

Human

Official Two-Color RuneQuest® Forms



The Avalon Hill Game Company

ADVENTURER SHEETS: HUMAN is The Avalon Hill Game Company's trademark for its Fantasy Roleplaying Supplement to RUNEQUEST®



## Adventurer Sheet

A ROLL I			99	CHHO	SIGH INC.								STRATE
Personal Info	rmatio	n					Eq	uip	me	nt	1	ENC	
Adventurer Name			Player N	lame			Den	nies					
Species Human					ACCOUNT OF THE		11.	or_					
Age Gender	r.   Male	Female			on								
Culture					pations				E.B.				
Religion			Advente	arer occu									
								Europ 1			-		
Characteristic	CS												
	CON _		INT	POW	DEX	APP	-			_	_		_
original: STR	CON _	SIZ	INT	POW	DEX	APP	-   -			_	_		_
Selected Attri	butes												
Damage Modifier	Move F	Rate DE	EX SRM	+ SIZ	SRM = MEL	EE SRM							
Skills							7						
Agility (_	)	Knowledge	: (_	)	Manipulation	(	)	Tot	al Er	NC.			
Boat (05)		Animal Lore	(05)		Conceal (05)	[	]	tract			from	Fatio	-
Climb (40)		Craft (10)			Devise (05)	[	Sul	nraci	totat	LITC	rom	ratig	ue)
					Sleight (05)	[		Attr	ibu	te	Tal	lies	,
					Play Instrument	t (00)					0		2
		Evaluate (05	5)			[	111	gic P			0	1	2
		First Aid (10				[	3		5	6	7	8	9
		Human Lore					10		12	13	14	15	16
		Martial Arts			Perception	(	) 17	18	19	20	21	22	23
Communication (_	,	Mineral Lore			Listen (25)		24		26	27	28	29	30
		Plant Lore (C			Scan (25)		01	32	33	34	35	36	37
		Read/Write		(00)	Search (25)			igue	Poin	its:			
		nead/ write	Language	. (00)	Track (05)		1	2	3	4			
Speak Languages					rrack (03)		5	6	7	8			
					Stealth	(	, 9	10	11	12	13	14	15
		Shiphandlin	a (00)					17	18	19	20	21	22
					Hide (10)		23	24	25	26	27	28	29
(00)		World Lore (	05)		Sneak (10)		30	31	32	33	34	35	36
Magic (_	,	Spells Kno	****		(Free INT		7 37	38	39	40	41	42	43
	)	-					44			47	48	49	50
		-					- 11						
Enchant (00)						-		Poin	ts:	1	2	3	4
Summon (00)		_			-		5	6	7	8	9	10	11
Duration (00)		-					12	13	14	15	16	17	18
Intensity (00)			7770				19	20	21	22	23	24	25
Multispell (00)				0	60.7 E		26	27	28	29	30	31	32
Range (00)					-		33	34	35	36	37	38	39
Weapon Skills	A% mod	1) (P%	mod			_					EAD		nissile
Weapon	Damage	e		H	ıman	(24)				. 75	-20	- 2	U
SR \( \text{A\%}	□ P% _	AP				13/				-	A DA4		
Weapon	Damage	e				1					ARM -18	7	nissile 8-19
SR \( \text{A\%}	□ P% _	AP		-		Kin				-			_
Weapon	Damage				/	1-1	1				ARM	n	nissile
SR \( \text{A\%}	-	AP			- //	1. 1	1			13	1-15	1	6-17
Weapon	Damage					1	11			-			
SR \( \text{A\%}		AP			21/	4	130			C 13	HEST	7	nissile 1-15
Weapon	Damage				-	1				-			
SR \( \text{A\%}	-	AP			1	11				^	BDON	EN	
Missile	Damage					1 10/				09	-11	0	7-10

