

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: Saving throws					
Languages:	Common							
Equipment:	Sling + 3 ammo 1d4 40/80/160* Waterproof sack, Grappling hook							
Racial Traits:								

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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 0/0/0			
Luck:	10	0	Lucky Sign: Guardian angel: Saving throws to escape traps					
Languages:	Common, Goblin Alignment Tongue, Dwarf							
Equipment:	Club 1d4 0/0/0 Strange looking rock, Grappling hook							
Racial Traits:								

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Name: _____ Alignment: _____

Strength:	16	+2	Occupation:	Corn farmer				
Agility:	10	0	HP:	3	AC:	10	Spd:	30'
Stamina:	9	0	Initiative:	0	Money:	CP:16		
Intelligence:	11	0	Fortitude:	0	Reflexes:	0	Will:	-2
Personality:	5	-2	Trained Weapon:		Pitchfork (as spear) 1d8 0/0/0			
Luck:	10	0	Lucky Sign: Fox's cunning: Find/disable traps					
Languages:	Common							
Equipment:	Pitchfork (as spear) 1d8 0/0/0 Hen, Iron spike							
Racial Traits:								

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Name: _____ Alignment: _____

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 0/0/0			
Luck:	13	+1	Lucky Sign: Lived through famine: 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							