

Dungeon Crawl Classics Warrior Character Sheet

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

Armour Class

Hit Points (Base)

Hit Points

(Max)

Init

Deed Die

Threat Range

Languages

Melee

Missile

To-hit Dmg

Drawing or Sigil

Ref Save

Will Save

Fort Save

Speed

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

Lucky Weapon

Experience Points

Next Lv:

Equipment

Treasure

Trained Weapon/Trade Goods

Notes

Armour

AC Bonus Check Pen Speed Pen Fumble

Weapons	Damage
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