

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name

Mingol Steppes Warrior

Occupation

Class

Place of Origin

Wildling

Title

Neutral 25'

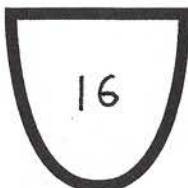
Alignment

Speed

1st

Level

XP



Armor
Class



Hit Points

Max: 10

Combat Basics

Initiative: +1

Action dice: d20

Attack: d3

Crit die: 1d12

Crit table: III

Weapons

Scimitar

Short bow + 20 arrows

Dagger

Equipment

Backpack

Two small sacks

50' Rope

Grappling Hook

Crowbar

Treasure

Armor

Chain Mail

Shield

Strength

Modifier: +2

16

Melee Attack

+2

Melee Damage

+2

Agility

Modifier: —

9

+1

Ref
Save

Missile Attack

—

Missile Damage

+2

Stamina

Modifier: —

12

+1

Fort
Save

Character Portrait or Symbol

Personality

Modifier: -1

8

-1

Will
Save

Luck

Modifier: -1

6

Lucky Roll

of
Languages

Intelligence

Modifier: +1

13

Languages

Mingolese, Lankhmarese (low)

Warrior Abilities

Critical threat range: 19-20

Lucky weapon: Polearm

Add class level to initiative, Mighty Deeds of Arms

Notes

Healer: +1 to hit point total regained when helping treat another when recuperating. Poisoned PCs may make a second saving throw to avoid poison effects if treated within 3 rounds of failing initial save.

Hindered: -1 to random ability score. This is permanent.

Warrior