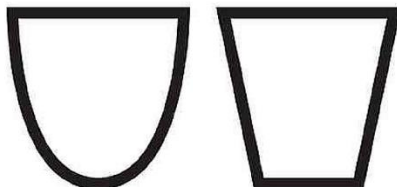


# DCC Lankhmar Character Record Sheet

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

Level \_\_\_\_\_ XP \_\_\_\_\_ Speed \_\_\_\_\_ Spell Path \_\_\_\_\_

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



Armor  
Class

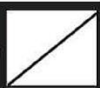
Hit Points  
Max: \_\_\_\_\_

## Combat Basics

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

## Strength

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



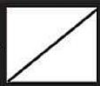
## Melee Attack

## Melee Damage



## Agility

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



Ref  
Save

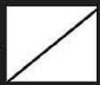
## Missile Attack

## Missile Damage



## Stamina

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



Fort  
Save

## Patron Die

Patron #1 d10 d12 d14 d16 d20 d24

Patron #2 d10 d12 d14 d16 d20 d24

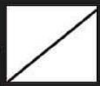
Patron #3 d10 d12 d14 d16 d20 d24

Patron #4 d10 d12 d14 d16 d20 d24

Patron #5 d10 d12 d14 d16 d20 d24

## Personality

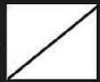
Modifier: \_\_\_\_\_



Will  
Save

## Luck

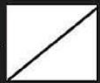
Modifier: \_\_\_\_\_



Birth Augur

## Intelligence

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



Languages

## Weapons

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

## Equipment

## Armor

## Treasure

## Benisons & Dooms

## Wizard Spells & Abilities

Base Spell Check: \_\_\_\_\_

Familiar: \_\_\_\_\_

Patron(s): \_\_\_\_\_

Corruption: \_\_\_\_\_

## Spells

Spell Name	Level	Check	Spell Stipulations

Wizard