



A black and white line drawing of four characters in medieval-style clothing. From left to right: a man in a hooded cloak holding a dagger, a large man in armor holding a sword, a woman holding a lute, and a small elf-like character holding a staff. The background is purple.



From CRASH! No. 8



Character's Name _____

Title _____

Occupation _____

Player's Name _____

Alignment _____

Speed _____

XP _____ **Level** _____

Armor Class _____

Hit Points _____

Critical Hits _____

Critical Hits _____

Combat

Initiative _____

Action Dice _____

Attack _____

Crit. Range _____

Crit. Die _____

Crit. Table _____

Strength _____

Agility _____

Stamina _____

Personality _____

Intelligence _____

Luck _____

Hit Points _____

Be Save _____

Fort Save _____

Will Save _____

Damage _____

Energy Skill _____

Weapon _____

Damage _____

Range _____

Hand _____

Notes _____

Armor _____

AC Bonus _____

Check Penalty _____

Speed _____

Foot _____

Equipment

Treasure

Ranger Abilities

Ranger Path

☐ **Archer's Stager** _____

☐ **Two-Weapon Stager** _____

☐ **Mighty Death of Arrows** _____

☐ **Wilderness Skills** _____

☐ **Clash, Punt and moderate natural weapons.** _____

☐ **Boat and small, medium, large, heavy.** _____

Favored Enemies

☐ **all level** _____

☐ **all level** _____

☐ **all level** _____

☐ **all level** _____

Notes

Crawl! no. 6 - Character Record Sheets

For the Bard, Gnome, Paladin, & Ranger

Bard

From CRAWL! No. 6

Character's Name _____ Player's Name _____

Title _____ Alignment _____ Speed _____

Occupation _____ XP _____ Level _____

Armor Class

Hit Points
106 HP PER LEVEL

Critical Hits
AND THEIR EFFECTS

Combat

Initiative _____

Action Dice _____

Attack _____

Crit Range _____

Crit Die _____

Crit Table _____

<p>Strength</p> <p>Modifier ____/____</p> <p>TEMP. _____</p>	<p>Melee Attack & Damage</p> <p>_____</p>
<p>Agility</p> <p>Modifier ____/____</p> <p>TEMP. _____</p>	<p>Missile Attack & Damage</p> <p>_____</p>
<p>Stamina</p> <p>Modifier ____/____</p> <p>TEMP. _____</p>	<p>Ref Save</p> <p>_____</p>
<p>Personality</p> <p>Modifier ____/____</p> <p>TEMP. _____</p>	<p>Fort Save</p> <p>_____</p>
<p>Intelligence</p> <p>Modifier ____/____</p> <p>TEMP. _____</p>	<p>Will Save</p> <p>_____</p>
<p>Luck</p> <p>Modifier ____/____</p> <p>TEMP. _____</p>	<p>Portrait or Symbol</p> <p>_____</p>
<p>Languages</p> <p>_____</p>	
<p>Lucky Roll</p> <p>_____</p>	

Weapons				
Weapon	Damage	Range	Hand	Notes
Unarmed Attack	1d3 + STR	NA	L/R	Unarmed attacks inflict subdual damage.

Armor				
Armor	AC Bonus	Check Penalty	Speed	Fumble Die

Equipment	Treasure
	<p>Copper _____</p> <p>Silver _____</p> <p>Gold _____</p> <p>Electrum _____</p> <p>Platinum _____</p> <p>Gems/Other _____</p>

Bardic Talents	Notes
<p>Bardic Talents Call to Arms, Challenge, and Calm.</p> <p>Talent Dice ____ + Personality Modifier + (Luck Modifier) = _____ TOTAL</p> <p>Lore</p> <p>Talent Dice ____ + Intelligence Modifier + (Luck Modifier) = _____ TOTAL</p> <p>Magic</p> <p>d20 Spell Check + Caster Level + Intelligence Modifier = _____ TOTAL</p> <p>Bard's Luck Choose at first level.</p> <p><input type="checkbox"/> Bardic Talent Checks <input type="checkbox"/> Lore Rolls</p>	

Spells				
Spell Name	Lost	Level	Check	Mercurial Effects
	<input type="checkbox"/>			
	<input type="checkbox"/>			
	<input type="checkbox"/>			
	<input type="checkbox"/>			
	<input type="checkbox"/>			
	<input type="checkbox"/>			
	<input type="checkbox"/>			
	<input type="checkbox"/>			
	<input type="checkbox"/>			
	<input type="checkbox"/>			
	<input type="checkbox"/>			

