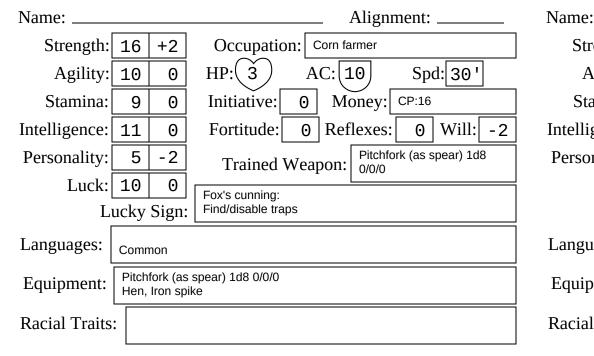
Dungeon Crawl Classics Zero Level Character

Name:			Alignment:			
Strength:	15	+1	Occupation: Smuggler			
Agility:	13	+1	HP:(2) AC:[11] Spd:[30']			
Stamina:	10	0	Initiative: +1 Money: CP:41			
Intelligence:	9	0	Fortitude: 0 Reflexes: +1 Will: -1			
Personality:	8	-1	Trained Weapon: Sling + 3 ammo 1d4 40/80/160*			
Luck:	9	0	Lucky sign:			
Lucky Sign:						
Languages:	Common					
Equipment:	Sling + 3 ammo 1d4 40/80/160* Waterproof sack, Grappling hook					
Racial Traits:						

Dungeon Crawl Classics Zero Level Character



Dungeon Crawl Classics Zero Level Character

Name:			Alignment:		
Strength:	10	0	Occupation: Slave		
Agility:	14	+1	HP: (5) AC: (11) Spd: 30'		
Stamina:	16	+2	Initiative: +1 Money: CP:27		
Intelligence:	18	+3	Fortitude: +2 Reflexes: +1 Will: 0		
Personality:	11	0	Trained Weapon: Club 1d4		
Luck:	10	0	Guardian angel:		
Lucky Sign:			j -		
Languages:	Common, Goblin Alignment Tongue, Dwarf				
Equipment:	Club 1d4 0/0/0 Strange looking rock, Grappling hook				
Racial Traits:					

Dungeon Crawl Classics Zero Level Character

Alignment:

- Turrie						
Strength:	8	-1	Occupation: Elven artisan			
Agility:	9	0	HP: 4 AC: 10 Spd: 30'			
Stamina:	9	0	Initiative: 0 Money: CP:38			
Intelligence:	12	0	Fortitude: +1 Reflexes: 0 Will: +1			
Personality:	14	+1	Trained Weapon: Staff 1d4			
Luck:	13	+1	Lived through famine:			
Lucky Sign:			Fortitude saving throws			
Languages:	Common Elf					
Equipment:	Staff 1d4 0/0/0 Clay, 1 lb., Chest, empty					
Racial Traits	Infravision, Immune to magic sleep/paralysis Heightened senses, Iron vulnerability					