) (05) \_\_\_\_\_

Modifier \_\_\_\_\_

**MANIPULATION**

Conceal (05) \_\_\_\_\_  
 Craft ( \_\_\_\_\_ ) (10) \_\_\_\_\_  
 ( \_\_\_\_\_ ) (10) \_\_\_\_\_  
 Devise (05) \_\_\_\_\_  
 Play Instrument ( \_\_\_\_\_ ) (05) \_\_\_\_\_  
 Sleight (05) \_\_\_\_\_

Modifier \_\_\_\_\_

**PERCEPTION**

Insight (own species) (20) \_\_\_\_\_  
 Insight ( \_\_\_\_\_ ) (00) \_\_\_\_\_  
 ( \_\_\_\_\_ ) (00) \_\_\_\_\_  
 Listen (25) \_\_\_\_\_  
 Scan (25) \_\_\_\_\_  
 Search (25) \_\_\_\_\_  
 Track (05) \_\_\_\_\_  
 Hide (10) \_\_\_\_\_  
 Move Quietly (10) \_\_\_\_\_

Modifier \_\_\_\_\_

**OTHER SKILLS**

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

**ADDITIONAL MAGIC**

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

**NOTES**

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

**GEAR, TREASURE, AND MAGIC ITEMS**

Max ENC \_\_\_\_\_ ENC \_\_\_\_\_

Wheels (W) \_\_\_\_\_ Lunars (L) \_\_\_\_\_ Clacks (C) \_\_\_\_\_ Bolgs (B) \_\_\_\_\_ Goods (L) \_\_\_\_\_

**MELEE WEAPONS**

1H Axe (10) \_\_\_\_\_  
 2H Axe (05) \_\_\_\_\_  
 Broadsword (10) \_\_\_\_\_  
 Dagger (15) \_\_\_\_\_  
 Kopis (10) \_\_\_\_\_  
 1H Mace (15) \_\_\_\_\_  
 Pike (15) \_\_\_\_\_  
 Rapier (10) \_\_\_\_\_  
 Shortsword (10) \_\_\_\_\_  
 1H Spear (includes Lance) (05) \_\_\_\_\_  
 2H Spear (15) \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Modifier \_\_\_\_\_

**MISSILE WEAPONS**

Composite Bow (05) \_\_\_\_\_  
 Crossbow (25) \_\_\_\_\_  
 Javelin (10) \_\_\_\_\_  
 Pole Lasso (05) \_\_\_\_\_  
 Self Bow (05) \_\_\_\_\_  
 Sling (05) \_\_\_\_\_  
 Throwing Dagger (05) \_\_\_\_\_  
 Thrown Axe (10) \_\_\_\_\_  
 \_\_\_\_\_

Modifier \_\_\_\_\_

**SHIELDS**

Small Shield (15) \_\_\_\_\_  
 Medium Shield (15) \_\_\_\_\_  
 Large Shield (15) \_\_\_\_\_  
 \_\_\_\_\_

Modifier \_\_\_\_\_

**NATURAL WEAPONS**

Fist (25) \_\_\_\_\_  
 Grapple (25) \_\_\_\_\_  
 Kick (15) \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Modifier \_\_\_\_\_



## FAMILY

### GRANDPARENTS

Grandfather \_\_\_\_\_ Dead? ☐

Grandmother \_\_\_\_\_ Dead? ☐

### AUNTS & UNCLES

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

### PARENTS

Father \_\_\_\_\_ Dead? ☐

Mother \_\_\_\_\_ Dead? ☐

### SIBLINGS

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

### FAMOUS ANCESTORS

\_\_\_\_\_

### CLAN & TRIBAL LEADERS

\_\_\_\_\_

## FAMILY EVENTS

### MARRIAGE

### MARRIAGE TYPE

### STATUS

### CHILDREN

Spouse \_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

Spouse \_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

Events \_\_\_\_\_

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐ \_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐ \_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

