



Name:

Level: XP:

**Dwarf**

**STR**

Extra Bonuses

**AGI**

Extra Bonuses

**STA**

Extra Bonuses

**PER**

Extra Bonuses

**INT**

Extra Bonuses

**LUC**

Extra Bonuses

**Monies**

CP SP EP GP PP

**Equipment**

Alignment:

Title:

Occupation:

Lucky Roll:

Languages:

Speed:

**Physical Info**

Curr  
HP

AC

Max  
HP

Unsteady  
AC

Hit Die

Rounds Until  
Death

Bleeding Out

**Initiative**

**Dwarf Abilities**

Crit Die/Table: / Threat Range:

Action Dice: 1st 2nd 3rd

Shield Bash:

Signature Mighty Deed Deed Die:

Add Level to Initiative; Deed to Attack and Dam; Infravision

**Common Skills**

Balance (AGI) Jump (AGI)  
Climb (STR or AGI) Smash (STR)  
Listen (LUC) Detect Traps (LVL+INT)  
Search (INT) Smell Gold (LVL+PER)  
Sneak/Hide (AGI) Check  
Penalty

d10 untrained/d20 trained

**Life Skills**

d10 untrained/d20 trained

**Weapons**

Weapon Damage Range Description

**Armor**

Armor AC CHK Speed Fumble  
Bonus Penalty Penalty Die

**Saving Throws**

Reflex Will Fortitude

Reflex Willpower Fortitude  
Bonus Bonus Bonus

**Attack**

Melee Ranged

Add. Attack Mod  
Melee Ranged

**Notes**

For Dungeon Crawl Classics