

# 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

<b>Luck Die</b>	d _____	<b>Disable trap</b>	+ _____
<b>Backstab</b>	+ _____	<b>Forge document</b>	+ _____
<b>Sneak silently</b>	+ _____	<b>Disguise self</b>	+ _____
<b>Hide in shadows</b>	+ _____	<b>Read languages</b>	+ _____
<b>Pick pocket</b>	+ _____	<b>Handle poison</b>	+ _____
<b>Climb sheer surfaces</b>	+ _____	<b>Cast spell from scroll</b>	d _____
<b>Pick lock</b>	+ _____		
<b>Find trap</b>	+ _____		

**Notes**

**Thief**