

Dungeon Crawl Classics Zero Level Character

Name: _____			Alignment: _____		
Strength:	<div>11</div>	<div>0</div>	Occupation:	Herder	
Agility:	<div>11</div>	<div>0</div>	HP:	<div>4</div>	AC: <div>10</div> Spd: <div>30</div>
Stamina:	<div>9</div>	<div>0</div>	Initiative:	<div>0</div>	Money: CP:19
Intelligence:	<div>11</div>	<div>0</div>	Fortitude:	<div>0</div>	Reflexes: <div>0</div> Will: <div>0</div>
Personality:	<div>11</div>	<div>0</div>	Trained Weapon: Staff 1d4 0/0/0		
Luck:	<div>11</div>	<div>0</div>	Lucky Sign: Righteous heart: Turn unholy checks		
Languages:	Common				
Equipment:	Staff 1d4 0/0/0 Herding dog, Holy water, 1 vial				
Racial Traits:					

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Name: _____			Alignment: _____		
Strength:	<div>5</div>	<div>-2</div>	Occupation:	Merchant	
Agility:	<div>16</div>	<div>+2</div>	HP:	<div>6</div>	AC: <div>12</div> Spd: <div>30</div>
Stamina:	<div>16</div>	<div>+2</div>	Initiative:	<div>+2</div>	Money: GP:4 SP:14 CP:50
Intelligence:	<div>12</div>	<div>0</div>	Fortitude:	<div>+2</div>	Reflexes: <div>+2</div> Will: <div>+1</div>
Personality:	<div>13</div>	<div>+1</div>	Trained Weapon: Dagger 1d4 0/0/0		
Luck:	<div>10</div>	<div>0</div>	Lucky Sign: Struck by lightning: Reflex saving throws		
Languages:	Common				
Equipment:	Dagger 1d4 0/0/0 4 gp, 14 sp, 27 cp, Chest, empty				
Racial Traits:					

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Name: _____			Alignment: _____		
Strength:	<div>3</div>	<div>-3</div>	Occupation:	Corn farmer	
Agility:	<div>9</div>	<div>0</div>	HP:	<div>2</div>	AC: <div>10</div> Spd: <div>30</div>
Stamina:	<div>7</div>	<div>-1</div>	Initiative:	<div>0</div>	Money: CP:38
Intelligence:	<div>16</div>	<div>+2</div>	Fortitude:	<div>-1</div>	Reflexes: <div>0</div> Will: <div>0</div>
Personality:	<div>10</div>	<div>0</div>	Trained Weapon: Pitchfork (as spear) 1d8 0/0/0		
Luck:	<div>17</div>	<div>+2</div>	Lucky Sign: Unholy house: Corruption rolls		
Languages:	Common Kobold, Elf				
Equipment:	Pitchfork (as spear) 1d8 0/0/0 Sheep, Mirror, hand-sized				
Racial Traits:					

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Name: _____			Alignment: _____		
Strength:	<div>11</div>	<div>0</div>	Occupation:	Dwarven stonemason	
Agility:	<div>10</div>	<div>0</div>	HP:	<div>2</div>	AC: <div>10</div> Spd: <div>20</div>
Stamina:	<div>13</div>	<div>+1</div>	Initiative:	<div>0</div>	Money: CP:22
Intelligence:	<div>12</div>	<div>0</div>	Fortitude:	<div>+1</div>	Reflexes: <div>0</div> Will: <div>-1</div>
Personality:	<div>8</div>	<div>-1</div>	Trained Weapon: Hammer (as club) 1d4 0/0/0		
Luck:	<div>11</div>	<div>0</div>	Lucky Sign: Resisted temptation: Willpower saving throws		
Languages:	Common Dwarf				
Equipment:	Hammer (as club) 1d4 0/0/0 Fine stone, 10 lbs., Flint & steel				
Racial Traits:	Infravision Underground skills				