DARK DUNGEON 2nd Edition CHARACTER SHEET

Name

Titles
Profession
Race
Sex *Birthdate*
Social Class
Nationality
Religion
Patron Saint

Length
Weight
Build
Eyes
Hair
Character

Abilities	Level
STRength	
DEXterity	
CONstitution	
INTelligence	
WILlpower	
APPearance	

Magick & Faith	Level

Equipment

Skill and Ability Checks

Very Easy	3	Very Hard	12	Hit someone	9
Easy	6	Extreme	15	Disarm/Stun	12
Hard	9	Near Impossible	18	Kill outright	15

ARMOUR

14
12
13
9
10

On a hit roll of **11** choose best armoured location

WOUNDS (CON)

	B	L	L	S	S	C
Head	0		5		10	
Guts	-1		4		9	
Chest	-2		3		8	5
Legs	-3		2		7	10
Arms	-4		1		6	

SANITY (WIL)

B	B	L	L	S	C
0	-1	-2	-3	-4	5
5	4	3	2	1	10
10	9	8	7	6	

Luck

On each Critical, roll 9+ on CON or WIL to survive
On first Severe Wound, roll 6+ CON or go knock out
On first Severe Sanity, roll 6+ WIL or lose your mind

Savings & Cash

Coppers	($1)	
Silvers	= 5c ($5)	
Gold	= 20s ($100)	

Class	Reach	Weapon Skills	Level

Skills	Level

An ability of 0 is average, -2 low, -4 abysmal, 3 is high, 5 is very high (maximum for beginning characters), 7+ is extreme.

Skill levels range from 1 to 10, 1 is beginner, 3 is good, 5 is professional (maximum for beginning characters), 7 is masterful, 9+ is among the very best of the world. If you do not have a skill you attempt to use, you get a -3. For combat: level 6+ is black belt.

©1993-2000 Jaap de Goede Permission granted to copy this sheet for personal use