

Dungeon Crawl Classics Zero Level Character

Name: _____		Alignment: _____											
Strength:	<table><tr><td>15</td><td>+1</td></tr></table>	15	+1	Occupation:	<table><tr><td colspan="2">Elven navigator</td></tr></table>	Elven navigator							
15	+1												
Elven navigator													
Agility:	<table><tr><td>16</td><td>+2</td></tr></table>	16	+2	HP:	<table><tr><td>2</td></tr></table>	2	AC:	<table><tr><td>12</td></tr></table>	12	Spd:	<table><tr><td>30</td><td>'</td></tr></table>	30	'
16	+2												
2													
12													
30	'												
Stamina:	<table><tr><td>11</td><td>0</td></tr></table>	11	0	Initiative:	<table><tr><td>+2</td></tr></table>	+2	Money:	<table><tr><td colspan="2">CP:30</td></tr></table>			CP:30		
11	0												
+2													
CP:30													
Intelligence:	<table><tr><td>15</td><td>+1</td></tr></table>	15	+1	Fortitude:	<table><tr><td>0</td></tr></table>	0	Reflexes:	<table><tr><td>+2</td></tr></table>	+2	Will:	<table><tr><td>+1</td></tr></table>	+1	
15	+1												
0													
+2													
+1													
Personality:	<table><tr><td>15</td><td>+1</td></tr></table>	15	+1	Trained Weapon:		<table><tr><td colspan="2">Shortbow + 4 ammo 1d6 50/100/150</td></tr></table>				Shortbow + 4 ammo 1d6 50/100/150			
15	+1												
Shortbow + 4 ammo 1d6 50/100/150													
Luck:	<table><tr><td>8</td><td>-1</td></tr></table>	8	-1	Born under the loom: Skill checks (including thief skills)									
8	-1												
Lucky Sign:													
Languages:	<table><tr><td colspan="2">Common</td></tr><tr><td colspan="2">Elf, Chaos</td></tr></table>							Common		Elf, Chaos			
Common													
Elf, Chaos													
Equipment:	<table><tr><td colspan="2">Shortbow + 4 ammo 1d6 50/100/150</td></tr><tr><td colspan="2">Spyglass, Sack, small</td></tr></table>							Shortbow + 4 ammo 1d6 50/100/150		Spyglass, Sack, small			
Shortbow + 4 ammo 1d6 50/100/150													
Spyglass, Sack, small													
Racial Traits:	<table><tr><td colspan="2">Infravision, Immune to magic sleep/paralysis</td></tr><tr><td colspan="2">Heightened senses, Iron vulnerability</td></tr></table>							Infravision, Immune to magic sleep/paralysis		Heightened senses, Iron vulnerability			
Infravision, Immune to magic sleep/paralysis													
Heightened senses, Iron vulnerability													

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Name: _____		Alignment: _____											
Strength:	<table><tr><td>12</td><td>0</td></tr></table>	12	0	Occupation:	<table><tr><td colspan="2">Dwarven herder</td></tr></table>	Dwarven herder							
12	0												
Dwarven herder													
Agility:	<table><tr><td>6</td><td>-1</td></tr></table>	6	-1	HP:	<table><tr><td>5</td></tr></table>	5	AC:	<table><tr><td>9</td></tr></table>	9	Spd:	<table><tr><td>25</td><td>'</td></tr></table>	25	'
6	-1												
5													
9													
25	'												
Stamina:	<table><tr><td>15</td><td>+1</td></tr></table>	15	+1	Initiative:	<table><tr><td>-1</td></tr></table>	-1	Money:	<table><tr><td colspan="2">CP:24</td></tr></table>			CP:24		
15	+1												
-1													
CP:24													
Intelligence:	<table><tr><td>10</td><td>0</td></tr></table>	10	0	Fortitude:	<table><tr><td>+1</td></tr></table>	+1	Reflexes:	<table><tr><td>-1</td></tr></table>	-1	Will:	<table><tr><td>+1</td></tr></table>	+1	
10	0												
+1													
-1													
+1													
Personality:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+1	Trained Weapon:		<table><tr><td colspan="2">Staff 1d4 0/0/0</td></tr></table>				Staff 1d4 0/0/0			
13	+1												
Staff 1d4 0/0/0													
Luck:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+1	Wild child: Speed (each +1/-1 = +5/-5' speed)									
13	+1												
Lucky Sign:													
Languages:	<table><tr><td colspan="2">Common</td></tr><tr><td colspan="2">Dwarf</td></tr></table>							Common		Dwarf			
Common													
Dwarf													
Equipment:	<table><tr><td colspan="2">Staff 1d4 0/0/0</td></tr><tr><td colspan="2">Sow, Flask, empty</td></tr></table>							Staff 1d4 0/0/0		Sow, Flask, empty			
Staff 1d4 0/0/0													
Sow, Flask, empty													
Racial Traits:	<table><tr><td colspan="2">Infravision</td></tr><tr><td colspan="2">Underground skills</td></tr></table>							Infravision		Underground skills			
Infravision													
Underground skills													

