

# RuneQuest

## Adventurer Sheet

## Personal Information

Adventurer Name	Darek	Player Name	
Species	Human	Homeland/Clan	Lendore Isle
Age	21	Gender	Male
Culture	Civilized	Religion	Kord
Parent Occupation	Potter	Adventurer Occupation	Warrior

## Skills

[illegible]

Original		Current		Armor Points  <b>7</b>
STR	18	STR		
CON	12	CON		
SIZ	13	SIZ		Damage Bonus <b>+1d4</b>
INT	12	INT		
POW	11	POW		
DEX	15	DEX		Elan
APP	10	APP		
HP	13	HP		
MP	11	MP		Fatigue Level  <b>-3 DEX</b>
FAT	30	FAT		
MOV	6	MOV		

Equipment Carried	Loc	ENC
Backpack	Back	14
Chainmail Armor	Worn	20
Greatsword	Carry	3.5
Purse	Belt	1
	Total	39

## Weapon Skills

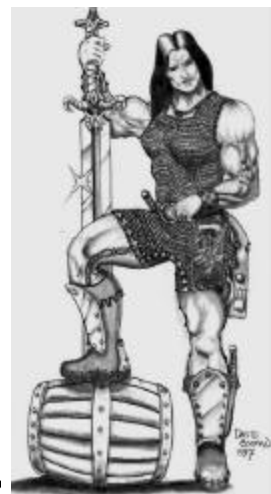
A% Mod: 15%

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P% Mod: 10%

Weapon	Fist	Damage	1d3+1d4
SR <u>  3  </u>	A% <u>  55  </u> % <b>e</b>	P% <u>  40  </u> % <b>e</b>	AP <u>  3  </u>
Weapon	Greatsword	Damage	2d8+1d4
SR <u>  1  </u>	A% <u>  90  </u> % <b>e</b>	P% <u>  85  </u> % <b>e</b>	AP <u> 15  </u>
Weapon		Damage	
SR <u>    </u>	A% <u>      </u> % <b>e</b>	P% <u>      </u> % <b>e</b>	AP <u>    </u>
Weapon		Damage	
SR <u>    </u>	A% <u>      </u> % <b>e</b>	P% <u>      </u> % <b>e</b>	AP <u>    </u>
Weapon		Damage	
SR <u>    </u>	A% <u>      </u> % <b>e</b>	P% <u>      </u> % <b>e</b>	AP <u>    </u>
Weapon		Damage	
SR <u>    </u>	A% <u>      </u> % <b>e</b>	P% <u>      </u> % <b>e</b>	AP <u>    </u>
Missile		Damage	
SR <u>    </u>	A% <u>      </u> % <b>e</b>	## <u>    </u>	Range <u>    </u>
Missile		Damage	
SR <u>    </u>	A% <u>      </u> % <b>e</b>	## <u>    </u>	Range <u>    </u>
Shield		Damage	
SR <u>    </u>	A% <u>      </u> % <b>e</b>	P% <u>      </u> % <b>e</b>	AP <u>    </u>

### Character Sketch



Wealth	Carried	Banked
Copper		
Silver		
Gold		
Platinum		
Gems		
Gems		
Gems		
Jewelry		
Jewelry		
Jewelry		

### Familiars/Mounts

Name	Drum	Name	Name	Name
STR	32	STR	STR	STR
CON	11	CON	CON	CON
SIZ	32	SIZ	SIZ	SIZ
INT	4	INT	INT	INT
POW	11	POW	POW	POW
DEX	13	DEX	DEX	DEX
MOV	15	MOV	MOV	MOV
HP	32	HP	HP	HP
FP	43	FP	FP	FP
Notes Horse		Notes	Notes	Notes

Notes

### Spells Known

#### SpiritMagic

Bladesharp 2

Fanaticism

Strength 2

Vigor 2

#### Divine Magic

Berserk

Command Horse

Heal Wound x2

#### Bound Spirit

Type \_\_\_\_\_ Name \_\_\_\_\_  
 INT \_\_\_\_\_ Cast \_\_\_\_\_  
 POW \_\_\_\_\_ MP \_\_\_\_\_

POW Check **e** One MP per: \_\_\_\_ min

Spells: \_\_\_\_\_

Skills: \_\_\_\_\_

#### Bound Spirit

Type \_\_\_\_\_ Name \_\_\_\_\_  
 INT \_\_\_\_\_ Cast \_\_\_\_\_  
 POW \_\_\_\_\_ MP \_\_\_\_\_

POW Check **e** One MP per: \_\_\_\_ min

Spells: \_\_\_\_\_

Skills: \_\_\_\_\_

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Type \_\_\_\_\_ Name \_\_\_\_\_  
 INT \_\_\_\_\_ Cast \_\_\_\_\_  
 POW \_\_\_\_\_ MP \_\_\_\_\_

POW Check **e** One MP per: \_\_\_\_ min

Spells: \_\_\_\_\_

Skills: \_\_\_\_\_

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Type \_\_\_\_\_ Name \_\_\_\_\_  
 INT \_\_\_\_\_ Cast \_\_\_\_\_  
 POW \_\_\_\_\_ MP \_\_\_\_\_

POW Check **e** One MP per: \_\_\_\_ min

Spells: \_\_\_\_\_

Skills: \_\_\_\_\_

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Type \_\_\_\_\_ Name \_\_\_\_\_  
 INT \_\_\_\_\_ Cast \_\_\_\_\_  
 POW \_\_\_\_\_ MP \_\_\_\_\_

POW Check **e** One MP per: \_\_\_\_ min

Spells: \_\_\_\_\_

Skills: \_\_\_\_\_

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Type \_\_\_\_\_ Name \_\_\_\_\_  
 INT \_\_\_\_\_ Cast \_\_\_\_\_  
 POW \_\_\_\_\_ MP \_\_\_\_\_

POW Check **e** One MP per: \_\_\_\_ min

Spells: \_\_\_\_\_

Skills: \_\_\_\_\_

### Other Notes

With Strength 2 and Vigor 2 cast, Darek gains a STR of 24, and a CON of 16. This gives him a 1d6 Damage Bonus and a new total Hit Points of 17. If expecting combat, he will cast Strength and Bladesharp first, then Fanaticism if outnumbered. To conserve his magic, he'll reserve Vigor for battles where he is injured, and generally reserves Berserk for only the most dire of circumstances.