

## Dungeon Crawl Classics Zero Level Character

Name: _____		Alignment: _____						
Strength:	<table><tr><td>14</td><td>+1</td></tr></table>	14	+1	Occupation:	<table><tr><td colspan="2">Dwarven apothecarist</td></tr></table>	Dwarven apothecarist		
14	+1							
Dwarven apothecarist								
Agility:	<table><tr><td>11</td><td>0</td></tr></table>	11	0	HP: <table><tr><td>3</td></tr></table>	3	AC: <table><tr><td>10</td></tr></table> Spd: <table><tr><td>20'</td></tr></table>	10	20'
11	0							
3								
10								
20'								
Stamina:	<table><tr><td>12</td><td>0</td></tr></table>	12	0	Initiative:	<table><tr><td>0</td></tr></table> Money: <table><tr><td colspan="2">CP:29</td></tr></table>	0	CP:29	
12	0							
0								
CP:29								
Intelligence:	<table><tr><td>11</td><td>0</td></tr></table>	11	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
11	0							
0								
0								
0								
Personality:	<table><tr><td>10</td><td>0</td></tr></table>	10	0	Trained Weapon: <table><tr><td colspan="2">Cudgel (as staff) 1d4 0/0/0</td></tr></table>		Cudgel (as staff) 1d4 0/0/0		
10	0							
Cudgel (as staff) 1d4 0/0/0								
Luck:	<table><tr><td>7</td><td>-1</td></tr></table>	7	-1	Lucky Sign: <table><tr><td colspan="2">Pack hunter: Attack and damage rolls for 0-level starting weapon</td></tr></table>		Pack hunter: Attack and damage rolls for 0-level starting weapon		
7	-1							
Pack hunter: Attack and damage rolls for 0-level starting weapon								
Languages:	<table><tr><td colspan="2">Common Dwarf</td></tr></table>			Common Dwarf				
Common Dwarf								
Equipment:	<table><tr><td colspan="2">Cudgel (as staff) 1d4 0/0/0 Steel vial, Hammer, small</td></tr></table>			Cudgel (as staff) 1d4 0/0/0 Steel vial, Hammer, small				
Cudgel (as staff) 1d4 0/0/0 Steel vial, Hammer, small								
Racial Traits:	<table><tr><td colspan="2">Infravision Underground skills</td></tr></table>			Infravision Underground skills				
Infravision Underground skills								

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Name: _____		Alignment: _____						
Strength:	<table><tr><td>9</td><td>0</td></tr></table>	9	0	Occupation:	<table><tr><td colspan="2">Dwarven miner</td></tr></table>	Dwarven miner		
9	0							
Dwarven miner								
Agility:	<table><tr><td>11</td><td>0</td></tr></table>	11	0	HP: <table><tr><td>4</td></tr></table>	4	AC: <table><tr><td>10</td></tr></table> Spd: <table><tr><td>20'</td></tr></table>	10	20'
11	0							
4								
10								
20'								
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 colspan="2">CP:33</td></tr></table>	0	CP:33	
10	0							
0								
CP:33								
Intelligence:	<table><tr><td>15</td><td>+1</td></tr></table>	15	+1	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
15	+1							
0								
0								
0								
Personality:	<table><tr><td>12</td><td>0</td></tr></table>	12	0	Trained Weapon: <table><tr><td colspan="2">Pick (as club) 1d4 0/0/0</td></tr></table>		Pick (as club) 1d4 0/0/0		
12	0							
Pick (as club) 1d4 0/0/0								
Luck:	<table><tr><td>12</td><td>0</td></tr></table>	12	0	Lucky Sign: <table><tr><td colspan="2">Four leafed clover: Find secret doors</td></tr></table>		Four leafed clover: Find secret doors		
12	0							
Four leafed clover: Find secret doors								
Languages:	<table><tr><td colspan="2">Common Dwarf, Goblin</td></tr></table>			Common Dwarf, Goblin				
Common Dwarf, Goblin								
Equipment:	<table><tr><td colspan="2">Pick (as club) 1d4 0/0/0 Lantern, Thieves' tools</td></tr></table>			Pick (as club) 1d4 0/0/0 Lantern, Thieves' tools				
Pick (as club) 1d4 0/0/0 Lantern, Thieves' tools								
Racial Traits:	<table><tr><td colspan="2">Infravision Underground skills</td></tr></table>			Infravision Underground skills				
Infravision Underground skills								

