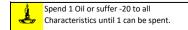
D100 DUNGEON CHARACTER SHEET																					
Name: REPUTATION:					GP: FATE:				LIVES: Quest Enco		t Encou Mod.	unter	inter								
Min 1 - Max						Max 10										-20 Ro	lls whe	n Dark			
Any Charact								cteristic	s cost 2	2000gp	per pip	to rais	e betw	een guests.							
Characteristic Primary Adjusted									rience '					Inlocks	the abi	lity bel	ow at C	haracte	eristic 5	0	
S+r/	onath (	TD\					,						<u>+</u>			MIG	HTY	BLOV	V O		
Strength (STR)					L	الاال	الاال		الال		i	During combat DMG rolls of 6 roll again and add to the 1st roll									
													PERFECT AIM Q								
Dex	terity (	DEX)					000000001						Roll again for Hit location and choose either result.								
Intel	ligence	(INT)												SPELL CASTER O							
													•	L	Inlocks th	e Spell B	ook and o	can now u	ise and le	arn Spel	ls.
1-	+5 to		acter			ill th	en			le in any	single pi	on the	characte	ristic exp	erience t	rack that	was invo	olved du			
Roll	DMG	re	efresi	ı urac	JK						on any c	or the ex	perience	tracks of	any skills	Repai		tne test.			
D10	Mod.	Loca	ation	Equ	ipped I	tem.	STR	DEX	INT	HP	DEF	DB	DMG	Va	lue	per			•	Track	
1	+3	HE	AD									+	+		GP		GP				<b>*</b> □
2	+2		ACK									+	+		GP		GP				* <b>-</b>
3	+1		RSO MS									+	+		GP GP		GP GP				* <u> </u>
5	0		NDS									+	+		GP		GP				* 🗆
6	0		APON									+	+		GP		GP				* 🗖
7	0	O WEA	APON *	:							+	+	GP		GP					* 🗖	
8	ВС	WA	AIST							+	+	GP		GP □				* 🗆			
9	-1	LE	GS									+	+		GP		GP			<b> </b>	* 🗆
10	-1	FE	ET								+	+	GP			GP			<b> </b>	× <sub>□</sub>	
		NE	СК								+	+	_	•				ood (10) & Picks (30)		(30)	
		RI	NG									+	+		0000	) ))					Oil
* Office	et dama		NG biold				Bonus	Bonus	Bonus	Bonus		+ B	+ Bonus			000		0000	0 00		Food
	les 1/2	0	illeiu		To	tals	Bollus	Bollus	BUIIUS	Bollus		,,,	Bollus					0000			Picks
									C = Roll	D10 de	stroy it	tem hel	d in tha	at slot.							
1 - 2				3 - 4				5 - 6						7 - 8				9 -10			
							Belt S	lots are	used t	o equip	Brews	, Potior	ns and S	crolls.							
1		f <mark>ound i</mark> 3	n dunge			to ope 7		•						in dung 4	eons a		to ope				i i
1 O	2	<u> </u>	<b>O</b>	5 <b>O</b>	6 <b>O</b>	· ·	8 • • • • • • • • • • • • • • • • • • •	9	10 O			2	3 • O	<b>O</b>	5 <b>O</b>	6 <b>O</b>	·	8 • • • • • • • • • • • • • • • • • • •	9 <b>O</b>	10 O	
	F	oison -	- Healer	cost 4	Ogp pe	r pip to	remov	е				D	isease	- Heale	r cost 6		r pip to	remov	/e		
1 O	2	3	4 •	5 <b>Q</b>	6 <b>O</b>	7	8 • • • • • • • • • • • • • • • • • • •	9	10 <b>O</b>		1 <b>O</b>	2	3 <b>Q</b>	4 •	5 <b>Q</b>	6 <b>O</b>	7	8 ••••••••••••••••••••••••••••••••••••	9	10 <b>O</b>	 
	<u> </u>	)	<u> </u>	)	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	L	)					)	)		<u> </u>		<u> </u> 
Ski	lls cost	200gp	per pip	to raise	e betwe	een que	ests.									He	aler cos	st 20gp	per HP	to rep	lace
ς	kill	C	Max	Exp	erier	nce T	rack	ck INT Test Spellbook					Cost			HEALTH		S			
1	Agi		+20	•				level	+20							Prin	nary	Adju	sted		
2	Aw		+						+15							TII	ME TRA	CK	BONUS	6:_	
3	Bra		+			0000		50+	+10							<b>Ł</b>	_	<b>/</b> 4		<u>Ł</u>	_
5	4 Dodge 5 Escape		+	000000000				<u>+5</u> 0							0	o D	0	0	0	0	
6		cks	+					60+	0												
7		cky	+			0000		70+	-5							<b>√</b> 5	_	<u></u>	_	<b>/</b> 6	<b>®</b>
9	Ma Stro		+			000C		80+ 90+	-10 -15							0	o D	0	0	<b>O</b>	0
10	Tro		+					100	-20												
٧	Vhen a r	naturalı	roll (unn	nodified	dice ro	II) is ma	de durin	g a test	includi	ng comb	at that	is equal	to or le	ss than	10 the p	laver m	av shad	e in anv	single p	ip on th	e

