

# DCC DYING EARTH CHARACTER RECORD SHEET

Name \_\_\_\_\_

Title \_\_\_\_\_

Occupation \_\_\_\_\_

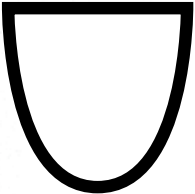
Class \_\_\_\_\_

Alignment \_\_\_\_\_

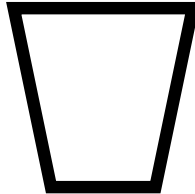
Speed \_\_\_\_\_

Level \_\_\_\_\_

XP \_\_\_\_\_



**Armor Class**



**Hit Points**

Max: \_\_\_\_\_

### Combat Basics

**Initiative:** \_\_\_\_\_

**Action dice:** \_\_\_\_\_

**Attack:** \_\_\_\_\_

**Crit die:** \_\_\_\_\_

**Crit table:** \_\_\_\_\_

### Weapons

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Treasure

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Equipment

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Armor

\_\_\_\_\_

\_\_\_\_\_

### Strength

\_\_\_\_\_

Modifier: \_\_\_\_\_

### Melee Attack

\_\_\_\_\_

### Melee Damage

\_\_\_\_\_

### Agility

\_\_\_\_\_

Modifier: \_\_\_\_\_



**Ref Save**

### Missile Attack

\_\_\_\_\_

### Missile Damage

\_\_\_\_\_

### Stamina

\_\_\_\_\_

Modifier: \_\_\_\_\_



**Fort Save**

### Character Portrait or Symbol

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Personality

\_\_\_\_\_

Modifier: \_\_\_\_\_



**Will Save**

### Luck

\_\_\_\_\_

Modifier: \_\_\_\_\_

### Birth Augur

\_\_\_\_\_

### Starting Animus

\_\_\_\_\_

### Intelligence

\_\_\_\_\_

Modifier: \_\_\_\_\_

### Languages

\_\_\_\_\_

\_\_\_\_\_

### Notes

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_