

RUNEQUEST IN GLORANTHA

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Name _____ Player _____
 Birthplace/Home _____ Birth Year _____ Age _____
 Clan _____ Tribe _____ Guild _____
 Occupation _____ Standard of Living _____ Weregild _____

CHARACTERISTICS

STR _____ x5 _____ % Move _____
 CON _____ x5 _____ % Healing Rate _____
 SIZ _____ x5 _____ % Max Enc _____
 INT _____ x5 _____ % Dex SR _____
 POW _____ x5 _____ % + Siz SR _____
 DEX _____ x5 _____ % = Base SR _____
 CHA _____ x5 _____ % Damage Bonus _____
 Reputation _____ % Spirit Cmbt Dmg _____

HIT POINTS _____ DEATH 00 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22

MAGIC POINTS _____ UNC 00 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22

SKILLS

AGILITY (_____) _____
 Boat (05) _____
 Climb (40) _____
 Dodge (DEX x 2) _____
 Jump (DEX x 3) _____
 Ride _____ (05) _____
 Swim (15) _____

COMMUNICATION (_____) _____
 Act (05) _____
 Art _____ (05) _____
 Bargain (05) _____
 Charm (15) _____
 Dance (10) _____
 Disguise (05) _____
 Fast Talk (05) _____
 Intimidate (15) _____
 Intrigue (05) _____
 Orate (10) _____
 Seduce (10) _____
 Sing (10) _____
 Speak (Own Lang.) (50) _____
 Speak (Other Language) _____
 _____ (00) _____
 _____ (00) _____
 _____ (00) _____

KNOWLEDGE (_____) _____
 Battle (10) _____
 Customs (Own) (25) _____
 Customs (Others) (00) _____
 Evaluate (05) _____
 Farm (05) _____
 First Aid (10) _____
 Herd _____ (05) _____
 Lore _____ (05) _____
 _____ (05) _____
 _____ (05) _____
 _____ (05) _____
 Manage Household (10) _____
 Read/Write _____ (00) _____
 _____ (00) _____
 Survival (15) _____

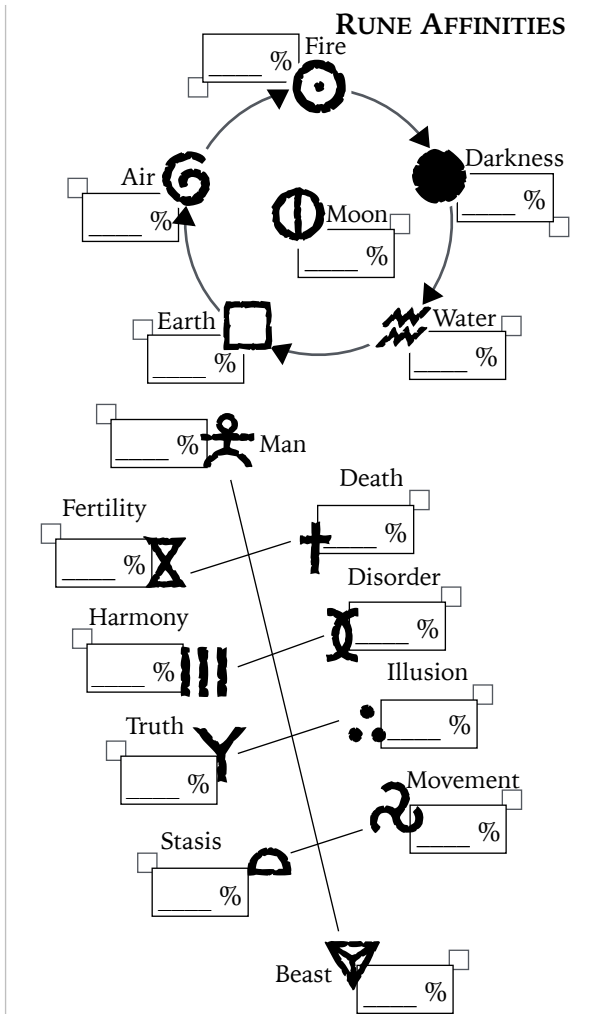
MAGIC (_____) _____
 Meditate (00) _____
 Prepare Corpse (10) _____
 Sense Assassin (00) _____
 Sense Chaos (00) _____
 Spirit Combat (20) _____
 Spirit Dance (00) _____
 Spirit Travel (10) _____
 Worship _____ (05) _____
 _____ (05) _____
 _____ (05) _____
 _____ (05) _____
 MANIPULATION (_____) _____
 Conceal (05) _____
 Craft _____ (10) _____
 _____ (10) _____
 Devise (05) _____
 Play Instrument (05) _____
 Sleight (05) _____
 PERCEPTION (_____) _____
 Insight(Own Spcs)(20) _____
 _____ (00) _____
 Listen (25) _____
 Scan (25) _____
 Search (25) _____
 Track (25) _____
 STEALTH (_____) _____
 Hide (10) _____
 Move Quietly (10) _____
 _____ (_____) _____
 _____ (_____) _____

