

Adventurer Sheets



This is a supplement to the RuneQuest® roleplaying game. You must have a copy of either the RuneQuest Players Box or the RuneQuest Deluxe Box to use this supplement.

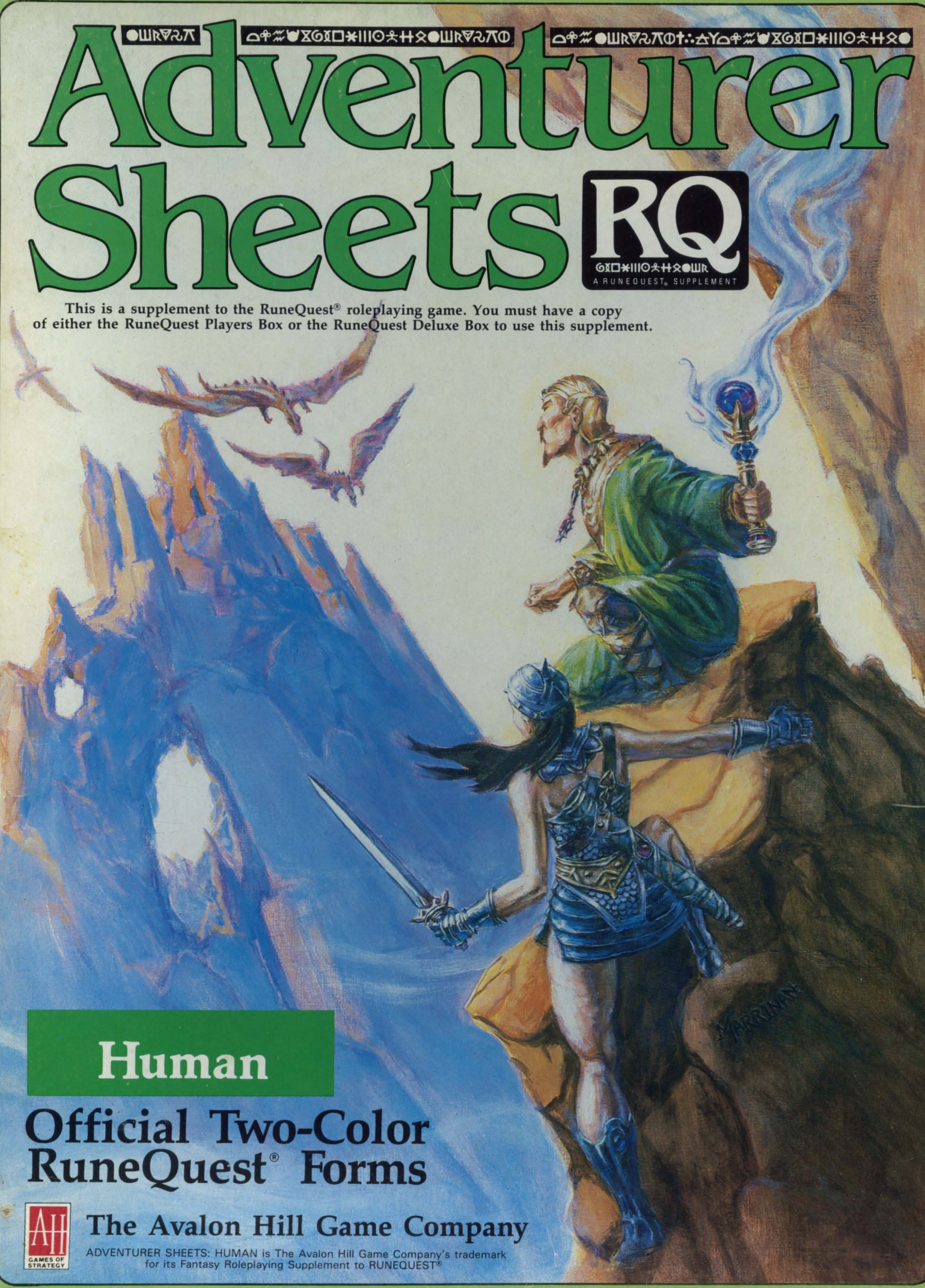
Human

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®





Personal Information

Adventurer Name _____ Player Name _____
 Species **Human** _____ Homeland/Clan _____
 Age _____ Gender: Male Female Parent Occupation _____
 Culture _____ Adventurer Occupations _____
 Religion _____

Characteristics

current: **STR** _____ **CON** _____ **SIZ** _____ **INT** _____ **POW** _____ **DEX** _____ **APP** _____
 original: **STR** _____ **CON** _____ **SIZ** _____ **INT** _____ **POW** _____ **DEX** _____ **APP** _____

Selected Attributes

Damage Modifier _____ Move Rate _____ DEX SRM _____ + SIZ SRM _____ = MELEE SRM _____

