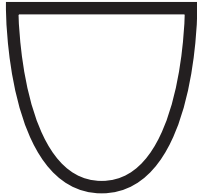


DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name _____ Title _____

Occupation _____ Class _____ Alignment _____ Speed _____

Level _____ XP _____



Armor Class



Hit Points

Max: _____

Combat Basics

Initiative: _____
Action dice: _____
Attack: _____
Crit die: _____
Crit table: _____

Weapons

Treasure

Equipment

Armor

Strength

Modifier: _____

Melee Attack

Melee Damage

Agility

Modifier: _____



Ref Save

Missile Attack

Missile Damage

Stamina

Modifier: _____



Fort Save

Character Portrait or Symbol

Personality

Modifier: _____



Will Save

Luck

Modifier: _____

Lucky Roll

Intelligence

Modifier: _____

Languages

Halfling Abilities

Infra-vision

Stealth: _____

Lucky

Two-weapon fighting

- Action dice d16+d16
- Crit on nat 16
- Fumble only on 2x 1
- If Agi >16, use normal rules

Notes

Halfling

