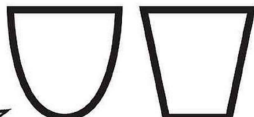


# DCC Lanĥmar Character Record Sheet

Name \_\_\_\_\_ Place of Origin \_\_\_\_\_

Level \_\_\_\_\_ XP \_\_\_\_\_ Speed \_\_\_\_\_ Thieving Path \_\_\_\_\_

Neighborhood/Quarter \_\_\_\_\_ Hangout \_\_\_\_\_



**Armor Class**

**Hit Points**  
Max: \_\_\_\_\_

## Combat Basics

**Initiative:** \_\_\_\_\_  
**Action Dice:** \_\_\_\_\_  
**Attack:** \_\_\_\_\_  
**Crit Die:** \_\_\_\_\_  
**Crit Table:** \_\_\_\_\_

**Strength**

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



**Melee Attack**

**Melee Damage**



**Agility**

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



**Ref Save**



**Missile Attack**

**Missile Damage**



**Stamina**

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



**Fort Save**



## Patron Die

Patron #1 d20 d12 d10 d8 d6 d4 d3  
Patron #2 d20 d12 d10 d8 d6 d4 d3  
Patron #3 d20 d12 d10 d8 d6 d4 d3  
Patron #4 d20 d12 d10 d8 d6 d4 d3  
Patron #5 d20 d12 d10 d8 d6 d4 d3

**Personality**

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



**Will Save**



**Luck**

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



**Birth Augur**



**Intelligence**

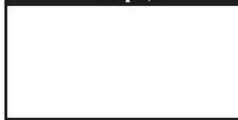
Modifier: \_\_\_\_\_



**Languages**



## Weapons



## Equipment



## Treasure

Iron Tiles:  
Bronze Agals:  
Copper Pennies:  
Silver Snyerduks:  
Gold Rilkis:  
Diamond-Iy-Amber Glulditchies:

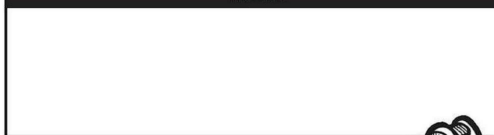
## Armor

## Benisons & Deoms

## Thief Abilities

Luck Die	d _____	Find trap	+ _____
Backstab	+ _____	Disable trap	+ _____
Sneak silently	+ _____	Forge document	+ _____
Hide in shadows	+ _____	Disguise self	+ _____
Pick pocket	+ _____	Read languages	+ _____
Climb sheer surfaces	+ _____	Handle poison	+ _____
Pick lock	+ _____	Cast spell from scroll	d _____

## Notes



**Thief**