DARK DUNGEON 2nd Edition CHARACTER SHEET Length Name Weight Build Titles Profession Eyes Hair Race **Birthdate** Character Sex Social Class Nationality Religion Patron Saint Skill and Ability Checks Abilities Level Class Reach Weapon Skills Level 3 6 Very Hard Very Easy 12 Hit someone **STRength** 12 Extreme Disarm/Stun Near Impossible 18 Hard Kill outright 15 **DEXterity CONstitution ARMOUR** 14 **INTelligence** WILlpower **APPearance** 12 Magick & Faith Level Skills Level **13** 9 Equipment 10 On a hit roll of 11 choose best armoured location BLLSS \mathcal{C} 5 10 Head 9 Guts -1 Chest 8 5 7 10 Legs -3 Arms -4 1 \mathcal{B} \mathcal{B} LLS \mathcal{C} 5 -2 -3 -4 2 1 10 7 9 8 Luck On each Critical, roll 9+ on CON or WIL to survive On first Severe Wound, roll 6+ CON or go knock out On first Severe Sanity, roll 6+ WIL or lose your mind Savings & Cash Silvers = 5c (\$5)

Gold = 20s (\$100)

9+ is among the very best of the world. If you do not have a skill you attempt to use, you get a -3. For combat: level 6+ is black belt

An ability of 0 is average, -2 low, -4 abysmal, 3 is high, 5 is very high (maximum for beginning characters), 7+ is extreme.

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