

The cover art features a dark, textured background with a complex, interlocking geometric pattern in shades of red, orange, and black. At the top, the title "RuneQuest" is written in a large, stylized, golden-yellow font with a glowing effect. Below the title, the words "Character Pack" are written in a smaller, elegant, cursive script. The central part of the cover is a large, circular white area containing two sets of horizontal lines for writing. The background is filled with various runic symbols and patterns, creating a rich, thematic environment.

RuneQuest

Character Pack

CHARACTER:

PLAYER:

Character

(Character Name)

Played By:

Background:

Profession:

Race:

Legendary Abilities:

See page 19 for more details.

Characteristic	Base	Current
STREngth		
CONstitution		
DEXterity		
SIZE		
INTElligence		
POWeR		
CHARisma		
Reputation		

d20	Hit Location
1-3	Right Leg
4-6	Left Leg
7-9	Abdomen
10-12	Chest
13-15	Right Arm
16-18	Left Arm
19-20	Head

See page 3 for hit location details.

Combat Actions:

Damage Modifier:

Hero Points:

Magic Points:

Movement:

Strike Rank:

Favoured Close Combat Weapons

Weapon	Skill	Damage	AP/hp	Special
--------	-------	--------	-------	---------

Favoured Ranged Weapons

Weapon	Skill	Damage	Range	Load	AP/hp
--------	-------	--------	-------	------	-------

Traits:

Acrobatics = $\square = \square + \square + \square + \square + \square + \square + \square$

Lore: World = $\square = \square + \square + \square + \square + \square + \square + \square$

Athletics = $\square = \square + \square + \square + \square + \square + \square + \square$

Perception = $\square = \square + \square + \square + \square + \square + \square + \square$

Boating = $\square = \square + \square + \square + \square + \square + \square + \square$

Persistence = $\square = 10 + \square + \square + \square + \square + \square + \square$

Dodge = $\square = 10 + \square - \square + \square + \square + \square + \square$

Resilience = $\square = \square + \square + \square + \square + \square + \square + \square$

Driving = $\square = 10 + \square + \square + \square + \square + \square + \square$

Riding = $\square = \square + \square + \square + \square + \square + \square + \square$

Evaluate = $\square = \square + \square + \square + \square + \square + \square + \square$

Sing = $\square = \square + \square + \square + \square + \square + \square + \square$

First Aid = $\square = \square + \square + \square + \square + \square + \square + \square$

Sleight = $\square = \square + \square + \square + \square + \square + \square + \square$

Influence = $\square = 10 + \square + \square + \square + \square + \square + \square$

Stealth = $\square = 10 + \square - \square + \square + \square + \square + \square$

Lore: Animal = $\square = \square + \square + \square + \square + \square + \square + \square$

Throwing = $\square = \square + \square + \square + \square + \square + \square + \square$

Lore: Plant = $\square = \square + \square + \square + \square + \square + \square + \square$

Unarmed = $\square = \square + \square + \square + \square + \square + \square + \square$

Advanced Skills

$\square = \square + \square + \square + \square + \square + \square + \square$

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Weapon Skills

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$\square = \square + \square + \square + \square + \square + \square + \square$

$\square = \square + \square + \square + \square + \square + \square + \square$

$\square = \square + \square + \square + \square + \square + \square + \square$

Character Overview

Name:

Background:

Profession:

Hometown:

Pantheon:

Race:

Gender:

Height:

Weight:

Age:

Build:

Handed:

Blood Type:

Character Portrait

Physical Description

Personality

Lords

Guilds and Organisations

For Cutes, see page 10

Friends and Allies

Honours, Lands and Titles

Enemies

Debts

Hit Location: Left Arm
hp (CURRENT/MAX):

ARMOUR:

AP: Skill Pen.:

ENC: Quality:

Enchantments:

Exceptional Effects:

Shoulder:

Elbow:

Wrist:

Hand:

Fingers:

Other:

SCARS:

Hit Location: Head
hp (CURRENT/MAX):

ARMOUR:

AP: Skill Pen.:

ENC: Quality:

Enchantments:

Exceptional Effects:

Headgear:

Earrings:

Other:

SCARS:

Hit Location: Right Arm
hp (CURRENT/MAX):

ARMOUR:

AP: Skill Pen.:

ENC: Quality:

Enchantments:

Exceptional Effects:

Shoulder:

Elbow:

Wrist:

