

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

**Name**

Squire

**Title**

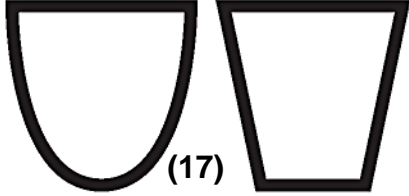
Neutral 25

**Occupation**

**Alignment** Speed

2

**Level** XP



**Armor Class**

**Hit Points**  
Max: 29

### Combat Basics

<b>Initiative:</b>	+3
<b>Action dice:</b>	1d20
<b>Attack:</b>	+d4
<b>Crit die:</b>	1d14
<b>Crit table:</b>	III

### Weapons

Longsword melee d4+1 (dmg 1d8+1+deed)  
 Two-handed sword melee d4+1 (dmg 1d10+1+deed)  
 Crossbow ranged d4+1 (dmg 1d6+1+deed)

### Equipment

Steel helmet  
 Sack (large) (12 cp)

### Treasure

Funds: 42 cp + 545 gp

### Armor

Banded Mail (+6)  
 Check penalty (-6)  
 Fumble die (d16)

**Strength**

15

Modifier: +1

**Melee Attack**

+1

**Melee Damage**

+1

**Agility**

13

Modifier: +1

2

**Ref Save**

**Missile Attack**

+1

**Missile Damage**

+1

**Stamina**

13

Modifier: +1

2

**Fort Save**

**Character Portrait or Symbol**

**Personality**

13

Modifier: +1

1

**Will Save**

**Luck**

15

Modifier: +1

**Lucky Roll**

Hawkeye (Missile fire damage rolls) (+1)

**Intelligence**

13

Modifier: +1

**Languages**

Common and 1 additional language.

### Warrior Abilities

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

**Lucky weapon:**

Add class level to initiative, Mighty Deeds of Arms

### Notes