Dungeon Crawl Classics Character Record Sheet

Name

Title

Occupation   **Class**

Alignment   **Speed**

Level   **XP**

Armor Class

Hit Points   d7
Max: _____

Combat Basics

Initiative: _____
Action dice: _____
Attack: _____
Crit die: _____
Crit table: _____

Weapons

Equipment

Treasure

Armor

Strength
Modifier: _____

Agility
Modifier: _____

Ref Save

Stamina
Modifier: _____

Fort Save

Personality
Modifier: _____

Will Save

Luck
Modifier: _____

Lucky Roll

Intelligence
Modifier: _____

Languages

Melee Attack   **Melee Damage**

Missile Attack   **Missile Damage**

Character Portrait or Symbol

Dark Elf Abilities

Iron weapons cause +1 damage, heightened senses, Luck mod to one level 1 spell, heals one Luck per day, spellburn is permanent, d8 for corruption or patron taint.

Luck die
Backstab   **Sneak silently***
Hide in shadows*   **Climb sheer**
Find trap   **Handle poison**

Base spell check

Spell Name	Level	Check	Mercurial & Notes

Dark Elf