Hand:

Fingers:

Other:

SCARS:

Hit Location: Chest
hp (CURRENT/MAX):

ARMOUR:

AP: Skill Pen.:

ENC: Quality:

Enchantments:

Exceptional Effects:

Front:

Back:

Other:

SCARS:

Hit Location: Right Leg
hp (CURRENT/MAX):

ARMOUR:

AP: Skill Pen.:

ENC: Quality:

Enchantments:

Exceptional Effects:

Thigh:

Knee:

Calf:

Shin:

Foot:

Other:

SCARS:

Hit Location: Left Leg
hp (CURRENT/MAX):

ARMOUR:

AP: Skill Pen.:

ENC: Quality:

Enchantments:

Exceptional Effects:

Thigh:

Knee:

Calf:

Shin:

Foot:

Other:

SCARS:

Hit Location: Abdomen
hp (CURRENT/MAX):

ARMOUR:

AP: Skill Pen.:

ENC: Quality:

Enchantments:

Exceptional Effects:

Underwear:

Belt:

Other:

SCARS:

questing gear

Item	Location	ENC	ap/hp	Notes

Weapon	Location	Skill	Damage	Str/Dex	ENC	ap/hp	Notes

Ranged Weapon	Location	Skill	Damage	Str/Dex	Range	Load	ENC	ap/hp	Notes

Coinage

Gold Ducats:

Silver Pieces:

Copper Pennies:

Lead Bits:

Other Valuables

Encumbrance

Total ENC =

Overload
Limit = = ^{STR} + ^{SIZ}

Max.
Load = = (^{STR} + ^{SIZ}) × 2

Other gear

Item	Location	ENC	ap/hp	Notes

Status	Daily Cost	Annual Cost	Wergild	Ransom	Notes

Movement

Combat Action

Minute

Hour

Day (12 hours)

(Movement)

(12 × Movement)

(240 × Movement)

(2880 × Movement)

Advancement Record

Quest Record

Quest	Notable Loot	Hero Points Received	Improvement Rolls Received

Improvement Log

Roll	Used On	Points Gained	Roll	Used On	Points Gained
1			16		
2			17		
3			18		
4			19		
5			20		
6			21		
7			22		
8			23		
9			24		
10			25		
11			26		
12			27		
13			28		
14			29		
15			30		

[Blank Name Field]

(Name)

[Blank Species Field]

(Species)

Characteristic	Base	Current
----------------	------	---------

STREngth

CONstitution

DEXterity

SIZE

INTElligence

POWer

CHARisma

d20

Hit Location

ap/hp

[Blank Hit Location Field]

[Blank Hit Location Field]

[Blank Hit Location Field]

[Blank Hit Location Field]

[Blank Hit Location Field]

Combat Actions:

Damage Modifier:

Magic Points:

Movement:

Strike Rank:

Typical Armour:

Skill	%	Skill	%
-------	---	-------	---

[Blank Skill Field]

Attacks

Attack	Skill	Damage	Special
--------	-------	--------	---------

[Blank Attack Field]

[Blank Attack Field]

Traits:

[Blank Traits Field]

2

Movement

Distance covered in a...

Combat Action

Minute

Hour

Day (12 hours)

(Movement)

(12 × Movement)

(240 × Movement)

(2880 × Movement)

steed

contacts and companions

N A M E

Race:
Background:
Profession:

Relationship:

STR INT
CON POW
DEX
SIZ CHA

Combat Actions:
Dam. Mod.:
MP:
Movement:
Strike Rank:

Skills:

Hit Points:

Notes:

N A M E

Race:
Background:
Profession:

Relationship:

STR INT
CON POW
DEX
SIZ CHA

Combat Actions:
Dam. Mod.:
MP:
Movement:
Strike Rank:

Skills:

Hit Points:

Notes:

N A M E

Race:
Background:
Profession:

Relationship:

STR INT
CON POW
DEX
SIZ CHA

Combat Actions:
Dam. Mod.:
MP:
Movement:
Strike Rank:

Skills:

Hit Points:

Notes:

N A M E

Race:
Background:
Profession:

Relationship:

STR INT
CON POW
DEX
SIZ CHA

Combat Actions:
Dam. Mod.:
MP:
Movement:
Strike Rank:

Skills:

Hit Points:

Notes:

N A M E

Race:
Background:
Profession:

Relationship:

