Warrior

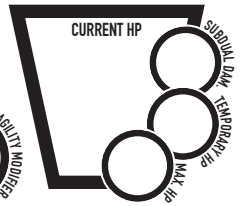
Dungeon Crawl Classics

Character's Name _____ Player's Name _____

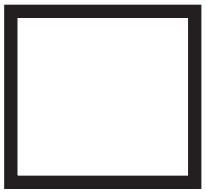
Title _____ Alignment _____ Speed _____

Occupation _____ XP _____ Level _____

Armor Class



Hit Points
1D12 HP PER LEVEL



Critical Hits
AND THEIR EFFECTS

Combat

Initiative ____
Action Dice ____
Attack ____
Crit Range ____
Crit Die ____
Crit Table ____

Weapons

Weapon	Damage	Range	Hand	Notes
Unarmed Attack	1d3 + STR	NA	L/R	Unarmed attacks inflict subdual damage.

Armor

Armor	AC Bonus	Check Penalty	Speed	Fumble Die

Equipment

Treasure

Copper ____
Silver ____
Gold ____
Electrum ____
Platinum ____
Gems/Other ____

Strength TEMP.
Modifier ___/___

Agility TEMP.
Modifier ___/___

Stamina TEMP.
Modifier ___/___

Personality TEMP.
Modifier ___/___

Intelligence TEMP.
Modifier ___/___

Luck TEMP.
Modifier ___/___

Ref Save TEMP.

Fort Save TEMP.

Will Save TEMP.

Melee Attack & Damage

Missile Attack & Damage

Portrait or Symbol

Languages

Lucky Roll

Warrior Abilities

Attack Modifier: Deed die _____. The Warrior rolls this deed die on each attack roll and adds it to the attack roll *and* damage roll. At higher levels, the deed die result applies to all attacks in the same combat round.

Mighty Deeds of Arms: The Warrior's deed die result determines if an attempted Deed was successful. If the deed die result is a 3 or higher, and the attack lands, the Deed succeeds.

Critical Hits: As the Warrior advances in level, the Warrior's Critical Hit threat range increases.

Initiative: A Warrior's class level is added to initiative rolls.

Luck: At first level, the Warrior's Luck modifier is applied to attack rolls with one chosen kind of weapon.

Notes