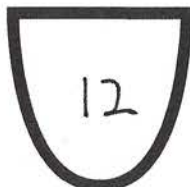


DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Astrologist

Name Lankmar	Class Wizard	Title Neutral	Speed 30'
Occupation Place of origin		Alignment 1st	
		Level	XP



Armor Class



Hit Points
Max: 3

Combat Basics	
Initiative:	+2
Action dice:	120
Attack:	+0
Crit die:	1d6
Crit table:	I

Weapons

Club
Crossbow + 24 bolts
Dagger

Treasure

Equipment

2 small Sacks
Bag of Runes
Ceremonial Drum
Waterskin of Foul Broth (8 draughts)
Wooden Mallet
Iron Spikes (6)
Spell book

Armor

Strength
Modifier: 11

Melee Attack **Melee Damage**

Agility
Modifier: +2 15

+3 **Ref Save**

Missile Attack **Missile Damage**

+2

Stamina
Modifier: 9

+0 **Fort Save**

Character Portrait or Symbol

Personality
Modifier: +1 13

+2 **Will Save**

Luck
Modifier: 12

Lucky Roll
Poison Saves

Intelligence
Modifier: +2 16

Languages
Quarmallian, Kleshic
Lankmarese (low, high), Mingolish,

Wizard Spells & Abilities

Base spell check: +3

Familiar: _____

Patron(s): _____

Corruption: _____

Other Notes: Gifted (+1 to random Ability), Bad Reputation (despised by Lankmar Sorcerers' Guild)

Spell Name	Level	Check	Mercurial Effect & Notes
Ward Portal	1st	+3	Caster must drink foul broth
Flaming Hands	1st	+3	None
Force. Manip.	1st	+3	Caster must arrange Runes
Magic Missile	1st	+3	Caster must beat drum
Detect Magic	1st	+1	None
Ropework	1st	+3	None

Wizard