STR INT
CON POW
DEX
SIZ cha

Combat Actions:
Dam. Mod.:
mp:
Movement:
Strike Rank:

Skills:

Hit Points:

Notes:

N A M E

Race:
Background:
Profession:

Relationship:

STR INT
CON POW
DEX
SIZ cha

Combat Actions:
Dam. Mod.:
mp:
Movement:
Strike Rank:

Skills:

Hit Points:

Notes:

N A M E

Race:
Background:
Profession:

Relationship:

STR INT
CON POW
DEX
SIZ cha

Combat Actions:
Dam. Mod.:
mp:
Movement:
Strike Rank:

Skills:

Hit Points:

Notes:

N A M E

Race:
Background:
Profession:

Relationship:

STR INT
CON POW
DEX
SIZ cha

Combat Actions:
Dam. Mod.:
mp:
Movement:
Strike Rank:

Skills:

Hit Points:

Notes:

cults

Cult:

Rank:

Cult

Skills:

Benefits:

Duties:

Associated

Cults:

Cult:

Rank:

Cult

Skills:

Benefits:

Duties:

Associated

Cults:

Cult:

Rank:

Cult

Skills:

Benefits:

Duties:

Associated

Cults:

Cult:

Rank:

Cult

Skills:

Benefits:

Duties:

Associated

Cults:

Deity:

LORE (_____Theology)

Dedicated POW: ☐
$$\boxed{} = \boxed{}^{\text{INT}} + \boxed{}^{\text{Background}} + \boxed{}^{\text{Profession}} + \boxed{}^{\text{Free}} + \boxed{}^{\text{Improvement}} + \boxed{}^{\text{Other}} + \boxed{}^{\text{Other}}$$

Divine Spells

Divine Magic

天
人
一
理

[illegible]

Runic Powers

Manipulation Skills

The diagram illustrates the components of various game statistics. On the left, three rows show how 'Magnitude', 'Range', and 'Combine' are calculated as the sum of six components: INT, POW, Background, Profession, Free, and Improvement. Each component is represented by a box with its name above it. On the right, a 'Maximum' section shows four boxes for 'Magnitude', 'Duration', 'Range', and 'Targets', each with the same six components listed above it, indicating that these statistics are also composed of these six parts.

SORCERY Spells

[illegible]

$$\boxed{} \approx \boxed{}^{\text{INC}} + \boxed{}^{\text{POW}} + \boxed{}^{\text{Background}} + \boxed{}^{\text{Profession}} + \boxed{}^{\text{Free}} + \boxed{}^{\text{Improvement}}$$

$$\boxed{} = \boxed{}^{\text{INC}} + \boxed{}^{\text{POW}} + \boxed{}^{\text{Background}} + \boxed{}^{\text{Profession}} + \boxed{}^{\text{Free}} + \boxed{}^{\text{Improvement}}$$

Maximum Magnitude of Prepared Spells

$$\boxed{} \approx \overset{\text{pow}}{\boxed{}} + \overset{\text{Dragon\,Illumination}}{\underset{\text{Critical\,Chance}}{\boxed{}}}$$

Dragon Magic

Spell	Magnitude	Casting Time	Range	Area	Resist	Duration	Effects
-------	-----------	--------------	-------	------	--------	----------	---------

draconic mysticism

Draconic Evolution Penalty =

Practice:

Rank:

Practice
Skills:

Practice
Charms:

Benefits:

Duties:

Charm

Granted Power

Fetish

Spirit Bound:

Powers:

Fetish

Spirit Bound:

Powers:

Fetish

Spirit Bound:

Powers:

Fetish

Spirit Bound:

Powers:

Fetch

INT

POW

CHA

hp:

mp:

Movement: 14m

Traits:

Dark Sight

Night Sight

Covert Possession

Captured Spirit

POW

Notes:

Spirit Spells

Spell	Magnitude	Casting Time	Range	Area	Resist	Duration	Effects
-------	-----------	--------------	-------	------	--------	----------	---------

Spirit Magic

Summoning

$$\boxed{} = \overset{\text{POW}}{\boxed{}} + \overset{\text{CHA}}{\boxed{}} + \overset{\text{Background}}{\boxed{}} + \overset{\text{Profession}}{\boxed{}} + \overset{\text{Free}}{\boxed{}} + \overset{\text{Improvement}}{\boxed{}}$$

magical items

Magic Item:

Powers:

Magic Item:

