

Crawl!

DWARVEN Priest
From CRAWL! No. 10

Character's Name: _____ Player's Name: _____
Title: _____ Alignment: _____ Speed: _____
Occupation: _____ XP: _____ Level: _____

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

Strength _____ **Agility** _____ **Stamina** _____ **Personality** _____ **Intelligence** _____ **Luck** _____

Weapons
Weapon: _____ Damage: _____ Range: _____ Hand: _____ Notes: _____
Armor: _____ AC Bonus: _____ Check Penalty: _____ Speed: _____ Fumble Die: _____

Equipment _____ **Treasure** _____

Dwarven Priest Spells & Abilities
Dwarven Traits: _____
Priest Abilities: _____

Spells
Spell Name: _____ Level: _____ Check: _____ Page: _____

Crawl!fanzine CHARACTER RECORD SHEETS

HALFLING Burglar
From CRAWL! No. 10

Character's Name: _____ Player's Name: _____
Title: _____ Alignment: _____ Speed: _____
Occupation: _____ XP: _____ Level: _____

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

Strength _____ **Agility** _____ **Stamina** _____ **Personality** _____ **Intelligence** _____ **Luck** _____

Weapons
Weapon: _____ Damage: _____ Range: _____ Hand: _____ Notes: _____
Armor: _____ AC Bonus: _____ Check Penalty: _____ Speed: _____ Fumble Die: _____

Equipment _____ **Treasure** _____

Halfling Burglar Abilities
Halfling Traits: _____
Burglar Abilities: _____

Notes _____

Crawl!fanzine CHARACTER RECORD SHEETS

ELVEN Rogue
From CRAWL! No. 10

Character's Name: _____ Player's Name: _____
Title: _____ Alignment: _____ Speed: _____
Occupation: _____ XP: _____ Level: _____

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

Strength _____ **Agility** _____ **Stamina** _____ **Personality** _____ **Intelligence** _____ **Luck** _____

Weapons
Weapon: _____ Damage: _____ Range: _____ Hand: _____ Notes: _____
Armor: _____ AC Bonus: _____ Check Penalty: _____ Speed: _____ Fumble Die: _____

Equipment _____ **Treasure** _____

Elven Rogue Spells & Abilities
Elven Traits: _____
Rogue Abilities: _____

Spells
Spell Name: _____ Level: _____ Check: _____ Page: _____

Crawl!fanzine CHARACTER RECORD SHEETS

HALFLING Champion
From CRAWL! No. 10

Character's Name: _____ Player's Name: _____
Title: _____ Alignment: _____ Speed: _____
Occupation: _____ XP: _____ Level: _____

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

Strength _____ **Agility** _____ **Stamina** _____ **Personality** _____ **Intelligence** _____ **Luck** _____

Weapons
Weapon: _____ Damage: _____ Range: _____ Hand: _____ Notes: _____
Armor: _____ AC Bonus: _____ Check Penalty: _____ Speed: _____ Fumble Die: _____

Equipment _____ **Treasure** _____

Halfling Champion Abilities
Halfling Traits: _____
Champion Abilities: _____

Notes _____

Crawl!fanzine CHARACTER RECORD SHEETS



Crawl! no. 10 - Character Record Sheets
For the Dwarven Priest, Elven Rogue
Halfling Burglar & Halfling Champion

Dwarven Priest

From CRAWL! No. 10

Character's Name _____ Player's Name _____

Title _____ Alignment _____ Speed _____

Occupation _____ XP _____ Level _____

Armor Class

Hit Points
108 HP PER LEVEL

Critical Hits
AND THEIR EFFECTS

Combat

Initiative _____

Action Dice _____

Attack _____

Crit Range _____

Crit Die _____

Crit Table _____

Strength

Modifier ____/____

Agility

Modifier ____/____

Stamina

Modifier ____/____

Personality

Modifier ____/____

Intelligence

Modifier ____/____

Luck

Modifier ____/____

Melee Attack & Damage

Missile Attack & Damage

Portrait or Symbol

Languages

Lucky Roll

Ref Save

Fort Save

Will Save

Combat

Portrait or Symbol

Languages

Lucky Roll

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 _____

Dwarven Priest Spells & Abilities

Dwarven Traits

Infravision: See in the dark up to 60 feet.

Mighty Deeds of Arms: As a Warrior.

Slow: Base movement speed of 20 feet.

Underground Skills: Bonus to detect traps, slanting passages, shifting walls, and new constructions equal to class level. Can smell and know the direction of gold and gems within 100 feet.

Sword & Board: May shield bash when fighting with a shield. Use d14 to hit. Add deed dice to attack and may use Mighty Deed. Attack does 1d3 damage.

Magic

d20 Spell Check + Caster Level + Personality Modifier = _____

TOTAL

Priest Abilities

Turn Unholy, Lay on hands, and Divine aid.

