

# 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

### Warrior Abilities

**Critical threat range:** \_\_\_\_\_

**Lucky weapon:** \_\_\_\_\_

**Add class level to initiative, Mighty Deeds of Arms**

### Notes

**Warrior**