

DUNGEON CRAWL CLASSICS

Name	Title
Coturse	30'
Occupation	Speed
Class	Alignment
Wizard	3
Level	XP

AC **Hit Points** **Max:** 12

Combat Basics	
Initiative:	+0
Action dice:	1d20
Attack:	+1
Crit die:	1d8
Crit table:	1

	Ref Save	Fort Save	Will Save
Strength Modifier: <u>+1</u>	Melee Attack <u>+1</u>	Melee Damage <u>+0 (luck)</u>	Ref Save <u>+1</u>
Agility Modifier: <u>-</u>	Missile Attack <u>-</u>	Missile Damage <u>-</u>	Fort Save <u>+1</u>
Stamina Modifier: <u>-</u>	Max <u>13</u> / Spellburn Max <u>12</u> / Spellburn	Max <u>12</u> / Spellburn	Will Save <u>+1</u>
Personality Modifier: <u>-1</u>	7		
Intelligence Modifier: <u>+1</u>	15	Languages	
Luck Modifier: <u>-1</u>	6	Lucky Roll <u>Melee damage</u>	

Weapons	Armor
long sword (+2 melee, 1d8+1) dagger (+1 ranged, 1d4+1)	—

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DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name

Scribe

Occupation

cleric

Title

Lawful

Alignment

3

Speed

25'

Level

3

XP

16

AC

Hit Points

Max: 19

Combat Basics

Initiative:

-1

Action dice:

1d20

Attack:

+2

Crit die:

1d10

Crit table:

III

Weapons

Wakhammer (+3 melee, 1d8+1)
Sling (+1 melee, 1d4)

Equipment

Backpack
50' rope
lantern
5 flasks of oil
flint + steel

Treasure

Holy symbol
50p

Armor

Banded mail
shield

10' pole

Strength

Modifier: +1

14

Melee Attack

+1

Melee Damage

+1

Agility

Modifier: -1

6

Missile Attack

-1

Missile Damage

-1

Stamina

Modifier: -

10

Fort Save

+1

Personality

Modifier: +1

14

Will Save

+3

Intelligence

Modifier: +1

14

Languages

Luck

Modifier: -1

8

Lucky Roll

Find/disable traps

Cleric Spells & Abilities

Deity:

Justicia

Starting spell check:

1d20+4

Abilities:

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

penalties:

Lay On Hands (names / alignment step)

12

14

20

22+

(same)

1d6-CL

1d8-CL

2d8-CL

3d8-CL

(adjacent)

1d4-CL

1d6-CL

1d8-CL

2d8-CL

(opposed)

1d3

1d4

1d6

1d8

low

neutral

chaos

Spells

Blessing

Detect evil

Protection from evil

Second sight

Word of command

Spells

Banish

Divine symbol

Lotus stork

Spells

Spells

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name	Halfling			Title	20'		
Occupation	Halfling			Alignment	3		
Class	Halfling			Speed			
Level	12			XP			

AC	12
Hit Points	Max: 12

Combat Basics
Initiative: +3
Action dice: 1d20
Attack: +2
Crit die: 1d10
Crit table: III

Equipment

Belt pouch
2 flasks oil
20 sling stones
flint & steel
Backpack
50 rope
grappling hook

Treasure

3 bts of jerky
12cp

Weapons

Shortsword (1 melee, 1d6-1)
Shortsword (1 melee, 1d6-1)
Sling (1 ranged, 1d4)

Armor

Padded armor

Strength	8	Melee Attack	-1	Melee Damage	-1	Ref Save	+3
Agility	13	Missile Attack	+1	Missile Damage	+1	Fort Save	+1
Stamina	12					Will Save	+1
Personality	7						
Intelligence	11						
Luck	13						

Languages

Lucky Roll
Fort Saves

Notes

Halfling Abilities

Infra-vision
Stealth: +8
Lucky
Two-weapon fighting
• Action dice d16+d16
• Crit on nat 16
• Fumble only on 2x 1
• If Agi > 16, use normal rules

