

POSSESSIONS:

LEFT SIDE			CENTER OR BACK			RIGHT SIDE		
ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT

ENCUMBRANCE: _____ **LOAD VS. MOVE RATE:** _____ **STR. ADJ.** _____ **NORMAL = 1** _____ **HEAVY = ¾** _____ **LOADED = ½** _____ **MAXIMUM = ¼** _____ **Total Weight Carried** _____

Provisions: _____ **SUPPLY** _____ **USED** _____ **CARRYING CAPACITY:** _____ **CONTAINER** _____ **MAX. VOL.** _____ **LOAD** _____ **CONTAINER** _____ **MAX. VOL.** _____ **LOAD** _____

Water: _____ **SUPPLY** _____ **USED** _____ **CONTAINER** _____ **MAX. VOL.** _____ **LOAD** _____ **CONTAINER** _____ **MAX. VOL.** _____ **LOAD** _____



WEALTH:	TOTAL WEIGHT _____	TOTAL VALUE _____	EXPERIENCE POINTS:	NEXT LEVEL GOAL
COPPER-		GEMS-	TREASURE-	COMBAT-
SILVER-		JEWELS-		OTHER _____
ELECTRUM-		MISCELLANEOUS-		TOTAL: + _____ %
GOLD-				
PLATINUM-				

DEBTS OWED/OBLIGATIONS _____

DESCRIPTION: **AGE-** _____ **APPARENT AGE** _____ **UNNATURAL AGING** _____ **COLOR OF:** _____ **HAIR** _____ **EYES** _____

GENERAL APPEARANCE: _____

SEX _____

WEIGHT _____

DISTINGUISHING MARKS: _____

HEIGHT _____

MANNERISMS: _____

SOCIAL CLASS (if any) _____ **STANDING (if any)** _____ **WEAKNESSES/FEAR** _____

HATREDS/FOES						DESIRES/LOVES					
COMPATRIOTS: Followers/Hirelings—Associates/Relatives											
#	NAME	CLASS	LEVEL	RACE	NOTE	#	NAME	CLASS	LEVEL	RACE	NOTES

LOCALES FREQUENTED/RESIDENCE:

LOCATION	TIME/CONDITION	DETAILS	LOCATION	TIME/CONDITION	DETAILS

RESIDENCE _____ **LOCATION** _____ **DETAILS** _____

NOTES: _____

WILL: *I* _____ *do hereby* _____

OPTIONAL RULES

Reputation:

Renown:

Neutral:

Scoundrel:

This is my own creation, though not entirely original. When a player is presented with a choice to act under notable circumstances, the player is informed as to how their act will be seen by society in general. It can be seen as positive, negative, or neutral. As such, the player may choose how they want to be seen by those members of society in general when dealing with them. Someone with more renown points will be received more favorably by royalty, but less favorably by the Thieves' Guild. Someone with more scoundrel points will earn the opposite reaction.

Non-Weapon Proficiencies

Points Available:

Points Used:

Proficiencies:

Points available can be the sum, average, maximum, or minimum of those gained from classes.

Use the drop-down list to determine how points are calculated for multi-class characters. The entries for the proficiencies take the format of PROFICIENCY NAME (ABILITY, DIE ROLL MODIFIER). Per the errata in Dragon 118 (<https://annarchive.com/files/Drmg118.pdf>), proficiencies in the Dungeoneering Survival Guide have their +/- reversed.