

Dungeon Crawl Classics Elf Character Sheet

Name	Gender	Occupation	Alignment
Level	Class	Title	Player
Action Dice	Crit Die/Table	Birth Augur/Lucky Roll	

Armour Class
(Base)

Hit Points
(Max)

Init Spell Check Attack Bonus

Drawing or Sigil

Ref Save Will Save

Fort Save Speed

Languages

Spells
Known Spells: Max Spell Level:

Experience Points
Next Lv:

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

Melee	To-hit	Dmg
Missile		

Elf Traits

- Infravision
- Iron vulnerability
- Heightened senses
- Luck modifier to one level a spell

Equipment

Supernatural Patron

Armour

AC Bonus	Check Pen	Speed Pen	Fumble
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Familiar

Weapons	Damage
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Treasure

Trained Weapon/Trade Goods

Corruption