

STR Extra Bonuses

AGI

Extra Bonuses

STA

Extra Bonuses

PER

Extra Bonuses

INT

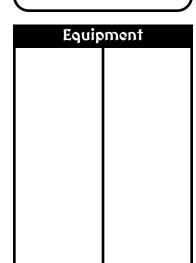
Extra Bonuses

Luc

Extra Bonuses

Monies

CP SP EP GP PP



Alignment:

Title: Languages:

Occupation:

Physical Info Curr

HP AC

Max Unsteady HP AC

Hit Die

Initiative Rounds Unfil Death

Dwarf Abilities

Crit Die/Table: / Threat Range:

Action Dice:

Lucky Roll:

Speed:

1st 2nd 3rd

Shield Bash:

Signature Mighty Deed Deed Die:

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

Common 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

weapons					
Weapon	Damage Range Description				

Notes

Saving Throws

Reflex Will Fortitude

Reflex Willpower Fortitude
Bonus Bonus Bonus

Melee Ranged

Attack Modifier

Melee Ranged

Armor

Attack

Armor

AC CHK Speed Fumble
Bonus Penalty Penalty Die

For Dungeon Crawl Classics