DCC Lankhmar Character Record Sheet

Name

Eastern Lands
Place of Origin

3
Level

XP

30
Speed

None
Spell Path

Neighborhood/Quarter

Hangout

11
Armor Class

Hit Points
Max: 14

Combat Basics

Initiative:
Action Dice: d20
Attack: +1
Crit Die: 1d8
Crit Table: I

Strength	8	Modifier: -1
Agility	13	Modifier: +1
Stamina	13	Modifier: +1
Personality	12	Modifier: -
Luck	9	Modifier: -
Intelligence	15	Modifier: +1

+2 Ref Save

+2 Fort Save

+2 Will Save

Birth Augur

Melee Attack	Melee Damage
+0	-1

Missile Attack	Missile Damage
+2	+0

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

Languages High & Low Lankhmarese, Horborixic, Kvarchish

Weapons

Dagger (1d4-1)

Treasure

Iron Tiks:
Bronze Agols:
Copper Pennies: 10
Silver Smerduks: 15
Gold Rilks: 42
Diamond-In-Amber Glulditches:

Equipment

Pouch with hidden pocket

Mundane equipment as selected during planning

Armor

None

Benisons & Dooms

Healer (+3 to HP when recuperating; allows second saving throw vs poison)

Distinctive Appearrance (Face tattoo)

Wizard Spells & Abilities

Base Spell Check: d20+4
Familiar:
Patron(s):
Corruption:

Spells

Spell Name	Level	Check	Spell Stipulations
Charm Person	1	d20+4	
Color Spray	1	d20+4	
Ropework	1	d20+4	
Spider Climb	1	d20+4	
Invisibility	2	d20+4	
Scare	2	d20+4	

Wizard