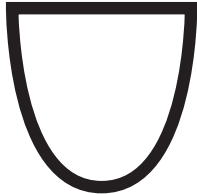


# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name \_\_\_\_\_ Title \_\_\_\_\_  
 Occupation \_\_\_\_\_ Class \_\_\_\_\_ Alignment \_\_\_\_\_ Speed \_\_\_\_\_  
 Level \_\_\_\_\_ XP \_\_\_\_\_



**Armor Class**



**Hit Points**

Max: \_\_\_\_\_

**Combat Basics**  
**Initiative:** \_\_\_\_\_  
**Action dice:** \_\_\_\_\_  
**Attack:** \_\_\_\_\_  
**Crit die:** \_\_\_\_\_  
**Crit table:** \_\_\_\_\_

**Weapons**

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**Treasure**

**Equipment**

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**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**

