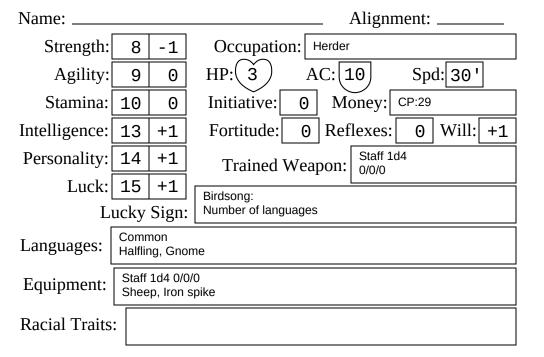
Dungeon Crawl Classics Zero Level Character

Name:			Alignment:			
Strength:	16	+2	Occupation: Potato farmer			
Agility:	10	0	HP: (2) AC: 10 Spd: $30'$			
Stamina:	9	0	Initiative: 0 Money: CP:38			
Intelligence:	11	0	Fortitude: 0 Reflexes: 0 Will: +2			
Personality:	17	+2	Trained Weapon: Pitchfork (as spear) 1d8			
Luck:	9	0	The bull:			
Lucky Sign:			Melee attack rolls			
Languages:	Common					
Equipment:	Pitchfork (as spear) 1d8 0/0/0 Hen, Rope, 50'					
Racial Traits:						

Dungeon Crawl Classics Zero Level Character



Dungeon Crawl Classics Zero Level Character

Name:			Alignment:			
Strength:	13	+1	Occupation: Elven sage			
Agility:	6	-1	HP: (5) AC: 9 Spd: $30'$			
Stamina:	13	+1	Initiative: -1 Money: CP:28			
Intelligence:	12	0	Fortitude: +1 Reflexes: -1 Will: +1			
Personality:	14	+1	Trained Weapon: Dagger 1d4			
Luck:	8	-1	The hulls			
Lucky Sign:			The bull: Melee attack rolls			
Languages:	Common Elf					
Equipment:	Dagger 1d4 0/0/0 Parchment and quill pen, Flint & steel					
Racial Trails:			, Immune to magic sleep/paralysis d senses, Iron vulnerability			

Dungeon Crawl Classics Zero Level Character

Name:			Alignment:			
Strength:	14	+1	Occupation: Armorer			
Agility:	13	+1	HP:(2) AC:[11] Spd:[30 '			
Stamina:	12	0	Initiative: +1 Money: CP:39			
Intelligence:	8	-1	Fortitude: 0 Reflexes: +1 Will: 0			
Personality:	12	0	Trained Weapon: Hammer (as club) 1d4			
Luck:	11	0	The broken star:			
Lucky Sign:			Fumbles			
Languages:	Common					
Equipment:	Hammer (as club) 1d4 0/0/0 Iron helmet, Grappling hook					
Racial Traits:						