

DCC Lankhmar Character Record Sheet

Name _____

3
Level

110
XP

30'
Speed

The Mingol Steppes

Place of Origin

The Assassin

Thieving Path

The Slums

Neighborhood/Quarter

Hangout

12

Armor
Class

Hit Points

Max: 16

Combat Basics

Initiative: +1

Action Dice: d20

Attack: +2

Crit Die: d14

Crit Table: II

Strength

10

Modifier: 0

Agility

14

Modifier: +1

Stamina

9

Modifier: 0

Personality

9

Modifier: 0

Luck

14

Modifier: +1

Intelligence

13

Modifier: +1

+3 Ref
Save

+1 Fort
Save

+1 Will
Save

Birth Augur

-2 on Fumbles

Languages

Mingol, Low & High Lankhmarese

Melee Attack

+2

Melee Damage

+0

Missile Attack

+3

Missile Damage

+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

Weapons

Handaxe

+2 atk (1d6 dmg)

*Mingol Bow (d16 Init) 70/140/210'

+3 atk (1d6 dmg)

*+1 bonus to _____

Treasure

Iron Tilks: -

Bronze Agols: 5

Copper Pennies: 13

Silver Smerduks: -

Gold Rilks: -

Diamond-In-Amber Glulditches: -

Equipment

Cloth doll & 2d6 needles

Thieves' tools

Backpack

5 torches

Flint & steel

Waterskin

Quiver w/20 arrows

Armor

Padded (+1 AC)

(d8 fumble)

Benisons & Dooms

*Mingol Bow

- weapon gains +1 to attack OR damage rolls; player must declare which bonus at start of game

Poverty-Stricken

Thief Abilities

Luck Die d5

Backstab +7

Sneak silently +8

Hide in shadows +6

Pick pocket +3

Climb

sheer surfaces +6

Pick lock +6

Find trap +6

Disable trap +3

Forge document +2

Disguise self +7

Read languages +2

Handle poison +7

Cast spell

from scroll + d12+1

Notes

Thief

DCC Lankhmar Character Record Sheet

Name

3
Level

110
XP

30'
Speed

Lankhmar

Place of Origin

The Boss

Thieving Path

Carousing Quarter

Neighborhood/Quarter

Hangout

14

Armor
Class

Hit Points
Max: 13

Combat Basics

Initiative: +2

Action Dice: d20

Attack: +2

Crit Die: d14

Crit Table: II

Strength

5

Modifier: -2

Agility

17

Modifier: +2

Stamina

9

Modifier: 0

Personality

9

Modifier: 0

Luck

11

Modifier: 0

Intelligence

8

Modifier: -1

+3 Ref
Save

+1 Fort
Save

+1 Will
Save

Birth Augur

Willpower Saves

Languages

Low Lankhmarese

Melee Attack

+0

Melee Damage

-2

Missile Attack

+4

Missile Damage

+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

Weapons

Short sword
+0 atk (1d6-2 dmg)

*Shortbow (d16 Init) 50/100/150'
+1d3+4 atk (1d6+deed die dmg)

Treasure

Iron Tilks: 11

Bronze Agols: 8

Copper Pennies: 3

Silver Smerduks: 19

Gold Rilks: 1

Diamond-In-Amber Glulditches: -

Equipment

Pair of beggar's crutches
Thieves' tools
Backpack
Lantern
Flint & steel
5 oil flasks
Small mirror
Quiver w/20 arrows

Armor

Leather (+2 AC)
(-1 check penalty, d8 fumble)

Benisons & Dooms

*Martial Training
- thief may declare Mighty Deeds of
Arms with shortbow; gain a d3 deed die
with this weapon only

Magically Corrupted
- small vermin (flies, mites, ants,
louses, etc.) nest in thief's hair,
resisting all removal attempts

Thief Abilities

Luck Die d5
Backstab +5
Speak silently +7
Hide in shadows +9
Pick pocket +7
Climb sheer surfaces +9
Pick lock +7
Find trap +6

