

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

**Name**  
Cooper

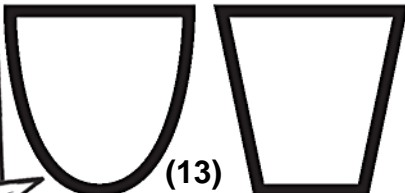
**Title**  
Chaotic 30

**Occupation**

**Alignment** Speed

2

**Level** XP



**Armor Class**

**Hit Points**  
Max: 15

Combat Basics	
<b>Initiative:</b>	+1
<b>Action dice:</b>	1d20
<b>Attack:</b>	+1
<b>Crit die:</b>	1d12
<b>Crit table:</b>	II

## Weapons

Club melee +2 (dmg 1d4+1)  
Dagger melee +2 (dmg 1d4+1)  
Sling ranged +2 (dmg 1d4+1)

## Equipment

Barrel  
Crowbar (2 gp)

## Treasure

Funds: 37 cp + 319 gp

## Armor

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

**Strength** 14  
Modifier: +1

**Melee Attack** +2  
**Melee Damage** +1

**Agility** 14  
Modifier: +1

2 **Ref Save**

**Missile Attack** +2  
**Missile Damage** +1

**Stamina** 14  
Modifier: +1

3 **Fort Save**

**Character Portrait or Symbol**

**Personality** 14  
Modifier: +1

1 **Will Save**

**Luck** 13  
Modifier: +1

**Lucky Roll**  
Lived through famine (Fortitude saving throws) (+1)

**Intelligence** 15  
Modifier: +1

**Languages**  
Common and 1 additional language.

## Thief Abilities

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

## Notes