



**STR**

Extra Bonuses

**AGI**

Extra Bonuses

**STA**

Extra Bonuses

**PER**

Extra Bonuses

**INT**

Extra Bonuses

**LUC**

Extra Bonuses

Name:

Level: XP:

### 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

### Elf Abilities

Familiar:

Patron:

Crit Die/Table:

/ Caster Level:

Action Dice:

1st

2nd

3rd

Spellburn (+1 Check Bonus Per Stat Reduced)

STR

AGI

STA

### Common Skills

|                    |             |
|--------------------|-------------|
| Balance (AGI)      | Jump (AGI)  |
| Climb (STR or AGI) | Smash (STR) |
| Listen (LUC)       |             |
| Search (INT)       | Check       |
| Sneak/Hide (AGI)   | 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    |

### Notes

### Saving Throws

Reflex Will Fortitude

### Attack

| Melee           | Ranged |
|-----------------|--------|
| Attack Modifier |        |
| Melee           | Ranged |

Reflex  
Bonus

Willpower  
Bonus

Fortitude  
Bonus



For Dungeon Crawl Classics



Caster Level

## Elf Spells

And Abilities

Spell Check    Check Penalty

Patron Name:

Patron Description

Familiar Name:

Familiar Description

Corruption

Critical Spell Failure Causes Misfire or Corruption

- Roll is 1d10 minus the spell level plus Luck modifier.
  - A point of Luck may be burned to avoid corruption.
- Mercurial Magic
- Each new spell has trait. Roll 1d100 x 10% per luck Mod.
- Cast Spells
- 1d20 + INT + Luck + Caster Level.

Spell Cast Failure Causes Spell to be Uncastable

- Spell is regained next day.
- Reverse Spells
- Reverse of a spell may be cast using a reduced die.
- Critical Success
- A critical success adds casters level again to spell check.

Elf Features:

- Immune to Magical Sleep and Paralysis.
- Infravision to 60'.
- +4 to Detect Secret Doors
- Vulnerability to Iron (-1 HP per day)

Max Spell Level:

Spells Known:

Times Patron Spells Cast:

Tainted

Spell  
Lost    Spell Name

Level    Spell Mercurial Magic Description

Spell  
Lost    Spell Name

Level    Spell Mercurial Magic Description

Patron Spells

Level    Spell Mercurial Magic Description