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Name: _____		Alignment: _____						
Strength:	<table><tr><td>11</td><td>0</td></tr></table>	11	0	Occupation:	<table><tr><td colspan="2">Dwarven stonemason</td></tr></table>	Dwarven stonemason		
11	0							
Dwarven stonemason								
Agility:	<table><tr><td>10</td><td>0</td></tr></table>	10	0	HP: <table><tr><td>1</td></tr></table>	1	AC: <table><tr><td>10</td></tr></table> Spd: <table><tr><td>20'</td></tr></table>	10	20'
10	0							
1								
10								
20'								
Stamina:	<table><tr><td>11</td><td>0</td></tr></table>	11	0	Initiative:	<table><tr><td>0</td></tr></table> Money: <table><tr><td colspan="2">CP:22</td></tr></table>	0	CP:22	
11	0							
0								
CP:22								
Intelligence:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+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
13	+1							
0								
0								
+1								
Personality:	<table><tr><td>14</td><td>+1</td></tr></table>	14	+1	Trained Weapon: <table><tr><td colspan="2">Hammer (as club) 1d4 0/0/0</td></tr></table>		Hammer (as club) 1d4 0/0/0		
14	+1							
Hammer (as club) 1d4 0/0/0								
Luck:	<table><tr><td>11</td><td>0</td></tr></table>	11	0	Lucky Sign: <table><tr><td colspan="2">Hawkeye: Missile fire damage rolls</td></tr></table>		Hawkeye: Missile fire damage rolls		
11	0							
Hawkeye: Missile fire damage rolls								
Languages:	<table><tr><td colspan="2">Common Dwarf, Goblin</td></tr></table>			Common Dwarf, Goblin				
Common Dwarf, Goblin								
Equipment:	<table><tr><td colspan="2">Hammer (as club) 1d4 0/0/0 Fine stone, 10 lbs., Crowbar</td></tr></table>			Hammer (as club) 1d4 0/0/0 Fine stone, 10 lbs., Crowbar				
Hammer (as club) 1d4 0/0/0 Fine stone, 10 lbs., Crowbar								
Racial Traits:	<table><tr><td colspan="2">Infravision Underground skills</td></tr></table>			Infravision Underground skills				
Infravision Underground skills								

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Name: _____		Alignment: _____						
Strength:	<table><tr><td>15</td><td>+1</td></tr></table>	15	+1	Occupation:	<table><tr><td colspan="2">Dwarven blacksmith</td></tr></table>	Dwarven blacksmith		
15	+1							
Dwarven blacksmith								
Agility:	<table><tr><td>6</td><td>-1</td></tr></table>	6	-1	HP: <table><tr><td>2</td></tr></table>	2	AC: <table><tr><td>9</td></tr></table> Spd: <table><tr><td>20'</td></tr></table>	9	20'
6	-1							
2								
9								
20'								
Stamina:	<table><tr><td>10</td><td>0</td></tr></table>	10	0	Initiative:	<table><tr><td>-1</td></tr></table> Money: <table><tr><td colspan="2">CP:20</td></tr></table>	-1	CP:20	
10	0							
-1								
CP:20								
Intelligence:	<table><tr><td>10</td><td>0</td></tr></table>	10	0	Fortitude:	<table><tr><td>0</td></tr></table> Reflexes: <table><tr><td>-1</td></tr></table> Will: <table><tr><td>+1</td></tr></table>	0	-1	+1
10	0							
0								
-1								
+1								
Personality:	<table><tr><td>15</td><td>+1</td></tr></table>	15	+1	Trained Weapon: <table><tr><td colspan="2">Hammer (as club) 1d4 0/0/0</td></tr></table>		Hammer (as club) 1d4 0/0/0		
15	+1							
Hammer (as club) 1d4 0/0/0								
Luck:	<table><tr><td>12</td><td>0</td></tr></table>	12	0	Lucky Sign: <table><tr><td colspan="2">Birdsong: Number of languages</td></tr></table>		Birdsong: Number of languages		
12	0							
Birdsong: Number of languages								
Languages:	<table><tr><td colspan="2">Common Dwarf</td></tr></table>			Common Dwarf				
Common Dwarf								
Equipment:	<table><tr><td colspan="2">Hammer (as club) 1d4 0/0/0 Mithril, 1 oz., Pole, 10 foot</td></tr></table>			Hammer (as club) 1d4 0/0/0 Mithril, 1 oz., Pole, 10 foot				
Hammer (as club) 1d4 0/0/0 Mithril, 1 oz., Pole, 10 foot								
Racial Traits:	<table><tr><td colspan="2">Infravision Underground skills</td></tr></table>			Infravision Underground skills				
Infravision Underground skills								