

Dwarf

Dungeon Crawl Classics

Character's Name _____ **Player's Name** _____

Title _____ **Alignment** _____ **Speed** _____

Occupation _____ **XP** _____ **Level** _____

<p>Armor Class</p>	<p>Hit Points 1D10 HP PER LEVEL</p>	<p>Critical Hits AND THEIR EFFECTS</p>	<p>Combat</p> <p>Initiative _____</p> <p>Action Dice _____</p> <p>Attack _____</p> <p>Crit Range _____</p> <p>Crit Die _____</p> <p>Crit Table _____</p>
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<p>Strength</p> <p>Modifier ___/___</p>		<p>Melee Attack & Damage</p>
<p>Agility</p> <p>Modifier ___/___</p>		<p>Ref Save</p> <p>Missile Attack & Damage</p>
<p>Stamina</p> <p>Modifier ___/___</p>		<p>Fort Save</p> <p>Portrait or Symbol</p>
<p>Personality</p> <p>Modifier ___/___</p>		<p>Will Save</p>
<p>Intelligence</p> <p>Modifier ___/___</p>		<p>Languages</p>
<p>Luck</p> <p>Modifier ___/___</p>		<p>Lucky Roll</p>

Weapons				
Weapon	Damage	Range	Hand	Notes
Unarmed Attack	1d3 + STR	NA	L/R	Unarmed attacks inflict subdual damage.

Armor				
Armor	AC Bonus	Check Penalty	Speed	Fumble Die

Equipment	Treasure
	Copper _____
	Silver _____
	Gold _____
	Electrum _____
	Platinum _____
	Gems/Other _____

Dwarven Abilities	Notes
<p>Attack Modifier: Deed die _____. The Dwarf rolls this deed die on each attack roll and adds it to the attack roll and damage roll. At higher levels, the deed die result applies to all attacks in the same combat round.</p>	
<p>Mighty Deeds of Arms: The Dwarf's deed die result determines if an attempted Deed was successful. If the deed die result is a 3 or higher, and the attack lands, the Deed succeeds.</p>	
<p>Sword & Board: May shield bash when fighting with a shield. Use d14 to hit. Add deed dice to attack and may use Mighty Deed. Attack does 1d3 damage.</p>	
<p>Infravision: See in the dark up to 60 feet.</p>	
<p>Slow: Base movement speed of 20 feet.</p>	
<p>Underground Skills: Bonus to detect traps, slanting passages, shifting walls, and new constructions equal to class level. Can smell and know the direction of gold and gems within 100 feet.</p>	
<p>Luck: At first level, the Dwarf's Luck modifier is applied to attack rolls with one chosen kind of weapon.</p>	