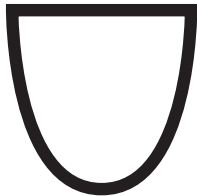


DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

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

chk. pen.	speed pen.	total bonus
_____	_____	_____
fumble die	_____	_____

Strength

Modifier: _____	_____
-----------------	-------

Melee Attack	Melee Damage
_____	_____

Agility

Modifier: _____	_____
-----------------	-------

<input type="checkbox"/>	Ref Save
--------------------------	-----------------

Missile Attack	Missile Damage
_____	_____

Stamina

Modifier: _____	_____
-----------------	-------

<input type="checkbox"/>	Fort Save
--------------------------	------------------

Character Portrait or Symbol

Personality

Modifier: _____	_____
-----------------	-------

<input type="checkbox"/>	Will Save
--------------------------	------------------

Luck

Modifier: _____	_____
-----------------	-------

<input type="checkbox"/>	Lucky Roll
--------------------------	-------------------

Intelligence

Modifier: _____	_____
-----------------	-------

<input type="checkbox"/>	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

