

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name \_\_\_\_\_

Title \_\_\_\_\_

Occupation \_\_\_\_\_

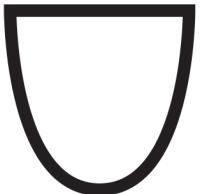
Class \_\_\_\_\_

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: \_\_\_\_\_



Missile Attack

Missile Damage

Stamina

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



Character Portrait or Symbol

Personality

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



Lucky Roll

Luck

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

Intelligence

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

Languages

## Weapons



## Treasure



## Equipment



## Armor



## Cleric Spells & Abilities

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

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

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

Range: \_\_\_\_\_

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