\_\_\_\_\_ G \_\_\_\_\_ Dead? ☐ \_\_\_\_\_ G \_\_\_\_\_ Dead? ☐

## HOLDINGS

### HARVEST

### MODIFIER

### HOUSEHOLD

Last Year's Omen \_\_\_\_\_

Raiding \_\_\_\_\_

Heroquest \_\_\_\_\_

Previous Year's Harvest \_\_\_\_\_

Next Year's Omen \_\_\_\_\_

Description \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_ Hides \_\_\_\_\_

### ADVENTURER INCOME

Base Income \_\_\_\_\_ L Special Notes \_\_\_\_\_

Tenant(s) \_\_\_\_\_

\_\_\_\_\_

## MOUNT | ELEMENTAL | ALLY

NAME _____	TYPE _____	ATTACK _____	% _____	DAMAGE _____	RANGE _____	SR _____	PTS _____	LOCATION _____	D20 _____	ARMOR/HP _____				
STR _____	CON _____	SIZ _____	DEX _____	INT _____						/				
POW _____	CHA _____	MOV _____	HP _____	MP _____						/				
DAMAGE BONUS _____	DEX SR _____	SIZ SR _____								/				
PASSIONS _____		SKILLS _____								/				
RUNES _____	PTS _____									/				
MAGIC _____										/				
		HIT POINTS	DEAD	0	1	2	3	4	5	6	7	8	9	
NOTE _____	RANSOM _____ (L)	10	11	12	13	14	15	16	17	18	19	20	21	/



## ADVENTURER BACKGROUND WORKSHEET

### HOMELAND

Homeland \_\_\_\_\_

### BASE PASSIONS

Love (family) \_\_\_\_\_

Loyalty (clan) \_\_\_\_\_

Loyalty (tribe) \_\_\_\_\_

Hate \_\_\_\_\_

Other \_\_\_\_\_

### PARENTAGE

Favored Grandparent \_\_\_\_\_

Occupation \_\_\_\_\_

Favored Parent \_\_\_\_\_

Occupation \_\_\_\_\_

Other Grandparent \_\_\_\_\_

Occupation \_\_\_\_\_

Other Parent \_\_\_\_\_

Occupation \_\_\_\_\_

## FAMILY HISTORY

### FAVORED GRANDPARENT'S HISTORY

If killed, stop and move to Favored Parent's History, or continue using your other grandparent.

YEAR	EVENT	RESULTS	FATE
1561	Your favored grandparent was born by this year.		
1582	_____		Killed? <input type="checkbox"/>
	Your parents were born by this year.		
1597	_____		Killed? <input type="checkbox"/>
1602	_____		Killed? <input type="checkbox"/>
1603-4	_____		Killed? <input type="checkbox"/>
	Your parents are married by now, if at all. Your adventurer was born sometime in 1604.		
1605	_____		Killed? <input type="checkbox"/>

If your favored grandparent survives this long, they retire from adventuring. Now your favored parent begins adventuring.

Determine your mother's and father's siblings, if desired. See the Family section on the Family & Holdings sheet.

### FAVORED PARENT'S HISTORY

If killed, stop and move to Your History, or continue using your other parent. Determine your siblings, if desired.

YEAR	EVENT	RESULTS	FATE
1608	_____		Killed? <input type="checkbox"/>
1610	_____		Killed? <input type="checkbox"/>
1613	_____		Killed? <input type="checkbox"/>
1615	_____		Killed? <input type="checkbox"/>
1616	_____		Killed? <input type="checkbox"/>
1618	_____		Killed? <input type="checkbox"/>
1619	_____		Killed? <input type="checkbox"/>
1620	_____		Killed? <input type="checkbox"/>
1621	_____		Killed? <input type="checkbox"/>

If your favored parent survives this long, they retire from adventuring. Congratulations! It's time for your own history.

### YOUR HISTORY

You come of age and your adventures begin.

YEAR	EVENT	RESULTS
1622	_____	
1623	_____	
1624	_____	
1625	_____	

Now it's time for new adventures!

### TREASURE AND BOONS

\_\_\_\_\_

\_\_\_\_\_

### FAMOUS ANCESTORS AND REPUTATION

\_\_\_\_\_

\_\_\_\_\_