

# Elf Dungeon Crawl Classics

Character's Name \_\_\_\_\_ Player's Name \_\_\_\_\_

Title \_\_\_\_\_ Alignment \_\_\_\_\_ Speed \_\_\_\_\_

Occupation \_\_\_\_\_ XP \_\_\_\_\_ Level \_\_\_\_\_

**Armor Class**

**Hit Points**  
106 HP PER LEVEL

**Critical Hits**  
AND THEIR EFFECTS

**Combat**

Initiative \_\_\_\_\_

Action Dice \_\_\_\_\_

Attack \_\_\_\_\_

Crit Range \_\_\_\_\_

Crit Die \_\_\_\_\_

Crit Table \_\_\_\_\_

<b>Strength</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>Melee Attack &amp; Damage</b>
Modifier ___/___		TEMP.		<input type="text"/>
<b>Agility</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>Missile Attack &amp; Damage</b>
Modifier ___/___		TEMP.	REF SAVE	<input type="text"/>
<b>Stamina</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>Portrait or Symbol</b>
Modifier ___/___		TEMP.	FORT SAVE	<input type="text"/>
<b>Personality</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Modifier ___/___		TEMP.	WILL SAVE	
<b>Intelligence</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>Languages</b>
Modifier ___/___		TEMP.		<input type="text"/>
<b>Luck</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>Lucky Roll</b>
Modifier ___/___		TEMP.		<input type="text"/>

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 _____

Elven Spells & Abilities		
<b>Magic</b>	<b>Patron</b>	<b>Elven Traits</b>
d20 Spell Check + Caster Level + Intelligence Modifier = _____ TOTAL	Patron's Name <input type="text"/>	<i>Infravision:</i> See in the dark up to 60 feet. <i>Immunities:</i> Immune to magical sleep and paralysis. <i>Vulnerabilities:</i> Iron sensitivity. <i>Heightened Senses:</i> +4 bonus to detect secret doors. Passing within 10 feet of a secret door entitles a check. <i>Luck:</i> At 1st level, may choose to apply Luck modifier to spell checks on one spell.
<input type="text"/>	<input type="text"/>	
SPELLBURN NOTES/EFFECTS	PATRON TAINT OR CORRUPTION	

Spell Name	Lost	Level	Check	Mercurial Effects	Page
Patron Bond	<input type="checkbox"/>	1st			148
Invoke Patron ( /day)	<input type="checkbox"/>	1st			144
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				