Disable trap +9
Forge document +3
Disguise self +2
Read languages +0
Handle poison +2
Cast spell from scroll + d12-1

Notes

Thief

DCC Lankhmar Character Record Sheet

Name _____

Level 4

XP 190

Speed 30'

The Mingol Steppes

Place of Origin

The Swindler

Thieving Path

Carousing Quarter

Neighborhood/Quarter

Hangout

13

Armor
Class

Hit Points
Max: 20

Combat Basics

Initiative: +1
Action Dice: d20
Attack: +2
Crit Die: d16
Crit Table: II

Strength

10

Modifier: 0

Agility

15

Modifier: +1

Stamina

10

Modifier: 0

Personality

7

Modifier: -1

Luck

8

Modifier: -1

Intelligence

9

Modifier: 0

+3 Ref
Save

+2 Fort
Save

+0 Will
Save

Birth Augur

Spell dmg cast

Languages

Mingol, Low Lankhmarese

Melee Attack

+2

Melee Damage

+0

Missile Attack

+3

Missile Damage

+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

Weapons

Short sword
+2 atk (1d6 dmg)

Shortbow (d16 Init) 50/100/150'
+3 atk (1d6 dmg)

Treasure

Iron Tilks: 8
Bronze Agols: 75
Copper Pennies: 3
Silver Smerduks: -
Gold Rilks: -
Diamond-In-Amber Glulditches: -

Equipment

Pair of huntsman's boots
Thieves' tools
Backpack
5 torches
Flint & steel
50' rope
Waterskin
Quiver w/30 arrows

Armor

Leather (+2 AC)
(-1 check penalty, d8 fumble)

Benisons & Dooms

Survivor

- Fort save bonus (+1) and +1d3 hp [as shown]; when bleeding out, thief has 5 rounds to be recovered before dying

Dependent

- failure to care for a dependent / family member resulted in -1d3 Luck [as shown]

Thief Abilities

Luck Die d6
Backstab +3
Speak silently +9
Hide in shadows +8
Pick pocket +9
Climb sheer surfaces +9
Pick lock +8
Find trap +7

Disable trap +8
Forge document +9
Disguise self +1
Read languages +3
Handle poison +2
Cast spell from scroll +d14

Notes

Thief

DCC Lankhmar Character Record Sheet

Name

4
Level

190
XP

30'
Speed

The Cold Wastes

Place of Origin

The Assassin

Thieving Path

The Slums

Neighborhood/Quarter

Hangout

13

Armor
Class

Hit Points

Max: 26

Combat Basics

Initiative: +0

Action Dice: d20

Attack: +2

Crit Die: d16

Crit Table: II

Strength

9

Modifier: 0

Agility

11

Modifier: 0

Stamina

14

Modifier: +1

Personality

6

Modifier: -1

Luck

12

Modifier: 0

Intelligence

13

Modifier: +1

+2 Ref
Save

+3 Fort
Save

+0 Will
Save

Birth Augur

Armor Class

Languages

Northspeak, Low
Lankhmarese, Horborixic

Melee Attack

+2

Melee Damage

+0

Missile Attack

+2

Missile Damage

+0

Patron Die

Ningauble d10 d12 d14 d16 d20 d24

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

Weapons

Dagger

+2 atk (1d4/1d10 dmg)

Garrote

+2 atk (1/3d4 dmg)

Crossbow (d16 Init) 80/160/240'

+2 atk (1d6 dmg)

Treasure

Iron Tiks: 40

Bronze Agols: 2

Copper Pennies: 16

Silver Smerduks: 10

Gold Rilks: -

Diamond-In-Amber Glulditches: -

Equipment

Pair of rat-skin gloves

Thieves' tools

Backpack

2 torches

Flint & steel

Large sack

Small mirror

Empty flask

Quiver w/30 bolts

Armor

Studded Leather (+3 AC)

(-2 check penalty, d8 fumble)

Benisons & Dooms

Pirate Raid Veteran

- gain +1d on all rolls pertaining to the
operation of sailed/oar-powered ships;
+1 language [as shown]

Minor Foe

Thief Abilities

Luck Die d6

Backstab +8

Sneak silently +8

Hide in shadows +7

Pick pocket +3

Climb

sheer surfaces +7

Pick lock +7

Find trap +8

Disable trap +3

Forge document +2

Disguise self +7

Read languages +3

Handle poison +8

Cast spell

from scroll + d12+1

Notes

This thief is an agent of Ningauble of the Seven Eyes, Gossiper of the Gods.