Powers:

Magic Item:

Powers:

Magic Item:

Powers:

Magic Item:

Powers:

Magic Item:

Powers:

1. **Introduction**

quests

Quest:

Hook:

Adventure:

Climax:

Notable Loot:

Alliances Made:

Enemies Gained:

Quest:

Hook:

Adventure:

Climax:

Notable Loot:

Alliances Made:

Enemies Gained:

Quest:

Hook:

Adventure:

Climax:

Notable Loot:

Alliances Made:

Enemies Gained:

Quest:

Hook:

Adventure:

Climax:

Notable Loot:

Alliances Made:

Enemies Gained:

Quest:

Hook:

Adventure:

Climax:

Notable Loot:

Alliances Made:

Enemies Gained:

Quest:

Hook:

Adventure:

Climax:

Notable Loot:

Alliances Made:

Enemies Gained:

Deity:

Myth:

Changes:

Gains:

Losses:

Deity:

Myth:

Changes:

Gains:

Losses:

Deity:

Myth:

Changes:

Gains:

Losses:

Deity:

Myth:

Changes:

Gains:

Losses:

Deity:

Myth:

Changes:

Gains:

Losses:

Deity:

Myth:

Changes:

Gains:

Losses:

NAME

Location:

Description:

Important Rooms/Locations

Troops

Type	No.	Wages

Magical Features

Staff

Type	No.	Wages

Diplomatic Relations

Allies	Enemies

Cults Present

Cult:	
Local Leader:	
Notes:	

Cult:	
Local Leader:	
Notes:	

Cult:	
Local Leader:	
Notes:	

Other Residents

Type	No.	Wages

notes

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Special Thanks: Greg Stafford

Difficulty and Haste Modifiers

Difficulty	Time Taken	Test Modifier
Very Easy	Ten times normal time	+60%
Easy	Five times normal time	+40%
Simple	Double normal time	+20%
Normal	Normal time	+0%
Difficult	—	-20%
Hard	Half normal time	-40%
Very Hard	—	-60%
Nearly Impossible	Almost instantly	-80%

First Aid Actions

Injury	Treatment
Impalement	A successful First Aid test removes the impaling item without causing more damage to the victim.
Unconsciousness	A successful First Aid test can revive a character from unconsciousness, though drugged patients may inflict a penalty on the First Aid test.
Injured location	A successful First Aid test on an injured location (but not one below 0 hit points) will heal 1D3 hit points to that location.
Serious Injury	A successful First Aid test on a location suffering from a Serious Injury will restore the location's hit points to 0. A limb is no longer considered useless and an Abdomen, Chest or Head location will no longer require tests to stay conscious.
Major Injury	A successful First Aid test on a location suffering from a Major Injury will not restore the location's hit points. This First Aid merely stabilises the patient enough so that they will not die of blood loss.

Fatigue Levels

Level of Fatigue	Effects
Fresh	None.
Winded	All skill tests (including further tests to resist Fatigue) suffer a -10% penalty.
Tired	All skill tests (including further tests to resist Fatigue) suffer a -20% penalty. Movement suffers a -1m penalty.
Wearied	All skill tests (including further tests to resist Fatigue) suffer a -30% penalty. Movement suffers a -1m penalty. Strike Rank suffers a -2 penalty.
Exhausted	All skill tests (including further tests to resist Fatigue) suffer a -40% penalty. Movement is halved. Strike Rank suffers a -4 penalty. DEX is considered 5 points lower for the purposes of determining Combat Actions. Character must make a Persistence test every minute or fall unconscious for 1D3x2 hours
Debilitated	All skill tests (including further tests to resist Fatigue) suffer a -50% penalty. Movement is halved. Strike Rank suffers a -6 penalty. DEX is considered 10 points lower for the purposes of determining Combat Actions. Character must make a Difficult Persistence test every Combat Round or fall unconscious for 1D6x2 hours.

RuneQuest

Character Pack

The RuneQuest Character Pack is an essential resource for players in any RuneQuest game. Adaptable to any setting or campaign, it is an unsurpassed tool for keeping all the information about your character close to hand.

There is ample space for every detail, from basic characteristics and attributes to legendary abilities, a base of operations, cults, contacts, and every kind of arcane ability from basic Rune Magic to advanced Sorcery and esoteric Mysticism.

With the RuneQuest Character Pack, any information you could possibly need is instantly at your fingertips.

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