

Dungeon Crawl Classics Zero Level Character

Name:				Alignment:				
Strength:	11	0	Occupation:	Hunter				
Agility:	13	+1	HP:	3	AC:	11	Spd:	30'
Stamina:	13	+1	Initiative:	+1	Money:	CP:43		
Intelligence:	13	+1	Fortitude:	+1	Reflexes:	+1	Will:	0
Personality:	10	0	Trained Weapon:	Shortbow + 4 ammo 1d6 50/100/150				
Luck:	16	+2	Survived a spider bite: Saving throws against poison					
Lucky Sign:								
Languages:	Common Alignment Tongue							
Equipment:	Shortbow + 4 ammo 1d6 50/100/150 Deer pelt, Chalk 1pc.							
Racial Traits:								

Dungeon Crawl Classics Zero Level Character

Name:				Alignment:				
Strength:	6	-1	Occupation:	Dwarven herder				
Agility:	11	0	HP:	4	AC:	10	Spd:	20'
Stamina:	13	+1	Initiative:	0	Money:	CP:38		
Intelligence:	11	0	Fortitude:	+1	Reflexes:	0	Will:	0
Personality:	12	0	Trained Weapon:	Staff 1d4 0/0/0				
Luck:	10	0	Guardian angel: Saving throws to escape traps					
Lucky Sign:								
Languages:	Common Dwarf							
Equipment:	Staff 1d4 0/0/0 Sow, Lantern							
Racial Traits:	Infravision Underground skills							

Dungeon Crawl Classics Zero Level Character

Name:				Alignment:				
Strength:	8	-1	Occupation:	Guild beggar				
Agility:	9	0	HP:	1	AC:	10	Spd:	30'
Stamina:	6	-1	Initiative:	0	Money:	CP:20		
Intelligence:	17	+2	Fortitude:	-1	Reflexes:	0	Will:	0
Personality:	11	0	Trained Weapon:	Sling + 2 ammo 1d4 40/80/160*				
Luck:	9	0	The bull: Melee attack rolls					
Lucky Sign:								
Languages:	Common Orc, Ogre							
Equipment:	Sling + 2 ammo 1d4 40/80/160* Crutches, Candle							
Racial Traits:								

Dungeon Crawl Classics Zero Level Character

Name:				Alignment:				
Strength:	12	0	Occupation:	Orphan				
Agility:	9	0	HP:	3	AC:	10	Spd:	30'
Stamina:	13	+1	Initiative:	0	Money:	CP:29		
Intelligence:	9	0	Fortitude:	+1	Reflexes:	0	Will:	0
Personality:	12	0	Trained Weapon:	Club 1d4 0/0/0				
Luck:	11	0	Righteous heart: Turn unholy checks					
Lucky Sign:								
Languages:	Common							
Equipment:	Club 1d4 0/0/0 Rag doll, Waterskin							
Racial Traits:								