

The logo for the Dungeons & Dragons Character Record Sheet. It features the words "DUNGEONS & DRAGONS" in a stylized, gothic font, with a sword hilt and blade integrated into the ampersand. Below this, the words "CHARACTER RECORD SHEET" are written in a simpler, sans-serif font. The entire logo is centered at the top of the page.

## SKILLS

ALCHEMY

ANIMAL EMPATHY

APPRAISE ■

BALANCE ■

BLUFF ■

CLIMB ■

CONCENTRATION ■

CRAFT ■ ( \_\_\_\_\_ )

DECIPHER SCRIPT

DIPLOMACY ■

DISABLE DEVICE

DISGUISE ■

ESCAPE ARTIST ■

FORGERY ■

GATHER INFORMATION ■

| CROSS CLASS              | KEY ABILITY | MODIFIERS |         |       |       |
|--------------------------|-------------|-----------|---------|-------|-------|
|                          |             | TOTAL     | ABILITY | RANKS | MISC. |
| <input type="checkbox"/> | INT         |           |         |       |       |
| <input type="checkbox"/> | CHA         |           |         |       |       |
| <input type="checkbox"/> | INT         |           |         |       |       |
| <input type="checkbox"/> | DEX*        |           |         |       |       |
| <input type="checkbox"/> | CHA         |           |         |       |       |
| <input type="checkbox"/> | STR*        |           |         |       |       |
| <input type="checkbox"/> | CON         |           |         |       |       |
| <input type="checkbox"/> | INT         |           |         |       |       |
| <input type="checkbox"/> | INT         |           |         |       |       |
| <input type="checkbox"/> | CHA         |           |         |       |       |
| <input type="checkbox"/> | INT         |           |         |       |       |
| <input type="checkbox"/> | CHA         |           |         |       |       |
| <input type="checkbox"/> | DEX*        |           |         |       |       |
| <input type="checkbox"/> | INT         |           |         |       |       |
| <input type="checkbox"/> | CHA         |           |         |       |       |
| <input type="checkbox"/> | CHA         |           |         |       |       |
| <input type="checkbox"/> | WIS         |           |         |       |       |
| <input type="checkbox"/> | DEX*        |           |         |       |       |
| <input type="checkbox"/> | WIS         |           |         |       |       |
| <input type="checkbox"/> | CHA         |           |         |       |       |
| <input type="checkbox"/> | WIS         |           |         |       |       |
| <input type="checkbox"/> | STR*        |           |         |       |       |
| <input type="checkbox"/> | INT         |           |         |       |       |
| <input type="checkbox"/> | INT         |           |         |       |       |
| <input type="checkbox"/> | INT         |           |         |       |       |
| <input type="checkbox"/> | INT         |           |         |       |       |
| <input type="checkbox"/> | WIS         |           |         |       |       |
| <input type="checkbox"/> | DEX*        |           |         |       |       |
| <input type="checkbox"/> | DEX         |           |         |       |       |
| <input type="checkbox"/> | CHA         |           |         |       |       |
|                          |             |           |         |       |       |
|                          |             |           |         |       |       |
| <input type="checkbox"/> | DEX*        |           |         |       |       |
| <input type="checkbox"/> | WIS         |           |         |       |       |
| <input type="checkbox"/> | INT         |           |         |       |       |
| <input type="checkbox"/> | DEX         |           |         |       |       |
| <input type="checkbox"/> | INT         |           |         |       |       |
| <input type="checkbox"/> | INT         |           |         |       |       |
| <input type="checkbox"/> | WIS         |           |         |       |       |
| <input type="checkbox"/> | INT         |           |         |       |       |
| <input type="checkbox"/> | WIS         |           |         |       |       |
| <input type="checkbox"/> | STR†        |           |         |       |       |
| <input type="checkbox"/> | DEX*        |           |         |       |       |
| <input type="checkbox"/> | CHA         |           |         |       |       |
| <input type="checkbox"/> | DEX         |           |         |       |       |
| <input type="checkbox"/> | WIS         |           |         |       |       |
| <input type="checkbox"/> |             |           |         |       |       |
| <input type="checkbox"/> |             |           |         |       |       |
| <input type="checkbox"/> |             |           |         |       |       |
| <input type="checkbox"/> |             |           |         |       |       |

| ADDITIONAL COMBAT MODIFIERS | PROFICIENCIES |
|-----------------------------|---------------|
|                             |               |

[illegible]

