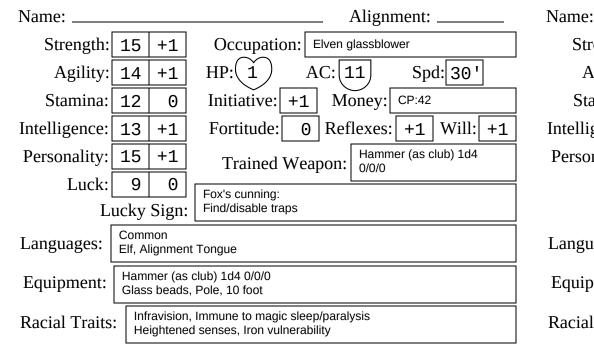
## Dungeon Crawl Classics Zero Level Character

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			
Luck:	9	0	Fortunate date:			
Lucky Sign:			Missile fire attack rolls			
Languages:	Common					
Equipment:	Longsword 1d8 0/0/0 Steel helmet, Grappling hook					
Racial Traits	:					

## Dungeon Crawl Classics Zero Level Character



## Dungeon Crawl Classics Zero Level Character

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:		
Lucky Sign:			_		
Languages:	Common, Elf Alignment Tongue, Dwarf				
Equipment:	Quill (as dart) 1d4 20/40/60* Book, Mirror, hand-sized				
Racial Iralic			, Immune to magic sleep/paralysis d senses, Iron vulnerability		

## Dungeon Crawl Classics Zero Level Character

Name:			Alignment:			
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:			
Lucky Sign:			Saving throws against poison			
Languages:	Comr	non				
Equipment:	Longsword 1d8 0/0/0 Steel helmet, Holy water, 1 vial					
Racial Traits	:					