

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name

Locksmith

Title

Neutral

25

Occupation

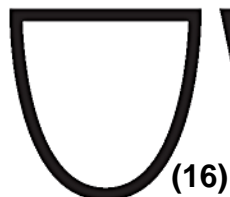
Alignment

Speed

1

Level

XP

Armor  
Class

Hit Points

Max: 13

## Combat Basics

Initiative: +2

Action dice: 1d20

Attack: +d3

Crit die: 1d12

Crit table: III

## Weapons

Dagger melee d3+2 (dmg 1d4+2+deed)  
Two-handed sword melee d3+2 (dmg 1d10+2+deed)  
Shortbow ranged d3+1 (dmg 1d6+deed)

## Equipment

Fine tools  
Chalk - 1 piece (1 cp)

## Treasure

Funds: 27 cp + 47 gp

## Armor

Chainmail (+5)  
Check penalty (-5)  
Fumble die (d12)

Strength

17

Modifier: +2

Melee Attack

+2

Melee Damage

+2

Agility

14

Modifier: +1

2

Ref  
Save

Missile Attack

+1

Missile Damage

+0

Stamina

13

Modifier: +1

2

Fort  
Save

Character Portrait or Symbol

Personality

11

Modifier: +0

0

Will  
Save

Luck

9

Modifier: +0

Lucky Roll

Unholy house (Corruption rolls) (+0)

Intelligence

9

Modifier: +0

Languages

Common

## Warrior Abilities

Critical threat range: (19-20)

Lucky weapon: \_\_\_\_\_

Add class level to initiative, Mighty Deeds of Arms

## Notes

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# Warrior