

# Dungeon Crawl Classics Dwarf Character Sheet

Name	Gender	Occupation	Alignment
Level	Class	Title	Player
Action Dice	Crit Die/Table		

Birth Augur/Lucky Roll

Drawing or Sigil

Armour Class

(Base)

Hit Points

(Max)

Init

Deed Die

Languages

Melee

Missile

To-hit Dmg

Ref Save

Will Save

Fort Save

Speed

Experience Points

Next Lv:

- Strength
- Agility
- Stamina
- Personality
- Intelligence
- Luck

Lucky Weapon

Armour

AC Bonus    Check Pen    Speed Pen    Fumble

Equipment

Treasure

Trained Weapon/Trade Goods

Dwarf Abilities

Infravision

Underground skills:  
smell gold/gems, find construction

Shield Bash (d14 action die)

Notes

Weapons

Damage