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name

Mercenary

Occupation

Title

Alignment

3

Class

Warrior

Speed

20'

Level

XP

17

AC

Hit Points

Max: 32

Combat Basics

Initiative:

+3

Action dice:

+d5

Attack:

1d20

Crit die:

1d16

Crit table:

IV

Weapons

longsword (+1melee, 1d8+1)
crossbow (-1ranged, 1d6)

Armor

Halfplate armor
shield

Equipment

Backpack
30 rpe
lantern
5 flasks of oil
flint+steel
Quiver
15 bolts

Treasure

21gp
15sp
2sp

Strength	14	Melee Attack	+1	Melee Damage	+1	Ref Save	+0
Agility	7	Missile Attack	-1	Missile Damage	-1	Fort Save	+2
Stamina	11					Will Save	+2
Personality	13						
Intelligence	7						
Luck	10						

Modifier: +1

Modifier: -1

Modifier: -

Modifier: +1

Modifier: -1

Modifier: -

Languages

Lucky Roll

Skill checks

Notes

Warrior Abilities

Critical threat range: 19-20

Lucky weapon: longsword

Add class level to initiative

Mighty Deeds of Arms

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name	Title
Outlaw	25'
Occupation	Speed
Warrior	
Class	Alignment
	3
Level	XP

AC **Hit Points** **Max:** 23

Combat Basics	
Initiative:	+4
Action dice:	+d5
Attack:	1d20
Crit die:	1d16
Crit table:	IV

	Strength Modifier: +1	Agility Modifier: +1	Stamina Modifier: —	Personality Modifier: —	Intelligence Modifier: —	Luck Modifier: +1
Melee Attack +1	14	13	10	11	12	13
Melee Damage +1						
Missile Attack +1						
Missile Damage +2 (luck)						
Ref Save +2						
Fort Save +2						
Will Save +1						
Languages						
Lucky Roll +1 to missile fire attack rolls						

Weapons

Battleaxe (+1 melee, 1d10+1)
Longbow (+2 ranged, 1d6+2)

Armor

Chainmail

Equipment	Treasure
Backpack	35 sp
50 rope	10 gp
5 staves	
flint + steel	
Quiver	
20 arrows	

Notes

Warrior Abilities

Critical threat range: 1-20

Lucky weapon: longbow

Add class level to initiative

Mighty Deeds of Arms

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name	Title
Slave	Thug
Occupation	Alignment
Thief	Neutral
Class	Speed
	30'
Level	XP
3	
AC	Combat Basics
11	Initiative: +1
	Action dice: 1d20
	Attack: +2
	Crit die: 1d14
	Crit table: 11
Hit Points	
Max: 16	

Strength Modifier: <u>—</u>	9	Melee Attack —	Melee Damage —	Ref Save +3 Fort Save +2 Will Save +1
Agility Modifier: <u>+1</u>	4	Missile Attack	Missile Damage	
Stamina Modifier: <u>+1</u>	13			
Personality Modifier: <u>—</u>	12			
Intelligence Modifier: <u>—</u>	10		Languages Languages	
Luck Modifier: <u>—</u>	Max 12 / Current 12		Lucky Roll AC	

Weapons

longsword (+1 mlee, 1d8)
greatsword (+1 mlee, 3d4)
crossbow (+3 ranged, 1d6)
dagger (+3 ranged, 1d4)

Armor

Padded armor

Equipment

Backpack
50 rope
grappling hook
throwing tools
5 torches
flint and steel

Treasure

Gambling habit

Notes

Thief Abilities	
Luck die	d 5
Backstab	+
Sneak silently	+
Hide in shadows	+
Pick pocket	+
Climb sheer surfaces	+
Pick lock	+
Find trap	+
Disable trap	+
Forge document	+
Disguise self	+
Read languages	+
Handle poison	+
Cast spell from scroll	d 4