

Dungeon Crawl Classics Zero Level Character

Name: _____		Alignment: _____							
Strength:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+1	Occupation:	<table><tr><td>Orphan</td></tr></table>	Orphan			
13	+1								
Orphan									
Agility:	<table><tr><td>10</td><td>0</td></tr></table>	10	0	HP: <table><tr><td>2</td></tr></table>	2	AC: <table><tr><td>10</td></tr></table> Spd: <table><tr><td>30</td><td>'</td></tr></table>	10	30	'
10	0								
2									
10									
30	'								
Stamina:	<table><tr><td>10</td><td>0</td></tr></table>	10	0	Initiative:	<table><tr><td>0</td></tr></table> Money: <table><tr><td>CP:18</td></tr></table>	0	CP:18		
10	0								
0									
CP:18									
Intelligence:	<table><tr><td>12</td><td>0</td></tr></table>	12	0	Fortitude:	<table><tr><td>0</td></tr></table> Reflexes: <table><tr><td>0</td></tr></table> Will: <table><tr><td>0</td></tr></table>	0	0	0	
12	0								
0									
0									
0									
Personality:	<table><tr><td>10</td><td>0</td></tr></table>	10	0	Trained Weapon: <table><tr><td>Club 1d4</td><td>0/0/0</td></tr></table>		Club 1d4	0/0/0		
10	0								
Club 1d4	0/0/0								
Luck:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+1	Righteous heart: Turn unholy checks					
13	+1								
Lucky Sign: _____									
Languages:	<table><tr><td>Common</td></tr></table>			Common					
Common									
Equipment:	<table><tr><td>Club 1d4 0/0/0</td></tr><tr><td>Rag doll, Torch 1</td></tr></table>			Club 1d4 0/0/0	Rag doll, Torch 1				
Club 1d4 0/0/0									
Rag doll, Torch 1									
Racial Traits:	<table><tr><td></td></tr></table>								

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Name: _____		Alignment: _____							
Strength:	<table><tr><td>11</td><td>0</td></tr></table>	11	0	Occupation:	<table><tr><td>Herbalist</td></tr></table>	Herbalist			
11	0								
Herbalist									
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>30</td><td>'</td></tr></table>	10	30	'
9	0								
4									
10									
30	'								
Stamina:	<table><tr><td>10</td><td>0</td></tr></table>	10	0	Initiative:	<table><tr><td>0</td></tr></table> Money: <table><tr><td>CP:34</td></tr></table>	0	CP:34		
10	0								
0									
CP:34									
Intelligence:	<table><tr><td>14</td><td>+1</td></tr></table>	14	+1	Fortitude:	<table><tr><td>0</td></tr></table> Reflexes: <table><tr><td>0</td></tr></table> Will: <table><tr><td>-1</td></tr></table>	0	0	-1	
14	+1								
0									
0									
-1									
Personality:	<table><tr><td>8</td><td>-1</td></tr></table>	8	-1	Trained Weapon: <table><tr><td>Club 1d4</td><td>0/0/0</td></tr></table>		Club 1d4	0/0/0		
8	-1								
Club 1d4	0/0/0								
Luck:	<table><tr><td>11</td><td>0</td></tr></table>	11	0	Lucky sign: Saving throws					
11	0								
Lucky Sign: _____									
Languages:	<table><tr><td>Common</td></tr><tr><td>Bugbear</td></tr></table>			Common	Bugbear				
Common									
Bugbear									
Equipment:	<table><tr><td>Club 1d4 0/0/0</td></tr><tr><td>Herbs, 1 lb., Torch 1</td></tr></table>			Club 1d4 0/0/0	Herbs, 1 lb., Torch 1				
Club 1d4 0/0/0									
Herbs, 1 lb., Torch 1									
Racial Traits:	<table><tr><td></td></tr></table>								

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Name: _____		Alignment: _____							
Strength:	<table><tr><td>12</td><td>0</td></tr></table>	12	0	Occupation:	<table><tr><td>Jeweler</td></tr></table>	Jeweler			
12	0								
Jeweler									
Agility:	<table><tr><td>14</td><td>+1</td></tr></table>	14	+1	HP: <table><tr><td>1</td></tr></table>	1	AC: <table><tr><td>11</td></tr></table> Spd: <table><tr><td>30</td><td>'</td></tr></table>	11	30	'
14	+1								
1									
11									
30	'								
Stamina:	<table><tr><td>8</td><td>-1</td></tr></table>	8	-1	Initiative:	<table><tr><td>+1</td></tr></table> Money: <table><tr><td>CP:35</td></tr></table>	+1	CP:35		
8	-1								
+1									
CP:35									
Intelligence:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+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	
13	+1								
-1									
+1									
+1									
Personality:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+1	Trained Weapon: <table><tr><td>Dagger 1d4</td><td>0/0/0</td></tr></table>		Dagger 1d4	0/0/0		
13	+1								
Dagger 1d4	0/0/0								
Luck:	<table><tr><td>5</td><td>-2</td></tr></table>	5	-2	Born on the battlefield: Damage rolls					
5	-2								
Lucky Sign: _____									
Languages:	<table><tr><td>Common</td></tr><tr><td>Dwarf</td></tr></table>			Common	Dwarf				
Common									
Dwarf									
Equipment:	<table><tr><td>Dagger 1d4 0/0/0</td></tr><tr><td>Gem worth 20 gp, Rope, 50'</td></tr></table>			Dagger 1d4 0/0/0	Gem worth 20 gp, Rope, 50'				
Dagger 1d4 0/0/0									
Gem worth 20 gp, Rope, 50'									
Racial Traits:	<table><tr><td></td></tr></table>								

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Name: _____		Alignment: _____							
Strength:	<table><tr><td>15</td><td>+1</td></tr></table>	15	+1	Occupation:	<table><tr><td>Ditch digger</td></tr></table>	Ditch digger			
15	+1								
Ditch digger									
Agility:	<table><tr><td>10</td><td>0</td></tr></table>	10	0	HP: <table><tr><td>3</td></tr></table>	3	AC: <table><tr><td>10</td></tr></table> Spd: <table><tr><td>30</td><td>'</td></tr></table>	10	30	'
10	0								
3									
10									
30	'								
Stamina:	<table><tr><td>7</td><td>-1</td></tr></table>	7	-1	Initiative:	<table><tr><td>0</td></tr></table> Money: <table><tr><td>CP:39</td></tr></table>	0	CP:39		
7	-1								
0									
CP:39									
Intelligence:	<table><tr><td>8</td><td>-1</td></tr></table>	8	-1	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	
8	-1								
-1									
0									
+1									
Personality:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+1	Trained Weapon: <table><tr><td>Shovel (as staff) 1d4</td><td>0/0/0</td></tr></table>		Shovel (as staff) 1d4	0/0/0		
13	+1								
Shovel (as staff) 1d4	0/0/0								
Luck:	<table><tr><td>10</td><td>0</td></tr></table>	10	0	Conceived on horseback: Mounted attack rolls					
10	0								
Lucky Sign: _____									
Languages:	<table><tr><td>Common</td></tr></table>			Common					
Common									
Equipment:	<table><tr><td>Shovel (as staff) 1d4 0/0/0</td></tr><tr><td>Fine dirt, 1 lb., Chest, empty</td></tr></table>			Shovel (as staff) 1d4 0/0/0	Fine dirt, 1 lb., Chest, empty				
Shovel (as staff) 1d4 0/0/0									
Fine dirt, 1 lb., Chest, empty									
Racial Traits:	<table><tr><td></td></tr></table>								