

# RUNEQUEST

ROLEPLAYING IN GLORANTHA

**STR** Strength **CON** Constitution **SIZ** Size **DEX** Dexterity **INT** Intelligence **POW** Power **CHA** Charisma

**Air**  
Weather, storm, violence  
Senses: Smell, Sense Assassin, Sense Chaos.  
Skill Category: Manipulation.  
Weapon: Sword  
Personality: Passionate, violent, proud, unpredictable.

**Earth**  
Life, death, agriculture  
Sense: Search.  
Skill Category: Communication.  
Weapon: Axe.  
Personality: Pragmatic, prudent, wordly, sensual.

**Darkness**  
Underworld, cold  
Sense: Listen.  
Skill Category: Stealth.  
Weapons: Mace, Club, Rock.  
Personality: Cold, cruel, patient, secretive.

**Water**  
Sea, fluidity  
Sense: Taste.  
Skill Category: Agility.  
Weapons: Net, Trident, Whip.  
Personality: Mercurial, capricious, mutable.

**Fire/Sky**  
Sun, light, warmth  
Sense: Scan.  
Skill Category: Perception.  
Weapons: Spear, Bow.  
Personality: Pure, chaste, idealistic, perceptive.

**Moon**  
Balance, time, cycle  
Sense: None.  
Skill Category: Magic.  
Weapons: Curved blades.  
Personality: Seek liberation from the bondage of fear and ignorance.

**Rune Magic**

**Spirit Magic**

**Sorcery**

Cult RP  0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

Sub-cult RP  0 1 2 3 4 5 6 7 8 9 10

**Magic Points**

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

Recovery

Crystal

Magic/special items

**Hit Points**

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

Spirit Combat

Spirit Combat Damage

Passions

Honor

Location	D20	Armor/HP	Wounds
Right leg	1-4	/	
Left leg	5-8	/	
Abdomen	9-11	/	
Chest	12	/	
Right arm	13-15	/	
Left arm	16-18	/	
Head	19-20	/	

Healing rate

Manipulation Skill Category Modifier	Weapon	%	Damage	SR	ENC	RNG	RATE	Pts	Current	Common Rune Magic
<b>DODGE</b> <input type="text"/>		<input type="text"/>								Command Cult Spirit 2
<b>ENC mod</b> <input type="text"/>		<input type="text"/>								Dismiss Magic 1
<b>STRIKE RANK</b>		<input type="text"/>								Divination 1
<b>DEX</b> <input type="text"/>		<input type="text"/>								Extension 1
<b>SIZ</b> <input type="text"/>		<input type="text"/>								Find Enemy 1
<b>MV</b> <input type="text"/>		<input type="text"/>								Heal Wounds 1
<b>DB</b> <input type="text"/>		<input type="text"/>								Multispell 1
		<input type="text"/>								Sanctify 1
		<input type="text"/>								Soul Sight 1
		<input type="text"/>								Spirit Block 1
		<input type="text"/>								Summon Cult Spirit 1-3
		<input type="text"/>								Warding 1

Name

Race  Gender

Age  Birth Date

Cult

Clan/Tribe

Homeland

Occupation

Ransom  Base income

Standard of living

Reputation  Coins

**AGILITY**

- Boat (05) \_\_\_\_\_
- Climb (40) \_\_\_\_\_
- Dodge (DEX x 2) \_\_\_\_\_
- Drive Chariot (05) \_\_\_\_\_
- Jump (DEX x 3) \_\_\_\_\_
- Ride (05)<sub>→</sub> \_\_\_\_\_
- Swim (15) \_\_\_\_\_

**COMMUNICATION**

- Act (05) \_\_\_\_\_
- Art (05) \_\_\_\_\_
- Bargain (05) \_\_\_\_\_
- Charm (15) \_\_\_\_\_
- Dance (10) \_\_\_\_\_
- Disguise (05) \_\_\_\_\_
- Fast Talk (05) \_\_\_\_\_
- Intimidate (15) \_\_\_\_\_
- Intrigue (05) \_\_\_\_\_
- Orate (05) \_\_\_\_\_
- Sing (10) \_\_\_\_\_
- Speak (50)<sub>→</sub> \_\_\_\_\_
- Speak (00)<sub>→</sub> \_\_\_\_\_

**KNOWLEDGE**

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

**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)<sub>→</sub> \_\_\_\_\_

**MANIPULATION**

- Conceal (05) \_\_\_\_\_
- Craft (10)<sub>→</sub> \_\_\_\_\_
- Devise (05) \_\_\_\_\_
- Play Instrument (05) \_\_\_\_\_
- Sleight (05) \_\_\_\_\_

*Melee weapons, missiles and shields are in this category*

**PERCEPTION**

- Insight (20)<sub>→</sub> \_\_\_\_\_
- Listen (25) \_\_\_\_\_
- Scan (25) \_\_\_\_\_
- Search (25) \_\_\_\_\_
- Track (05) \_\_\_\_\_

**STEALTH**

- Hide (10) \_\_\_\_\_
- Move Quietly (10) \_\_\_\_\_

*→ indicates a speciality must be chosen*

**NOTES ON SKILLS**

**ENC**

**MAX ENC**

**Wheels (W)**

100/ENC

**Lunars (L)**

160/ENC

**Clacks (C)**

160/ENC

**Bolgs (B)**

300/ENC

**Goods (L)**

**Skill Category**

**Modifiers**

**Major**

**Minor**

Modifier	Major	Minor
Agility	DEX	STR (SIZ) POW
Communication	CHA	INT POW
Knowledge	INT	POW
Magic	POW	CHA
Manipulation	DEX INT	STR POW
Perception	INT	POW
Stealth	(SIZ) DEX INT	(POW)

*1W=20L  
10C=1L  
10B=1C*  
*(SIZ) or (POW) means inverse bonus, so positive for low characteristic and negative for high characteristic*

	1-4	5-8	9-12	13-16	17-20	+4
Major	-10%	-5%	—	+5%	+10%	+5%
Minor	-5%	—	—	—	+5%	+5%

**TREASURE / SPECIAL ITEMS**

**GEAR**