

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name
Wizard's Apprentice

Occupation

Title
Neutral 30

Alignment **Speed**
1

Level **XP**

Armor Class **Hit Points**
Max: 6

Combat Basics

Initiative: +0

Action dice: 1d20

Attack: +0

Crit die: 1d10

Crit table: II

Weapons

Dagger melee +0 (dmg 1d4)
Shortbow ranged +0 (dmg 1d6)

Equipment

Black grimoire
Flask - empty (3 cp)

Treasure

Funds: 39 cp + 22 gp

Armor

Leather (+2)
Check penalty (-1)
Fumble die (d8)

Strength

10

Modifier: +0

Melee Attack

+0

Melee Damage

+0

Agility

15

Modifier: ____

1

Ref Save

Missile Attack

+0

Missile Damage

+0

Stamina

8

Modifier: ____

1

Fort Save

Character Portrait or Symbol

Personality

11

Modifier: ____

0

Will Save

Luck

12

Modifier: ____

Lucky Roll

Bountiful harvest (Hit points, applies each level) (+)

Intelligence

13

Modifier: ____

Languages

Language: Common

Thief Abilities

Luck Die	d 3	Disable trap	+ 0
Backstab	+ 0	Forge document	+ 2
Sneak silently	+ 2	Disguise self	+ 0
Hide in shadows	+ 0	Read languages	+ 0
Pick pocket	+ 2	Handle poison	+ 0
Climb sheer surfaces	+ 2	Cast spell from scroll	d 12
Pick lock	+ 0		
Find trap	+ 1		

Notes

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Thief