

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name _____

Title _____

Occupation _____

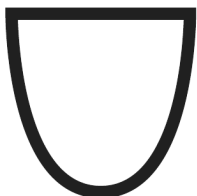
Class _____

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

Dark Elf Abilities

Attacks from iron weapons cause the Dark Elf +1 damage, heightened senses, heals one Luck per day, spellburn is permanent, caster level is -1, d8 for corruption or patron taint.

Luck die

Backstab

Hide in shadows*

Find trap

Sneak silently*

Climb sheer

Handle poison

Base spell check

Spell Name

Level Check

Mercurial & Notes

Dark Elf