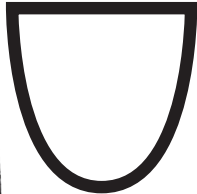


# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name \_\_\_\_\_ Title \_\_\_\_\_

Occupation \_\_\_\_\_ Class \_\_\_\_\_ Alignment \_\_\_\_\_ Speed \_\_\_\_\_

Level \_\_\_\_\_ XP \_\_\_\_\_



**Armor Class**



**Hit Points**

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

Combat Basics	
<b>Initiative:</b>	_____
<b>Action dice:</b>	_____
<b>Attack:</b>	_____
<b>Crit die:</b>	_____
<b>Crit table:</b>	_____

Weapons
Treasure

Equipment		
Armor		
		total bonus
chk. pen.	speed pen.	fumble die

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

Elf Abilities	
<b>Base spell check:</b> _____	<b>Familiar:</b> _____
<b>Patron(s):</b> _____	
<b>Corruption:</b> _____	
<b>Elf traits:</b> iron vulnerability, heightened senses, Luck mod to one level 1 spell	
<b>Other notes:</b> _____	

Spells			
Spell Name	Level	Check	Mercurial Effect & Notes
<i>Patron bond</i>	1	_____	_____
<i>Invoke patron (___/day)</i>	1	_____	_____