

# RUNEQUEST III CHARACTER SHEET

Character Name: \_\_\_\_\_ Species: \_\_\_\_\_ Finances \_\_\_\_\_ Equipment \_\_\_\_\_ ENC \_\_\_\_\_  
 Social Class: \_\_\_\_\_ Sex: \_\_\_\_\_ Age: \_\_\_\_\_ K \_\_\_\_\_  
 Nationality: \_\_\_\_\_ Culture: \_\_\_\_\_ L \_\_\_\_\_  
 Parent(s) Occupation(s): \_\_\_\_\_ W \_\_\_\_\_  
 Adventurer Occupations: \_\_\_\_\_  
 Cult(s)/Rank: \_\_\_\_\_

Current: STR: \_\_\_\_\_ CON: \_\_\_\_\_ SIZ: \_\_\_\_\_ INT: \_\_\_\_\_ POW: \_\_\_\_\_ DEX: \_\_\_\_\_ APP: \_\_\_\_\_  
 Original: STR: \_\_\_\_\_ CON: \_\_\_\_\_ SIZ: \_\_\_\_\_ INT: \_\_\_\_\_ POW: \_\_\_\_\_ DEX: \_\_\_\_\_ APP: \_\_\_\_\_

Handedness: \_\_\_\_\_ SIZ SRM \_\_\_\_\_ + DEX SRM \_\_\_\_\_ = Melee SRM \_\_\_\_\_  
 Damage Modifier: \_\_\_\_\_ Movement Rate: \_\_\_\_\_ meters/SR \_\_\_\_\_ Total ENC: \_\_\_\_\_

<b>Agility Bonus</b> _____ %	<b>Knowledge Bonus</b> _____ %	<b>Manipulation Bonus</b> _____ %
Boat(05) _____ <input type="checkbox"/>	Animal Lore(05) _____	Conceal(05) _____ <input type="checkbox"/>
Climb(40) _____ <input type="checkbox"/>	Craft(10) _____	Devise(05) _____ <input type="checkbox"/>
Dodge(05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Sleight(05) _____ <input type="checkbox"/>
Jump(25) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	Play Instrument (00) _____ <input type="checkbox"/>
Ride(05) _____ <input type="checkbox"/>	Evaluate (05) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Swim(15) _____ <input type="checkbox"/>	First Aid(10) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Throw(25) _____ <input type="checkbox"/>	Human Lore(05) _____	_____ <input type="checkbox"/>
	Mineral Lore(05) _____	
<b>Communication Bonus</b> _____ %	Plant Lore(05) _____	<b>Perception Bonus</b> _____ %
Fast Talk(05) _____ <input type="checkbox"/>	Read/Write Languages _____	Listen(25) _____ <input type="checkbox"/>
Orate(05) _____ <input type="checkbox"/>	_____	Scan(25) _____ <input type="checkbox"/>
Sing(05) _____ <input type="checkbox"/>	_____	Search(25) _____ <input type="checkbox"/>
Speak languages _____	_____	Track(05) _____ <input type="checkbox"/>
Own(30) _____	_____	_____ <input type="checkbox"/>
_____ (00) _____	Shiphandling(00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>
_____ (00) _____	World Lore(05) _____	
_____ (00) _____	_____ <input type="checkbox"/>	<b>Stealth Bonus</b> _____ %
_____ (00) _____	_____ <input type="checkbox"/>	Hide(10) _____ <input type="checkbox"/>
_____ (00) _____	_____ <input type="checkbox"/>	Sneak(10) _____ <input type="checkbox"/>

**Weapon Skills**

**Attack Bonus** \_\_\_\_\_ % (Mn)

**Parry Bonus** \_\_\_\_\_ % (Ag)

Weapon _____	Damage								
SR _____	A% _____	<input type="checkbox"/>	C _____	S _____	F _____				
AP _____	P% _____	<input type="checkbox"/>	C _____	S _____	F _____				

Weapon _____	Dam								
SR _____	A% _____	<input type="checkbox"/>	C _____	S _____	F _____				
AP _____	P% _____	<input type="checkbox"/>	C _____	S _____	F _____				

Weapon _____	Dam								
SR _____	A% _____	<input type="checkbox"/>	C _____	S _____	F _____				
AP _____	P% _____	<input type="checkbox"/>	C _____	S _____	F _____				

Weapon _____	Dam								
SR _____	A% _____	<input type="checkbox"/>	C _____	S _____	F _____				
AP _____	P% _____	<input type="checkbox"/>	C _____	S _____	F _____				

Missile _____	Dam								
A% _____	<input type="checkbox"/>	C _____	S _____	F _____					
SR _____	Range: _____	AP _____							

Shield _____	Dam								
SR _____	P% _____	<input type="checkbox"/>	C _____	S _____	F _____				
AP _____	A% _____	<input type="checkbox"/>	C _____	S _____	F _____				

**Total Magic Points:**

00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17  
 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35

**Total Fatigue:** \_\_\_\_\_ **Total ENC:** \_\_\_\_\_ **Fatigue Status:** \_\_\_\_\_

**Total Hit Points:**

-25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 -9  
 -8 -7 -6 -5 -4 -3 -2 -1 00 +1 02 03 04 05 06 07 08  
 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

<u>Melee/Missile</u>	<u>Location</u>	<u>Armor Type</u>	<u>AP (ENC)</u>
(01-04/01-03)	Rt. Leg _____	_____	(____)(____)
11 10 9 8 7 6 5 4 3 2 -1 00 +1 2 3 4 5 6 7 8 9 10 11			
(05-08/04-06)	Lt. Leg _____	_____	(____)(____)
11 10 9 8 7 6 5 4 3 2 -1 00 +1 2 3 4 5 6 7 8 9 10 11			
(09-11/07-10)	Abdomen _____	_____	(____)(____)
11 10 9 8 7 6 5 4 3 2 -1 00 +1 2 3 4 5 6 7 8 9 10 11			
( 12 /11-15)	Chest _____	_____	(____)(____)
11 10 9 8 7 6 5 4 3 2 -1 00 +1 2 3 4 5 6 7 8 9 10 11			
(13-15/16-17)	Rt. Arm _____	_____	(____)(____)
11 10 9 8 7 6 5 4 3 2 -1 00 +1 2 3 4 5 6 7 8 9 10 11			
(16-18/18-19)	Lt. Arm _____	_____	(____)(____)
11 10 9 8 7 6 5 4 3 2 -1 00 +1 2 3 4 5 6 7 8 9 10 11			
(19-20/ 20 )	Head _____	_____	(____)(____)
11 10 9 8 7 6 5 4 3 2 -1 00 +1 2 3 4 5 6 7 8 9 10 11			
Total Armor Enc (____)			

