

Dungeon Crawl Classics Zero Level Character

Name: _____ Alignment: _____

Strength:	14	+1	Occupation:	Squire				
Agility:	10	0	HP:	2	AC:	10	Spd:	30'
Stamina:	15	+1	Initiative:	0	Money:	CP:36		
Intelligence:	9	0	Fortitude:	+1	Reflexes:	0	Will:	+1
Personality:	14	+1	Trained Weapon:	Longsword 1d8 0/0/0				
Luck:	9	0	Fortunate date: Missile fire attack rolls					
Lucky Sign:								
Languages:	Common							
Equipment:	Longsword 1d8 0/0/0 Steel helmet, Grappling hook							
Racial Traits:								

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Name: _____ Alignment: _____

Strength:	15	+1	Occupation:	Elven glassblower				
Agility:	14	+1	HP:	1	AC:	11	Spd:	30'
Stamina:	12	0	Initiative:	+1	Money:	CP:42		
Intelligence:	13	+1	Fortitude:	0	Reflexes:	+1	Will:	+1
Personality:	15	+1	Trained Weapon:	Hammer (as club) 1d4 0/0/0				
Luck:	9	0	Fox's cunning: Find/disable traps					
Lucky Sign:								
Languages:	Common Elf, Alignment Tongue							
Equipment:	Hammer (as club) 1d4 0/0/0 Glass beads, Pole, 10 foot							
Racial Traits:	Infravision, Immune to magic sleep/paralysis Heightened senses, Iron vulnerability							

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Name: _____ Alignment: _____

Strength:	12	0	Occupation:	Elven barrister				
Agility:	15	+1	HP:	1	AC:	11	Spd:	30'
Stamina:	5	-2	Initiative:	+1	Money:	CP:33		
Intelligence:	16	+2	Fortitude:	-2	Reflexes:	+1	Will:	0
Personality:	11	0	Trained Weapon:	Quill (as dart) 1d4 20/40/60*				
Luck:	10	0	Lived through famine: Fortitude saving throws					
Lucky Sign:								
Languages:	Common, Elf Alignment Tongue, Dwarf							
Equipment:	Quill (as dart) 1d4 20/40/60* Book, Mirror, hand-sized							
Racial Traits:	Infravision, Immune to magic sleep/paralysis Heightened senses, Iron vulnerability							

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Strength:	11	0	Occupation:	Squire				
Agility:	12	0	HP:	1	AC:	10	Spd:	30'
Stamina:	11	0	Initiative:	0	Money:	CP:31		
Intelligence:	10	0	Fortitude:	0	Reflexes:	0	Will:	0
Personality:	9	0	Trained Weapon:	Longsword 1d8 0/0/0				
Luck:	11	0	Survived a spider bite: Saving throws against poison					
Lucky Sign:								
Languages:	Common							
Equipment:	Longsword 1d8 0/0/0 Steel helmet, Holy water, 1 vial							
Racial Traits:								