

Dungeon Crawl Classics Zero Level Character

Name: _____			Alignment: _____		
Strength:	14	+1	Occupation: Weaver		
Agility:	12	0	HP: 5	AC: 10	Spd: 30'
Stamina:	16	+2	Initiative: 0	Money: CP:33	
Intelligence:	14	+1	Fortitude: +2	Reflexes: 0	Will: 0
Personality:	9	0	Trained Weapon: Dagger 1d4 0/0/0		
Luck:	11	0	Fortunate date: Missile fire attack rolls		
Lucky Sign:					
Languages:	Common Lizard Man				
Equipment:	Dagger 1d4 0/0/0 Fine suit of clothes, Pole, 10 foot				
Racial Traits:					

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Name: _____			Alignment: _____		
Strength:	15	+1	Occupation: Potato farmer		
Agility:	12	0	HP: 4	AC: 10	Spd: 30'
Stamina:	13	+1	Initiative: 0	Money: CP:28	
Intelligence:	16	+2	Fortitude: +1	Reflexes: 0	Will: -1
Personality:	7	-1	Trained Weapon: Pitchfork (as spear) 1d8 0/0/0		
Luck:	9	0	Guardian angel: Saving throws to escape traps		
Lucky Sign:					
Languages:	Common Dwarf, Alignment Tongue				
Equipment:	Pitchfork (as spear) 1d8 0/0/0 Duck, Chain 10'				
Racial Traits:					

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Name: _____			Alignment: _____		
Strength:	14	+1	Occupation: Potato farmer		
Agility:	12	0	HP: 1	AC: 10	Spd: 30'
Stamina:	12	0	Initiative: 0	Money: CP:19	
Intelligence:	6	-1	Fortitude: 0	Reflexes: 0	Will: +1
Personality:	15	+1	Trained Weapon: Pitchfork (as spear) 1d8 0/0/0		
Luck:	12	0	The broken star: Fumbles		
Lucky Sign:					
Languages:	Common				
Equipment:	Pitchfork (as spear) 1d8 0/0/0 Goose, Chalk 1pc.				
Racial Traits:					

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Name: _____			Alignment: _____		
Strength:	11	0	Occupation: Squire		
Agility:	15	+1	HP: 3	AC: 11	Spd: 30'
Stamina:	11	0	Initiative: +1	Money: CP:39	
Intelligence:	13	+1	Fortitude: 0	Reflexes: +1	Will: -1
Personality:	6	-1	Trained Weapon: Longsword 1d8 0/0/0		
Luck:	12	0	Conceived on horseback: Mounted attack rolls		
Lucky Sign:					
Languages:	Common Ogre				
Equipment:	Longsword 1d8 0/0/0 Steel helmet, Rope, 50'				
Racial Traits:					