

STRExtra Bonuses

AGI

Extra Bonuses

STA

Extra Bonuses

PER

Extra Bonuses

INT

Extra Bonuses

Luc

Extra Bonuses

Reflex

Reflex

Bonus

Saving Throws

Will

Willpower

Bonus

Monies

CP SP EP GP PP

Equipment

Attack Melee Ranged

Add Mele

Fortitude

Fortitude

Bonus

Add. Attack Mod Melee Ranged

Armor

Alignment: Lucky Roll:

Title: Languages:

Occupation: Speed:

Ph	Physical Info		
Curr HP	AC		

Max Unsteady HP AC

Hit Die

Initiative Rounds Unfil Death

Dwarf Abilities

Crit Die/Table: / Threat Range:

Action Dice:

1st 2nd 3rd

Shield Bash:

Signature Mighty Deed Deed Die:

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

Commor	Skills	Life Skills
Balance (AGI) Climb (STR or AGI) Listen (LUC) Search (INT)	Jump (AGI) Smash (STR) Detect Traps (LVL+INT) Smell Gold (LVL+PER)	
Sneak/Hide (AGI)	Check Penalty	
d10 untrained/	d20 trained	d10 untrained/d20 trained

Weapon	Weapons Damage Range Description	

Notes

Armor

AC CHK Speed Fumble
Bonus Penalty Penalty Die

For Dungeon Crawl Classics