

# SKILLS

**AGILITY SKILLS** ( )  
 Boat (05) \_\_\_\_\_ %   
 Climb (40) \_\_\_\_\_ %   
 Dodge (DEX x 2) \_\_\_\_\_ %   
 Jump (DEX x 3) \_\_\_\_\_ %   
 Ride \_\_\_\_\_ (05) \_\_\_\_\_ %   
 Swim (15) \_\_\_\_\_ %

**COMMUNICATION SKILLS**  
 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 SKILLS** ( )  
 Battle (10) \_\_\_\_\_ %   
 Customs (Own) (25) \_\_\_\_\_ %   
 Customs (Others) (00) \_\_\_\_\_ %   
 Evaluate (05) \_\_\_\_\_ %   
 Farm (05) \_\_\_\_\_ %   
 First Aid (10) \_\_\_\_\_ %   
 Herd \_\_\_\_\_ (05) \_\_\_\_\_ %   
 Lore \_\_\_\_\_ (05) \_\_\_\_\_ %   
 \_\_\_\_\_ (05) \_\_\_\_\_ %   
 \_\_\_\_\_ (05) \_\_\_\_\_ %   
 Manage Household (10) \_\_\_\_\_ %   
 Read/Write \_\_\_\_\_ (00) \_\_\_\_\_ %   
 \_\_\_\_\_ (00) \_\_\_\_\_ %   
 Survival (15) \_\_\_\_\_ %

**MAGIC SKILLS** ( )  
 Meditate (00) \_\_\_\_\_ %   
 Prepare Corpse (10) \_\_\_\_\_ %   
 Sense Assassin (00) \_\_\_\_\_ %   
 Sense Chaos (00) \_\_\_\_\_ %   
 Spirit Combat (20) \_\_\_\_\_ %   
 Spirit Dance (00) \_\_\_\_\_ %   
 Spirit Travel (10) \_\_\_\_\_ %   
 Worship \_\_\_\_\_ (05) \_\_\_\_\_ %   
 \_\_\_\_\_ (05) \_\_\_\_\_ %   
 \_\_\_\_\_ (05) \_\_\_\_\_ %

**MANIPULATION SKILLS** ( )  
 Conceal (05) \_\_\_\_\_ %   
 Craft \_\_\_\_\_ (10) \_\_\_\_\_ %   
 \_\_\_\_\_ (10) \_\_\_\_\_ %   
 Devise (05) \_\_\_\_\_ %   
 Play Instrument (05) \_\_\_\_\_ %   
 Sleight (05) \_\_\_\_\_ %

**PERCEPTION SKILLS** ( )  
 Insight(Own Species) (20) \_\_\_\_\_ %   
 \_\_\_\_\_ (00) \_\_\_\_\_ %   
 Listen (25) \_\_\_\_\_ %   
 Scan (25) \_\_\_\_\_ %   
 Search (25) \_\_\_\_\_ %   
 Track (25) \_\_\_\_\_ %

**STEALTH** ( )  
 Hide (10) \_\_\_\_\_ %   
 Move Quietly (10) \_\_\_\_\_ %   
 \_\_\_\_\_ ( ) \_\_\_\_\_ %   
 \_\_\_\_\_ ( ) \_\_\_\_\_ %

**SPIRIT MAGIC** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**MELEE WEAPONS SKILLS** ( )  
 1H Axe (10) \_\_\_\_\_ %   
 2H Axe (05) \_\_\_\_\_ %   
 Broadsword (10) \_\_\_\_\_ %   
 Dagger (15) \_\_\_\_\_ %   
 Kopis (10) \_\_\_\_\_ %   
 1H Mace (15) \_\_\_\_\_ %   
 Pike (15) \_\_\_\_\_ %   
 Rapier (05) \_\_\_\_\_ %   
 Shortsword (10) \_\_\_\_\_ %   
 1H Spear/Lance (05) \_\_\_\_\_ %   
 2H Spear (15) \_\_\_\_\_ %   
 \_\_\_\_\_ ( ) \_\_\_\_\_ %   
 \_\_\_\_\_ ( ) \_\_\_\_\_ %

