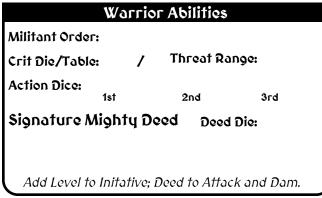


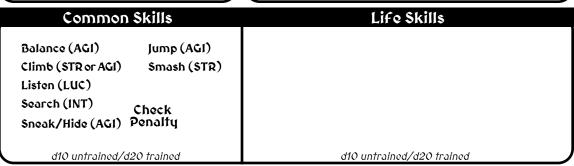
Rounds Until

Death

Initiative



Notes



d1	10 untrained/d20 trained
	Weapons
Weapon	Damage Range Description

AC CHK Speed Fumble Bonus Penalty Penalty Die

Armor

Saving Throws Reflex Will Fortitude Reflex Willpower Fortitude Bonus Bonus Bonus

Extra Bonuses

PER

Extra Bonuses

Extra Bonuses

LUC

Extra Bonuses

INT

Add. Attack Mod Melee Ranged

Attack

Ranged

Armor

Melee

For Dungeon Crawl Classics