

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name

Caravan Guard

Title

Neutral

30

Occupation

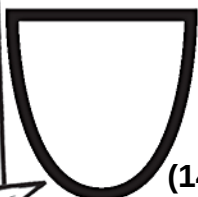
Alignment

1

Speed

Level

XP

Armor
Class

(14)



Hit Points

Max: 6

Combat Basics

Initiative: +1

Action dice: 1d20

Attack: +0

Crit die: 1d10

Crit table: II

Weapons

Short sword melee +0 (dmg 1d6)

Dagger melee +0 (dmg 1d4)

Shortbow ranged +1 (dmg 1d6)

Equipment

Linen (1 yard)

Crowbar (2 gp)

Treasure

Funds: 26 cp + 17 gp

Armor

Studded Leather (+3)

Check penalty (-2)

Fumble die (d8)

Strength

12

Modifier: +0

Melee Attack

+0

Melee Damage

+0

Agility

13

Modifier: +1

2

Ref
Save

Missile Attack

+1

Missile Damage

+0

Stamina

14

Modifier: +1

2

Fort
Save

Character Portrait or Symbol

Personality

8

Modifier: -1

-1

Will
Save

Luck

14

Modifier: +1

Lucky Roll

Four-leafed clover (Find secret doors) (+1)

Intelligence

9

Modifier: +0

Languages

Common, Thieves' Cant

Thief Abilities

Luck Die d 3

Disable trap + 0

Backstab + 0

Forge document + 2

Sneak silently + 2

Disguise self + -1

Hide in shadows + 0

Read languages + 0

Pick pocket + 2

Handle poison + 0

Climb
sheer surfaces + 2Cast spell
from scroll d 12

Pick lock + 0

Find trap + 1

Notes

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Thief