DRAGONSFOOT
WWW.DRAGONSFOOT.ORG

Character Sheet

Character _____

Alignment _____ Race _____ Class _____ Level _____

Ability Scores

	STR	Hit Adj	Dmg Adj	Wt Adj	Open Doors	Bend Bars
	INT	Add Lang	Know Spell	Min Spells	Max Spells	
	WIS	Mental Save	Spell Failure	Bonus Spells		
	DEX	Surprise Adj	Missile Adj	Defense Adj		
	CON	HP Adj	System Shock	Ressurect Survival		
	CHR	Max # Hench.	Loyalty Base	Reaction Adj	CMS Adj	
	CMS	Response				

Saving Throws/Move

	Unmodified	Modified
Paralyse/ Poison		
Pertrify/ Polymorph		
Rod, Staff, or Wand		
Breath Weapon		
Spells		
Base Movement		

Hit Points / Armor Class

HIT POINTS	Wounds	Regen Details
	Hit Points Per Level	

ARMOR

AC

	Adjusted AC	Armor Type (Pieces)	AC Adj
Surprised			
Shieldless			
Rear			

Detections

Resistances

Special Defences

Combat

Description	#AT	To Hit Adj/DMG Adj	THAC0	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	Dmg vs Size	Range/Special

Proficiencies/Skills

	Attrib	Mod		Attrib	Mod

Magic Items

Special Abilities

Experience Points

Class	Next level XP target

10% extra awarded ☐

Equipment to hand

Item	Location	Item	Location

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Character Information

Homeland _____ Liege/Patron _____ Race/clan _____ Religion _____

Sex ( ) Birth Rank _____ Aliases _____

Ht ( ) Wt ( ) _____ #Siblings _____

Hair ( ) Eyes ( ) Age Actual ( ) Apparent ( ) Phobias/Dislikes _____

Languages

Thief Skills

PP	OL	FART	MS
%	%	%	%

HIS	HN	CW	RL
%	%	%	%

Equipment Stored

Item	Location	Item	Location

Treasure

GEMS

PLATINUM

GOLD

ELECTRUM

SILVER

COPPER

OTHER

Companions & Friends

Name	Race	Profession	Notes	Status

Notes

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