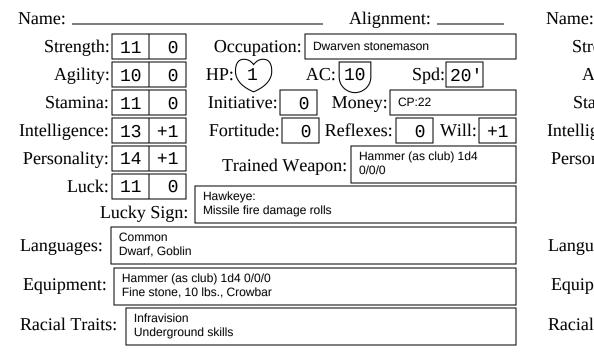
## Dungeon Crawl Classics Zero Level Character

Name:			Alignment:			
Strength:	14	+1	Occupation: Dwarven apothecarist			
Agility:	11	0	HP: (3) AC: (10) Spd: 20'			
Stamina:	12	0	Initiative: 0 Money: CP:29			
Intelligence:	11	0	Fortitude: 0 Reflexes: 0 Will: 0			
Personality:	10	0	Trained Weapon: Cudgel (as staff) 1d4			
Luck:	7	-1	Pack hunter:			
Lucky Sign:			Attack and damage rolls for 0-level starting weapon			
Languages:	Common Dwarf					
Equipment:	Cudgel (as staff) 1d4 0/0/0 Steel vial, Hammer, small					
Racial Traits: Infravision Underground skills						

## Dungeon Crawl Classics Zero Level Character



## Dungeon Crawl Classics Zero Level Character

Name:			Alignment:		
Strength:	9	0	Occupation: Dwarven miner		
Agility:	11	0	HP: 4 AC: 10 Spd: 20'		
Stamina:	10	0	Initiative: 0 Money: CP:33		
Intelligence:	15	+1	Fortitude: 0 Reflexes: 0 Will: 0		
Personality:	12	0	Trained Weapon: Pick (as club) 1d4		
Luck:	12	0	Four leafed clover:		
Lucky Sign:					
Languages:	Common Dwarf, Goblin				
Equipment:	Pick (as club) 1d4 0/0/0 Lantern, Thieves' tools				
Racial Traits	raits: Infravision Undergrou				

## Dungeon Crawl Classics Zero Level Character

Alignment

- tuilic.						
Strength:	15	+1	Occupation: Dwarven blacksmith			
Agility:	6	-1	HP: (2) AC: (9) Spd: 20'			
Stamina:	10	0	Initiative: -1 Money: CP:20			
Intelligence:	10	0	Fortitude: 0 Reflexes: -1 Will: +1			
Personality:	15	+1	Trained Weapon: Hammer (as club) 1d4			
Luck:	12	0	Birdsong:			
Lucky Sign:			Number of languages			
Languages:		Common Dwarf				
Equipment:	Hammer (as club) 1d4 0/0/0 Mithril, 1 oz., Pole, 10 foot					
Racial Traits	•	ravision dergrour	nd skills			