

# KOROPOKURU CHARACTER SHEET

Dungeons & Dragons Classics

NAME: \_\_\_\_\_ OCCUPATION: \_\_\_\_\_

LEVEL/TITLE: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

DRAWING OR SIGIL

**A.C. ARMOUR**

BASE

AC BONUS: \_\_\_\_\_ SPEED PEN: \_\_\_\_\_  
CHECK PEN: \_\_\_\_\_ FUMBLE: \_\_\_\_\_

STR		
AGI		
STA		
PER		
INT		
LUCK		

INIT	
SPEED	
MELEE	
RANGE	
REF	
FORT	
WILL	
CRIT DIE/ TABLE	
DEED DIE	
FUMBLE	

**HIT POINTS**

CURRENT \_\_\_\_\_ MAX \_\_\_\_\_

ACTION DICE: \_\_\_\_\_

WEAPONS \_\_\_\_\_ DMG \_\_\_\_\_

ZERO LEVEL TRAINED WEAPON: \_\_\_\_\_

LUCKY SIGN: \_\_\_\_\_

LANGUAGES: \_\_\_\_\_

EQUIPMENT: \_\_\_\_\_

## KOROPOKURU SPECIAL ABILITIES

**Might Deeds of Arms**

**Sling**  
Ability to make 2 sling attacks at a -1d penalty.  
Apply luck mod to attack & damage rolls with sling.  
Talent for finding ammunition for sling.

**Infravision**  
Ability to see up to 60' in total darkness.

**Sense Fresh Water**  
Ability to 'sense' the location of a fresh water within a 100' of the fresh water source.  
Ability to determine whether something has been poisoned or contaminated by scent alone.

**Woodland & Handling Animal Skills**

WEALTH: \_\_\_\_\_

XP: \_\_\_\_\_

DCC Koropokuru Character Class, Character Sheet & Generator Designed by Mark Tasaka, 2017