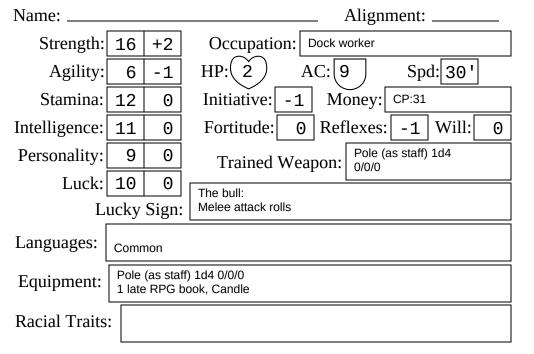
Dungeon Crawl Classics Zero Level Character

Name:			Alignment:			
Strength:	10	0	Occupation: Astrologer			
Agility:	11	0	HP: (2) AC: 10 Spd: $30'$			
Stamina:	12	0	Initiative: 0 Money: CP:36			
Intelligence:	11	0	Fortitude: 0 Reflexes: 0 Will: 0			
Personality:	10	0	Trained Weapon: Dagger 1d4			
Luck:	13	+1	Righteous heart:			
Lucky Sign:			Turn unholy checks			
Languages:	Comr	non				
Equipment:	Dagger 1d4 0/0/0 Spyglass, Torch 1					
Racial Traits:						

Dungeon Crawl Classics Zero Level Character



Dungeon Crawl Classics Zero Level Character

Name:			Alignment:		
Strength:	9	0	Occupation: Dwarven miner		
Agility:	15	+1	HP: 1 AC: 11 Spd: 20'		
Stamina:	12	0	Initiative: +1 Money: CP:41		
Intelligence:	11	0	Fortitude: 0 Reflexes: +1 Will: 0		
Personality:	9	0	Trained Weapon: Pick (as club) 1d4		
Luck:	9	0	Fox's cunning:		
Lucky Sign:			_		
Languages:	Common Dwarf				
Equipment:	Pick (as club) 1d4 0/0/0 Lantern, Mirror, hand-sized				
Racial Traits: Infravision Undergroup					

Dungeon Crawl Classics Zero Level Character

Name:			Alignment:			
Strength:	16	+2	Occupation: Turnip farmer			
Agility:	9	0	HP: 1 AC: 10 Spd: 30'			
Stamina:	12	0	Initiative: 0 Money: CP:41			
Intelligence:	15	+1	Fortitude: 0 Reflexes: 0 Will: +1			
Personality:	13	+1	Trained Weapon: Pitchfork (as spear) 1d8			
Luck:	10	0	Birdsong:			
Lucky Sign:			_			
Languages:	Common Goblin					
Equipment:	Pitchfork (as spear) 1d8 0/0/0 Hen, Rope, 50'					
Racial Traits:						