**SHIELD SKILLS** ( )  
 Small Shield (15) \_\_\_\_\_ %   
 Medium Shield (15) \_\_\_\_\_ %   
 Large Shield (15) \_\_\_\_\_ %

**MISSILE WEAPONS SKILLS** ( )  
 Composite Bow (05) \_\_\_\_\_ %   
 Javelin (10) \_\_\_\_\_ %   
 Pole Lasso (05) \_\_\_\_\_ %   
 Self Bow (05) \_\_\_\_\_ %   
 Sling (05) \_\_\_\_\_ %   
 Thrown Axe (10) \_\_\_\_\_ %   
 \_\_\_\_\_ ( ) \_\_\_\_\_ %

**NATURAL WEAPON SKILLS** ( )  
 Fist (25) \_\_\_\_\_ %   
 Grapple (25) \_\_\_\_\_ %   
 Kick (15) \_\_\_\_\_ %   
 \_\_\_\_\_ ( ) \_\_\_\_\_ %

**SPELLS** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# CHARACTER FOLDER (V0.4B)

Name \_\_\_\_\_ Age \_\_\_\_\_  
 Birthplace \_\_\_\_\_ Birth Year \_\_\_\_\_  
 Clan \_\_\_\_\_ Tribe \_\_\_\_\_  
 Occupation \_\_\_\_\_ Guild \_\_\_\_\_  
 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 \_\_\_\_\_

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  
 Hit Points \_\_\_\_\_ Death 0 1 2 3 4 5 6 7 8 9  
 10 11 12 13 14 15 16 17 18 19 20 21 22 23

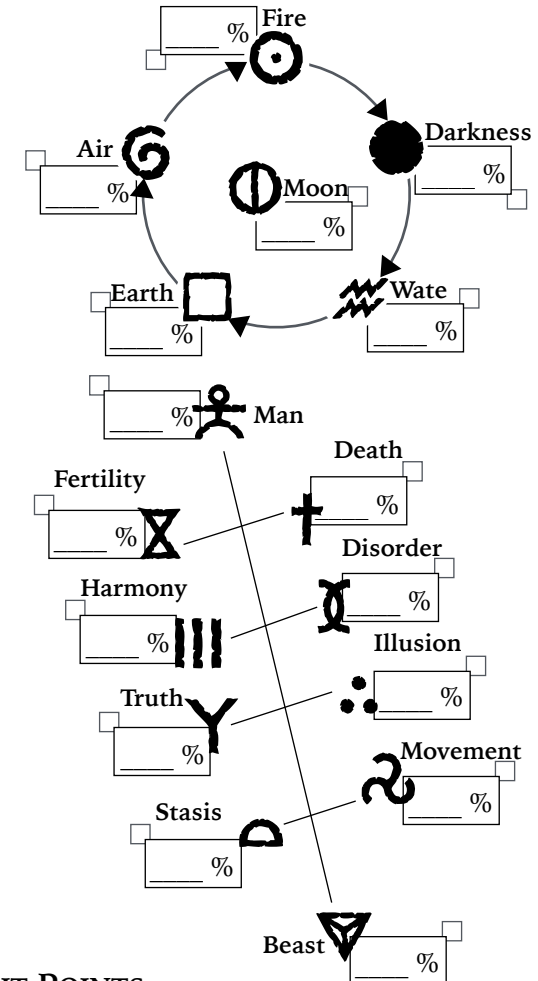
**PASSIONS**  
 LOYALTY ( ) \_\_\_\_\_ %  
 LOYALTY ( ) \_\_\_\_\_ %  
 LOVE ( ) \_\_\_\_\_ %  
 LOVE ( ) \_\_\_\_\_ %  
 HATE ( ) \_\_\_\_\_ %  
 HATE ( ) \_\_\_\_\_ %  
 DEVOTION ( ) \_\_\_\_\_ %  
 FEAR ( ) \_\_\_\_\_ %  
 HONOR ( ) \_\_\_\_\_ %  
 \_\_\_\_\_ ( ) \_\_\_\_\_ %

