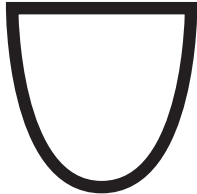


DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name _____ Title _____
 Occupation _____ Class _____ Alignment _____ Speed _____
 Level _____ XP _____



Armor Class



Hit Points
 Max: _____

Combat Basics
Initiative: _____
Action dice: _____
Attack: _____
Crit die: _____
Crit table: _____

Weapons

Treasure

Equipment

Armor

Strength
 Modifier: _____

Melee Attack

Melee Damage

Agility
 Modifier: _____

Ref Save

Missile Attack

Missile Damage

Stamina
 Modifier: _____

Fort Save

Character Portrait or Symbol

Personality
 Modifier: _____

Will Save

Luck
 Modifier: _____

Lucky Roll

Intelligence
 Modifier: _____

Languages

Halfling Abilities

Infra-vision
Stealth: _____
Lucky

Two-weapon fighting

- Action dice d16+d16
- Crit on nat 16
- Fumble only on 2x 1
- If Agi >16, use normal rules

Notes

Halfling

