

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Aurelius

Witness

Name

Title

W. Appren. Cleric

Neutral 30

Occupation Class

Alignment Speed

1 10

Level XP

11

Armor Class

9

Hit Points

Max: 9

Combat Basics

Initiative: -1
Action dice: d20
Attack: +0
Crit die: 1d8
Crit table: III

Weapons

Mace +0 melee (1d6)
 Sling -1 ranged (1d4)

Treasure

44 gp

Equipment

10-foot pole
 Large sack
 Holy symbol

Armor

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

Strength

10

Modifier: _____

Melee Attack

+0

Melee Damage

1d6

Agility

7

Modifier: -1

-1

Ref Save

Missile Attack

-1

Missile Damage

1d4

Stamina

10

Modifier: 0

+2

Fort Save

Character Portrait or Symbol

Personality

13

Modifier: +1

+2

Will Save

Luck

13

Modifier: +1

Lucky Roll

Fortr Saves (+1)

Intelligence

12

Modifier: 0

Languages

Common

Cleric Spells & Abilities

Deity: Amun Tor **Spell check:** +2 **Disapproval**

Abilities: divine aid, turn unholy (+Per/Luck mods), lay on hands. **Range:**

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

Lay On Hands (names / alignment step)	12	14	20	22+
(same)	2 dice	3 dice	4 dice	5 dice
(adjacent)	1 dice	2 dice	3 dice	4 dice
(opposed)	1 dice	1 dice	2 dice	3 dice

Spells

Detect Magic
 Food of the Gods
 Paralysis
 Word of Command

Cleric