

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name \_\_\_\_\_

Title \_\_\_\_\_

Occupation \_\_\_\_\_

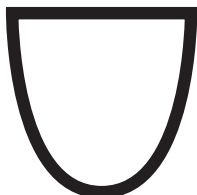
Class \_\_\_\_\_

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**

Character Portrait or Symbol

## Personality

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

**Will  
Save**

## Luck

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

Lucky Roll

## Intelligence

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

Languages

## Weapons

## Treasure

## Equipment

## Armor

## Cleric Spells & Abilities

**Deity:** \_\_\_\_\_ **Spell check:** \_\_\_\_\_ **Disapproval**

**Abilities:** divine aid, turn unholy (+Per/Luck mods), lay on hands.

**Range:**

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

Lay On Hands (names / alignment step)	12	14	20	22+
(same)	2 dice	3 dice	4 dice	5 dice
(adjacent)	1 dice	2 dice	3 dice	4 dice
(opposed)	1 dice	1 dice	2 dice	3 dice

## Spells

**Cleric**