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Dungeon Cr.	AWL CLASSICS (	CHARACTER RI	ECORD SHEET
		Weapons	Equipment
Name	Title		
Occupation Class	Alignment Speed		
	Level XP		
	Combat Basics Initiative: Action dice:	Treasure	
Armor Hit Points Class	Attack: Crit die: Crit table:		Armor
Class Max:			
Strength Melee Attack Melee Damage		Thief Abilities	
Modifier:		Luck Die d	Disable trap +
Agility	Missile Attack Missile Damage	Backstab +	Forge document +
( D) ( C)	Save	Sneak silently +	Disguise self +
	Character Portrait or Symbol	Hide in shadows + Pick pocket +	Read languages +  Handle poison +
	Fort Save	Climb	Cast spell
Modifier:		sheer surfaces +	from scroll d
Personality	Will Save	Pick lock	
Modifier:		No [*]	tes
Luck Lucky Roll			
Modifier:			
Intelligence	ges		
Modifier:			