

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name \_\_\_\_\_

Title \_\_\_\_\_

Occupation \_\_\_\_\_

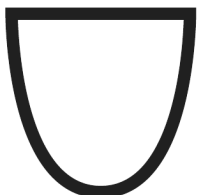
Class \_\_\_\_\_

Alignment \_\_\_\_\_

Speed \_\_\_\_\_

Level \_\_\_\_\_

XP \_\_\_\_\_



**Armor  
Class**



d10

**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

## Paladin Abilities

**Deity:** \_\_\_\_\_ **Spell check:** \_\_\_\_\_ **Disapproval**

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

**Range:**

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

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

**Critical threat range:**

**Lucky weapon:**

**Disapproval** begins at 3, Add level to initiative,  
**Mighty Deeds of Arms.**

**Spells:**

**Paladin**