

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Toraz Longfinger

**Name**

Elven Falconer

**Title**

Lawful

30

**Occupation**

**Alignment**

**Speed**

2

**Level**

**XP**

## Combat Basics

**Initiative:** -1

**Action dice:** 1d20

**Attack:** +1

**Crit die:** 1d8

**Crit table:** II

**Armor Class**

**Hit Points**

Max: 11

**Strength**

13

Modifier: +1

**Melee Attack**

+2

**Melee Damage**

+1

**Agility**

8

Modifier: -1

0

**Ref Save**

**Missile Attack**

+0

**Missile Damage**

+0

**Stamina**

11

Modifier: +0

1

**Fort Save**

**Character Portrait or Symbol**

**Personality**

10

Modifier: +0

1

**Will Save**

**Luck**

12

Modifier: +0

**Lucky Roll**

Conceived on horseback (Mounted attack rolls) (+0)

**Intelligence**

16

Modifier: +2

**Languages**

Common, Elf, Eagle, Hobgoblin, Pixie

## Weapons

Dagger melee +2 (dmg 1d4+1)  
Short sword melee +2 (dmg 1d6+1)

## Treasure

Funds: 40 cp + 512 gp

## Equipment

Falcon  
Thieves' tools (25 gp)

## Armor

Padded + Shield (+2)  
Check penalty (-1)  
Fumble die (d8)

## Elf Abilities

**Base spell check:** d20+4 **Familiar:** \_\_\_\_\_

**Patron(s):** \_\_\_\_\_

**Corruption:** \_\_\_\_\_

**Elf traits:** iron vulnerability, heightened senses, Luck mod to one level 1 spell

**Other notes:** \_\_\_\_\_

## Spells

- 1) Patron Bond
- 1) Invoke Patron
- 1) Chill Touch
- 1) Color Spray
- 1) Feather Fall
- 1) Read Magic

www.goodman-games.com

Elf