

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name \_\_\_\_\_

Title \_\_\_\_\_

Occupation \_\_\_\_\_

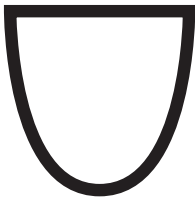
Class \_\_\_\_\_

Alignment \_\_\_\_\_

Speed \_\_\_\_\_

Level \_\_\_\_\_

XP \_\_\_\_\_



**Armor  
Class**



**Hit Points**

Max: \_\_\_\_\_

## Combat Basics

**Initiative:** \_\_\_\_\_

**Action dice:** \_\_\_\_\_

**Attack:** \_\_\_\_\_

**Crit die:** \_\_\_\_\_

**Crit table:** \_\_\_\_\_

## Weapons

## Treasure

## Equipment

## Armor

## Strength

Modifier: \_\_\_\_\_

Melee Attack

Melee Damage



## Agility

Modifier: \_\_\_\_\_



**Ref  
Save**

Missile Attack

Missile Damage



## Stamina

Modifier: \_\_\_\_\_



**Fort  
Save**

Character Portrait or Symbol

## Personality

Modifier: \_\_\_\_\_



**Will  
Save**

## Luck

Modifier: \_\_\_\_\_

Lucky Roll

## Intelligence

Modifier: \_\_\_\_\_

Languages

## Elf Abilities

**Base spell check:** \_\_\_\_\_ **Familiar:** \_\_\_\_\_

**Patron(s):** \_\_\_\_\_

**Corruption:** \_\_\_\_\_

**Elf traits:** iron vulnerability, heightened senses, Luck mod to one level 1 spell

**Other notes:** \_\_\_\_\_

## Spells

Spell Name	Level	Check	Mercurial Effect & Notes
Patron bond	1	_____	_____
Invoke patron (____/day)	1	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Elf