Weapon	SR	Att%	Pry%	Damage	Points
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

PASSIONS

LOYALTY (_____) _____
 LOYALTY (_____) _____
 LOVE (_____) _____
 LOVE (_____) _____
 HATE (_____) _____
 HATE (_____) _____
 DEVOTION (_____) _____
 FEAR (_____) _____
 HONOR (_____) _____
 _____ (_____) _____
 _____ (_____) _____

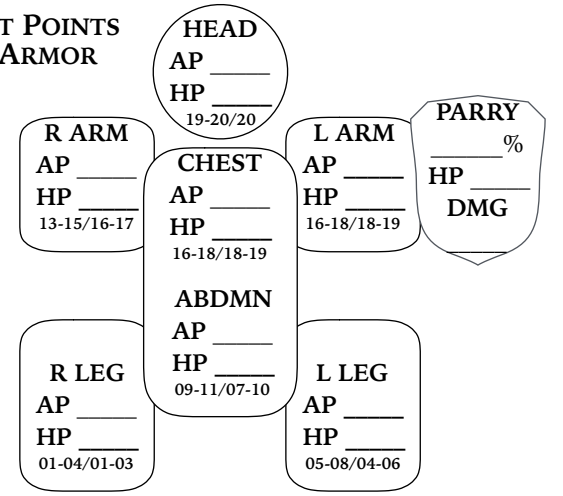
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Cult _____
 Rune Points _____ 0 1 2 3 4 5 6 7 8 9 10
 Cult _____
 Rune Points _____ 0 1 2 3 4 5 6 7 8 9 10
 Cult _____
 Rune Points _____ 0 1 2 3 4 5 6 7 8 9 10

SPIRIT MAGIC _____
 SPELLS _____
 RUNE MAGIC _____

HIT POINTS & ARMOR



EQUIPMENT & POSSESSIONS

NOTES

ARMOR TYPE WORN
LOCATION TYPE PTS.
Head
Abdomen
Left Arm
Left Leg
Chest
Right Arm
Right Leg
Shield
MONEY
CLACKS (COPPER)
LUNARS (SILVER)
WHEELS (GOLD)
OTHER
LOANS/DEBTS

Blank lines for notes and equipment details.

MAGIC ITEMS

MOUNTS, ELEMENTALS, SPIRITS, FAMILIARS, & FOLLOWERS

Name Age
Birthplace Year
Clan Tribe
Occupation Weregild

CHARACTERISTICS

STR Move
CON Healing Rate
SIZ Max Enc
INT Dex SR
POW + Siz SR
DEX = Base SR
CHA Damage Bonus
Reputation % Spirit Cmbt Dmg

PASSIONS

() %
() %
() %
() %

MP Unc. 0 1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18 19 20 21
HP Death 0 1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18 19 20 21

RUNE AFFINITIES

FIRE % EARTH %
DARKNESS % AIR %
WATER % MOON %
MAN % BEAST %
FERTILITY % DEATH %
HARMONY % DISORDER %
TRUTH % ILLUSION %
STASIS % MOVEMENT %

Cult Cult
RP 0 1 2 3 4 5 6 7 8 RP 0 1 2 3 4 5 6 7 8
Skills

Armor
Spells

Weapon SR A% P% Damage Pts
% %
% %

Name Age
Birthplace Year
Clan Tribe
Occupation Weregild

CHARACTERISTICS

STR Move
CON Healing Rate
SIZ Max Enc
INT Dex SR
POW + Siz SR
DEX = Base SR
CHA Damage Bonus
Reputation % Spirit Cmbt Dmg

PASSIONS

() %
() %
() %
() %

MP Unc. 0 1 2 3 4 5 6 7 8 9
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Cult Cult
RP 0 1 2 3 4 5 6 7 8 RP 0 1 2 3 4 5 6 7 8
Skills

Armor
Spells

Weapon SR A% P% Damage Pts
% %
% %

Name Species

STR CON SIZ INT POW
DEX CHA HP MP

Dmg Bonus Move Armor
Weapon SR A% P% Damage Pts
% %
% %

Skills

Armor

Spells

Name Species

STR CON SIZ INT POW
DEX CHA HP MP

Dmg Bonus Move Armor
Weapon SR A% P% Damage Pts
% %
% %

Skills

Armor

Spells

CHARACTER SKETCH