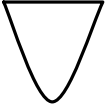
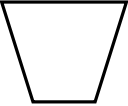


CASTLES & CRUSADES® Character Record Sheet

Player's Name		Castle Keeper																																									
Character's Name		Alignment																																									
Class	Race	Level																																									
 Armor Class		 Hit Points																																									
Character Sketch or Symbol																																											
ABILITIES: <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; text-align: center;"><input type="checkbox"/></td> <td style="width: 40%;">STRENGTH</td> <td style="width: 20%; text-align: center;">Prime Attribute?</td> <td style="width: 10%; text-align: center;"><input type="checkbox"/></td> </tr> <tr> <td></td> <td></td> <td style="text-align: center;">Modifier</td> <td></td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>INTELLIGENCE</td> <td style="text-align: center;">Modifier</td> <td style="text-align: center;"><input type="checkbox"/></td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>WISDOM</td> <td style="text-align: center;">Modifier</td> <td style="text-align: center;"><input type="checkbox"/></td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>DEXTERITY</td> <td style="text-align: center;">Modifier</td> <td style="text-align: center;"><input type="checkbox"/></td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>CONSTITUTION</td> <td style="text-align: center;">Modifier</td> <td style="text-align: center;"><input type="checkbox"/></td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>CHARISMA</td> <td style="text-align: center;">Modifier</td> <td style="text-align: center;"><input type="checkbox"/></td> </tr> </table>		<input type="checkbox"/>	STRENGTH	Prime Attribute?	<input type="checkbox"/>			Modifier		<input type="checkbox"/>	INTELLIGENCE	Modifier	<input type="checkbox"/>	<input type="checkbox"/>	WISDOM	Modifier	<input type="checkbox"/>	<input type="checkbox"/>	DEXTERITY	Modifier	<input type="checkbox"/>	<input type="checkbox"/>	CONSTITUTION	Modifier	<input type="checkbox"/>	<input type="checkbox"/>	CHARISMA	Modifier	<input type="checkbox"/>	SAVING THROWS: <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; text-align: center;"><input type="checkbox"/></td> <td style="width: 40%;">Paralysis or Constriction (STR)</td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>Magic or Illusion (INT)</td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>Confusion, Gaze Attack, Petrification, or Polymorph (WIS)</td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>Breath Weapon or Traps (DEX)</td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>Disease, Energy Drain, or Poison (CON)</td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>Death Attack, Charm, or Fear (CHA)</td> </tr> </table>		<input type="checkbox"/>	Paralysis or Constriction (STR)	<input type="checkbox"/>	Magic or Illusion (INT)	<input type="checkbox"/>	Confusion, Gaze Attack, Petrification, or Polymorph (WIS)	<input type="checkbox"/>	Breath Weapon or Traps (DEX)	<input type="checkbox"/>	Disease, Energy Drain, or Poison (CON)	<input type="checkbox"/>	Death Attack, Charm, or Fear (CHA)
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LANGUAGES: _____																																											
SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc																																											
To Hit Bonus: _____																																											

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EQUIPMENT CARRIED	
MAGIC ITEMS	NORMAL ITEMS
OTHER NOTES including places explored, people & monsters met	
MONEY and TREASURE PP: _____ GP: _____ EP: _____ SP: _____ CP: _____ TOTAL VALUE: _____	EXPERIENCE Needed for next level: _____