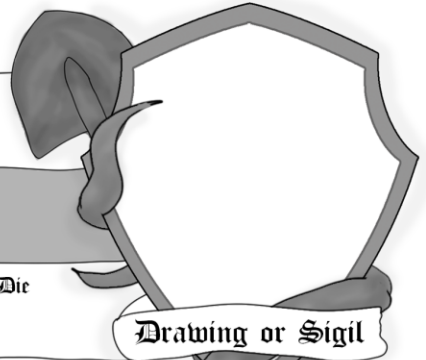


Greenleaf Adventures DCC Chief Character Sheet

Name	Gender	Alignment	Player
Level	Class	Title	Lv 0 Occupation
Action Dice	Crit Die/Table	Init	Attack Bonus
			Luck Die



AC

(base)

Hit Points

(max)

To Hit Damage

Melee

Missile

Strength

Agility

Stamina

Personality

Intelligence

Luck

Ret

Will

Fort

Speed

Experience Points

Next Lv:

Birth Augur/Lucky Sign

Trained Weapon/Trade Goods

Armour

AC Bonus Check Pen Speed Pen Fumble

Weapons **Damage**

Thieves Skills

Backstab

Sneak silently*

Hide in shadows*

Pick Pocket*

Climb sheer surfaces*

Pick lock*

Find trap+

Disable trap*

Forge document*

Disguise self++

Read languages+

Handle poison

Cast spell from scroll+

* Agility modifier applied.
+ Intelligence modifier applied.
++ Personality modifier applied.

Notes

Equipment

Treasure

Languages