

Dungeon Crawl Classics Zero Level Character

Name: _____		Alignment: _____						
Strength:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+1	Occupation:	Halfling haberdasher			
13	+1							
Agility:	<table><tr><td>11</td><td>0</td></tr></table>	11	0	HP: <table><tr><td>1</td></tr></table>	1	AC: <table><tr><td>10</td></tr></table> Spd: <table><tr><td>20</td></tr></table>	10	20
11	0							
1								
10								
20								
Stamina:	<table><tr><td>7</td><td>-1</td></tr></table>	7	-1	Initiative:	<table><tr><td>0</td></tr></table> Money: CP:29	0		
7	-1							
0								
Intelligence:	<table><tr><td>12</td><td>0</td></tr></table>	12	0	Fortitude:	<table><tr><td>-1</td></tr></table> Reflexes: <table><tr><td>0</td></tr></table> Will: <table><tr><td>0</td></tr></table>	-1	0	0
12	0							
-1								
0								
0								
Personality:	<table><tr><td>11</td><td>0</td></tr></table>	11	0	Trained Weapon: Scissors (as dagger) 1d4 0/0/0				
11	0							
Luck:	<table><tr><td>12</td><td>0</td></tr></table>	12	0	Charmed house: Armor class				
12	0							
Lucky Sign:								
Languages:	Common Halfling							
Equipment:	Scissors (as dagger) 1d4 0/0/0 Fine suits, 3 sets, Sack, small							
Racial Traits:	Infravision Small size							

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Name: _____		Alignment: _____						
Strength:	<table><tr><td>12</td><td>0</td></tr></table>	12	0	Occupation:	Halfling trader			
12	0							
Agility:	<table><tr><td>6</td><td>-1</td></tr></table>	6	-1	HP: <table><tr><td>3</td></tr></table>	3	AC: <table><tr><td>9</td></tr></table> Spd: <table><tr><td>20</td></tr></table>	9	20
6	-1							
3								
9								
20								
Stamina:	<table><tr><td>17</td><td>+2</td></tr></table>	17	+2	Initiative:	<table><tr><td>-1</td></tr></table> Money: SP:20 CP:29	-1		
17	+2							
-1								
Intelligence:	<table><tr><td>10</td><td>0</td></tr></table>	10	0	Fortitude:	<table><tr><td>+2</td></tr></table> Reflexes: <table><tr><td>-1</td></tr></table> Will: <table><tr><td>+1</td></tr></table>	+2	-1	+1
10	0							
+2								
-1								
+1								
Personality:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+1	Trained Weapon: Short sword 1d6 0/0/0				
13	+1							
Luck:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+1	Path of the bear: Melee damage rolls				
13	+1							
Lucky Sign:								
Languages:	Common Halfling							
Equipment:	Short sword 1d6 0/0/0 20 sp, Grappling hook							
Racial Traits:	Infravision Small size							

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Name: _____		Alignment: _____						
Strength:	<table><tr><td>10</td><td>0</td></tr></table>	10	0	Occupation:	Halfling moneylender			
10	0							
Agility:	<table><tr><td>14</td><td>+1</td></tr></table>	14	+1	HP: <table><tr><td>3</td></tr></table>	3	AC: <table><tr><td>11</td></tr></table> Spd: <table><tr><td>20</td></tr></table>	11	20
14	+1							
3								
11								
20								
Stamina:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+1	Initiative:	<table><tr><td>+1</td></tr></table> Money: GP:5 SP:10 CP:225	+1		
13	+1							
+1								
Intelligence:	<table><tr><td>6</td><td>-1</td></tr></table>	6	-1	Fortitude:	<table><tr><td>+1</td></tr></table> Reflexes: <table><tr><td>+1</td></tr></table> Will: <table><tr><td>-1</td></tr></table>	+1	+1	-1
6	-1							
+1								
+1								
-1								
Personality:	<table><tr><td>7</td><td>-1</td></tr></table>	7	-1	Trained Weapon: Short sword 1d6 0/0/0				
7	-1							
Luck:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+1	The broken star: Fumbles				
13	+1							
Lucky Sign:								
Languages:	Common							
Equipment:	Short sword 1d6 0/0/0 5 gp, 10 sp, 200 cp, Holy water, 1 vial							
Racial Traits:	Infravision Small size							

Dungeon Crawl Classics Zero Level Character

Name: _____		Alignment: _____						
Strength:	<table><tr><td>11</td><td>0</td></tr></table>	11	0	Occupation:	Halfling gypsy			
11	0							
Agility:	<table><tr><td>9</td><td>0</td></tr></table>	9	0	HP: <table><tr><td>4</td></tr></table>	4	AC: <table><tr><td>10</td></tr></table> Spd: <table><tr><td>20</td></tr></table>	10	20
9	0							
4								
10								
20								
Stamina:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+1	Initiative:	<table><tr><td>0</td></tr></table> Money: CP:43	0		
13	+1							
0								
Intelligence:	<table><tr><td>12</td><td>0</td></tr></table>	12	0	Fortitude:	<table><tr><td>+1</td></tr></table> Reflexes: <table><tr><td>0</td></tr></table> Will: <table><tr><td>+1</td></tr></table>	+1	0	+1
12	0							
+1								
0								
+1								
Personality:	<table><tr><td>15</td><td>+1</td></tr></table>	15	+1	Trained Weapon: Sling + 4 ammo 1d4 40/80/160*				
15	+1							
Luck:	<table><tr><td>18</td><td>+3</td></tr></table>	18	+3	Harsh winter: All attack rolls				
18	+3							
Lucky Sign:								
Languages:	Common Halfling							
Equipment:	Sling + 4 ammo 1d4 40/80/160* Hex doll, Chain 10'							
Racial Traits:	Infravision Small size							