

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name \_\_\_\_\_

Title \_\_\_\_\_

Occupation \_\_\_\_\_

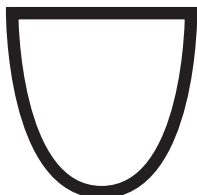
Class \_\_\_\_\_

Alignment \_\_\_\_\_

Speed \_\_\_\_\_

Level \_\_\_\_\_

XP \_\_\_\_\_



**Armor  
Class**



**Hit Points**

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

## Combat Basics

**Initiative:** \_\_\_\_\_

**Action dice:** \_\_\_\_\_

**Attack:** \_\_\_\_\_

**Crit die:** \_\_\_\_\_

**Crit table:** \_\_\_\_\_

**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**

## Weapons

## Treasure

## Equipment

## Armor

## Dwarf Abilities

### Infravision

**Underground skills:** smell gold/gems, find construction

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

**Mighty Deeds of Arms**

**Shield Bash (d14 action die)**

## Notes

**Dwarf**