

# DUNGEON CRAWL CLASSICS KITSUNE CHARACTER SHEET

NAME:

OCCUPATION:

ALIGNMENT:

LV

TITLE:

ACTION DICE:

DRAWING OR SIGIL



HIT POINTS:



CRIT DIE/TABLE:

FUMBLE DIE:

LUCKY SIGN:

LANGUAGES:

ZERO-LEVEL TRAINED WEAPON:

EQUIPMENT:

STRENGTH

AGILITY

STAMINA

PERSONALITY

INTELLIGENCE

LUCK

INIT

SPEED

MELEE

RANGE

REF

FORT

WILL

SUPERNATURAL PATRON

KNOWN SPELLS

MAX SPELL LV

SPELLS:

## SPECIAL ABILITIES:

**SUPERNATURAL PATRON.** At first level a kitsune automatically receives the Invoke Patron & Patron Bond spells in addition their regular spells.

**SHAPE-SHIFTING.** A kitsune can shape-shift into 3 different forms: their natural form, a human form & an animal form.

**LUCK.** At first level a kitsune can apply their luck modifier to their spell check for a single spell of their choosing.

**GOOD KARMA.** After a full night's rest a kitsune recovers 1 spent luck point up to their maximum natural luck score.

WEAPON:

DMG:

WEAPON:

DMG:

WEALTH:

XP:

DUNGEON CRAWL CLASSICS IS A TRADEMARK OF GOODMAN GAMES

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