

# 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



## Agility

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



**Ref Save**

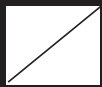
Missile Attack

Missile Damage



## Stamina

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



**Fort Save**

Character Portrait or Symbol



## Personality

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



**Will Save**

## Luck

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



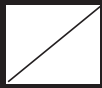
Birth Augur

Starting Animus



## Intelligence

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



Languages



## Vat-thing Spells & Abilities

**Vat-thing Pattern:** \_\_\_\_\_ **Bonus Die:** \_\_\_\_\_

**Memorized Spells:** \_\_\_\_\_ **Rote Magic Spell Check:** \_\_\_\_\_

**Amplification Die:** \_\_\_\_\_ **Creator:** \_\_\_\_\_

**Starting Libram:** \_\_\_\_\_

**Starting Flaw:** \_\_\_\_\_

**Vat-thing traits:** perspicacious learner, protean quintessence, heightened immunity

## Spells

Mem.	Spell Name	Level	Rote Ck	Spell Provenance & Notes
	Invoke Creator	1	10+CL	Must burn at least 1 pt Per
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
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**Vat-thing**