DragonQuest Character Record Sheet

Character Name		Height	Weight
Player Name		Gender	Age
Race		Hair	Eyes
Social Status		Birth Date	Birth Rank
Birth Aspect		Handedness	Magic Resistance

Characteristics

PS	MD	AG	MA	WP	EN	FT	PC	TMR	PB	DEF

PS: Physical Strength, MD: Manual Dexterity, AG: Agility, MA: Magical Aptitude, WP: Willpower, EN: Endurance, FT: Fatigue, PC: Perception, TMR: Tactical Movement Rate, PB: Physical Beauty, DEF: Defensive Percentage (Unshielded | Shielded)

Experience Points

Current	Total	EXM

Armor

Armor Type	Prot	AG	Comp.	WT

EXM: Experience Multiplier, **Current**: Unspent Experience Points, **Total**: Total Experience Earned during Game Life, **Armor Type**: Type of Armor Worn, Prot: Protection, AG Agility Modifier, **Comp.**: Primary Material Composition of the Item (Wood/Metal), WT: Weight

Weapons and Shields

Weapon Type	RK	IV	SC	DM	CL	RG	Use	Comp.	BRK	WT

Shield Type	RK	IV	SC	DM	CL	MD	Use	Comp.	DEF	WT

RK: Rank, IV: Initiative Value, SC: Strike Chance, DM: Damage Modifier, CL: Class, MD: Manual Dexterity, Use: Combat Use, Comp.: Primary Material Composition of the Item (Wood/Metal), BRK: Break Chance, DEF: Defensive Modifier, WT: Weight

Wealth (Money)

Copper Farthings (4/sp)	WT (4 oz)	Silver Pennies (12/gs)	WT (1 oz)	Gold Shillings (21/tg)	WT (1 oz)	Truesilver Guineas	WT (2 oz)

Adventuring Skills

Skill	Derived From	RK	%	Description
Climbing	(3×MD)+(5×Rank)			
Horsemanship	[(WP+AG)/2]+(8×Rank)			
Stealth	(3×AG)+(5×Rank)			
Swimming	[(2×AG)+MD]+(5×Rank)			

DragonQuest Character Record Sheet   Sheet Two

Skills

Skill/Sub-skill	Derived From	RK	%	Description

Languages

Speak	RK	Ability/Description	Read/Write	RK	Ability/Description

Racial and Special Abilities

Background Notes (includes Cost of Living, Birthplace, Relatives, etc.)

DragonQuest Character Record Sheet   Sheet Three

Goods and Equipment (Carried on Person, i.e. in Backpack, Sack, etc.)

Item	Carried Where	QTY	WT

Item	Carried Where	QTY	WT
		–	
Weapons	Held/Slung	–	
Armor/Shields	Worn/Slung	–	
Items on Belt	Belt	–	
Items in Pocket/Pouch	Pocket/Pouch	–	
Food (Qty = No. of Days)			
Water (Qty = No. of Days)			
	Total Weight		

Goods and Equipment (Items on Belt)

Item	Hand/Offhand	QTY	WT
	Total Weight		

Goods and Equipment (Items in Pocket/Pouch)

Item	Hand/Offhand	QTY	WT
	Total Weight		

Goods and Equipment (Owned, But Not Carried)

Item	Stored Where	QTY	WT

Item	Stored Where	QTY	WT
	Total Weight		

DragonQuest Character Record Sheet

Mount/Animal Companion

Mount/Animal Name [   ]   Species [   ]   Magic Resistance [   ]

PS	MD	AG	MA	WP	EN	FT	PC	TMR	PB	DEF

Description	Armor/Barding Type	Prot	AG	Comp.	WT

Weapon/Attack Type	RK	IV	SC	DM	CL	RG	Use	Comp.	BRK	WT

Mount/Animal Companion

Mount/Animal Name [   ]   Species [   ]   Magic Resistance [   ]

PS	MD	AG	MA	WP	EN	FT	PC	TMR	PB	DEF

Description	Armor/Barding Type	Prot	AG	Comp.	WT

Weapon/Attack Type	RK	IV	SC	DM	CL	RG	Use	Comp.	BRK	WT

Goods and Equipment (Carried on Mount)

Item	Which Mount	QTY	WT

Item	Which Mount	QTY	WT
Food (Qty = No. of Days)			
Water (Qty = No. of Days)			
Total Weight			

DragonQuest Character Record Sheet   Sheet Five

College(s) of Magic

Magic Modifiers

Situation	Modifier	Situation	Modifier

Spells, Talents and Rituals

Spell Name	Code	RK	%	RG	Duration	EXM	Description/Effect

Magical Herbs and Gems