

Dungeon Crawl Classics Zero Level Character

Name: _____			Alignment: _____					
Strength:	6	-1	Occupation:	Beekeeper				
Agility:	13	+1	HP:	3	AC: 11	Spd:	30'	
Stamina:	10	0	Initiative:	+1	Money:	CP:41		
Intelligence:	11	0	Fortitude:	0	Reflexes:	+1	Will:	0
Personality:	12	0	Trained Weapon:		Staff 1d4 0/0/0			
Luck:	11	0	Survived the plague: Magical healing					
Lucky Sign:								
Languages:	Common							
Equipment:	Staff 1d4 0/0/0 Jar of honey, Holy symbol							
Racial Traits:								

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Name: _____			Alignment: _____					
Strength:	12	0	Occupation:	Halfling chicken butcher				
Agility:	13	+1	HP:	5	AC: 11	Spd:	20'	
Stamina:	15	+1	Initiative:	+1	Money:	CP:31		
Intelligence:	14	+1	Fortitude:	+1	Reflexes:	+1	Will:	+1
Personality:	13	+1	Trained Weapon:		Hand axe 1d6 10/20/30*			
Luck:	14	+1	Raised by wolves: Unarmed attack rolls					
Lucky Sign:								
Languages:	Common Halfling, Hobgoblin							
Equipment:	Hand axe 1d6 10/20/30* Chicken meat, 5 lbs., Thieves' tools							
Racial Traits:	Infravision Small size							

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Name: _____			Alignment: _____					
Strength:	11	0	Occupation:	Blacksmith				
Agility:	11	0	HP:	2	AC: 10	Spd:	30'	
Stamina:	14	+1	Initiative:	0	Money:	CP:36		
Intelligence:	10	0	Fortitude:	+1	Reflexes:	0	Will:	+1
Personality:	13	+1	Trained Weapon:		Hammer (as club) 1d4 0/0/0			
Luck:	9	0	Charmed house: Armor class					
Lucky Sign:								
Languages:	Common							
Equipment:	Hammer (as club) 1d4 0/0/0 Steel tongs, Rations, 1 day							
Racial Traits:								

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Name: _____			Alignment: _____					
Strength:	10	0	Occupation:	Woodcutter				
Agility:	10	0	HP:	1	AC: 10	Spd:	30'	
Stamina:	11	0	Initiative:	0	Money:	CP:33		
Intelligence:	14	+1	Fortitude:	0	Reflexes:	0	Will:	0
Personality:	12	0	Trained Weapon:		Hand axe 1d6 10/20/30*			
Luck:	9	0	Born under the loom: Skill checks (including thief skills)					
Lucky Sign:								
Languages:	Common Lizard Man							
Equipment:	Hand axe 1d6 10/20/30* Bundle of wood, Flask, empty							
Racial Traits:								