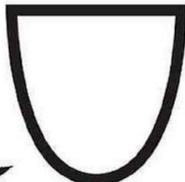


DCC Lanĥmar Character Record Sheet

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 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

Personality

Modifier: _____



Will Save

Luck

Modifier: _____

Birth Augur

Intelligence

Modifier: _____

Languages

Weapons

Equipment

Treasure

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

Armor

Benisons & Dooms

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

