

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name
Herder

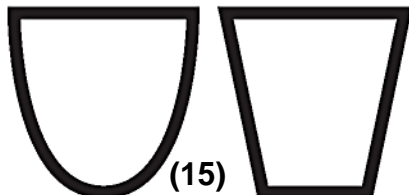
Title
Lawful 25

Occupation

Alignment Speed

2

Level XP



Armor Class

Hit Points
Max: 9

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

Weapons

Staff melee +3 (dmg 1d4+2)
Mace melee +3 (dmg 1d6+2)
Sling ranged +1 (dmg 1d4+2)

Equipment

Herding dog
Thieves' tools (25 gp)

Treasure

Funds: 30 cp + 437 gp

Armor

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

Strength 16
Modifier: +2

Melee Attack +3
Melee Damage +2

Agility 9
Modifier: +0

0 **Ref Save**

Missile Attack +1
Missile Damage +2

Stamina 14
Modifier: +1

2 **Fort Save**

Character Portrait or Symbol

Personality 15
Modifier: +1

2 **Will Save**

Luck 14
Modifier: +1

Lucky Roll
Four-leafed clover (Find secret doors) (+1)

Intelligence 12
Modifier: +0

Languages
Language: Common

Cleric Spells & Abilities

Deity: _____ **Spell check:** d20+3 **Disapproval**

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

Abilities: divine aid, turn unholy (+Per/Luck mods), lay on hands.

Lay On Hands (names / alignment step)	12	14	20	22+
(same)	2 dice	3 dice	4 dice	5 dice
(adjacent)	1 dice	2 dice	3 dice	4 dice
(opposed)	1 dice	1 dice	2 dice	3 dice

Spells

- 1) Darkness
- 1) Detect Evil
- 1) Food of the Gods
- 1) Second Sight
- 1) Word of Command