

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

**Name** Wildling  
**Title** Neutral  
**Occupation** Warrior  
**Class** Warrior  
**Place of Origin** Land of the 8 Cities  
**Alignment** 1st  
**Speed** 1st  
**Level** 1st  
**XP**

**Armor Class** 15

**Hit Points** 9  
 Max: 9

**Combat Basics**

**Initiative:** +1  
**Action dice:** d20  
**Attack:** d3  
**Crit die:** 1d12  
**Crit table:** III

**Weapons**

Battle Axe  
 Hand Axe  
 Dagger

**Equipment**

Backpack  
 Torches (6)  
 Flint + Steel  
 50' Rope  
 Crowbar

**Treasure**

**Armor**

Chainmail

**Strength** 16  
 Modifier: +2

**Melee Attack** +2

**Melee Damage** +2

**Agility** 10  
 Modifier:

**+1 Ref Save**

**Missile Attack** -

**Missile Damage** +2

**Stamina** 11  
 Modifier:

**+1 Fort Save**

**Character Portrait or Symbol**

**Personality** 6  
 Modifier: -1

**-1 Will Save**

**Luck** 10  
 Modifier:

**Lucky Roll**  
Will Saves

**Intelligence** 8  
 Modifier: -1

**Languages**  
Lankmarose (low, High), Forest Tongue

**Warrior Abilities**

**Critical threat range:** 19-20  
**Lucky weapon:** Mace  
**Add class level to initiative, Mighty Deeds of Arms**

**Notes**

Skilled in Criminal Arts: Knows three Thief Skills: Hide in Shadows +1, Climb Sheer Surfaces +1, and Find Trap +1

Tainted Bloodline: Has the sea-green eyes and delicate scales of a Mer-person. Appearance is easily remembered by others + Alchemists and Wizards may seek his blood, hair, flesh, etc. for magical experimentation.



## Warrior