

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name \_\_\_\_\_

Title \_\_\_\_\_

Occupation \_\_\_\_\_

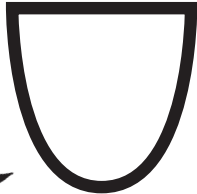
Class \_\_\_\_\_

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**

Character Portrait or Symbol

**Personality**

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

**Will  
Save**

**Luck**

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

Lucky Roll

**Intelligence**

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

Languages

**Weapons**

**Treasure**

**Equipment**

**Armor**

## Thief Abilities

**Luck Die** d \_\_\_\_\_ **Disable trap** + \_\_\_\_\_

**Backstab** + \_\_\_\_\_ **Forge document** + \_\_\_\_\_

**Sneak silently** + \_\_\_\_\_ **Disguise self** + \_\_\_\_\_

**Hide in shadows** + \_\_\_\_\_ **Read languages** + \_\_\_\_\_

**Pick pocket** + \_\_\_\_\_ **Handle poison** + \_\_\_\_\_

**Climb sheer surfaces** + \_\_\_\_\_ **Cast spell from scroll** d \_\_\_\_\_

**Pick lock** + \_\_\_\_\_

**Find trap** + \_\_\_\_\_

**Notes**

**Thief**