

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Zurg Stonefist

ApprenticeChest

**Name**

**Title**

Chest Make Dwarf

Neutral 20

**Occupation** **Class**

**Alignment** **Speed**

1 10

**Level** **XP**

11

8

**Armor  
Class**

**Hit Points**  
Max: 8

## Combat Basics

**Initiative:** -1  
**Action dice:** 1d20  
**Attack:** d3  
**Crit die:** 1d10  
**Crit table:** III

**Strength**

13

Modifier: +1

**Melee Attack**

d3+1

**Melee Damage**

1d6+1

**Agility**

8

Modifier: -1

+0

**Ref  
Save**

**Missile Attack**

d3

**Missile Damage**

n/a

**Stamina**

12

Modifier: 0

+1

**Fort  
Save**

**Character Portrait or Symbol**

**Personality**

12

Modifier: 0

+1

**Will  
Save**

**Luck**

11

Modifier: 0

**Lucky Roll**

Struck by Lightning

**Intelligence**

18

Modifier: +3

**Languages**

Common, Dwarf, Bugbear, Neutral, Gnome, Ogre

## Weapons

Battleaxe d3+1 (1d10+1+deed)  
Mace d3+2 (1d6+1+deed)  
Shield Bash d3+1 (1d3+1+deed)

## Treasure

13 gp  
18 sp

## Equipment

Lantern  
Oil Flasks (2)  
Backpack  
Shovel  
Fine Chisels (set of 5)  
Small Hammer

## Armor

Padded + Shield (+2, Check Penalty -1, Fumble Die 1d8)

## Dwarf Abilities

### Infra-vision

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

**Lucky weapon:** Mace

### Mighty Deeds of Arms

**Shield Bash (d14 action die)**

## Notes

Battleaxe is a two-handed weapon, so if Zurg uses it he rolls 1d16 for Initiative and cannot make a shield bash attack.

**Dwarf**