When a natural roll (unmodified dice roll) is made during a test, including combat that is equal to or less than 10 the player may shade in any single pip on the characteristic experience track that was involved during the test or any 2 pips on any of the experience tracks of any skills involved during the test.

= Roll D10 if equal to or less than roll Encounter.





Backpack														
Location Unequipped Item STR DEX INT			НР	DEF	DMG	Value		Repair cost per pip	Unrepaired Value	Repair	Track			
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										GP	GP	GP		] 🎳 🗆
									GP		GP	GP		
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										GP	GP	GP		<b>〕 </b>
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					Jneq	uipp	ed Po	otions	and	Non Slot	Items			
QTY		Item			<u>-</u>		lue		QTY		Ite	em		Value
							GP							GP
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					GP								GP	
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							GP							GP

Empire Building and Investments										
Trade	Finance	Holdings	War							
1 Share = 100g	1 Share = 300g	1 Share = 500g	1 Share = 1000g							
1 pip = 20gp	1 pip = 60gp	1 pip = 100gp	1 pip = 200gp							
Only full shares can be purchased, full shares and pips										

can be sold.

Quest Log									
Attempted	Completed	Failed							
Objectives									
	00000	00000							
	00000	00000							
0000									
	00000	00000							

## QUEST TRACKER

	Encounter Table E Mod.	In progress	Completed		Encounter Table E Mod.	In progress	Completed
Dungeon Training 1	-40		•	Carried Off	0		•
Dungeon Training 2	-40		•	Hammer of Antiquity	0		•
Dungeon Training 3	-30		•	Save the Prince	0		•
Dungeon Training 4	-30		•	Missing Locals	+5		•
Dungeon Training 5	-30		•	Find the Demon Hunters	+5		•
Map Dungeon	-20		•	Mystical Materials	+5		•
Potion Hunt	-20		•	Treasure Expidition	+5		•
Monster Hunt	-20		•	Wrongful Ritual	+5		O
Head of the Beast	-20		•	Arcane Study	+5		O
Amulet of Hope	-20		•	Return of the Crown	+10		O
Rescue the Villagers	-20		•	Mystic Study	+10		O
Monster Cull	-20		•	Wizards Ingredients	+10		O
The Aztopaz Stone	-15		•	Antiquity of Power	+10		0
Dungeon Reasearch	-10		•	Relic Expedition	+10		O
Survey Mission	-10		•	The Lich Lord King	+10		O
Medicine	-5		•	Cool Tidings	+10		O
Scouting Mission	-5		•	Ring of Power	+10		O
Explore Mission	-5		•	Talisman of Unfailing	+10		0
Dungeon Delve	-5		•	Elite Monster	+15		0
Magic Study	0		•	Resurrect Spell	+15		0
Tome of Wizards	0		•	Kingmaker	+15		•
Creatures Amok	0		•	Antiquitary Expidition	+15		0
Night Terrors	0		•	Defeat the Dragon	+20		O
Plague	0		•	Spiritmend	+20		O
The Spider Queen	0		•				