\_ A%\_

□ A%\_

Missile \_\_

Shield

SR

Rate \_\_\_ A%\_

Range

Range

AP

Damage

□ P% \_

Damage

□ P%

missile 04-06

missile 01-03

L LEG 05-08

R LEG



## Adventurer Sheet

									-	-	-	
Personal Infor	mation					Eq	uip	me	nt	1	ENC	
Adventurer Name		Play	er Name			peni	nies_					
Species						arm	or					
Age Gender	: 🗆 Male 🗆	Female Pare	nt Occupati	on								
Culture			enturer Occi	ipations								
Religion												
Characteristic						-				-		
SUPPORT. STP	CON	CI7 INT	POW	DEX	APP							
		SIZ INT			APP							
		312 INI	10w	DLA	AII							
Selected Attril						_				_		
Damage Modifier	Move Rate	DEX SRM	1+ SIZ	SRM = MEL	EE SRM	-			-	-		
Skills												
	7.	owledge	()	Manipulation	()	-			_	_		-
Boat (05)		imal Lore (05)		Conceal (05)		-				-		
Climb (40)		aft (10)		Devise (05)		-				_		
Dodge (05)				Sleight (05)		-			_	-		_
Jump (25)				Play Instrument	(00)	-			_	_		-
Ride (05)	□ Ev	aluate (05)				-			_	-		_
Swim (15)	□ Fir	st Aid (10)				-			_	_		_
Throw (25)		ıman Lore (05)				_		_	_	_		-
	Ma	artial Arts (00)		Perception	()	-			_	_		-
Communication (_	) Mi	neral Lore (05)		Listen (25)		-			_	_	7.5	_
Fast Talk (05)	□ Pla	ant Lore (05)		Scan (25)		-				-		
Orate (05)		ad/Write Langu	uage (00)	Search (25)			Tot	al E	NC:	_	,	_
Sing (05)				Track (05)		(sub	tract	total	ENC	from	Fatig	que)
									DESCRIPTION OF THE PERSON NAMED IN			-
Speak Languages	_						ttri	bu	to 1	rall	lios	
Speak Languages Own (30)				Stealth	()	A	ttri	bu	te 1	[all	lies	
Own (30) (00)				Stealth Hide (10)	()		ttri			<b>ΓαΙ</b> Ι 0	lies	2
Own (30)					,				6		lies 1 8	
Own (30) (00) (00)		iphandling (00) orld Lore (05)		Hide (10) Sneak (10)		Mag	ic Po	oints 5	5:	0	1	2
Own (30) (00) (00) (00)		iphandling (00) orld Lore (05) ells Known		Hide (10) Sneak (10)  (Free INT		Mag 3	4 11	oints 5	6	0 7	1 8	2 9
Own (30) (00)		iphandling (00) orld Lore (05)		Hide (10) Sneak (10)		3 10 17 24	4 11 18 25	5 12 19 26	6 13 20 27	0 7 14 21 28	1 8 15	2 9 16
Own (30) (00)		iphandling (00) orld Lore (05) ells Known		Hide (10) Sneak (10)  (Free INT		3 10 17 24	4 11 18	5 12 19 26	6 13 20 27	0 7 14 21 28	1 8 15 22 29	2 9 16 23
