

DCC Eastern Adventures Koropokuru Character Sheet

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

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

Special Abilities

- Mighty Deeds of Arms
- Ability to make two sling attacks at a -1 die penalty.
- Apply Luck mod to attack and damage rolls with sling.
- Talent for finding sling ammunition
- Infravision: 60' in total darkness.
- Ability to sense fresh water within 100'.
- Ability to determine if something has been poisoned or contaminated by scent alone.
- Woodland & Animal Handling Skills.

Equipment

Treasure

Notes

Armour	AC Bonus
	Check Pen
	Speed Pen
	Fumble
Weapons	Dmg

Languages