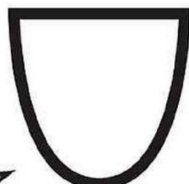


DCC Lankhmar Character Record Sheet

Name _____ Place of Origin _____

Level _____ XP _____ Speed _____ Thieving Path _____

Neighborhood/Quarter _____ Hangout _____



Armor Class



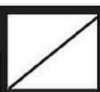
Hit Points
Max: _____

Combat Basics

Initiative: _____
Action Dice: _____
Attack: _____
Crit Die: _____
Crit Table: _____

Strength

Modifier: _____



Melee Attack

Melee Damage



Agility

Modifier: _____



Ref Save

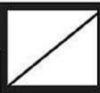
Missile Attack

Missile Damage



Stamina

Modifier: _____



Fort Save

Personality

Modifier: _____



Will Save

Luck

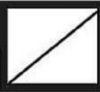
Modifier: _____



Birth Augur

Intelligence

Modifier: _____



Languages

Patron Die

Patron #1 d10 d12 d14 d16 d20 d24

Patron #2 d10 d12 d14 d16 d20 d24

Patron #3 d10 d12 d14 d16 d20 d24

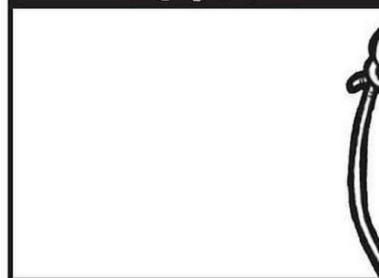
Patron #4 d10 d12 d14 d16 d20 d24

Patron #5 d10 d12 d14 d16 d20 d24

Weapons



Equipment



Treasure

Iron Tilks:
Bronze Agols:
Copper Pennies:
Silver Smerduks:
Gold Rilks:
Diamond-In-Amber Glulditches:

Armor



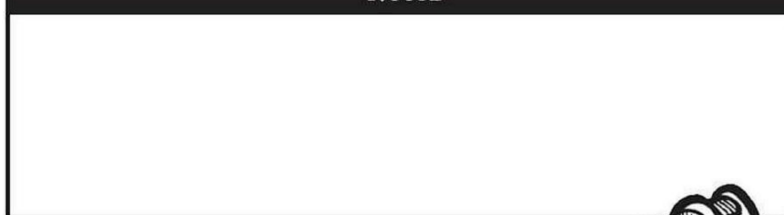
Benisons & Dooks



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

