

Dungeon Crawl Classics Zero Level Character

Name:				Alignment:				
Strength:	13	+1	Occupation:	Elven chandler				
Agility:	11	0	HP:	4	AC:	10	Spd:	30'
Stamina:	9	0	Initiative:	0	Money:	CP:22		
Intelligence:	9	0	Fortitude:	0	Reflexes:	0	Will:	0
Personality:	11	0	Trained Weapon:	Scissors (as dagger) 1d4 0/0/0				
Luck:	10	0	Lived through famine: Fortitude saving throws					
Lucky Sign:								
Languages:	Common Elf							
Equipment:	Scissors (as dagger) 1d4 0/0/0 Candles, 20, Torch 1							
Racial Traits:	Infravision, Immune to magic sleep/paralysis Heightened senses, Iron vulnerability							

Dungeon Crawl Classics Zero Level Character

Name:				Alignment:				
Strength:	10	0	Occupation:	Elven artisan				
Agility:	17	+2	HP:	3	AC:	12	Spd:	30'
Stamina:	7	-1	Initiative:	+2	Money:	CP:31		
Intelligence:	9	0	Fortitude:	-1	Reflexes:	+2	Will:	-1
Personality:	8	-1	Trained Weapon:	Staff 1d4 0/0/0				
Luck:	12	0	Guardian angel: Saving throws to escape traps					
Lucky Sign:								
Languages:	Common Elf							
Equipment:	Staff 1d4 0/0/0 Clay, 1 lb., Iron spike							
Racial Traits:	Infravision, Immune to magic sleep/paralysis Heightened senses, Iron vulnerability							

Dungeon Crawl Classics Zero Level Character

Name:				Alignment:				
Strength:	11	0	Occupation:	Elven sage				
Agility:	14	+1	HP:	5	AC:	11	Spd:	30'
Stamina:	15	+1	Initiative:	+1	Money:	CP:30		
Intelligence:	12	0	Fortitude:	+1	Reflexes:	+1	Will:	0
Personality:	11	0	Trained Weapon:	Dagger 1d4 0/0/0				
Luck:	12	0	Struck by lightning: Reflex saving throws					
Lucky Sign:								
Languages:	Common Elf							
Equipment:	Dagger 1d4 0/0/0 Parchment and quill pen, Candle							
Racial Traits:	Infravision, Immune to magic sleep/paralysis Heightened senses, Iron vulnerability							

Dungeon Crawl Classics Zero Level Character

Name:				Alignment:				
Strength:	11	0	Occupation:	Elven barrister				
Agility:	6	-1	HP:	4	AC:	9	Spd:	30'
Stamina:	12	0	Initiative:	-1	Money:	CP:26		
Intelligence:	9	0	Fortitude:	0	Reflexes:	-1	Will:	+2
Personality:	11	0	Trained Weapon:	Quill (as dart) 1d4 20/40/60*				
Luck:	17	+2	Resisted temptation: Willpower saving throws					
Lucky Sign:								
Languages:	Common Elf							
Equipment:	Quill (as dart) 1d4 20/40/60* Book, Torch 1							
Racial Traits:	Infravision, Immune to magic sleep/paralysis Heightened senses, Iron vulnerability							