## Dungeon Crawl Classics Zero Level Character

Name:			Alignment:			
Strength:	14	+1	Occupation: Scribe			
Agility:	10	0	$HP: (4)$ AC: $\boxed{10}$ Spd: $\boxed{30}$			
Stamina:	10	0	Initiative: 0 Money: CP:37			
Intelligence:	17	+2	Fortitude: 0 Reflexes: 0 Will: +1			
Personality:	15	+1	Trained Weapon: Dart 1d4 20/40/60*			
Luck:	10	0	Harsh winter:			
Lucky Sign:			All attack rolls			
Languages:	Common Orc, Dwarf					
Equipment:	Dart 1d4 20/40/60* Parchment, 10 sheets, Iron spike					
Racial Traits:						

## Dungeon Crawl Classics Zero Level Character

Name:			Alignment:			
Strength:	5	-2	Occupation: Trapper			
Agility:	12	0	$HP: (3)$ AC: $\boxed{10}$ Spd: $\boxed{30}$			
Stamina:	10	0	Initiative: 0 Money: CP:43			
Intelligence:	13	+1	Fortitude: 0 Reflexes: 0 Will: 0			
Personality:	12	0	Trained Weapon: Sling + 6 ammo 1d4 40/80/160*			
Luck:	14	+1	Born under the loom:			
Lucky Sign:			Skill checks (including thief skills)			
Languages:		Common Hobgoblin				
Equipment:	Sling + 6 ammo 1d4 40/80/160* Badger pelt, Sack, small					
Racial Traits:						

## Dungeon Crawl Classics Zero Level Character

Name:			Alignment:			
Strength:	9	0	Occupation: Butcher			
Agility:	9	0	HP: 3 AC: 10 Spd: 30'			
Stamina:	9	0	Initiative: 0 Money: CP:34			
Intelligence:	15	+1	Fortitude: 0 Reflexes: 0 Will: 0			
Personality:	12	0	Trained Weapon: Cleaver (as axe) 1d6			
Luck:	8	-1	The raging storm:			
$\mathbf{L}_{^{1}}$	ucky	Sign:				
Languages:		Common Goblin				
Equipment:		Cleaver (as axe) 1d6 10/20/30* Side of beef, Pole, 10 foot				
Racial Traits:						

## Dungeon Crawl Classics Zero Level Character

Name:			Alignment:		
Strength:	11	0	Occupation: Slave		
Agility:	5	-2	HP: 4 AC: 8 Spd: 30'		
Stamina:	13	+1	Initiative: -2 Money: CP:26		
Intelligence:	11	0	Fortitude: +1 Reflexes: -2 Will: +1		
Personality:	14	+1	Trained Weapon: Club 1d4		
Luck:	11	0	Path of the bear:		
Lucky Sign:					
Languages:	Common				
Equipment:	Club 1d4 0/0/0 Strange looking rock, Backpack				
Racial Traits:					