Domains: Protection / Wizardry / Expertise

Current patron die: d14

When rolling for agent assistance effects, make regular roll + 1d14. If # on d14 is less than or equal to # on action die (before modifiers), the request for assistance is successful.

Thief

DCC Lankhmar Character Record Sheet

Name

3 110 25'
Level XP Speed

The Slums

Neighborhood/Quarter

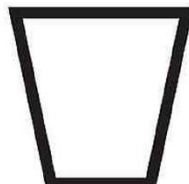
The Cold Wastes

Place of Origin

Hangout



Armor
Class



Hit Points
Max: 23

Combat Basics

Initiative: +3
Action Dice: d20
Attack: +d5
Crit Die: d16
Crit Table: IV

Strength

15
Modifier: +1

Melee Attack

+d5+1

Melee Damage

+d5+1

Agility

12
Modifier: 0

+1

Ref
Save

Missile Attack

+d5

Missile Damage

+d5

Stamina

12
Modifier: 0

+2

Fort
Save

Personality

6
Modifier: -1

0

Will
Save

Luck

12
Modifier: 0

Birth Augur

Initiative

Patron Die

Kos d10 d12 d14 d16 d20 d24
Patron #1
Patron #2
Patron #3
Patron #4
Patron #5

Intelligence

8
Modifier: -1

Languages

Northspeak, Low Lankhmarese

Weapons

Two-handed sword (d16 Init)
+1d5+1 atk (1d10+1+deed die dmg)

Shortbow (d16 Init) 50/100/150'
+1d5 atk (1d6+deed die dmg)

Treasure

Iron Tilks: 88
Bronze Agols: 12
Copper Pennies: 14
Silver Smerduks: 9
Gold Rilks: 2
Diamond-In-Amber Glulditches: -

Equipment

Red lace glove
Backpack
5 torches
Flint & steel
Waterskin
Empty flask
Small hammer
4 iron spikes
Quiver w/30 arrows

Armor

Chainmail (+5 AC)
(-5 check penalty, -5' MV, d12 fumble)

Benisons & Dooms

*Roaring Skald
- grants attack bonus to allies within 30'
for 3 rounds [+ see notes]

Illiterate
- cannot read or write any language
(may be negated temporarily via
comprehend language spell)

Warrior Abilities

Critical Threat Range: 19-20

Lucky Weapon: n/a

Add Class Level to initiative, Mighty Deeds of Arms

Notes

*Roaring Skald: Must spend 1 action and 1 Luck to activate, performing a roaring chant. Allies within 30' gain a +1 bonus to attack rolls for 3 rounds. Allies from the Cold Wastes gain +2 to attacks for the duration.

This warrior is an agent of Kos of the Dooms, deity of the Cold Wastes.

Domains: Battle / Protection / Expertise

Current patron die: d12

When rolling for agent assistance effects, make regular roll + 1d12. If # on d12 is less than or equal to # on action die (before modifiers), the request for assistance is successful.