Skills

Agility (_____)	Knowledge (_____)	Manipulation (_____)
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"/>	_____	Sleight (05) _____ <input type="checkbox"/>
Jump (25) _____ <input type="checkbox"/>	_____	Play Instrument (00) _____
Ride (05) _____ <input type="checkbox"/>	Evaluate (05) _____ <input type="checkbox"/>	_____
Swim (15) _____ <input type="checkbox"/>	First Aid (10) _____ <input type="checkbox"/>	_____
Throw (25) _____ <input type="checkbox"/>	Human Lore (05) _____	Perception (_____)
	Martial Arts (00) _____	Listen (25) _____ <input type="checkbox"/>
Communication (_____)	Mineral Lore (05) _____	Scan (25) _____ <input type="checkbox"/>
Fast Talk (05) _____ <input type="checkbox"/>	Plant Lore (05) _____	Search (25) _____ <input type="checkbox"/>
Orate (05) _____ <input type="checkbox"/>	Read/Write Language (00) _____	Track (05) _____ <input type="checkbox"/>
Sing (05) _____ <input type="checkbox"/>	_____	
Speak Languages	_____	Stealth (_____)
Own (30) _____ <input type="checkbox"/>	_____	Hide (10) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	Shiphandling (00) _____ <input type="checkbox"/>	Sneak (10) _____ <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>	World Lore (05) _____	

Magic

(_____)	Spells Known	(Free INT _____)
Ceremony (05) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Enchant (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Summon (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Duration (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Intensity (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Multispell (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Range (00) _____	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>

Weapon Skills (A% mod _____) (P% mod _____)

Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Weapon _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Missile _____	Damage _____
Rate _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ Range _____
Shield _____	Damage _____
SR _____ <input type="checkbox"/> A% _____	<input type="checkbox"/> P% _____ AP _____

Equipment ENC

pennies _____
 armor _____

Total ENC: _____
(subtract total ENC from Fatigue)

Attribute Tallies

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 25 26 27 28 29 30
 31 32 33 34 35 36 37

Fatigue Points: _____
 1 2 3 4
 5 6 7 8
 9 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 36
 37 38 39 40 41 42 43
 44 45 46 47 48 49 50

Hit Points: 1 2 3 4
 5 6 7 8 9 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 36 37 38 39

Human



HEAD 19-20	missile 20
L ARM 16-18	missile 18-19
R ARM 13-15	missile 16-17
CHEST 12	missile 11-15
ABDOMEN 09-11	missile 07-10
L LEG 05-08	missile 04-06
R LEG 01-04	missile 01-03

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Adventurer Sheets

40/1
D&D

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.

RuneQuest
Adventurer Sheet

Personal Information

Adventurer Name _____ Player Name _____
 Species: Human _____ Homeland/Clan _____
 Age _____ Gender: Male Female Parent Occupation _____
 Culture _____ Adventurer Occupations _____
 Religion _____

Characteristics

current: STR CON SIZ INT POW DEX APP
 original: STR CON SIZ INT POW DEX APP

Selected Attributes

Damage Modifier _____ Move Rate _____ DEX SRM _____ + SIZ SRM _____ - MELEE SRM _____

Skills

Agility ()	Knowledge ()	Manipulation ()
Boat (05) _____	Animal Lore (05) _____	Conceal (05) _____
Climb (40) _____	Craft (10) _____	Devise (05) _____
Dodge (05) _____	Evaluate (05) _____	Sleight (05) _____
Jump (25) _____	First Aid (10) _____	Play Instrument (00) _____
Ride (05) _____	Human Lore (05) _____	
Swim (15) _____	Martial Arts (00) _____	
Throw (25) _____	Mineral Lore (05) _____	Perception ()
	Plant Lore (05) _____	Listen (25) _____
Communication ()	Read/Write Language (00) _____	Scan (25) _____
Fast Talk (05) _____		Search (25) _____
Sing (05) _____		Track (05) _____
Speak Languages _____		
Own (30) _____		Stealth ()
(00) _____	Shiphandling (00) _____	Hide (10) _____
(00) _____	World Lore (05) _____	Sneak (10) _____

Magic ()
 Spells Known (Free INT) | || Ceremony (05) _____ | | |
Enchant (00) _____		
Summon (00) _____		
Duration (00) _____		
Intensity (00) _____		
Multispell (00) _____		
Range (00) _____		

Equipment ENC

pennies _____

armor _____

Total ENC: _____
 (subtract Total ENC from Fatigue)

Attribute Tallies

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 25 26 27 28 29 30
 31 32 33 34 35 36 37


Fatigue Points:
 1 2 3 4
 5 6 7 8
 9 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 36
 37 38 39 40 41 42 43
 44 45 46 47 48 49 50

Hit Points: 1 2 3 4
 5 6 7 8 9 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 36 37 38 39

Weapon Skills (A% mod) (P% mod)

Weapon _____	Damage _____	
SR _____	A% _____	P% _____ AP _____
Weapon _____	Damage _____	
SR _____	A% _____	P% _____ AP _____
Weapon _____	Damage _____	
SR _____	A% _____	P% _____ AP _____
Weapon _____	Damage _____	
SR _____	A% _____	P% _____ AP _____
Missile _____	Damage _____	
Rate _____	A% _____	P% _____ Range _____
Missile _____	Damage _____	
Rate _____	A% _____	P% _____ Range _____
Shield _____	Damage _____	
SR _____	A% _____	P% _____ AP _____

Human



Hit Locations:

HEAD	12-20
L ARM	12-17
R ARM	12-17
CHEST	12-17
ABDOMEN	12-17
L LEG	12-17
R LEG	12-17

About **RuneQuest**

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.

*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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RuneQuest is The Avalon Hill Game Company's trademark for its fantasy roleplaying game.

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

cover illustration by Chris Marrinan

The Avalon Hill Game Company

RUNE QUEST HUMAN ADVENT