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Name: _____		Alignment: _____											
Strength:	<table><tr><td>10</td><td>0</td></tr></table>	10	0	Occupation:	<table><tr><td colspan="2">Dock worker</td></tr></table>	Dock worker							
10	0												
Dock worker													
Agility:	<table><tr><td>11</td><td>0</td></tr></table>	11	0	HP:	<table><tr><td>2</td></tr></table>	2	AC:	<table><tr><td>10</td></tr></table>	10	Spd:	<table><tr><td>30</td><td>'</td></tr></table>	30	'
11	0												
2													
10													
30	'												
Stamina:	<table><tr><td>11</td><td>0</td></tr></table>	11	0	Initiative:	<table><tr><td>0</td></tr></table>	0	Money:	<table><tr><td colspan="2">CP:48</td></tr></table>			CP:48		
11	0												
0													
CP:48													
Intelligence:	<table><tr><td>16</td><td>+2</td></tr></table>	16	+2	Fortitude:	<table><tr><td>0</td></tr></table>	0	Reflexes:	<table><tr><td>0</td></tr></table>	0	Will:	<table><tr><td>0</td></tr></table>	0	
16	+2												
0													
0													
0													
Personality:	<table><tr><td>11</td><td>0</td></tr></table>	11	0	Trained Weapon:		<table><tr><td colspan="2">Pole (as staff) 1d4 0/0/0</td></tr></table>				Pole (as staff) 1d4 0/0/0			
11	0												
Pole (as staff) 1d4 0/0/0													
Luck:	<table><tr><td>9</td><td>0</td></tr></table>	9	0	Path of the bear: Melee damage rolls									
9	0												
Lucky Sign:													
Languages:	<table><tr><td colspan="2">Common</td></tr><tr><td colspan="2">Dwarf, Goblin</td></tr></table>							Common		Dwarf, Goblin			
Common													
Dwarf, Goblin													
Equipment:	<table><tr><td colspan="2">Pole (as staff) 1d4 0/0/0</td></tr><tr><td colspan="2">1 late RPG book, Grappling hook</td></tr></table>							Pole (as staff) 1d4 0/0/0		1 late RPG book, Grappling hook			
Pole (as staff) 1d4 0/0/0													
1 late RPG book, Grappling hook													
Racial Traits:													

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Name: _____		Alignment: _____											
Strength:	<table><tr><td>12</td><td>0</td></tr></table>	12	0	Occupation:	<table><tr><td colspan="2">Wainwright</td></tr></table>	Wainwright							
12	0												
Wainwright													
Agility:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+1	HP:	<table><tr><td>1</td></tr></table>	1	AC:	<table><tr><td>11</td></tr></table>	11	Spd:	<table><tr><td>30</td><td>'</td></tr></table>	30	'
13	+1												
1													
11													
30	'												
Stamina:	<table><tr><td>11</td><td>0</td></tr></table>	11	0	Initiative:	<table><tr><td>+1</td></tr></table>	+1	Money:	<table><tr><td colspan="2">CP:22</td></tr></table>			CP:22		
11	0												
+1													
CP:22													
Intelligence:	<table><tr><td>12</td><td>0</td></tr></table>	12	0	Fortitude:	<table><tr><td>0</td></tr></table>	0	Reflexes:	<table><tr><td>+1</td></tr></table>	+1	Will:	<table><tr><td>0</td></tr></table>	0	
12	0												
0													
+1													
0													
Personality:	<table><tr><td>12</td><td>0</td></tr></table>	12	0	Trained Weapon:		<table><tr><td colspan="2">Club 1d4 0/0/0</td></tr></table>				Club 1d4 0/0/0			
12	0												
Club 1d4 0/0/0													
Luck:	<table><tr><td>6</td><td>-1</td></tr></table>	6	-1	Seventh son: spell checks									
6	-1												
Lucky Sign:													
Languages:	<table><tr><td colspan="2">Common</td></tr></table>							Common					
Common													
Equipment:	<table><tr><td colspan="2">Club 1d4 0/0/0</td></tr><tr><td colspan="2">Pushcart full of straw, Flask, empty</td></tr></table>							Club 1d4 0/0/0		Pushcart full of straw, Flask, empty			
Club 1d4 0/0/0													
Pushcart full of straw, Flask, empty													
Racial Traits:													