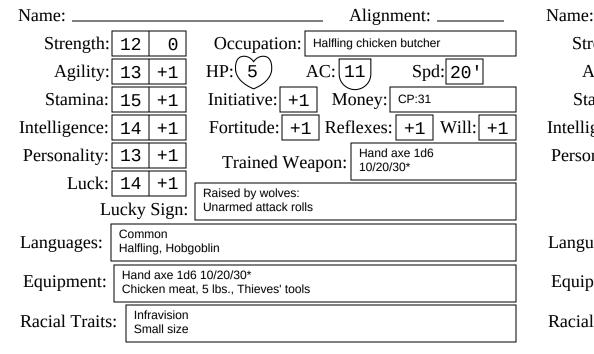
Dungeon Crawl Classics Zero Level Character

Name:			Alignment:			
Strength:	6	-1	Occupation: Beekeeper			
Agility:	13	+1	HP: 3 AC: 11 Spd: 30'			
Stamina:	10	0	Initiative: +1 Money: CP:41			
Intelligence:	11	0	Fortitude: 0 Reflexes: +1 Will: 0			
Personality:	12	0	Trained Weapon: Staff 1d4			
Luck:	11	0	Survived the plague:			
Lucky Sign:						
Languages:	Common					
Equipment:	Staff 1d4 0/0/0 Jar of honey, Holy symbol					
Racial Traits:						

Dungeon Crawl Classics Zero Level Character



Dungeon Crawl Classics Zero Level Character

Name:			Alignment:		
Strength:	11	0	Occupation: Blacksmith		
Agility:	11	0	HP: 2 AC: 10 Spd: 30'		
Stamina:	14	+1	Initiative: 0 Money: CP:36		
Intelligence:	10	0	Fortitude: +1 Reflexes: 0 Will: +1		
Personality:	13	+1	Trained Weapon: Hammer (as club) 1d4		
Luck:	9	0	Charmed house:		
Lucky Sign:					
Languages:	Common				
Equipment:	Hammer (as club) 1d4 0/0/0 Steel tongs, Rations, 1 day				
Racial Traits:					

Dungeon Crawl Classics Zero Level Character

Alignment

1 tuille						
Strength:	10	0	Occupation: Woodcutter			
Agility:	10	0	HP: 1 AC: 10 Spd: 30'			
Stamina:	11	0	Initiative: 0 Money: CP:33			
Intelligence:	14	+1	Fortitude: 0 Reflexes: 0 Will: 0			
Personality:	12	0	Trained Weapon: Hand axe 1d6			
Luck:	9	0	Born under the loom:			
Lucky Sign:			Skill checks (including thief skills)			
Languages:		Common Lizard Man				
Equipment:	Hand axe 1d6 10/20/30* Bundle of wood, Flask, empty					
Racial Traits	•					
Personality: Luck: Luck: Languages: Equipment:	9 ucky Comr Lizard Hand Bund	0 Sign:	Trained Weapon: Hand axe 1d6 10/20/30* Born under the loom: Skill checks (including thief skills)			