

DCC Lanġhmar 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: _____

Weapons

Equipment

Treasure

Iron Tiks:
 Bronze Agols:
 Copper Pennies:
 Silver Smerduks:
 Gold Rilhs:
 Diamond-In-Amber Glulditches:

Armor

Benisons & Dooms

Wizard Spells & Abilities

Base Spell Check: _____
 Familiar: _____
 Patron(s): _____
 Corruption: _____

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

Spells

Spell Name	Level	Check	Spell Stipulations

