

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name

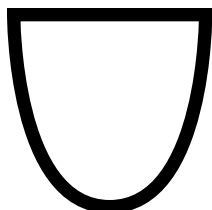
Title

Occupation

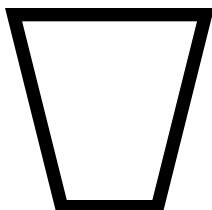
Class

Alignment

Speed



AC



Hit Points

Max: ____

Level

XP

Combat Basics

Initiative: ____

Action dice: ____

Attack: ____

Crit die: ____

Crit table: ____

Weapons

Equipment

Armor

Treasure

Strength

Modifier: ____

Melee Attack

Melee Damage

Agility

Modifier: ____

Missile Attack

Missile Damage

Ref
Save

Stamina

Modifier: ____

Fort
Save

Personality

Modifier: ____

Will
Save

Intelligence

Modifier: ____

Languages

Luck

Modifier: ____

Max
Current

Lucky Roll

Notes

Halfling Abilities

Infravision

Stealth: ____

Lucky

Two-weapon fighting

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