

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name _____

Title _____

Occupation _____

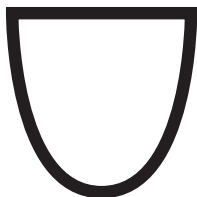
Class _____

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

Halfling Abilities

Infra-vision

Stealth: _____

Lucky

Two-weapon fighting

- Action dice d16+d16
- Crit on nat 16
- Fumble only on 2x 1
- If Agi >16, use normal rules

Notes

Halfling