



RUNEQUEST

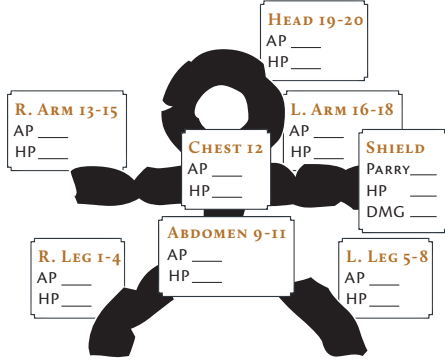


⌘ ⌚ ⌛ ⌜ ⌝ ⌞ ⌟ ⌠ ⌡ ⌢ ⌣ ⌤ ⌥ ⌦ ⌧ ⌨ 〈 〉 ⌫ ⌬ ⌭ ⌮ ⌯ ⌰ ⌱ ⌲ ⌳ ⌴ ⌵ ⌶ ⌷ ⌸ ⌹ ⌺ ⌻ ⌼ ⌽ ⌾ ⌿ Ⓚ Ⓛ Ⓜ Ⓝ Ⓞ Ⓟ Ⓠ Ⓡ Ⓢ Ⓣ Ⓤ Ⓥ Ⓦ Ⓧ Ⓨ Ⓩ ⓐ ⓑ ⓓ ⓔ ⓖ ⓗ ⓘ ⓙ ⓚ ⓛ ⓜ ⓝ ⓞ ⓟ ⓠ ⓡ ⓢ ⓣ ⓤ ⓥ ⓦ ⓧ ⓨ ⓩ ⓪ ⓫ ⓬ ⓭ ⓮ ⓯ ⓰ ⓱ ⓲ ⓳ ⓴ ⓵ ⓶ ⓷ ⓸ ⓹ ⓺ ⓻ ⓼ ⓽ ⓾ ⓿

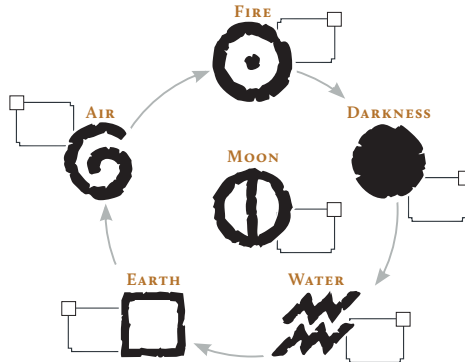
ROLEPLAYING IN GLORANTHA

Name _____ Birth Year _____ Age _____ Occupation _____ Ransom _____ (L)
 Gender _____ Homeland _____ Reputation _____ Standard of Living _____ Base Income _____ (L)
 Tribe _____ Clan _____ Campaign _____ Player _____

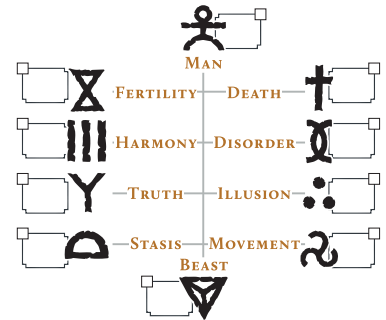
ARMOR AND HIT LOCATIONS



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

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

WEAPONS

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

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

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											

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											

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) _____

Modifier _____

STEALTH

- Hide (10) _____
- Move Quietly (10) _____

Modifier _____

OTHER SKILLS

- _____
- _____
- _____

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 _____

ADDITIONAL MAGIC

- _____
- _____
- _____

NOTES

- _____
- _____
- _____
- _____

GEAR, TREASURE, AND MAGIC ITEMS

- _____ Max ENC _____ ENC _____
- _____
- _____
- _____
- _____
- Wheels (W) _____ Lunars (L) _____ Clacks (C) _____ Bolgs (B) _____ Goods (L) _____



FAMILY

GRANDPARENTS

Grandfather _____ Dead?

Grandmother _____ Dead?

PARENTS

Father _____ Dead?

Mother _____ 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?

SIBLINGS

_____ 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?

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 _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	/ _____				
NOTE _____	RANSOM _____ (L)	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	/ _____



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