Own (30) (00) (00) (00) (00) (00) (00) (00) (00) (00) (00) (00) (00) (00) (00) (00)		iphandling (00) orld Lore (05) ells Known		Hide (10) Sneak (10)  (Free INT		Mag 3 10 17 24 31	4 11 18 25	5 12 19 26 33	6 13 20 27 34	0 7 14 21 28	1 8 15 22 29	2 9 16 23 30
Own (30) (00)		iphandling (00) orld Lore (05) ells Known		Hide (10) Sneak (10)  (Free INT		Mag 3 10 17 24 31	4 11 18 25 32	5 12 19 26 33	6 13 20 27 34	0 7 14 21 28	1 8 15 22 29	2 9 16 23 30
Own (30) (00)		iphandling (00) orld Lore (05) ells Known		Hide (10) Sneak (10)  (Free INT		Mag 3 10 17 24 31 Fati	11 18 25 32 gue	5 12 19 26 33	6 13 20 27 34	0 7 14 21 28	1 8 15 22 29	2 9 16 23 30
Own (30) (00)		iphandling (00) orld Lore (05) ells Known		Hide (10) Sneak (10)  (Free INT	) 	Mag 3 10 17 24 31 Fati	11 18 25 32 gue	5 12 19 26 33 Points	6 13 20 27 34 its:	0 7 14 21 28	1 8 15 22 29	2 9 16 23 30 37
Own (30) (00)		iphandling (00) orld Lore (05) ells Known		Hide (10) Sneak (10)  (Free INT		Mag 3 10 17 24 31 Fati 1 5	11 18 25 32 gue	5 12 19 26 33 Points	6 13 20 27 34 its: 4 8	0 7 14 21 28 35	1 8 15 22 29 36	2 9 16 23 30 37
Own (30)	Sh 	iphandling (00) orld Lore (05) ells Known		Hide (10) Sneak (10)  (Free INT	) 	Mag 3 10 17 24 31 Fati 1 5 9	11 18 25 32 gue 1 2 6 10	5 12 19 26 33 Poin 3 7	6 13 20 27 34 its: 4 8 12	0 7 14 21 28 35	1 8 15 22 29 36	2 9 16 23 30 37
Own (30)		iphandling (00) orld Lore (05) ells Known		Hide (10) Sneak (10)  (Free INT	) 	Mag 3 10 17 24 31 Fati 1 5 9 16	11 18 25 32 <b>gue</b> 1 2 6 10 17	5 12 19 26 33 Point 3 7 11	6 13 20 27 34 its: 4 8 12	0 7 14 21 28 35	1 8 15 22 29 36	2 9 16 23 30 37 15 22 29
Own (30)		iphandling (00) orld Lore (05) ells Known		Hide (10) Sneak (10)  (Free INT	) 	Mag 3 10 17 24 31 Fati 1 5 9 16 23	11 18 25 32 gue 1 2 6 10 17 24	5 12 19 26 33 Point 3 7 11 18 25	6 13 20 27 34 its: 4 8 12 19 26	0 7 14 21 28 35 13 20 27	1 8 15 22 29 36 14 21 28	2 9 16 23 30 37 15 22 29
