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: _____

Strength Modifier: ____

Agility Modifier: ____

Stamina Modifier: ____

Personality Modifier: ____

Luck Modifier: ____

Intelligence Modifier: ____

Ref Save

Fort Save

Will Save

Lucky Roll

Languages

Melee Attack

Melee Damage

Missile Attack

Missile Damage

Character Portrait or Symbol

Weapons

Treasure

Equipment

Armor

Halfling Abilities

Infravision

Stealth: _____

Lucky

Two-weapon fighting

- Action dice d16+d16
- Crit on nat 16
- Fumble only on 2x 1
- If Agi >16, use normal rules

Notes

Halfling