

DUNGEON CRAWL CLASSICS

CHARACTER RECORD SHEET

Name

Ditch Digger

Occupation

Father / Mother

Cleric

Class

Title

Lawful

Alignment

25'

Speed

5th

Level

XP

17

AC

38

Hit Points

Max: 38

Combat Basics

Initiative: +0

Action dice: 1d20

Attack: +3

Crit die: 1d12

Crit table: III

Strength

Modifier: +1

13

Agility

Modifier: -

9

Stamina

Modifier: -

11

Personality

Modifier: +1

14

Intelligence

Modifier: -

9

Luck

Modifier: +1

13

Melee Attack

+1

Melee Damage

+1

Missile Attack

Missile Damage

+1

Ref Save

+1

Fort Save

+2

Will Save

+4

Languages

Lucky Roll

Missile damage, Turn checks

Weapons

Mace +1 to attack / Damage (1d6+1)

Sling 1d4dam Rng 40/80/160

Str. Mod to damage if target is within 40'

Armor

Banded mail (+6 AC, d16)

Shield (+1 AC, -1 check)

Equipment

Holy Symbol

3 vials of Holy Water (1d4dam)

Backpack

2 candles

Flint + Steel

3 small sacks

50' Rope

Treasure

Incense of Piety: 1 use

Adds +1d5 to a single spell check

Cleric Spells & Abilities

Deity: Shul

Starting spell check: +6

Abilities: divine aid, turn unholy (+Luck mod), lay on hands.

penalties:

Daily

Lay On Hands (names / alignment step)	12	14	20	22+
(same)	1d6+CL	1d8+CL	2d8+CL	3d8+CL
Warrior (adjacent)				
Dwarf, Wizard (opposed)	1d4+CL	1d6+CL	1d8+CL	2d8+CL
	1d3	1d4	1d6	1d8

Spells

Blessing

Holy Sanctuary

Prot. from Evil

Paralysis

Resist Heat/Cold

Word of Command

Spells

Cure Paralysis

Divine Symbol

Lay on Hands

Neutralize Poison/Disease

Stinking Stone

Spells

Belt from the Bile

Speak w/ Dead

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name

Dwarven Miner

Occupation

Title

Master Craftsman

Alignment

Neutral

Class

Dwarf

Speed

20' (15' in armor)

Level

5th

XP

17

45

AC

Hit Points

Max: 45

Combat Basics

Initiative:

+0

Action dice:

1d20/1d14

Attack:

+d7

Crit die:

1d20

Crit table:

IV

Strength	14	Melee Attack	+1	Melee Damage	+1	Ref Save	+2
Agility	12	Missile Attack	-	Missile Damage	-	Fort Save	+5
Stamina	16					Will Save	+2
Personality	10						
Intelligence	12						
Luck	12						

Common, Dwarf

Languages

5K:11 Checks

Lucky Roll

Weapons

2 Hand Axes 1d6 dam R: 10/20/30
Battle Axe +2 to Attack / Damage
1d8+2 dam, 1d16 Initiative
Crossbow 1d6 dam R: 80/160/240
1d16 Initiative
24 bolts

Armor

Banded (+6 AC, -6 checks,
d16 fumble)
Shield (+1 AC, -1 checks)

Equipment

Backpack
50' rope
Flint+steel
2 small Sacks
Crowbar

Treasure

Griken Jerky - 1 use
Increase Action die 1 step
for a single round

Notes

Dwarf Abilities

Infravision
Underground skills (smell gold/
gems, find construction)
Lucky weapon: Battle Axe
Mighty Deeds of Arms
Shield bash (d14 action die)

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name	Paladin		
Occupation	Warrior	Title	20'
Class	Lawful	Alignment	Speed
AC	56	Level	XP

Hit Points	56
Max:	56

Initiative:	+6
Action dice:	1d20/1d14
Attack:	+17
Crit die:	1d24
Crit table:	1E

Strength	16	Melee Attack	+2	Melee Damage	+2	Ref Save	+3
Agility	13	Missile Attack	+1	Missile Damage		Fort Save	+4
Stamina	14					Will Save	+0
Personality	7						
Intelligence	10						
Luck	13						

Common	Languages
Armor Class	Lucky Roll

Weapons	Equipment
War Hammer +1 to attack/dam Flail 1d6 dam Crossbow 1d6 dam R: 80/160/240 24 bolts dl6 initiative	Backpack 2 oil flasks 2 Torches Dirt + steel 2 large sacks
Armor	Treasure
Half plate (+7 AC, -7 check -10' move, dl6 fumble) Shield (+1 AC, -1 check)	Hopping Boots: 1 use move 20' instantly

Notes	Warrior Abilities
	Critical threat range: 18-20 Lucky weapon: War Hammer Add class level to initiative Mighty Deeds of Arms

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Weapons	Equipment
Dagger 1d4/dam R: 10/20/30	Backpack
Short bow 1d6/dam R: 50/100/150	Lantern
(-1 damage at close range)	3 flasks of oil
24 arrows	Flint + steel
2 arrows +1 to attack/damage	Small mirror
	2 small sacks
	Cage with 5 rats
Armor	Treasure
Leather (+2 AC, -2 checks d16 fumble)	Dust of EKIM: lusc
Amulet of Deflection (+2 to AC)	Adul's +lds to a single spell check

Wizard Spells & Abilities			
Base spell check: +7			
Familiar: _____			
Patron(s): _____			
Corruption: Horrid Pustles (Min), Painful Lessons (Min), Crackles			
Other notes: with Flames (Min), Forked Tongue / Serpent Eyes (Min)			
Head of a Rat (Greater)			
Spell Name	Level	Check	Mercurial Effect & Notes
Detect Magic	1	+7	Powerful Caster (d24/d16)
Color Spray	1	+7	—
Chill Touch	1	+7	Memories of a Dying God
Force Manipulation	1	+7	Blood Magic
Rope work	1	+7	Rain of Flags
Scorching Ray	2	+7	Powerful Caster (d24/d16)
Fire Resistance	2	+7	—
Slow	3	+7	See Average (d24/d16 spell check)

Sorcerer / Sorceress			
Title			
Wizard			
Class			
Neutral			
Alignment			
5th			
Speed			
30'			
Level			
XP			
Combat Basics			
Initiative: +0			
Action dice: 1d20/d14			
Attack: +2			
Crit die: 1d10			
Crit table: I			
Hit Points			
Max: 17			
AC			
14			
17			

Strength	Modifier: -1	Melee Attack	-1	Melee Damage	-1	Ref Save	+2
Agility	Modifier: -	Missile Attack	-	Missile Damage	-	Fort Save	+1
Stamina	Modifier: -					Will Save	+3
Personality	Modifier: -						
Intelligence	Modifier: +2						
Luck	Modifier: -						

Angelic	Languages
Kobold	Lizard Man, Naga
Magical Healing	