

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

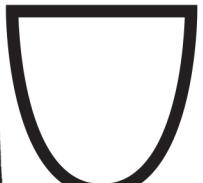
Name \_\_\_\_\_

Title \_\_\_\_\_

Occupation \_\_\_\_\_ Class \_\_\_\_\_

Alignment \_\_\_\_\_ Speed \_\_\_\_\_

Level \_\_\_\_\_ XP \_\_\_\_\_



Armor Class



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

## Combat Basics

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

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

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

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

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

Strength

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



Agility

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



Stamina

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



Personality

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



Luck

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



Lucky Roll

Intelligence

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

Melee Attack

Melee Damage

Missile Attack

Missile Damage

Character Portrait or Symbol

## Weapons



## Treasure



## Equipment



## Armor



## Elf Abilities

Base spell check: \_\_\_\_\_ Familiar: \_\_\_\_\_

Patron(s): \_\_\_\_\_

Corruption: \_\_\_\_\_

Elf traits: iron vulnerability, heightened senses, Luck mod to one level 1 spell

Other notes: \_\_\_\_\_

## Spells

Spell Name    Level    Check    Mercurial Effect & Notes

Elf