

DCC Eastern Adventures Kitsune Character Sheet

Character Name	Gender	Alignment	Player Name	Drawing or Sigil
Level	Class	Title	LV 0 Occupation	
Action Dice	Crit Die/Table	Init	Attack Bonus	

AC base

Hit Points

(max)

To-hit Dmg

Melee

Missile

Strength

Agility

Stamina

Personality

Intelligence

Luck

Fort



Ref Will

Speed

Experience Points

Next Lv:

Birth Augur/Lucky Sign

Trained Weapon/Trade Goods

Known Spells:

Max Spell Lv:

Supernatural Patron

Familiar

Languages

Equipment

Treasure

Shapeshifting: A Kitsune can shapeshift into three forms: their natural form, a human form, and an animal form.

Luck: At first level, a Kitsune can apply their luck modifier to their spell check for a single spell of their choosing.

Good Karma: After a full night's rest, a Kitsune recovers 1 spent luck point up to their maximum natural luck score.

Armour	AC Bonus
	Check Pen
	Speed Pen
	Fumble
Weapons	Dmg