

## Dungeon Crawl Classics Zero Level Character

Name:				Alignment:				
Strength:	9	0	Occupation:	Urchin				
Agility:	14	+1	HP:	4	AC:	11	Spd:	30'
Stamina:	16	+2	Initiative:	+1	Money:	CP:24		
Intelligence:	14	+1	Fortitude:	+2	Reflexes:	+1	Will:	+1
Personality:	15	+1	Trained Weapon:		Stick (as club) 1d4 0/0/0			
Luck:	16	+2						
Lucky Sign:	Guardian angel: Saving throws to escape traps							
Languages:	Common Halfling							
Equipment:	Stick (as club) 1d4 0/0/0 Begging bowl, Sack, large							
Racial Traits:								

## Dungeon Crawl Classics Zero Level Character

Name:				Alignment:				
Strength:	11	0	Occupation:	Halfling dyer				
Agility:	5	-2	HP:	5	AC:	8	Spd:	20'
Stamina:	16	+2	Initiative:	-2	Money:	CP:39		
Intelligence:	9	0	Fortitude:	+2	Reflexes:	-2	Will:	+2
Personality:	16	+2	Trained Weapon:		Staff 1d4 0/0/0			
Luck:	10	0						
Lucky Sign:	The bull: Melee attack rolls							
Languages:	Common Halfling							
Equipment:	Staff 1d4 0/0/0 Fabric, 3 yards, Chain 10'							
Racial Traits:	Infravision Small size							

## Dungeon Crawl Classics Zero Level Character

Name:				Alignment:				
Strength:	13	+1	Occupation:	Woodcutter				
Agility:	12	0	HP:	5	AC:	10	Spd:	30'
Stamina:	14	+1	Initiative:	0	Money:	CP:32		
Intelligence:	11	0	Fortitude:	+1	Reflexes:	0	Will:	+1
Personality:	13	+1	Trained Weapon:		Hand axe 1d6 10/20/30*			
Luck:	4	-2						
Lucky Sign:	Fox's cunning: Find/disable traps							
Languages:	Common							
Equipment:	Hand axe 1d6 10/20/30* Bundle of wood, Flask, empty							
Racial Traits:								

## Dungeon Crawl Classics Zero Level Character

Name:				Alignment:				
Strength:	13	+1	Occupation:	Alchemist				
Agility:	12	0	HP:	2	AC:	10	Spd:	30'
Stamina:	9	0	Initiative:	0	Money:	CP:27		
Intelligence:	13	+1	Fortitude:	0	Reflexes:	0	Will:	0
Personality:	12	0	Trained Weapon:		Staff 1d4 0/0/0			
Luck:	13	+1						
Lucky Sign:	The bull: Melee attack rolls							
Languages:	Common Kobold							
Equipment:	Staff 1d4 0/0/0 Oil, 1 flask, Chest, empty							
Racial Traits:								