

Open Dungeons RPG™ Character Sheet

Name Bellin Race Dwarf Class Cleric

Level 1 XP /

DR

2

Armor Type Chain Shirt

Shield

Shield Type

HP

8

AC

15

Armor Class is
Base 10 +
Dex Bonus +
Shield

DR (Damage Reduction) is based on character Armor DR value.
DR reduces all damage except poison, disease, suffocation, or mind.

STR

13

Bonus

+2

Strength

DEX

15

Bonus

+3

Dexterity

CON

18

Bonus

+4

Constitution

INT

12

Bonus

+1

Intelligence

WIS

16

Bonus

+3

Wisdom

CHA

16

Bonus

+3

Charisma

Weapons / Equipment / Notes

Weapons / Equipment / Notes		Default Class Abilities
Holy Water Sprinkler (1 Parchment (One sheet)		
Torch	Stone chisel	Divine Ward,
Chalk	Rations (1 day)	Blessing, Sacred
Wooden stake	Extra rations	Oath, Divine Call,
Twine (10 feet)	Cloak	Sanctify, Turn
Lead pencil	Water skin	Undead
Sack, small	Beads, prayer	Level-Up Bonuses
Bedroll	Holy symbol	Anoint the Faithful
Dried meat	Bell, hand	
Dried herbs	Clothes, common	
Incense, stick	Boots, high, hard	
Bag of chalk (Small pot)	Backpack, leather	
Large towel		
Hairbrush		
Race Ability	Background	Appearance
Stonecunning	Once a tunnel warden of a collapsed hold, he survived three days buried in darkness, claiming the earth itself...	A broad-shouldered dwarf with ash-braided beard bound in iron...

Save Rolls

DEX Quick

Current / DEX Bonus

15 / +3

CON Tough

Current / CON Bonus

15 / +4

WIS Mind

Current / WIS Bonus

15 / +3

Current value for level 1 is 15
-1 per level i.e. 5th level is 11

Ability + bonus for CON, DEX,
and WIS subtracts from Current

Money

PP: 0

GP: 8

SP: 4

CP: 1