## EQUIPMENT

| ITEM         | LOCATION | WT | ITEM | LOCATION | WT | ITEM                 | LOCATION | WT |
|--------------|----------|----|------|----------|----|----------------------|----------|----|
|              |          |    |      |          |    |                      |          |    |
|              |          |    |      |          |    |                      |          |    |
|              |          |    |      |          |    |                      |          |    |
|              |          |    |      |          |    |                      |          |    |
|              |          |    |      |          |    |                      |          |    |
|              |          |    |      |          |    |                      |          |    |
|              |          |    |      |          |    |                      |          |    |
|              |          |    |      |          |    |                      |          |    |
|              |          |    |      |          |    |                      |          |    |
|              |          |    |      |          |    |                      |          |    |
|              |          |    |      |          |    |                      |          |    |
|              |          |    |      |          |    |                      |          |    |
|              |          |    |      |          |    |                      |          |    |
| CURRENT LOAD |          |    |      |          |    | TOTAL WEIGHT CARRIED |          |    |

## MOVEMENT/LIFTING

| MOVEMENT      |                | RATE    | MOVEMENT    |        | RATE |
|---------------|----------------|---------|-------------|--------|------|
| WALK (= BASE) |                |         | HOUR WALK   |        |      |
| HUSTLE        |                |         | HOUR HUSTLE |        |      |
| RUN (X3)      |                |         | DAY WALK    |        |      |
| RUN (X4)      |                |         | SPECIAL     |        |      |
| LOAD          | WEIGHT CARRIED | MAX DEX | CHK PEN     | RUN    |      |
| LIGHT         |                | NORMAL  | NORMAL      | NORMAL |      |
| MEDIUM        |                | +3      | -3          | X4     |      |
| HEAVY         |                | +1      | -6          | X3     |      |

## EXPERIENCE

A diagram of a rectangular box. The top edge is labeled "TOTAL EXPERIENCE". The bottom edge is labeled "XPS NEEDED FOR NEXT LEVEL". Below the box, there are three rectangular outlines representing lifting points. The left one is labeled "LIFT OVER HEAD" and "= MAX LOAD". The right one is labeled "LIFT OFF GROUND" and "= 2 X MAX LOAD". The bottom center one is labeled "PUSH OR DRAG" and "= 5 X MAX LOAD".

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

LIFT OVER HEAD  
= MAX LOAD

LIFT OFF GROUND  
= 2 X MAX LOAD

PUSH OR DRAG  
= 5 X MAX LOAD

## MONEY &amp; GEMS

CP —

SP —

GP —

PP —

GEMS —

## CLASS & RACIAL ABILITIES

[illegible]

## FEATS

[illegible]

## LANGUAGES

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|       |            |        |    |      |     |    |     |     |     |     |     |     |     |
|-------|------------|--------|----|------|-----|----|-----|-----|-----|-----|-----|-----|-----|
| NAME  | RACE/CLASS | HD/LVL | HP | INIT | SPD | AC | ATK | STR | DEX | CON | INT | WIS | CHA |
|       |            |        |    |      |     |    |     |     |     |     |     |     |     |
| NOTES |            |        |    |      |     |    |     |     |     |     |     |     |     |
| NAME  | RACE/CLASS | HD/LVL | HP | INIT | SPD | AC | ATK | STR | DEX | CON | INT | WIS | CHA |
|       |            |        |    |      |     |    |     |     |     |     |     |     |     |
| NOTES |            |        |    |      |     |    |     |     |     |     |     |     |     |
| NAME  | RACE/CLASS | HD/LVL | HP | INIT | SPD | AC | ATK | STR | DEX | CON | INT | WIS | CHA |
|       |            |        |    |      |     |    |     |     |     |     |     |     |     |
| NOTES |            |        |    |      |     |    |     |     |     |     |     |     |     |
| NAME  | RACE/CLASS | HD/LVL | HP | INIT | SPD | AC | ATK | STR | DEX | CON | INT | WIS | CHA |
|       |            |        |    |      |     |    |     |     |     |     |     |     |     |
| NOTES |            |        |    |      |     |    |     |     |     |     |     |     |     |

# CHARACTER DESCRIPTION

|                |            |            |
|----------------|------------|------------|
| CHARACTER NAME | AGE        | SEX        |
| DESCRIPTION    | BIRTH DATE | SIZE       |
|                | HEIGHT     | WEIGHT     |
|                | HAIR       | EYES       |
|                | SKIN       | HANDEDNESS |

PERSONALITY

CHARACTER SKETCH

QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

## BACKGROUND & NOTES