



# TINY DUNGEON 2E CHAR SHEET



**NAME:** \_\_\_\_\_

**HERITAGE:** \_\_\_\_\_

**FAMILY TRADE:** \_\_\_\_\_

**BELIEF:** \_\_\_\_\_

**HP**       /

**SPEED**     

**ARMOR**       /

## EQUIPMENT

### Weapon Proficiencies

Light    Heavy    Ranged

### Mastered Weapons

1: \_\_\_\_\_ DMG: \_\_\_\_\_

2: \_\_\_\_\_ DMG: \_\_\_\_\_

3: \_\_\_\_\_ DMG: \_\_\_\_\_

### Armor Proficiencies *(Optional)*

Light    Medium    Heavy  
DR: 1      DR: 2      DR: 3

## ITEM DEPLETION *(OPTIONAL)*

1: \_\_\_\_\_ / \_\_\_\_\_

2: \_\_\_\_\_ / \_\_\_\_\_

3: \_\_\_\_\_ / \_\_\_\_\_

4: \_\_\_\_\_ / \_\_\_\_\_

5: \_\_\_\_\_ / \_\_\_\_\_

## ADVENTURE CREATOR

The adventurers must \_\_\_\_\_  
the \_\_\_\_\_ in the \_\_\_\_\_  
while dealing with \_\_\_\_\_ and  
opposing the \_\_\_\_\_.

## TRAITS

H:

1:

2:

3:

4:

5:

6:

7:

### Prestige Abilities *(Optional)*

## INVENTORY