

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name \_\_\_\_\_

Title \_\_\_\_\_

Occupation \_\_\_\_\_

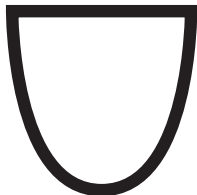
Class \_\_\_\_\_

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**

**Personality**

Modifier: \_\_\_\_\_



**Will  
Save**

**Luck**

Modifier: \_\_\_\_\_

Lucky Roll

**Intelligence**

Modifier: \_\_\_\_\_

Languages

Character Portrait or Symbol

**Weapons**

**Treasure**

**Equipment**

**Armor**

## 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**