

Dungeon Crawl Classics Lankhmar Warrior Character Sheet

Name

Gender

Level

Class

Alignment

Init

Action Dice

Deed Die

Crit Die/Table

Place of Origin

Neighbourhood/Quarter

Hangout

Drawing or Sigil

Armour Class:

(base)

Hit Points

Max

Ref Save

Will Save

Fort Save

Speed

Lucky Sign/Birth Augur

Patron Die

Patron #1

Patron #2

Patron #3

Patron #4

Patron #5

Patron #6

Strength

Agility

Stamina

Personality

Intelligence

Luck

Experience Points

Melee

Missile

To-hit

Damage

Benisons

Dooms

Armour

Weapons

Equipment

Treasure

AC Bonus

Check Pen

Speed Pen

Fumble

Dmg

Warrior Abilities

Crit Threat Range

Lucky Weapon

Add Class Level to initiative, Mighty Deeds of Arms

Languages

Notes