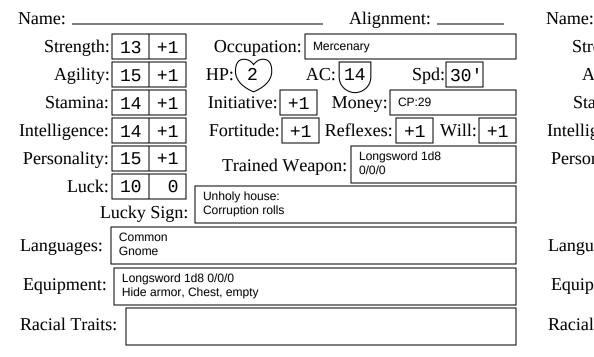
Dungeon Crawl Classics Zero Level Character

Name:			Alignment:			
Strength:	16	+2	Occupation: Elven falconer			
Agility:	10	0	HP: 4 AC: 10 Spd: 30'			
Stamina:	9	0	Initiative: 0 Money: CP:35			
Intelligence:	9	0	Fortitude: 0 Reflexes: 0 Will: 0			
Personality:	11	0	Trained Weapon: Dagger 1d4			
Luck:	10	0	Pack hunter:			
Lucky Sign:			Attack and damage rolls for 0-level starting weapon			
Languages:	Common Elf					
Equipment:	Dagger 1d4 0/0/0 Falcon, Flint & steel					
Racial Traits: Infravision, Immune to magic sleep/paralysis Heightened senses, Iron vulnerability						

Dungeon Crawl Classics Zero Level Character



Dungeon Crawl Classics Zero Level Character

Name:			Alignment:		
Strength:	12	0	Occupation: Confidence artist		
Agility:	15	+1	HP: 2 AC: 11 Spd: 30'		
Stamina:	11	0	Initiative: +1 Money: CP:22		
Intelligence:	13	+1	Fortitude: 0 Reflexes: +1 Will: 0		
Personality:	11	0	Trained Weapon: Dagger 1d4		
Luck:	13	+1	Four leafed clover:		
Lucky Sign:					
Languages:	Common Orc				
Equipment:	Dagger 1d4 0/0/0 Quality cloak, Backpack				
Racial Traits:					

Dungeon Crawl Classics Zero Level Character

Alignment:

Strength:	9	0	Occupation: Halfling vagrant			
Agility:	9	0	HP: 1 AC: 10 Spd: 20'			
Stamina:	6	-1	Initiative: 0 Money: CP:37			
Intelligence:	10	0	Fortitude: -1 Reflexes: 0 Will: 0			
Personality:	10	0	Trained Weapon: Club 1d4			
Luck:	14	+1	Four leafed clover:			
Lucky Sign:			Find secret doors			
Languages:	Common Halfling					
Equipment:	Club 1d4 0/0/0 Begging bowl, Backpack					
Racial Traits	•	ravision nall size				