Own (30)		iphandling (00) orld Lore (05) ells Known		Hide (10) Sneak (10)  (Free INT	) 	Mag 3 10 17 24 31 Fati 1 5 9 16 23 30 37	11 18 25 32 gue 2 6 10 17 24 31 38	5 12 19 26 33 <b>Poin</b> 3 7 11 18 25 32	6 13 20 27 34 <b>its:</b> 4 8 12 19 26 33	0 7 14 21 28 35 13 20 27 34	1 8 15 22 29 36 14 21 28 35	2 9 16 23 30 37 15 22 29 36
Own (30)		iphandling (00) orld Lore (05) ells Known		Hide (10) Sneak (10)  (Free INT	) 	Mag 3 10 17 24 31 Fati 1 5 9 16 23 30 37 44	11 18 25 32 gue 1 2 6 10 17 24 31 38 45	5 12 19 26 33 Point 3 7 11 18 25 32 39 46	6 13 20 27 34 <b>its:</b> 4 8 12 19 26 33 40 47	0 7 14 21 28 35 13 20 27 34 41 48	1 8 15 22 29 36 36 21 28 35 42 49	2 9 16 23 30 37 15 22 29 36 43 50
Own (30)		iphandling (00) orld Lore (05)  ells Known		Hide (10) Sneak (10)  (Free INT  HEAD AP HP CHEST	) 	Mag 3 10 17 24 31 Fati 1 5 9 16 23 30 37 44 Hit I	11 18 25 32 gue 1 2 6 10 17 24 31 38 45 Point	5 12 19 26 33 Points 7 11 18 25 32 39 46 tts:	6 13 20 27 34 <b>Its:</b> 4 8 12 19 26 33 40 47 1	0 7 14 21 28 35 13 20 27 34 41 48 2	1 8 15 22 29 36 14 21 28 35 42 49	2 9 16 23 30 37 15 22 29 36 43 50 4
Own (30)		iphandling (00) orld Lore (05)  ells Known		Hide (10) Sneak (10)  (Free INT  HEAD AP HP  CHEST AP	) 	Mag 3 10 17 24 31 Fati 1 5 9 16 23 30 37 44	11 18 25 32 gue 10 17 24 31 38 45 Point 6	5 12 19 26 33 7 11 18 25 39 46 ts: 7	6 13 20 27 34 <b>its:</b> 4 8 12 19 26 33 40 47 1 8	0 7 14 21 28 35 13 20 27 34 41 48 2 9	1 8 15 22 29 36 14 21 28 35 42 49 3	2 9 16 23 30 37 15 22 29 36 43 50 4
Own (30)		iphandling (00) orld Lore (05)  ells Known		Hide (10) Sneak (10)  (Free INT  HEAD AP HP CHEST		Mag 3 10 17 24 31 Fati 1 5 9 16 23 30 37 44 Hit I 5 12	11 18 25 32 gue 2 6 10 17 24 31 38 45 Point 6 13	5 12 19 26 33 7 11 18 25 32 46 ts: 7 14	6 13 20 27 34 ats: 4 8 12 19 26 33 40 47 1 8 15	0 7 14 21 28 35 13 20 27 34 41 48 2 9 16	1 8 15 22 29 36 14 21 28 35 42 49 3 10 17	2 9 16 23 30 37 15 22 29 36 43 50 4 11 18
Own (30)		iphandling (00) orld Lore (05)  ells Known		Hide (10) Sneak (10)  (Free INT  HEAD AP HP  CHEST AP HP	LARM	Mag 3 10 17 24 31 Fati 1 5 9 16 23 30 37 44 Hit I	11 18 25 32 gue 1 2 6 10 17 24 31 38 45 Point 6 13 20	5 12 19 26 33 7 11 18 25 32 46 tts: 7 14 21	6 13 20 27 34 ats: 4 8 12 19 26 33 40 47 1 8 15 22	0 7 14 21 28 35 13 20 27 34 41 48 2 9 16 23	1 8 15 22 29 36 14 21 28 35 42 49 3 10 17 24	2 9 16 23 30 37 15 22 29 36 43 50 4 11 18 25
