

D100 DUNGEON CHARACTER SHEET

Name:	REPUTATION: Min 1 - Max 10	GP:	FATE:	LIVES:	Quest Encounter Mod.	 -20 Rolls when Dark
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Any Characteristics cost 2000gp per pip to raise between quests.

Characteristic	Primary	Adjusted	Experience Track	Unlocks the ability below at Characteristic 50
Strength (STR)			<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	MIGHTY BLOW ○ During combat DMG rolls of 6 roll again and add to the 1st roll
Dexterity (DEX)			<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	PERFECT AIM ○ Roll again for Hit location and choose either result.
Intelligence (INT)			<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	SPELL CASTER ○ Unlocks the Spell Book and can now use and learn Spells.

↑+5 to Characteristic or Skill then refresh track

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	DMG Mod.	Location	Equipped Item.	STR	DEX	INT	HP	DEF	DB	DMG	Value	Repair cost per pip	Repair Track			
1	+3	HEAD							+	+	GP	GP	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>			
2	+2	BACK							+	+	GP	GP	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>			
3	+1	TORSO							+	+	GP	GP	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>			
4	0	ARMS							+	+	GP	GP	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>			
5	0	HANDS							+	+	GP	GP	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>			
6	0	M WEAPON							+	+	GP	GP	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>			
7	0	O WEAPON *							+	+	GP	GP	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>			
8	BC	WAIST							+	+	GP	GP	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>			
9	-1	LEGS							+	+	GP	GP	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>			
10	-1	FEET							+	+	GP	GP	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>			
		NECK							+	+	Supplies -Maximum = Oil (20), Food (10) & Picks (30)					
		RING							+	+	○○○○○	○○○○○	○○○○○	○○○○○	Oil	
		RING							+	+	○○○○○			○○○○○	Food	
* Offset damage to Shield & shades 1/2 a pip			Totals	Bonus	Bonus	Bonus	Bonus	DB		Bonus	○○○○○			○○○○○	○○○○○	Picks
												○○○○○	○○○○○	○○○○○		

Belt Slots - BC = Roll D10 destroy item held in that slot.

1 - 2	3 - 4	5 - 6	7 - 8	9 - 10
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Belt Slots are used to equip Brews, Potions and Scrolls.

Keys - found in dungeons and used to open doors / locks										
1	2	3	4	5	6	7	8	9	10	
○	○	○	○	○	○	○	○	○	○	○
Poison - Healer cost 40gp per pip to remove										
1	2	3	4	5	6	7	8	9	10	
○	○	○	○	○	○	○	○	○	○	○

Levers - found in dungeons and used to open doors / locks										
1	2	3	4	5	6	7	8	9	10	
○	○	○	○	○	○	○	○	○	○	○
Disease - Healer cost 65gp per pip to remove										
1	2	3	4	5	6	7	8	9	10	
○	○	○	○	○	○	○	○	○	○	○

Skills cost 200gp per pip to raise between quests.								Healer cost 20gp per HP to replace					
Skills		Max +20	Experience Track	INT level	Test Bonus	Spellbook	Cost	HEALTH POINTS					
								Primary	Adjusted				
1	Agility	+	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	50+	+20					TIME TRACK			
2	Aware	+	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>		+15					BONUS:			
3	Bravery	+	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>		+10								
4	Dodge	+	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>		+5								
5	Escape	+	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	60+	0								
6	Locks	+	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>		0								
7	Lucky	+	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	70+	-5								
8	Magic	+	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	80+	-10								
9	Strong	+	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	90+	-15								
10	Traps	+	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	100	-20								

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 = Roll D10 if equal to or less than roll Encounter.	 Spend 1 Oil or suffer -20 to all Characteristics until 1 can be spent.	 Spend 1 Food or lose 1 HP, then refresh the track.
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