

Dungeon Crawl Classics Zero Level Character

Name: _____		Alignment: _____											
Strength:	<table><tr><td>14</td><td>+1</td></tr></table>	14	+1	Occupation:	<table><tr><td>Parsnip farmer</td></tr></table>	Parsnip farmer							
14	+1												
Parsnip farmer													
Agility:	<table><tr><td>9</td><td>0</td></tr></table>	9	0	HP:	<table><tr><td>2</td></tr></table>	2	AC:	<table><tr><td>10</td></tr></table>	10	Spd:	<table><tr><td>30</td><td>'</td></tr></table>	30	'
9	0												
2													
10													
30	'												
Stamina:	<table><tr><td>9</td><td>0</td></tr></table>	9	0	Initiative:	<table><tr><td>0</td></tr></table>	0	Money:	<table><tr><td>CP:36</td></tr></table>			CP:36		
9	0												
0													
CP:36													
Intelligence:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+1	Fortitude:	<table><tr><td>0</td></tr></table>	0	Reflexes:	<table><tr><td>0</td></tr></table>	0	Will:	<table><tr><td>-1</td></tr></table>	-1	
13	+1												
0													
0													
-1													
Personality:	<table><tr><td>7</td><td>-1</td></tr></table>	7	-1	Trained Weapon:		<table><tr><td>Pitchfork (as spear) 1d8 0/0/0</td></tr></table>				Pitchfork (as spear) 1d8 0/0/0			
7	-1												
Pitchfork (as spear) 1d8 0/0/0													
Luck:	<table><tr><td>10</td><td>0</td></tr></table>	10	0	Lucky Sign: <table><tr><td>Seventh son: spell checks</td></tr></table>						Seventh son: spell checks			
10	0												
Seventh son: spell checks													
Languages:	<table><tr><td>Common Elf</td></tr></table>							Common Elf					
Common Elf													
Equipment:	<table><tr><td>Pitchfork (as spear) 1d8 0/0/0 Sheep, Chalk 1pc.</td></tr></table>							Pitchfork (as spear) 1d8 0/0/0 Sheep, Chalk 1pc.					
Pitchfork (as spear) 1d8 0/0/0 Sheep, Chalk 1pc.													
Racial Traits:	<table><tr><td></td></tr></table>												

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Name: _____		Alignment: _____											
Strength:	<table><tr><td>14</td><td>+1</td></tr></table>	14	+1	Occupation:	<table><tr><td>Jester</td></tr></table>	Jester							
14	+1												
Jester													
Agility:	<table><tr><td>12</td><td>0</td></tr></table>	12	0	HP:	<table><tr><td>2</td></tr></table>	2	AC:	<table><tr><td>10</td></tr></table>	10	Spd:	<table><tr><td>30</td><td>'</td></tr></table>	30	'
12	0												
2													
10													
30	'												
Stamina:	<table><tr><td>6</td><td>-1</td></tr></table>	6	-1	Initiative:	<table><tr><td>0</td></tr></table>	0	Money:	<table><tr><td>CP:25</td></tr></table>			CP:25		
6	-1												
0													
CP:25													
Intelligence:	<table><tr><td>11</td><td>0</td></tr></table>	11	0	Fortitude:	<table><tr><td>-1</td></tr></table>	-1	Reflexes:	<table><tr><td>0</td></tr></table>	0	Will:	<table><tr><td>+1</td></tr></table>	+1	
11	0												
-1													
0													
+1													
Personality:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+1	Trained Weapon:		<table><tr><td>Dart 1d4 20/40/60*</td></tr></table>				Dart 1d4 20/40/60*			
13	+1												
Dart 1d4 20/40/60*													
Luck:	<table><tr><td>9</td><td>0</td></tr></table>	9	0	Lucky Sign: <table><tr><td>Warrior's arm: Critical hit tables</td></tr></table>						Warrior's arm: Critical hit tables			
9	0												
Warrior's arm: Critical hit tables													
Languages:	<table><tr><td>Common</td></tr></table>							Common					
Common													
Equipment:	<table><tr><td>Dart 1d4 20/40/60* Silk clothes, Holy symbol</td></tr></table>							Dart 1d4 20/40/60* Silk clothes, Holy symbol					
Dart 1d4 20/40/60* Silk clothes, Holy symbol													
Racial Traits:	<table><tr><td></td></tr></table>												