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

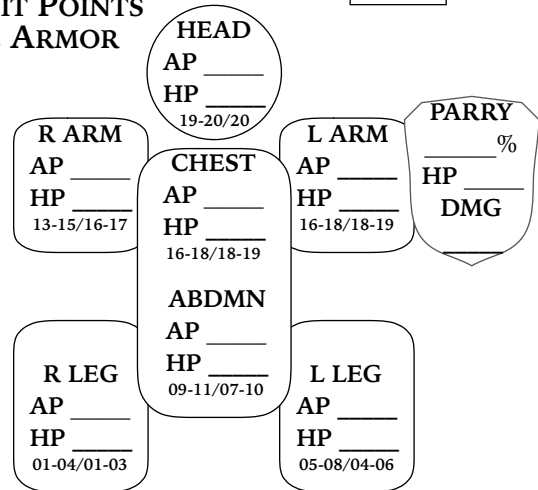
Weapon	SR.	A%	P%	Damage	Points
_____	_____	_____ %	_____ %	_____	_____
_____	_____	_____ %	_____ %	_____	_____
_____	_____	_____ %	_____ %	_____	_____
_____	_____	_____ %	_____ %	_____	_____

# RUNEQUEST IN GLORANTHA

## RUNE AFFINITIES



## HIT POINTS & ARMOR



FOLD HERE - OUTSIDE FOLD

EQUIPMENT & POSSESSIONS

Equipment and possession tracking area with multiple horizontal lines for notes and a section for MONEY (BOLGS, CLACKS, LUNARS, WHEELS), OTHER, and LOANS.

ARMOR TYPE WORN

Table with columns: LOCATION, TYPE, POINTS. Rows include Head, Abdomen, Left Arm, Left Leg, Chest, Right Arm, Right Leg, Shield.

NOTES

Large vertical area for general notes with multiple horizontal lines.

MAGIC ITEMS

Area for tracking magic items with multiple horizontal lines.

MOUNTS, ELEMENTALS, SPIRITS, FAMILIARS, & FOLLOWERS

Name, Age, Birthplace, Year, Clan, Tribe, Occupation, Weregild.

CHARACTERISTICS

STR, CON, SIZ, INT, POW, DEX, CHA, Reputation, Spirit Cmbt Dmg.

MP, Unc. 0-9, Death 0-9.

HP, Death 0-9.

PASSIONS

Passion tracking area with percentage values.

Cult, RP 0-8.

RUNE AFFINITIES

Runes for FIRE, EARTH, DARKNESS, AIR, WATER, MOON, MAN, BEAST, FERTILITY, DEATH, HARMONY, DISORDER, TRUTH, ILLUSION, STASIS, MOVEMENT.

Skills

Armor

Spells

Weapon table with columns: Weapon, SR, A%, P%, Damage, Pts.

Name, Age, Birthplace, Year, Clan, Tribe, Occupation, Weregild.

CHARACTERISTICS

STR, CON, SIZ, INT, POW, DEX, CHA, Reputation, Spirit Cmbt Dmg.

MP, Unc. 0-9, Death 0-9.

HP, Death 0-9.

PASSIONS

Passion tracking area with percentage values.

Cult, RP 0-8.

RUNE AFFINITIES

Runes for FIRE, EARTH, DARKNESS, AIR, WATER, MOON, MAN, BEAST, FERTILITY, DEATH, HARMONY, DISORDER, TRUTH, ILLUSION, STASIS, MOVEMENT.

Skills

Armor

Spells

Weapon table with columns: Weapon, SR, A%, P%, Damage, Pts.

Name, Species, STR, CON, DEX, INT, DEX, SIZ, POW, MP, HP.

Damage Bonus, Move, Armor, Weap, Dmg, SR, A%, A%, Pts.

Name, Species.

STR, CON, DEX, INT, DEX, SIZ, POW, MP, HP.

Damage Bonus, Move, Armor, Weap, Dmg, SR, A%, A%, Pts.

Name, Species.

STR, CON, DEX, INT, DEX, SIZ, POW, MP, HP.

Damage Bonus, Move, Armor, Weap, Dmg, SR, A%, A%, Pts.