

TINY DUNGEON 2ND EDITION

Character Sheet

Name:

Description:

Belief:

Alignment:

Move:

Weapon Proficiencies

Unarmed Light Heavy Ranged

Mastered Weapons:

Mastered weapons Test with Advantage at 3d6.

Heritage:

Heritage Trait(s):

Skills

Five at 1st level, one is at Mastery (Advantage)

- | | |
|--------------------------------------|--|
| Acrobatics (Balance, Flips, Falls) | Medicine |
| Arcana (Magic) | Nature (Tracking, Survival) |
| Athletics (Climb, Jump, Swim) | Perception |
| Deception | Slight of Hand (P.Pkts, O.Lcks, Traps) |
| Handle Animal (Ride) | Performance |
| History | Persuasion |
| Insight | Religion |
| Intimidation | Seamanship |
| Investigation (Engr, Res, Deduct) | Stealth |

Base Hit Points:

<input type="checkbox"/>											
<input type="checkbox"/>											

Fill in all boxes beyond your maximum Hit Points

Inventory

Extra Inventory requires the Heavy Packer Trait

Backpack	Backpack	Sack	Carried	Carried	Belt Pouch	Extra	Extra
<input type="text"/>							
<input type="text"/>							
<input type="text"/>							

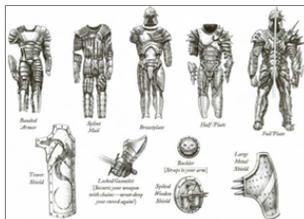
Arms & Armor

Weapon:

Weapon:

Weapon:

Weapon:



Armor:

Shield:

Only usable with the *Shield Bearer* Trait. (Evade action at 2d6 instead of 1d6.)

Traits & Spells

Treasure & Loot

Notes