

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

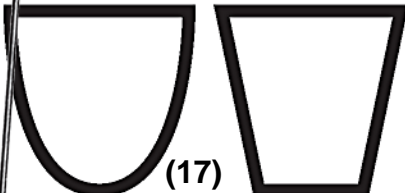
Name
Halfling Chicken Butcher

Occupation

Title
Chaotic 15

Alignment Speed
2

Level XP



Armor Class

Hit Points
Max: 11

Combat Basics	
Initiative:	+1
Action dice:	1d20
Attack:	+2
Crit die:	1d8
Crit table:	III

Weapons
Handaxe melee +2 (dmg 1d6)
Handaxe melee +2 (dmg 1d6)
Short sword melee +2 (dmg 1d6)

Treasure
Funds: 31 cp + 300 gp

Equipment
Chicken meat (5 lbs.)
Chalk - 1 piece (1 cp)

Armor
Banded Mail (+6)
Check penalty (-6)
Fumble die (d16)

Strength 10
Modifier: +0

Melee Attack +2
Melee Damage +0

Agility 15
Modifier: +1

2 **Ref Save**

Missile Attack +3
Missile Damage +1

Stamina 14
Modifier: +1

2 **Fort Save**

Character Portrait or Symbol

Personality 9
Modifier: +0

1 **Will Save**

Luck 16
Modifier: +2

Lucky Roll
Born under the loom (Skill checks, including thief) (+2)

Intelligence 13
Modifier: +1

Languages
Common, Halfling, Elf

Halfling Abilities

Infra-vision
Stealth: +6
Lucky

Two-weapon fighting

- Action dice d16+d16
- Crit on nat 16
- Fumble only on 2x 1
- If Agi >16, use normal rules

Notes

