

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

**Name**  
Mingol Steppes

**Occupation**  
Place of Origin

**Class**  
Warrior

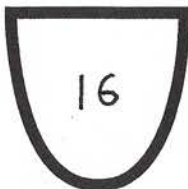
**Title**  
Wildling

**Alignment**  
Neutral

**Speed**  
25'

**Level**  
1st

**XP**



**Armor Class**



**Hit Points**  
Max: 10

**Combat Basics**

**Initiative:** +1

**Action dice:** d20

**Attack:** d3

**Crit die:** 1d12

**Crit table:** III

**Weapons**

Scimitar  
Short bow + 20 arrows  
Dagger

**Treasure**

**Equipment**

Backpack  
Two small sacks  
50' Rope  
Grappling Hook  
Crowbar

**Armor**

Chain Mail  
Shield

**Strength**  
Modifier: +2

16

**Melee Attack**  
+2

**Melee Damage**  
+2

**Agility**  
Modifier: \_\_\_\_\_

9

+1 Ref Save

**Missile Attack**  
-

**Missile Damage**  
+2

**Stamina**  
Modifier: \_\_\_\_\_

12

+1 Fort Save

**Character Portrait or Symbol**

**Personality**  
Modifier: -1

8

-1 Will Save

**Luck**  
Modifier: -1

6

Lucky Roll  
# of Languages

**Intelligence**  
Modifier: +1

13

**Languages**  
Mingolese, Lankhmarese (low)

**Warrior Abilities**

**Critical threat range:** 19-20

**Lucky weapon:** Polearm

**Add class level to initiative, Mighty Deeds of Arms**

**Notes**

Healer: +1 to hit point total regained when helping treat another when recuperating. Poisoned PCs may make a second saving throw to avoid poison effects if treated within 3 rounds of failing initial save.

Hindered: -1 to random ability score. This is permanent.



Warrior