

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Gram Lueez

Name
Wizard's Apprentice
Occupation

Title
Lawful 30
Alignment Speed
2
Level XP

Armor Class
Hit Points
Max: 12

Combat Basics

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

Weapons

Dagger melee +1 (dmg 1d4)
Mace melee +1 (dmg 1d6)

Treasure

Funds: 37 cp + 448 gp

Equipment

Black grimoire
Oil - 1 flask (2 sp)

Armor

Leather + Shield (+3)
Check penalty (-2)
Fumble die (d8)

Strength

9

Modifier: +0

Melee Attack

+1

Melee Damage

+0

Agility

10

Modifier: +0

0

Ref Save

Missile Attack

+1

Missile Damage

+0

Stamina

10

Modifier: +0

1

Fort Save

Character Portrait or Symbol

Personality

18

Modifier: +3

4

Will Save

Luck

6

Modifier: -1

Lucky Roll

Seventh son (Spell checks) (-1)

Intelligence

14

Modifier: +1

Languages

Common, Alignment

Cleric Spells & Abilities

Deity: _____ **Spell check:** d20+5 **Disapproval**

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

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

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

- 1) Darkness
- 1) Paralysis
- 1) Resist Cold or Heat
- 1) Second Sight
- 1) Word of Command

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Cleric