

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name
Dwarven Blacksmith

Occupation

Title
Lawful 15

Alignment Speed

1

Level **XP**

Armor Class

Hit Points
Max: 10

Combat Basics

Initiative: +0

Action dice: 1d20

Attack: +d3

Crit die: 1d10

Crit table: III

Weapons

Club melee d3+1 (dmg 1d4+1+deed)

Warhammer melee d3+1 (dmg 1d8+1+deed)

Crossbow ranged d3 (dmg 1d6+deed)

Equipment

Mithril (1 oz.)

Sack (small) (8 cp)

Treasure

Funds: 38 cp + 18 gp

Armor

Chainmail + Shield (+6)

Check penalty (-6)

Fumble die (d12)

Strength

15

Modifier: +1

Melee Attack

+1

Melee Damage

+1

Agility

11

Modifier: +0

1

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

10

Modifier: +0

Lucky Roll

Born on the battlefield (Damage rolls) (+0)

Intelligence

13

Modifier: +1

Languages

Common, Dwarf, Alignment, Gnomish

Dwarf Abilities

Infravision

Underground skills: smell gold/gems, find construction

Lucky weapon: _____

Mighty Deeds of Arms

Shield Bash (d14 action die)

Notes

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Dwarf