

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

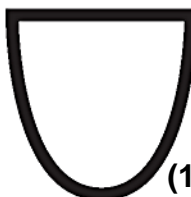
Name
Fortune-teller

Occupation

Title
Neutral 25


Alignment **Speed**
2

Level **XP**



(15)

Armor Class



Hit Points
Max: 19

Combat Basics

Initiative: +0

Action dice: 1d20

Attack: +1

Crit die: 1d8

Crit table: III

Weapons

Dagger melee +1 (dmg 1d4)
Flail melee +1 (dmg 1d6)
Sling ranged +1 (dmg 1d4)

Equipment

Tarot deck
Thieves' tools (25 gp)

Treasure

Funds: 41 cp + 443 gp

Armor

Chainmail (+5)
Check penalty (-5)
Fumble die (d12)

Strength 11

Modifier: +0

Melee Attack +1

Melee Damage +0

Agility 11

Modifier: +0

0 **Ref Save**

Missile Attack +1

Missile Damage +0

Stamina 12

Modifier: +0

1 **Fort Save**

Character Portrait or Symbol

Personality 18

Modifier: +3

4 **Will Save**

Luck 10

Modifier: +0

Lucky Roll

Pack hunter (Attack/damage rolls for 0-level weapon) (+0)

Intelligence 9

Modifier: +0

Languages

Common

Cleric Spells & Abilities

Deity: _____ **Spell check:** d20+5 **Disapproval**

| | | | | |
|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 |

Range:

Abilities: divine aid, turn unholy (+Per/Luck mods), lay on hands.

| Lay On Hands (names / alignment step) | 12 | 14 | 20 | 22+ |
|--|-----------|-----------|-----------|------------|
| (same) | 2 dice | 3 dice | 4 dice | 5 dice |
| (adjacent) | 1 dice | 2 dice | 3 dice | 4 dice |
| (opposed) | 1 dice | 1 dice | 2 dice | 3 dice |

Spells

- 1) Blessing
- 1) Detect Evil
- 1) Detect Magic
- 1) Resist Cold or Heat
- 1) Word of Command