

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name
Corn Farmer

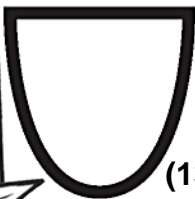
Occupation

Title
Chaotic 30

Alignment Speed


2

Level XP



(13)

Armor Class



Hit Points
Max: 16

Combat Basics

Initiative: +1

Action dice: 1d20

Attack: +1

Crit die: 1d12

Crit table: II

Weapons

Spear melee +3 (dmg 1d8+2)
Dagger melee +3 (dmg 1d4+2)
Short sword melee +3 (dmg 1d6+2)

Treasure

Funds: 17 cp + 320 gp

Equipment

Duck
Holy water (1 vial) (25 gp)

Armor

Leather (+2)
Check penalty (-1)
Fumble die (d8)

Strength Modifier: +2	16	Melee Attack	+3	Melee Damage	+2	
Agility Modifier: +1	15	2 Ref Save	Missile Attack	+2	Missile Damage	+1
Stamina Modifier: +1	13	2 Fort Save	Character Portrait or Symbol			
Personality Modifier: +1	14	1 Will Save				
Luck Modifier: +1	13	Lucky Roll	Conceived on horseback (Mounted attack rolls) (+1)			
Intelligence Modifier: -1	7	Languages	Common, Thieves' Cant			

Thief Abilities

Luck Die	d 4	Disable trap	+ 2
Backstab	+ 5	Forge document	+ 1
Sneak silently	+ 6	Disguise self	+ 6
Hide in shadows	+ 4	Read languages	+ -1
Pick pocket	+ 2	Handle poison	+ 5
Climb sheer surfaces	+ 4	Cast spell from scroll	d 10-1
Pick lock	+ 4		
Find trap	+ 2		

Notes