Warrior

DCC Lankhmar Character Record Sheet

Name

3 110 30'
Level XP Speed

River Quarter

Neighborhood/Quarter

Lankhmar

Place of Origin

Hangout



Armor
Class



Hit Points
Max: 30

Combat Basics

Initiative: +5
Action Dice: d20
Attack: +d5
Crit Die: d16
Crit Table: IV

Strength

14
Modifier: +1

Agility

17
Modifier: +2

Stamina

10
Modifier: 0

Personality

12
Modifier: 0

Luck

14
Modifier: +1

Intelligence

9
Modifier: 0

+3 Ref
Save

+2 Fort
Save

+1 Will
Save

Birth Augur
+1 Skill Checks

Languages

Low Lankhmarese

Melee Attack

+d5+1

Melee Damage

+d5+1

Missile Attack

+d5+2

Missile Damage

+d5

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

Longsword
+1d5+1 atk (1d10+1+deed die dmg)
*additional +1 atk if Lucky

Crossbow (d16 Init) 80/160/240'
+1d5+2 atk (1d6+deed die dmg)

Treasure

Iron Tilks: -
Bronze Agols: 16
Copper Pennies: -
Silver Smerduks: 14
Gold Rilks: 8
Diamond-In-Amber Glulditches: -

Equipment

Weighted/barbed Lankhmar
constable's dart (1d4 dmg)
Backpack
5 torches
Flint & steel
50' rope
Grappling hook
Quiver w/30 bolts

Armor

Unarmored (+4 AC)**
Shield (+1 AC)
(-1 check penalty, d8 fumble)

Benisons & Dooms

Good Reputation in Certain Circles:
Dockworkers & Harbormasters

Blackmailed

Warrior Abilities

Critical Threat Range: 19-20

Lucky Weapon: * longsword (named)

Add Class Level to initiative, Mighty Deeds of Arms

Notes

*Must name and invoke the longsword being used in order to enjoy a +1 Luck bonus to attack rolls. (Modifier does not change.)

**Unarmored warrior: Gain double Agility bonus when not wearing armor. May still use shield normally.

Warrior

DCC Lankhmar Character Record Sheet

Name

4 190 25'
Level XP Speed

River Quarter

Neighborhood/Quarter

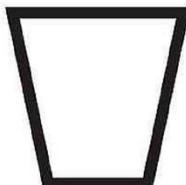
The Eastern Lands

Place of Origin

Hangout



Armor
Class



Hit Points
Max: 29

Combat Basics

Initiative: +4
Action Dice: d20
Attack: +d6
Crit Die: d20
Crit Table: IV

Strength

12
Modifier: 0

Agility

11
Modifier: 0

Stamina

9
Modifier: 0

Personality

11
Modifier: 0

Luck

11
Modifier: 0

Intelligence

7
Modifier: -1

+2 Ref
Save

+2 Fort
Save

+1 Will
Save

Birth Augur
Speed

Languages

Desert-Talk, Low Lankhmarese

Melee Attack

+d6

Melee Damage

+d6

Missile Attack

+d6

Missile Damage

+d6

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

Spear
+1d6 atk (1d8+deed die)
Crossbow (d16 Init) 80/160/240'
+1d6 atk (1d6+deed die)

Treasure

Iron Tilks: 3
Bronze Agols: 3
Copper Pennies: -
Silver Smerduks: 12
Gold Rilks: 7
Diamond-In-Amber Glulditches: -

Equipment

Two white ermine pelts
Backpack
Lantern
5 oil flasks
Flint & steel
3 candles
Waterskin
50' rope
Quiver w/30 bolts

Armor

Scale mail (+4 AC) and Shield (+1 AC)
(-5 check penalty, -5' MV, d12 fumble)

Benisons & Dooms

Tough
- when spending Luck to heal, roll hit
die twice and take the better result

