

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

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

Armor Class 13 **Hit Points**
 Max: 8

Combat Basics
Initiative: +1
Action dice: d20
Attack: +0
Crit die: 1d10
Crit table: II

Weapons
 Short bow + 20 arrows
 Dagger
 Short sword

Equipment
 Thieves Tools
 Two small sacks
 50' of rope
 Grappling Hook

Treasure
 40 gold nicks

Armor
 Leather Armor

Strength 12
 Modifier:

Melee Attack **Melee Damage**

Agility 14
 Modifier: +1

Ref Save +2

Missile Attack +1 **Missile Damage**

Stamina 10
 Modifier:

Fort Save +1

Character Portrait or Symbol

Personality 7
 Modifier: -1

Will Save -1

Luck 13
 Modifier: +1

Lucky Roll
Hit Points

Intelligence 10
 Modifier:

Languages
 Lankmarest (Low, High)

Thief Abilities

Luck Die	<u>d 3</u>	Disable trap	<u>+ 2</u>
Backstab	<u>+ 1</u>	Forge document	<u>+ 4</u>
Sneak silently	<u>+ 4</u>	Disguise self	<u>+ -1</u>
Hide in shadows	<u>+ 2</u>	Read languages	<u>+ 0</u>
Pick pocket	<u>+ 4</u>	Handle poison	<u>+ 0</u>
Climb sheer surfaces	<u>+ 4</u>	Backstab	<u>+ 1</u>
Pick lock	<u>+ 2</u>	Cast spell from scroll	<u>+ d12</u>
Find trap	<u>+ 1</u>		

Notes
 Noble Birth: x2 starting money, +1d to Personality checks when dealing with those of lower social standing.
 Blackmailed: UNKNOWN enemy regularly demands 1d4x10 gold nicks or reveals an embarrassing secret