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Name: _____		Alignment: _____											
Strength:	<table><tr><td>11</td><td>0</td></tr></table>	11	0	Occupation:	<table><tr><td>Blacksmith</td></tr></table>	Blacksmith							
11	0												
Blacksmith													
Agility:	<table><tr><td>15</td><td>+1</td></tr></table>	15	+1	HP:	<table><tr><td>2</td></tr></table>	2	AC:	<table><tr><td>11</td></tr></table>	11	Spd:	<table><tr><td>30</td><td>'</td></tr></table>	30	'
15	+1												
2													
11													
30	'												
Stamina:	<table><tr><td>14</td><td>+1</td></tr></table>	14	+1	Initiative:	<table><tr><td>+1</td></tr></table>	+1	Money:	<table><tr><td>CP:32</td></tr></table>			CP:32		
14	+1												
+1													
CP:32													
Intelligence:	<table><tr><td>15</td><td>+1</td></tr></table>	15	+1	Fortitude:	<table><tr><td>+1</td></tr></table>	+1	Reflexes:	<table><tr><td>+1</td></tr></table>	+1	Will:	<table><tr><td>+1</td></tr></table>	+1	
15	+1												
+1													
+1													
+1													
Personality:	<table><tr><td>14</td><td>+1</td></tr></table>	14	+1	Trained Weapon:		<table><tr><td>Hammer (as club) 1d4 0/0/0</td></tr></table>				Hammer (as club) 1d4 0/0/0			
14	+1												
Hammer (as club) 1d4 0/0/0													
Luck:	<table><tr><td>10</td><td>0</td></tr></table>	10	0	Lucky Sign: <table><tr><td>Four leafed clover: Find secret doors</td></tr></table>						Four leafed clover: Find secret doors			
10	0												
Four leafed clover: Find secret doors													
Languages:	<table><tr><td>Common Goblin</td></tr></table>							Common Goblin					
Common Goblin													
Equipment:	<table><tr><td>Hammer (as club) 1d4 0/0/0 Steel tongs, Rations, 1 day</td></tr></table>							Hammer (as club) 1d4 0/0/0 Steel tongs, Rations, 1 day					
Hammer (as club) 1d4 0/0/0 Steel tongs, Rations, 1 day													
Racial Traits:	<table><tr><td></td></tr></table>												

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Name: _____		Alignment: _____											
Strength:	<table><tr><td>9</td><td>0</td></tr></table>	9	0	Occupation:	<table><tr><td>Dwarven miner</td></tr></table>	Dwarven miner							
9	0												
Dwarven miner													
Agility:	<table><tr><td>12</td><td>0</td></tr></table>	12	0	HP:	<table><tr><td>2</td></tr></table>	2	AC:	<table><tr><td>10</td></tr></table>	10	Spd:	<table><tr><td>20</td><td>'</td></tr></table>	20	'
12	0												
2													
10													
20	'												
Stamina:	<table><tr><td>6</td><td>-1</td></tr></table>	6	-1	Initiative:	<table><tr><td>0</td></tr></table>	0	Money:	<table><tr><td>CP:45</td></tr></table>			CP:45		
6	-1												
0													
CP:45													
Intelligence:	<table><tr><td>12</td><td>0</td></tr></table>	12	0	Fortitude:	<table><tr><td>-1</td></tr></table>	-1	Reflexes:	<table><tr><td>0</td></tr></table>	0	Will:	<table><tr><td>0</td></tr></table>	0	
12	0												
-1													
0													
0													
Personality:	<table><tr><td>10</td><td>0</td></tr></table>	10	0	Trained Weapon:		<table><tr><td>Pick (as club) 1d4 0/0/0</td></tr></table>				Pick (as club) 1d4 0/0/0			
10	0												
Pick (as club) 1d4 0/0/0													
Luck:	<table><tr><td>13</td><td>+1</td></tr></table>	13	+1	Lucky Sign: <table><tr><td>Birdsong: Number of languages</td></tr></table>						Birdsong: Number of languages			
13	+1												
Birdsong: Number of languages													
Languages:	<table><tr><td>Common Dwarf, Alignment Tongue</td></tr></table>							Common Dwarf, Alignment Tongue					
Common Dwarf, Alignment Tongue													
Equipment:	<table><tr><td>Pick (as club) 1d4 0/0/0 Lantern, Chest, empty</td></tr></table>							Pick (as club) 1d4 0/0/0 Lantern, Chest, empty					
Pick (as club) 1d4 0/0/0 Lantern, Chest, empty													
Racial Traits:	<table><tr><td>Infravision Underground skills</td></tr></table>							Infravision Underground skills					
Infravision Underground skills													