Distinctive Appearance
- easily memorable

Warrior Abilities

Critical Threat Range: 19-20

Lucky Weapon: n/a

Add Class Level to initiative, Mighty Deeds of Arms

Notes

Warrior

DCC Lankhmar Character Record Sheet

Name

4 190 30'
Level XP Speed

Carousing Quarter

Neighborhood/Quarter

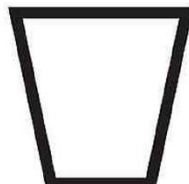
The Cold Wastes

Place of Origin

Hangout



Armor
Class



Hit Points
Max: 26

Combat Basics

Initiative: +5
Action Dice: d20
Attack: +d6
Crit Die: d20
Crit Table: IV

Strength

12
Modifier: 0

Agility

14
Modifier: +1

Stamina

8
Modifier: -1

Personality

7
Modifier: -1

Luck

10
Modifier: 0

Intelligence

6
Modifier: -1

+3 Ref Save

+1 Fort Save

+0 Will Save

Birth Augur

Fumbles

Languages

Northspeak, Low Lankhmarese

Melee Attack

+d6

Melee Damage

+d6

Missile Attack

+d6+1

Missile Damage

+d6

Patron Die

Mog d10 d12 d14 d16 d20 d24
Patron #1
Patron #2
Patron #3
Patron #4
Patron #5

Weapons

Battleaxe (d16 Init)
+1d6 atk (1d10+deed die dmg)
Longbow (d16 Init) 50/100/150'
+1d6+1 atk (1d6+deed die dmg)

Treasure

Iron Tilks: 30
Bronze Agols: 14
Copper Pennies: 4
Silver Smerduks: 8
Gold Rilks: -
Diamond-In-Amber Glulditches: -

Equipment

Small browned iron fire pot
Backpack
5 torches
Flint & steel
Small hammer
4 iron spikes
10' chain
Large sack
Quiver w/30 arrows

Armor

Hide (+3 AC)
(-3 check penalty, d12 fumble)

Benisons & Dooms

*Berserker

- may enter battle frenzy (+2 bonus to attack/damage rolls and saves vs. fear) for up to 8 rounds/day [+ see notes]

Hindered

- previous injury resulted in permanent -1 Stamina [as shown]

Warrior Abilities

Critical Threat Range: 19-20

Lucky Weapon: n/a

Add Class Level to initiative, Mighty Deeds of Arms

Notes

*Berserker: 8 rounds per day do not need to be consecutive, but warrior must make DC 10 Will save to end the frenzy prematurely; if save fails, frenzy continues until save is made or rounds expire. Warrior may not spend Luck to heal himself while in battle frenzy.

This warrior is an agent of Mog the Spider God, Lord of Arachnids.

Domains: Battle / Wizardry / Expertise

Current patron die: d16

When rolling for agent assistance, make regular roll + d16. If # on d16 is less than or equal to # on action die (before modifiers), the request for assistance is successful.

Warrior

DCC Lankhmar Character Record Sheet

Name _____ **Lankhmar**
Place of Origin _____
3 **110** **30**
Level **XP** **Speed** **Spell Path**

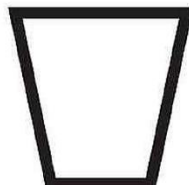
Crafts Quarter

Neighborhood/Quarter

Hangout



Armor Class



Hit Points
Max: 12

Combat Basics

Initiative: +0
Action Dice: 1d20
Attack: +1
Crit Die: 1d8
Crit Table: I

Strength

10
Modifier: 0

Melee Attack

+1

Melee Damage

+0

Agility

12
Modifier: 0

+1 **Ref Save**

Missile Attack

+1

Missile Damage

+0

Stamina

11
Modifier: 0

+1 **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

16
Modifier: +2

+4 **Will Save**

Luck

7
Modifier: -1

Birth Augur
-1 Escape Traps

Intelligence

17
Modifier: +2

Languages Horborixic, Kleshic, High Lankmarese, Low Lankmarese, Mingol, Quarmallian

Weapons

Dagger
+1 atk (1d4)

Longbow (d16 Init) 50/100/150'
+1 atk (1d6)

Treasure

Iron Tilks: -
 Bronze Agols: 12
 Copper Pennies: 8
 Silver Smerduks: 43
 Gold Rilks: 1
 Diamond-In-Amber Glulditches: -

