

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET



Name
Dwarven Herder

Occupation

Title
Lawful 20

Alignment Speed

2

Level XP

(20)

Armor Class

Hit Points
Max: 25

Combat Basics

Initiative: +2

Action dice: 1d20

Attack: +d4

Crit die: 1d12

Crit table: III

Weapons

Staff melee d4 (dmg 1d4+deed)
 Longsword melee d4 (dmg 1d8+deed)
 Crossbow ranged d4+2 (dmg 1d6+deed)

Equipment

Sow
 Sack (large) (12 cp)

Treasure

Funds: 33 cp + 746 gp

Armor

Full Plate (+8)
 Check penalty (-8)
 Fumble die (d16)

Strength 11

Modifier: +0

Melee Attack +0

Melee Damage +0

Agility 16

Modifier: +2

3 **Ref Save**

Missile Attack +2

Missile Damage +0

Stamina 17

Modifier: +2

3 **Fort Save**

Character Portrait or Symbol

Personality 8

Modifier: -1

0 **Will Save**

Luck 13

Modifier: +1

Lucky Roll

Raised by wolves (Unarmed attack rolls) (+1)

Intelligence 12

Modifier: +0

Languages

Common, Dwarf, Minotaur

Dwarf Abilities

Infravision

Underground skills: smell gold/gems, find construction

Lucky weapon: _____

Mighty Deeds of Arms

Shield Bash (d14 action die)

Notes

