

Dinky Dungeons

Name Melkor the 2nd

Race Human Class Bard

Physical 4 HP 4 Muscle Points 4

Mental 3 SP 3 Idea Points 3

Initiative 7 Move 3

Armor	Defense Modifier
Leather	1

Weapon	Damage	Speed
Sword	M	0

Score Difference (attacker - defender) roll under									
-4	-3	-2	-1	0	1	2	3	4	
3	4	5	6	7	8	9	10	11	

Dinky Dungeons

Name Bobthor

Race Dwarf Class Warrior

Physical 5 HP 5 Muscle Points 5

Mental 3 SP - Idea Points 3

Initiative 8 Move 3

Armor	Defense Modifier
Chainmail	2

Weapon	Damage	Speed
Battle Axe	H	-1

Score Difference (attacker - defender) roll under									
-4	-3	-2	-1	0	1	2	3	4	
3	4	5	6	7	8	9	10	11	

Dinky Dungeons

Name Beckial

Race Elf Class Breaker

Physical 2 HP 2 Muscle Points 2

Mental 6 SP 6 Idea Points 6

Initiative 8 Move 2

Armor	Defense Modifier

Weapon	Damage	Speed
Dagger	L	+1

Score Difference (attacker - defender) roll under									
-4	-3	-2	-1	0	1	2	3	4	
3	4	5	6	7	8	9	10	11	

Dinky Dungeons

Name Squeeks

Race Fuzzy Winker Class Warrior

Physical 3 HP 3 Muscle Points 3

Mental 2 SP - Idea Points 2

Initiative 5 Move 3

Armor	Defense Modifier

Weapon	Damage	Speed
Bite	L	+1

Score Difference (attacker - defender) roll under									
-4	-3	-2	-1	0	1	2	3	4	
3	4	5	6	7	8	9	10	11	

Equipment

GC1 _____ SC _____

Trombone _____

30 ft Rope _____

Torch _____

Flint and Steel _____

Rations (1 Day) _____

Sack _____

Spells and Maneuvers

Power Ballad _____

Truth or Dare _____

Illusion _____

Notes

Equipment

GC 3 _____ SC 4 _____

40 ft Rope _____

Rations (1 Day) _____

Sack _____

Spells and Maneuvers

Protect _____

Counter _____

Notes

Dark Vision

Equipment

GC1 _____ SC 3 _____

Torch _____

Flint and Steel _____

Rations (1 Day) _____

Sack _____

Spells and Maneuvers

Elemental Blast (Fire) _____

Light _____

Detect Magic _____

Fear _____

Notes

Immune to charm and sleep
+1 to Idea rolls to notice things

Equipment

GC4 _____ SC 5 _____

Torch (3) _____

Flint and Steel _____

Rations (5 Days) _____

50 ft Rope _____

5 Iron Spikes _____

Sack _____

Spells and Maneuvers

Notes

Bite Attack
Improvised Weapon (M)
Too Dumb to Live; Too Cute to Eat



Name Glenion

Race Elf Class Maker

Physical 4 HP 4 Muscle Points 4

Mental 4 SP 4 Idea Points 4

Initiative 8 Move 2

Armor	Defense Modifier
Chainmail	2

Weapon	Damage	Speed
Mace	M	0

Score Difference (attacker - defender) roll under									
-4	-3	-2	-1	0	1	2	3	4	
3	4	5	6	7	8	9	10	11	



Name Leggylass

Race Human Class Warrior

Physical 4 HP 4 Muscle Points 4

Mental 3 SP - Idea Points 3

Initiative 7 Move 3

Armor	Defense Modifier
Leather	1

Weapon	Damage	Speed
Bow	M	0
Dagger	L	+1

Score Difference (attacker - defender) roll under									
-4	-3	-2	-1	0	1	2	3	4	
3	4	5	6	7	8	9	10	11	



Name _____

Race _____ Class _____

Physical HP Muscle Points

Mental SP Idea Points

Initiative Move

Armor	Defense Modifier

Weapon	Damage	Speed

Score Difference (attacker - defender) roll under									
-4	-3	-2	-1	0	1	2	3	4	
3	4	5	6	7	8	9	10	11	



Name _____

Race _____ Class _____

Physical HP Muscle Points

Mental SP Idea Points

Initiative Move

Armor	Defense Modifier

Weapon	Damage	Speed

Score Difference (attacker - defender) roll under									
-4	-3	-2	-1	0	1	2	3	4	
3	4	5	6	7	8	9	10	11	

Equipment

GC _____ SC 1

Torch _____

Flint and Steel _____

Rations (1 Day) _____

20 ft Rope _____

Sack _____

Spells and Maneuvers

Heal _____

Shield _____

Parent Voice _____

Notes

*Immune to charm and sleep
+1 to Idea rolls to notice things*

Equipment

GC _____ SC 3

Arrows (10) _____

Torch _____

Flint and Steel _____

Rations (1 Day) _____

Sack _____

Spells and Maneuvers

Disarm _____

Trip _____

Notes

Equipment

GC _____ SC _____

Spells and Maneuvers

Notes

Equipment

GC _____ SC _____

Spells and Maneuvers

Notes