Own (30)		iphandling (00) orld Lore (05)  ells Known		Hide (10) Sneak (10)  (Free INT	L ARM	Mag 3 10 17 24 31 Fati 1 5 9 16 23 30 37 44 Hit I 5 12 19 26	11 18 25 32 gue 2 6 10 17 24 31 38 45 Point 6 13 20 27	5 12 19 26 33 7 11 18 25 32 39 46 ts: 7 14 21 28	6 13 20 27 34 ats: 4 8 12 19 26 33 40 47 1 8 15	0 7 14 21 28 35 13 20 27 34 41 48 2 9 16 23 30	1 8 15 22 29 36 14 21 28 35 42 49 3 10 17 24 31	2 9 16 23 30 37 15 22 29 36 43 50 4 11 18 25 32
Own (30)		iphandling (00) orld Lore (05)  ells Known	R AP HP	Hide (10) Sneak (10)  (Free INT	LARM	Mag 3 10 17 24 31 Fati 1 5 9 16 23 30 37 44 Hit I 5 12 19 26	11 18 25 32 gue 2 6 10 17 24 31 38 45 Point 6 13 20 27 34	5 12 19 26 33 7 11 18 25 32 39 46 ts: 7 14 21 28 35	6 13 20 27 34 ats: 4 8 12 19 26 33 40 47 1 8 15 22 29 36	0 7 14 21 28 35 20 27 34 41 48 2 9 16 23 30 37	1 8 15 22 29 36 14 21 28 35 42 49 3 10 17 24 31 38	2 9 16 23 30 37 15 22 29 36 43 50 4 11 18 25 32
Own (30)		iphandling (00) orld Lore (05)  ells Known	R AP HP	Hide (10) Sneak (10)  (Free INT	L ARM	Mag 3 10 17 24 31 Fati 1 5 9 16 23 30 37 44 Hit I 5 12 19 26	11 18 25 32 gue 2 6 10 17 24 31 38 45 Point 6 13 20 27 34	5 12 19 26 33 7 11 18 25 32 46 ts: 7 14 21 28 35	6 13 20 27 34 ats: 4 8 12 19 26 33 40 47 1 8 15 22 29	0 7 14 21 28 35 13 20 27 34 41 48 2 9 16 23 30 37	1 8 15 22 29 36 14 21 28 35 42 49 3 10 17 24 31 38	2 9 16 23 30 37 15 22 29 36 43 50 4 11 18 25 32
Own (30)		iphandling (00) orld Lore (05) ells Known	R AP HP	Hide (10) Sneak (10)  (Free INT	L ARM	Mag 3 10 17 24 31 Fati 1 5 9 16 23 30 37 44 Hit I 5 12 19 26	11 18 25 32 gue 2 6 10 17 24 31 38 45 Point 6 13 20 27 34	5 12 19 26 33 Point 3 7 11 18 25 32 39 46 ts: 7 14 21 28 35	6 13 20 27 34 <b>its:</b> 4 8 12 19 26 33 40 47 1 8 15 22 29 36	0 7 14 21 28 35 20 27 34 41 48 2 9 16 23 30 37 Tabl	1 8 15 22 29 36 14 21 28 35 42 49 3 10 17 24 31 38	2 9 16 23 30 37 15 22 29 36 43 50 4 11 18 25 32

