

Dungeon Crawl Classics Zero Level Character

Name: _____			Alignment: _____		
Strength:	12	0	Occupation: Radish farmer		
Agility:	9	0	HP: 2	AC: 10	Spd: 30'
Stamina:	14	+1	Initiative: 0	Money: CP:27	
Intelligence:	12	0	Fortitude: +1	Reflexes: 0	Will: 0
Personality:	10	0	Trained Weapon: Pitchfork (as spear) 1d8 0/0/0		
Luck:	7	-1	Warrior's arm: Critical hit tables		
Lucky Sign:					
Languages:	Common				
Equipment:	Pitchfork (as spear) 1d8 0/0/0 Hen, Torch 1				
Racial Traits:					

Dungeon Crawl Classics Zero Level Character

Name: _____			Alignment: _____		
Strength:	10	0	Occupation: Healer		
Agility:	15	+1	HP: 5	AC: 11	Spd: 30'
Stamina:	18	+3	Initiative: +1	Money: CP:28	
Intelligence:	10	0	Fortitude: +3	Reflexes: +1	Will: 0
Personality:	10	0	Trained Weapon: Club 1d4 0/0/0		
Luck:	15	+1	Survived a spider bite: Saving throws against poison		
Lucky Sign:					
Languages:	Common				
Equipment:	Club 1d4 0/0/0 Holy water, 1 vial, Flint & steel				
Racial Traits:					

Dungeon Crawl Classics Zero Level Character

Name: _____			Alignment: _____		
Strength:	15	+1	Occupation: Scribe		
Agility:	12	0	HP: 1	AC: 10	Spd: 30'
Stamina:	11	0	Initiative: 0	Money: CP:29	
Intelligence:	12	0	Fortitude: 0	Reflexes: 0	Will: +1
Personality:	13	+1	Trained Weapon: Dart 1d4 20/40/60*		
Luck:	14	+1	Raised by wolves: Unarmed attack rolls		
Lucky Sign:					
Languages:	Common				
Equipment:	Dart 1d4 20/40/60* Parchment, 10 sheets, Mirror, hand-sized				
Racial Traits:					

Dungeon Crawl Classics Zero Level Character

Name: _____			Alignment: _____		
Strength:	9	0	Occupation: Miller-baker		
Agility:	13	+1	HP: 2	AC: 11	Spd: 30'
Stamina:	15	+1	Initiative: +1	Money: CP:29	
Intelligence:	11	0	Fortitude: +1	Reflexes: +1	Will: 0
Personality:	9	0	Trained Weapon: Club 1d4 0/0/0		
Luck:	7	-1	Fox's cunning: Find/disable traps		
Lucky Sign:					
Languages:	Common				
Equipment:	Club 1d4 0/0/0 Flour, 1 lb., Oil, 1 flask				
Racial Traits:					