GNOME

From CRAWL! No. 6

Character's Name

Player's Name

Title

Alignment

Speed

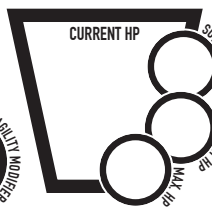
Occupation

XP

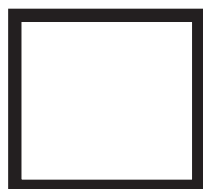
Level



Armor
Class



Hit Points
105 HP PER LEVEL



Critical Hits
AND THEIR EFFECTS

Combat

Initiative _____
Action Dice _____
Attack _____
Crit Range _____
Crit Die _____
Crit Table _____

Weapons

Weapon	Damage	Range	Hand	Notes
Unarmed Attack	1d3 + STR	NA	L/R	Unarmed attacks inflict subdual damage.

Armor

Armor	AC Bonus	Check Penalty	Speed	Fumble Die

Equipment

Treasure

Copper _____
Silver _____
Gold _____
Electrum _____
Platinum _____
Gems/Other _____

Strength

Modifier ____/____

TEMP.

Melee Attack & Damage

Agility

Modifier ____/____

TEMP.

Ref
Save

Missile Attack & Damage

Stamina

Modifier ____/____

TEMP.

Fort
Save

Portrait or Symbol

Personality

Modifier ____/____

TEMP.

Will
Save

Intelligence

Modifier ____/____

TEMP.

Languages

Luck

Modifier ____/____

TEMP.

Lucky Roll

Gnome Abilities

Gnome Traits

Infravision: See in the dark up to 60 feet.

Slow: Base movement speed of 20 feet.

Level Limitation: May not advance beyond 5th level.

Sturdy Illusionist Trick: If the Trick die roll is 3 or more, the Judge can deem that the illusion has become "sturdy" and could inflict combat damage.

Magic Resistance: 10% chance per level of spells targeting the gnome will fail.

Animal Trick: If the Trick die roll is 3 or more, an animal or insect of less than 1 HD will become friendly.

Gem Affinity: 10% chance per level to detect the presence of large quantities of gems and precious stones.

Luck: Luck modifier applies to all Saving Throws against magic attacks and spells.

Magic

d20 Spell Check + Caster Level + Trick Die _____ + Intelligence Modifier = TOTAL

Spells

Spell Name	Lost	Level	Check	Mercurial Effects	Page
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				

From CRAWL! No. 6

CHARACTER RECORD SHEETS


RANGER

From CRAWL! No. 6

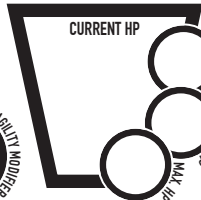
Character's Name _____ Player's Name _____

Title _____ Alignment _____ Speed _____

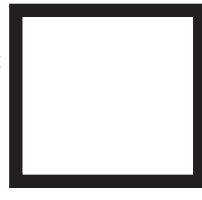
Occupation _____ XP _____ Level _____



Armor Class



Hit Points
1D10 HP PER LEVEL



Critical Hits
AND THEIR EFFECTS

Combat

Initiative _____

Action Dice _____

Attack _____

Crit Range _____

Crit Die _____

Crit Table _____

<p>Strength</p> <p>Modifier ____/____</p>	<p>Melee Attack & Damage</p>	<p>Agility</p> <p>Modifier ____/____</p>	<p>Ref Save</p>
<p>Stamina</p> <p>Modifier ____/____</p>	<p>Fort Save</p>	<p>Missile Attack & Damage</p>	<p>Portrait or Symbol</p>
<p>Personality</p> <p>Modifier ____/____</p>	<p>Will Save</p>	<p>Languages</p>	
<p>Intelligence</p> <p>Modifier ____/____</p>	<p>Lucky Roll</p>		
<p>Luck</p> <p>Modifier ____/____</p>			

Weapons				
Weapon	Damage	Range	Hand	Notes
Unarmed Attack	1d3 + STR	NA	L/R	Unarmed attacks inflict subdual damage.

Armor				
Armor	AC Bonus	Check Penalty	Speed	Fumble Die

Equipment	Treasure
	<p>Copper _____</p> <p>Silver _____</p> <p>Gold _____</p> <p>Electrum _____</p> <p>Platinum _____</p> <p>Gems/Other _____</p>

Ranger Path

☐ Archery Expert ☐ Two-weapon Expert

Mighty Deeds of Arms
As a Warrior, but limited to Ranger Path.

Wilderness Skills
Climb, Find and neutralize natural traps, Sneak and hide, Strider, Survival.

Favored Enemies

1st level _____

2nd level _____

3rd level _____

6th level _____

9th level _____

Notes