R LEG

L LEG

\_\_\_\_ Range

AP\_

\_ \[ A%\_\_\_

\_ Damage \_

□ P% \_

Chest R Arm L Arm Head



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Missile \_\_\_\_\_

Rate \_\_\_ A%\_

□ A%\_

Shield \_

SR\_

Damage\_

□ P% \_\_

Damage\_

□ P% \_

Range

AP.

## Adventurer Sheet Sheet

I LOUI IC		Chao	SKIM INC.				4	~	~		STRATEGY
Personal Informati	on				Equ	uipi	nei	nt	1	ENC	2
Adventurer Name	Player	lame			penn	ies					
Species Human					armo						
Age Gender:   Mal	e  Female Parent	Occupation	on								
Culture		urer Occu	pations								
Religion					_			_	_		
Characteristics					-			-			
current: STRCON_	SIZ INT	POW	DEX	APP							
original: STR CON _				APP							
Selected Attributes					-				-		
Damage Modifier Move	Rate DEX SRM	+ SIZ	SRM = MEL	EE SRM					-		
Skills								_			
Agility ()	Knowledge (_	)	Manipulation	()		Tota	LEN	C:			
Boat (05)	Animal Lore (05)		Conceal (05)		(subt				rom	Fatio	ille)
Climb (40)	Craft (10)		Devise (05)							-	
Dodge (05)			Sleight (05)		A	ttri	bu	te?	[all	lies	•
Jump (25)			Play Instrument	(00)	Magi	ic Po	ints	:	0	1	2
Ride (05)	Evaluate (05)	0			3	4	5	6	7	8	9
Swim (15)	First Aid (10)				10			13	14	15	16
Throw (25)	Human Lore (05)				17		19	20	21	22	23
	Martial Arts (00)		Perception	()	24	-		27	28	29	30
Communication ()	Mineral Lore (05)		Listen (25)			32			35	36	37
Fast Talk (05) □	Plant Lore (05)		Scan (25)								
Orate (05)	Read/Write Language	(00)	Search (25)			gue I					
Sing (05)			Track (05)		1	2	3	4			
Speak Languages					5	6	7	8			
Own (30)			Stealth	()	9	10	11	12	13	14	15
(00) □	Shiphandling (00)	0	Hide (10)		16	17	18	19	20	21	22
(00) □	World Lore (05)		Sneak (10)		23	24	25	26	27	28	29
-					30		32	33	34	35	36
Magic ()	Spells Known		(Free INT	)	37		39	40	41	42	43
Ceremony (05)					44	45	46	47	48	49	50
Enchant (00)					Hit P	oint	s:	1	2	3	4
Summon (00)					5	6	7	8	9	10	11
Duration (00)			-	0	12	13	14	15	16	17	18
Intensity (00)			-		19	20	21	22	23	24	25
Multispell (00)			No.		26	27	28	29	30	31	32
Range (00)					33	34	35	36	37	38	39
Weapon Skills (A% mo		_) H	uman	_				HI 19	EAD -20	2	nissile 20
Weapon Dama			The Harman	(5.2				-		_	_
SR \[ \Backsquare A\% \] \[ \Backsquare P\% \]		-		H				L	ARM	n	nissile 18-19
Weapon Damag			(	1-				16-	-18	,	0.13
	AP	-		111				-	ADM		-
Weapon Dama		-	//	1 1	1			13	ARM 15	1	nissile 16-17
	AP	-	as a	1-1	Cy			L			
Weapon Damag		-	4					CI	HEST	n	nissile 11-15
	AP	-		X				12		1	1-15
Weapon Dama		-11		//				F			=
SR \[ \P\% \] \[ \P\% \]	AP	-		1 ) 1				Al 09	BDON	IEN n	nissile 07-10
	ge	-						_			_
Rate   A%   P%	Range	_	and the same						1.50		

missile 01-03

missile 04-06

L LEG 05-08

R LEG

Otner not	tes, skills,	spens	, al	nd tr	easui	e	
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Skills	Spells	Name					Age
THE IS IN THE		- Speci	es				Gender
STATE OF STATE		STR _					
C 86 10 80 60 F		CON_					
		INT .		MP:			
W 84		DEV		Natas:			appendix.
1974.3		A DD		Notes:		MEL	- 27-W
_		me	lee n	nissile l	ocation		ocation hit points
					(		2345678910
						). 1	2345678910
Weapon SR Range	A % Damage P% AP		_		(		2345678910
weapon SK Kange	- Damage 170 AF				(		2345678910
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Adventurer

# Sheets

#### **Human Adventurer Sheets**

This box contains three types of adventurer sheets. The first is intended for use in creating male human adventurers. The second is intended for use in creating Female human adventurers. These forms include a sketch of either a male or a female figure. Players can complete and personalize this sketch to illustrate their adventurer.

There is also a Generic sheet suitable for use in creating either male or female adventurers. This generic sheet can also be used in creating characters of any species that use human-style hit locations.

There are two different adventurer sheet boxes available from The Avalon Hill Game Company for use with the RuneQuest roleplaying game: the Human Adventurer Sheet box and the Nonhuman Adventurer Sheet box.

