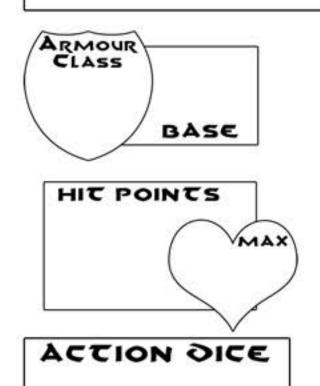
OUNGEON CRAWL CLASSICS OWARF CHARACTER SHEET

NAME OCCUPATION

LEVEL TITLE ALIGNMENT

ORAWING OR SIGIL



STR	
461	
STA	
PER	
INT	
Luck	

ARMOUR

AC Bonus: Speed Pen: Fumble:

INIT	
SPEEO	
MELEE	
RANGE	
REF	
FORT	
WILL	
CRIT DIE/ TABLE	
O EE0 01E	
FUMBLE DIE	

WEAPON

WEAPON

ZERO LEVEL TRÀINEÒ WEAPON Lucky sign

OWARF 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

XP	
	XP

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