

Dungeon Crawl Classics Zero Level Character

Name: _____ Alignment: _____

Strength:	<div>12</div>	<div>0</div>	Occupation:	Beadle	
Agility:	<div>15</div>	<div>+1</div>	HP:	<div>2</div>	AC: <div>11</div> Spd: <div>30</div> '
Stamina:	<div>14</div>	<div>+1</div>	Initiative:	<div>+1</div>	Money: <div>CP:39</div>
Intelligence:	<div>15</div>	<div>+1</div>	Fortitude:	<div>+1</div>	Reflexes: <div>+1</div> Will: <div>0</div>
Personality:	<div>11</div>	<div>0</div>	Trained Weapon: <div>Staff 1d4 0/0/0</div>		
Luck:	<div>10</div>	<div>0</div>	Lucky Sign: <div>The broken star: Fumbles</div>		
Languages:	<div>Common Dwarf</div>				
Equipment:	<div>Staff 1d4 0/0/0 Holy Symbol, Iron spike</div>				
Racial Traits:	<div></div>				

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Strength:	<div>13</div>	<div>+1</div>	Occupation:	Astrologer	
Agility:	<div>16</div>	<div>+2</div>	HP:	<div>1</div>	AC: <div>12</div> Spd: <div>30</div> '
Stamina:	<div>11</div>	<div>0</div>	Initiative:	<div>+2</div>	Money: <div>CP:20</div>
Intelligence:	<div>11</div>	<div>0</div>	Fortitude:	<div>0</div>	Reflexes: <div>+2</div> Will: <div>0</div>
Personality:	<div>12</div>	<div>0</div>	Trained Weapon: <div>Dagger 1d4 0/0/0</div>		
Luck:	<div>8</div>	<div>-1</div>	Lucky Sign: <div>Seventh son: spell checks</div>		
Languages:	<div>Common</div>				
Equipment:	<div>Dagger 1d4 0/0/0 Spyglass, Candle</div>				
Racial Traits:	<div></div>				

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Strength:	<div>10</div>	<div>0</div>	Occupation:	Dwarven miner	
Agility:	<div>13</div>	<div>+1</div>	HP:	<div>4</div>	AC: <div>11</div> Spd: <div>20</div> '
Stamina:	<div>16</div>	<div>+2</div>	Initiative:	<div>+1</div>	Money: <div>CP:39</div>
Intelligence:	<div>12</div>	<div>0</div>	Fortitude:	<div>+2</div>	Reflexes: <div>+1</div> Will: <div>+1</div>
Personality:	<div>13</div>	<div>+1</div>	Trained Weapon: <div>Pick (as club) 1d4 0/0/0</div>		
Luck:	<div>14</div>	<div>+1</div>	Lucky Sign: <div>Seventh son: spell checks</div>		
Languages:	<div>Common Dwarf</div>				
Equipment:	<div>Pick (as club) 1d4 0/0/0 Lantern, Rations, 1 day</div>				
Racial Traits:	<div>Infravision Underground skills</div>				

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Name: _____ Alignment: _____

Strength:	<div>16</div>	<div>+2</div>	Occupation:	Mendicant	
Agility:	<div>12</div>	<div>0</div>	HP:	<div>4</div>	AC: <div>10</div> Spd: <div>30</div> '
Stamina:	<div>9</div>	<div>0</div>	Initiative:	<div>0</div>	Money: <div>CP:24</div>
Intelligence:	<div>14</div>	<div>+1</div>	Fortitude:	<div>0</div>	Reflexes: <div>0</div> Will: <div>-1</div>
Personality:	<div>8</div>	<div>-1</div>	Trained Weapon: <div>Club 1d4 0/0/0</div>		
Luck:	<div>9</div>	<div>0</div>	Lucky Sign: <div>Survived the plague: Magical healing</div>		
Languages:	<div>Common Goblin</div>				
Equipment:	<div>Club 1d4 0/0/0 Cheese dip, Oil, 1 flask</div>				
Racial Traits:	<div></div>				