

DCC DYING EARTH CHARACTER RECORD SHEET

Name _____

Title _____

Occupation _____

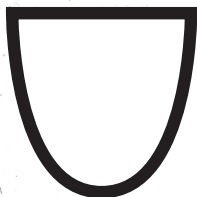
Class _____

Alignment _____

Speed _____

Level _____

XP _____



**Armor
Class**



Hit Points

Max: _____

Combat Basics

Initiative: _____

Action dice: _____

Attack: _____

Crit die: _____

Crit table: _____

Weapons

Treasure

Copper bits: _____

Groats: _____

Terces: _____

Golden Centums: _____

Equipment

Armor

Strength

Modifier: _____



Melee Attack

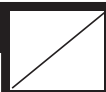
Melee Damage

Missile Attack

Missile Damage

Agility

Modifier: _____



**Ref
Save**

Stamina

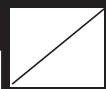
Modifier: _____



**Fort
Save**

Personality

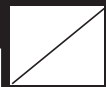
Modifier: _____



**Will
Save**

Luck

Modifier: _____

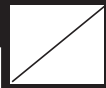


Birth Augur

Starting Animus

Intelligence

Modifier: _____



Languages

Magician Spells & Abilities

Memorized Spells: _____

Sandestine(s): _____

Rote Magic Spell Check: _____

Indenture Pts: _____

Amplification Die: _____

Patron(s): _____

Starting Libram: _____

Force of Will, Pandect, Reincarnation

1/4	1/2	3/4	1	1 1/4
1 1/2	1 3/4	2	2 1/4	2 1/2

Spells

Mem. Spell Name Level Rote Ck Spell Provenance & Notes

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Magician