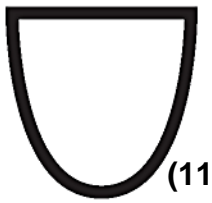



DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name Urchin **Title** Chaotic 30
Occupation _____ **Alignment** Speed
2
Level _____ **XP** _____

 (11)
Armor Class

Hit Points
 Max: 15

Combat Basics
Initiative: +0
Action dice: 1d20
Attack: +1
Crit die: 1d6
Crit table: I

Weapons
 Club melee +0 (dmg 1d4-1)
 Staff melee +0 (dmg 1d4-1)
 Dart ranged +1 (dmg 1d4-1)

Equipment
 Begging bowl
 Lantern (10 gp)

Treasure
 Funds: 38 cp + 619 gp

Armor
 Padded (+1)
 Check penalty (0)
 Fumble die (d8)

Strength Modifier: <u>-1</u>	7	Melee Attack	+0	Melee Damage	-1
Agility Modifier: <u>+0</u>	11	Ref Save	1	Missile Attack	+1
Stamina Modifier: <u>+2</u>	16	Fort Save	2	Missile Damage	-1
Personality Modifier: <u>+0</u>	12	Will Save	1	Character Portrait or Symbol	
Luck Modifier: <u>+0</u>	10	Lucky Roll Path of the bear (Melee damage rolls) (+0)			
Intelligence Modifier: <u>+2</u>	16	Languages Common, Bugbear, Troglydote, Naga, Serpent-man			

Wizard Spells & Abilities
Base spell check: d20+4
Familiar: _____
Patron(s): _____
Corruption: _____
Other Notes: _____

Spells

- 1) Animal Summoning
- 1) Magic Missile
- 1) Ropework
- 1) Runic Alphabet
- 1) Spider Climb
- 1) Patron Bond

