

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name
Elven Glassblower

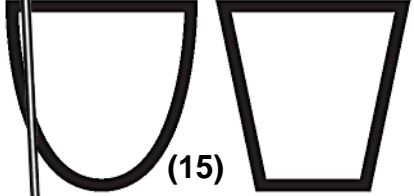
Title
Neutral 30

Occupation

Alignment Speed

2

Level XP



Armor Class

Hit Points
Max: 12

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

Weapons

Club melee +1 (dmg 1d4)
 Longsword melee +1 (dmg 1d8)
 Longbow ranged +1 (dmg 1d6)

Equipment

Glass beads
 Thieves' tools (25 gp)

Treasure

Funds: 30 cp + 509 gp

Armor

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

Strength 10
 Modifier: +0

Melee Attack
+1

Melee Damage
+0

Agility 11
 Modifier: +0

1 **Ref Save**

Missile Attack
+1

Missile Damage
+0

Stamina 11
 Modifier: +0

1 **Fort Save**

Character Portrait or Symbol

Personality 13
 Modifier: +1

2 **Will Save**

Luck 15
 Modifier: +1

Lucky Roll
 Wild child (Speed, each +1 = +5' speed) (+1)

Intelligence 17
 Modifier: +2

Languages
 Common, Elf, Gnome, Alignment, Neutrality

Elf Abilities

Base spell check: d20+4 Familiar: _____
 Patron(s): _____
 Corruption: _____
 Elf traits: iron vulnerability, heightened senses, Luck mod to one level 1 spell
 Other notes: _____

- Spells**
- 1) Patron Bond
 - 1) Invoke Patron
 - 1) Enlarge
 - 1) Flaming Hands
 - 1) Magic Shield
 - 1) Ropework