

# 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**

**Character Portrait or Symbol**

**Weapons**

**Treasure**

**Equipment**

**Armor**

## Thief Abilities

**Luck Die** d \_\_\_\_\_

**Disable trap** + \_\_\_\_\_

**Backstab** + \_\_\_\_\_

**Forge document** + \_\_\_\_\_

**Sneak silently** + \_\_\_\_\_

**Disguise self** + \_\_\_\_\_

**Hide in shadows** + \_\_\_\_\_

**Read languages** + \_\_\_\_\_

**Pick pocket** + \_\_\_\_\_

**Handle poison** + \_\_\_\_\_

**Climb  
sheer surfaces** + \_\_\_\_\_

**Cast spell  
from scroll** d \_\_\_\_\_

**Pick lock** + \_\_\_\_\_

**Find trap** + \_\_\_\_\_

**Notes**

**Thief**