

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name \_\_\_\_\_

Title \_\_\_\_\_

Occupation \_\_\_\_\_

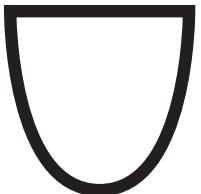
Class \_\_\_\_\_

Alignment \_\_\_\_\_

Speed \_\_\_\_\_

Level \_\_\_\_\_

XP \_\_\_\_\_



Armor  
Class



Hit Points  
Max: \_\_\_\_\_

## Combat Basics

Initiative: \_\_\_\_\_

Action dice: \_\_\_\_\_

Attack: \_\_\_\_\_

Crit die: \_\_\_\_\_

Crit table: \_\_\_\_\_

Strength

Modifier: \_\_\_\_\_

Melee Attack  Melee Damage

Agility

Modifier: \_\_\_\_\_



Ref  
Save

Missile Attack  Missile Damage

Stamina

Modifier: \_\_\_\_\_



Fort  
Save

Personality

Modifier: \_\_\_\_\_



Will  
Save

Luck

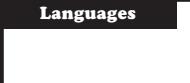
Modifier: \_\_\_\_\_



Lucky Roll

Intelligence

Modifier: \_\_\_\_\_

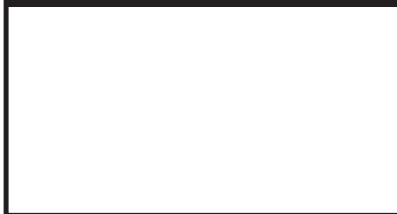


Languages

## Weapons



## Treasure



## Equipment



## Armor



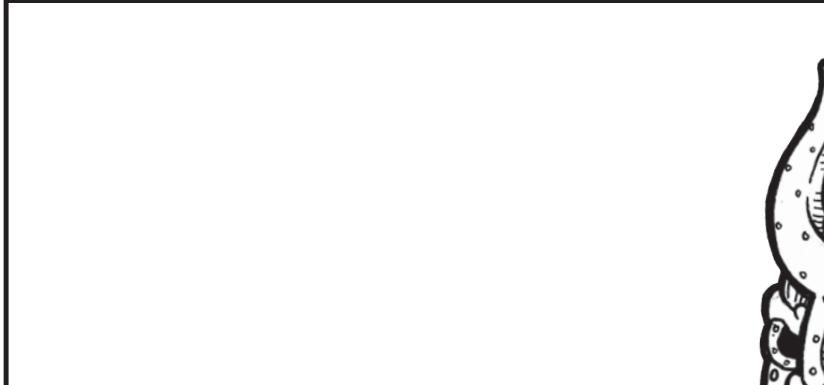
## Warrior Abilities

Critical threat range: \_\_\_\_\_

Lucky weapon: \_\_\_\_\_

Add class level to initiative, Mighty Deeds of Arms

## Notes



Warrior