Personal Inform	matter .			ment ENC
Personal Infor			Equip	
Adventurer Name		er Name	pennies_	
Species Human		eland/Clan	armor	
		nt Occupation		
Religion	Adve	nturer Occupations		
Keligion				
Characteristic	5			
current: STR	CON SIZ INT	POW DEX A	PP	
	CON SIZ INT	POW DEX A	PP	
Selected Attrib	utes			
Damage Modifier	Move Rate DEX SRM	+ SIZ SRM - MELEE	SRM	
Skills				-
Agility (	) Knowledge (	() Manipulation	()	
Agility ( Boat (05)	) Knowledge ( Animal Lore (05)	Conceal (05)	Tota	I ENC:
Climb (40)	Craft (10)	Devise (05)	(subtract to	otal ENC from Fatigue)
Dodge (05)	Ciartito	Sleight (05)	Attri	ibute Tallies
Jump (25)		Play Instrument (C		
Ride (05)	Evaluate (05)		Magic Po	5 6 7 8 9
Swim (15)	First Aid (10)		10 11	12 13 14 15 16
Throw (25)	Human Lore (05)		17 18	19 20 21 22 23
	Martial Arts (00)	Perception	() 24 25	26 27 28 29 30
Communication (_		Listen (25)		33 34 35 36 37
Fast Talk (05)	Plant Lore (05)	Scan (25)	Fatigue I	Points:
Orate (05)	Read/Write Langua	age (00) Search (25) Track (05)	1 2	3 4
Sing (05)		Track (05)	5 6	7 8
Speak Languages Own (30)		Stealth	9 10	11 12 13 14 15
(00)	Shiphandling (00)	Hide (10)	16 17	18 19 20 21 22
(00)				25 26 27 28 29
	World Lore (05)	Sneak (10)	23 24	
(00)	World Lore (05)	Sneak (10)	30 31	32 33 34 35 36
Magic (	World Lore (05)	Sneak (10)	30 31 37 38	39 40 41 42 43
Magic ( Ceremony (05)			30 31 37 38 44 45	39 40 41 42 43 46 47 48 49 50
Magic ( Ceremony (05) Enchant (00)			30 31 37 38 44 45 Hit Point	39 40 41 42 43 46 47 48 49 50 ts: 1 2 3 4
Magic (			30 31 37 38 44 45 Hit Point 5 6	39 40 41 42 43 46 47 48 49 50 ts: 1 2 3 4 7 8 9 10 11
Magic (			30 S1 37 38 44 45 Hit Point 5 6 12 13	39 40 41 42 43 46 47 48 49 50 ts: 1 2 3 4 7 8 9 10 11 14 15 16 17 18
Magic (			30 31 37 38 44 45 Hit Point 5 6 12 13 19 20	39 40 41 42 43 46 47 48 49 50 ts: 1 2 3 4 7 8 9 10 11 14 15 16 17 18 21 22 25 24 25
Magic (			30 31 37 38 44 45 Hit Point 5 6 12 13 19 20 26 27	39 40 41 42 42 46 47 48 49 50 ts: 1 2 3 4 7 8 9 10 11 14 15 16 17 18 21 22 25 24 25 28 29 30 31 33
Magic ( Ceremony (05) Enchant (00) Summon (00) Duration (00) Intensity (00) Multispell (00) Range (00)	) Spells Known		30 31 37 38 44 45 Hit Point 5 6 12 13 19 20	39 40 41 42 42 46 47 48 49 50 ts: 1 2 3 4 7 8 9 10 11 14 15 16 17 12 12 22 25 24 22 28 29 30 31 32 35 36 37 38 36
Magic ( Ceremony (05) Enchant (00) Summon (00) Duration (00) Intensity (00) Multispell (00) Range (00) Weapon Skills (A	) Spells Known    Spells Known	(Free INT	30 31 37 38 44 45 Hit Point 5 6 12 13 19 20 26 27	39 40 41 42 43 46 47 48 49 50 ts: 1 2 3 4 7 8 9 10 11 14 15 16 17 18 21 22 23 24 25 28 29 30 31 32
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### About Rune C

In RuneQuest, players create adventurers who explore an ancient world rich in magic. Everyone uses spells and anyone can be a warrior, equipped with cold steel and stout armor. The gods provide fantastic powers to their mortal worshipers and can intercede on their behalf. Each RuneQuest adventurer is unique, belonging to a definite culture and learning the crafts, trades, and skills of his or her parents.

> RuneQuest is a fantasy roleplaying game for two or more players ages 12 and older.

cover illustration by Chris Marrinan

These adventurer sheets are intended for use with the RuneQuest® roleplaying game. You must have a copy of either the RuneQuest® Players Box or the RuneQuest ® Deluxe Box in order to fully use these sheets.

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