Equipment

Black toga
 Grimoire
 Backpack
 5 torches
 Flint & steel
 5 candles
 2 pieces of chalk
 Brass ring
 1 draught: Ilthmar strong wine (+2hp)
 Ceremonial dagger/athame
 Quiver w/30 arrows

Armor

Padded (1 AC)
 (0 check penalty, 1d8 fumble)

Benisons & Dooms

Skilled in the Criminal Arts
 - wizard gains +1 in 3 thief skills (excluding backstab), to be chosen by player at the start of the game

Geased

Wizard Spells & Abilities

Base Spell Check: 1d20+5

Familiar: n/a

Patron(s): Sheelba of the Eyeless Face

Corruption: Occas. emits small animal noises when speaking

Spells

Spell Name	Level	Check	Spell Stipulations
Chill Touch	1	-1d	--if cast vs. magical/summ creatures
Detect Magic	1		n/a
Ekim's M. Mask	1	-1d	--if cast while outdoors
Invoke/Patron B.	1		cannot utilize spellburn
Sleep	1		n/a
Ventriloquism	1		must wear brass ring on right hand
Obscure Identity	1	+1d	--to each casting; spell mastered!
Levitate	2		use athemae to cut air around you

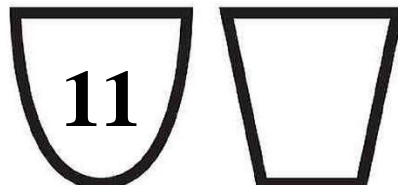
Wizard

DCC Lankhmar Character Record Sheet

Land of Eight Cities
Place of Origin
n/a
Spell Path

Name
4 190 30'
Level **XP** **Speed**

River Quarter
Neighborhood/Quarter **Hangout**



**Armor
Class**

Hit Points
 Max: 12

Combat Basics	
Initiative:	<u>+0</u>
Action Dice:	<u>d20</u>
Attack:	<u>+1</u>
Crit Die:	<u>d8</u>
Crit Table:	<u>I</u>

Strength 8
 Modifier: -1

Agility 11
 Modifier: 0

Stamina 8
 Modifier: -1

Personality 10
 Modifier: 0

Luck 12
 Modifier: 0

Intelligence 12
 Modifier: 0

+2 Ref Save

+0 Fort Save

+2 Will Save

Birth Augur
Find Traps

Languages

Kvarchish, Low Lankhmarese

Melee Attack +0

Missile Attack +1

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

Staff
 +0 atk (1d4-1 dmg)

Shortbow (d16 Init) 50/100/150'
 +1 atk (1d6 dmg)

Treasure

Iron Tilks: 2
 Bronze Agols: 3
 Copper Pennies: 18
 Silver Smerduks: 5
 Gold Rilks:
 Diamond-In-Amber Glulditches: -

Equipment

Small glass prism pendant
 Grimoire
 Backpack
 2 torches
 Flint & steel
 2 small mirrors
 4 pieces of chalk
 Waterskin
 Vial of anti-itch ointment
 Quiver w/30 arrows

Armor

Padded (+1 AC)
 (d8 fumble)

Benisons & Dooms

Former Gladiator
 - when spending Luck to heal, add +2 to # of hit points regained

Prone to Seasickness
 - if at sea for more than 1 hour, -2 penalty to all attack rolls, saves, skill and spell checks until on dry land

Wizard Spells & Abilities

Base Spell Check: 1d20+4

Familiar: n/a

Patron(s): Ningauble of the Seven Eyes

Corruption: Facial ties; sixth finger on dominant hand

Spells

Spell Name	Level	Check	Spell Stipulations
Animal Summ.	1		remain motionless while casting
Color Spray	1		use pair of mirrors to focus forces
Flaming Hands	1		-1d check if caster has 7 hp or more
Invoke/Patron B.	1		n/a
Runic Alphabet,m	1		pour water over/immerse hands
Detect Invisible	2		hold prism of glass to forehead
Fire Resistance	2		Nausea! -2 on atks, saves, skill/spell cks for 2 rounds, even if spell fails

Wizard