

DUNGEON CRAWL CLASSICS


ELF CHARACTER SHEET


Name: _____ Occupation: _____ Alignment: _____

Level: _____ Title: _____

Action Dice: _____

DRAWING OR SKILL

AC  BASE

hp:  MAX

CRIT Die/TABLE

Fumble Die:

Weapon: _____ Damage: _____

Weapon: _____ Damage: _____

INIT	
Speed	
Melee	
Range	
Ref	
FORT	
WILL	

STR		
ACI		
STA		
PER		
INT		
Luck		

ARMOUR:

AC Bonus: _____ Speed Pen: _____
Check Pen: _____ Fumble: _____

Zero Level Trained Weapon:

LANGUAGES:

SUPERNATURAL PATRON:

KNOWN SPELLS:

MAX SPELL LEVEL:

IRON VULNERABILITIES
DIRECT CONTACT WITH IRON WEAPONS AND ARMOUR WILL CAUSE THE ELF TO LOSE 1 HIT POINT PER DAY.

Lucky Sign:

Spells:

SPECIAL ABILITIES:

MITHRIL ARMOUR AND WEAPON:
AT FIRST LEVEL AN ELF CAN PURCHASE 1 PIECE OF MITHRIL ARMOUR AND 1 MITHRIL WEAPON AT NO ADDITIONAL COST.

SUPERNATURAL PATRON:
AT FIRST LEVEL AN ELF AUTOMATICALLY RECEIVES THE PATRON BOND AND INVOKE PATRON SPELLS IN ADDITION TO THEIR REGULAR SPELLS.

INFRAVISION:
ABILITY TO SEE UP TO 60' IN TOTAL DARKNESS.

IMMUNITIES:
IMMUNE TO MAGICAL SLEEP AND PARALYSIS.

HEIGHTENED SENSES:
+4 BONUS TO DETECT SECRET DOORS. WHEN PASSING WITHIN 10' OF A SECRET DOOR, ELVES ARE GRANTED AN AUTOMATIC DETECT SECRET DOOR CHECK.

Luck:
AT FIRST LEVEL AN ELF MAY CHOOSE TO APPLY THEIR LUCK MODIFIER ON 1 SPELL OF THEIR CHOOSING.

Equipment:

Wealth:

XP: