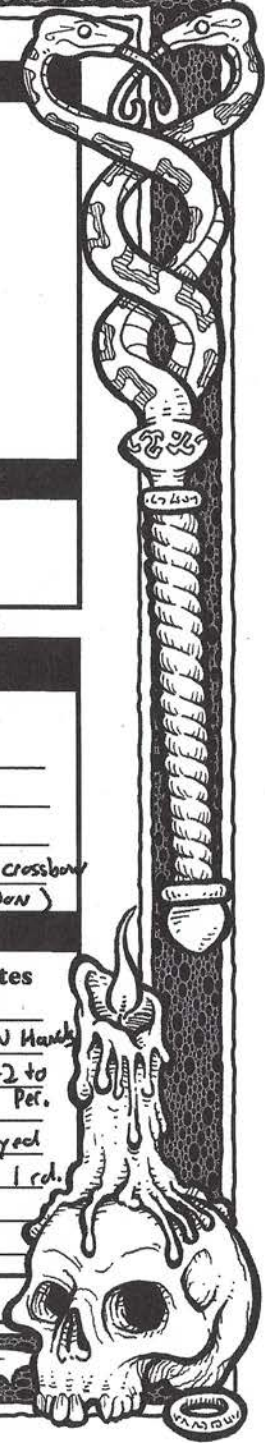
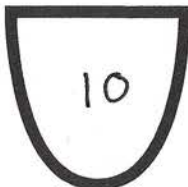


# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET



**Name** The Cold Waste Wizard  
**Occupation Class** Wizard  
**Title** Astrologist  
**Alignment** Neutral **Speed** 30'  
**Level** 1st **XP** \_\_\_\_\_



**Armor Class**



**Hit Points**  
Max: 5

**Combat Basics**  
**Initiative:** +0  
**Action dice:** d20  
**Attack:** +0  
**Crit die:** 1d6  
**Crit table:** I

**Weapons**  
 Crossbow +24 bolts  
 Dagger

**Treasure**

**Equipment**  
 Candles (6)  
 Flint + Steel  
 Mirror, Small  
 2 small Sacks  
 Waterskin  
 Bone Flute  
 Spell book

**Armor**

**Strength** 12  
 Modifier: \_\_\_\_\_

**Agility** 11  
 Modifier: \_\_\_\_\_

**Stamina** 14  
 Modifier: +1

**Personality** 7  
 Modifier: -1

**Luck** 11  
 Modifier: \_\_\_\_\_

**Intelligence** 16  
 Modifier: +2

**+1 Ref Save**

**+1 Fort Save**

**+0 Will Save**

**Lucky Roll**  
**Missile Attacks**

**Languages** Northspeak, M'ngolish, Lankhmarese (low, High) Quarmallian

**Melee Attack** \_\_\_\_\_ **Melee Damage** \_\_\_\_\_

**Missile Attack** \_\_\_\_\_ **Missile Damage** \_\_\_\_\_

**Character Portrait or Symbol**

**Wizard Spells & Abilities**  
**Base spell check:** +3  
**Familiar:** \_\_\_\_\_  
**Patron(s):** \_\_\_\_\_  
**Corruption:** \_\_\_\_\_  
**Other Notes:** Marital Training (has d3 dead die with crossbow and can perform mighty deeds with that weapon)

Spell Name	Level	Check	Mercurial Effect & Notes
Color Spray	1	+3	None
Magic Shield	1	+3	Water must be poured on hands
Enlarge	1	+3	Caster becomes Hungry -2 to Per.
Detect Magic	1	+1	None
Ropework	1	+3	Bone Flute must be played
Mending	1	+3	Nausea -2 to rolls for 1 rd. after casting

**Prove to Sea-Sickness:** -2 to all rolls when at sea

**Wizard**

