

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

**Name**

Urchin

**Title**

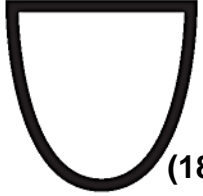
Lawful 20

**Occupation**

**Alignment** Speed

2

**Level** XP



(18)

**Armor Class**



**Hit Points**

Max: 21

### Combat Basics

**Initiative:** +3

**Action dice:** 1d20

**Attack:** +d4

**Crit die:** 1d14

**Crit table:** III

### Weapons

- Club melee d4+1 (dmg 1d4+1+deed)
- Two-handed sword melee d4+1 (dmg 1d10+1+deed)
- Javelin melee d4+1 (dmg 1d6+1+deed)

### Equipment

- Begging bowl
- Hammer - small (5 sp)

### Treasure

Funds: 37 cp + 534 gp

### Armor

- Half-plate (+7)
- Check penalty (-7)
- Fumble die (d16)

**Strength**

14

Modifier: +1

**Melee Attack**

+1

**Melee Damage**

+1

**Agility**

14

Modifier: +1

3

**Ref Save**

**Missile Attack**

+1

**Missile Damage**

+1

**Stamina**

14

Modifier: +1

3

**Fort Save**

**Character Portrait or Symbol**

**Personality**

11

Modifier: +0

1

**Will Save**

**Luck**

14

Modifier: +1

**Lucky Roll**

Lucky sign (Saving throws) (+1)

**Intelligence**

13

Modifier: +1

**Languages**

Common, Ogre

### Warrior Abilities

**Critical threat range:** (19-20)

**Lucky weapon:**

Add class level to initiative, Mighty Deeds of Arms

### Notes