

# DUNGEON CRAWL CLASSICS DWARF CHARACTER SHEET

NAME	OCCUPATION
------	------------

LEVEL	TITLE	ALIGNMENT
-------	-------	-----------

DRAWING OR SIGIL

ARMOUR  
CLASS

BASE

HIT POINTS

ACTION DICE

STR		
AGI		
STA		
PER		
INT		
LUCK		

INIT	
SPEED	
MELEE	
RANGE	
REF	
FORT	
WILL	
CRIT DIE/ TABLE	
DEED DIE	
FUMBLE DIE	

WEAPON

ARMOUR
 

AC Bonus:
Speed Pen:

Check Pen:
Fumble:

WEAPON

ZERO LEVEL  
TRAINED WEAPON

WEAPON

LUCKY SIGN

## DWARF SPECIAL ABILITIES

### Mighty Deed of Arms

**Shield Bash:** When fighting with a shield, the Dwarf gains a shield bash as a second attack. Shield Bash Attacks use 1d14 to hit.

**Infravision:** Ability to see up to 60' in total darkness.

**Underground Skills:** When underground, the Dwarf gains a bonus to detect traps, slanting passages, shifting walls, etc., equal to their class level.

**Smell Gold & Gems:** Ability to identify the direction of a large concentrations of gold or gem within 100'; a small concentrations within 40'.

**Lucky Weapon:** At first level, the Dwarf chooses one specific type of weapon (i.e. longsword), and applies their luck modifier to their attack rolls when using that specific type of weapon.

## LANGUAGES

## EQUIPMENT

## WEALTH

## XP