Deity's Name

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Disapproval Range

TYPICAL SACRIFICES TO REGAIN DEITY'S FAVOR

Lay On Hands	ENTER CHARACTER NAME UNDER APPROPRIATE ALIGNMENT STEP	12-13	14-19	20-21	22+
SAME		2 DICE	3 DICE	4 DICE	5 DICE
ADJACENT		1 DIE	2 DICE	3 DICE	4 DICE
OPPOSED		1 DIE	1 DIE	2 DICE	3 DICE

Spells							
Spell Name	Level	Check	Page	Spell Name	Level	Check	Page

Elven Rogue

From CRAWL! No. 10

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 _____

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

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 _____

Elven Rogue Spells & Abilities

Elven Traits

Infravision: See in the dark up to 60 feet.

Immunities: Immune to magical sleep and paralysis.

Vulnerabilities: Iron sensitivity.

Heightened Senses: +4 bonus to detect secret doors.

Passing within 10 feet of a secret door entitles a check.

Magic

d20 Spell Check + Caster Level + Intelligence Modifier = TOTAL

Patron's Name

PATRON TAINT OR CORRUPTION

Familiar's Name

FAMILIAR NOTES (TYPE, HP, AC, ETC.)

Rogue Abilities

Backstab + _____

Sneak silently + _____

Hide in shadows + _____

Pick pocket + _____

Climb sheer surfaces + _____

Pick lock + _____

Find trap + _____

Disable trap + _____

Forge document + _____

Disguise self + _____

Handle poison + _____

Cast spell from scroll + _____

* Agility modifier, if any, also modifies checks for these skills.
 † Intelligence modifier, if any, also modifies checks for these skills.
 ‡ Personality modifier, if any, also modifies checks for these skills.

Spell Name	Lost	Level	Check	Mercurial Effects	Page
	☐				
	☐				
	☐				
	☐				

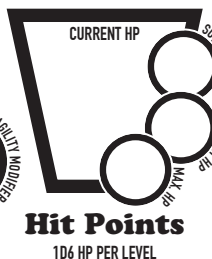
Halfling Burglar

From CRAWL! No. 10

Character's Name _____ Player's Name _____

Title _____ Alignment _____ Speed _____

Occupation _____ XP _____ Level _____



Combat

Initiative _____

Action Dice _____

Attack _____

Crit Range _____

Crit Die _____

Crit Table _____

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

Portrait or Symbol

Intelligence

Modifier ____/____

TEMP.

Languages

Luck

Modifier ____/____

TEMP.

Lucky Roll

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	_____

Halfling Burglar Abilities

Halfling Traits

- Infravision:** See in the dark up to 30 feet.
- Small size:** May crawl into narrow passages and holes.
- Slow:** Base movement speed of 20 feet.
- Stealth:** Sneaking & hiding bonus of ____.
- Two-weapon fighting:**
 - Action dice d16 + d16.
 - Fights with two equal-sized weapons.
 - Crit and automatic hit on natural 16.
 - If Agility score is higher, use normal rules for two-weapon fighting.
 - Fumble result only when both dice results are 1's.
- Good luck charm:**
 - For every point of Luck expended, gain +2 to the roll.
 - Regain lost Luck equal to level each night, up to maximum Luck score.
 - Expend Luck to aid an ally. The Halfling's Luck modifier can be applied to any rolls made by the ally.

Burglar Abilities

- Backstab + _____
- Sneak silently* + _____
- Hide in shadows* + _____
- Pick pocket* + _____
- Climb sheer surfaces* + _____
- Pick lock* + _____
- Find trap* + _____
- Disable trap* + _____
- Forge document* + _____
- Disguise self* + _____
- Handle poison + _____
- Cast spell from scroll* d _____

* Agility modifier, if any, also modifies checks for these skills.
 * Intelligence modifier, if any, also modifies checks for these skills.
 * Personality modifier, if any, also modifies checks for these skills.

Notes

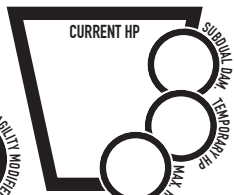
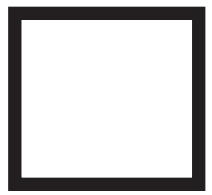
Halfling Champion

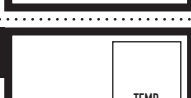
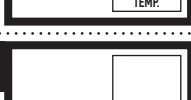
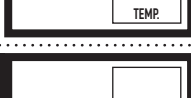
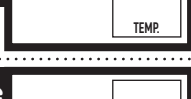
From CRAWL! No. 10

Character's Name _____ Player's Name _____

Title _____ Alignment _____ Speed _____

Occupation _____ XP _____ Level _____

 Armor Class	 Hit Points 108 HP PER LEVEL	 Critical Hits AND THEIR EFFECTS	Combat Initiative _____ Action Dice _____ Attack _____ Crit Range _____ Crit Die _____ Crit Table _____
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Strength Modifier ____/____	 TEMP.	Melee Attack & Damage
Agility Modifier ____/____	 TEMP.	Ref Save
Stamina Modifier ____/____	 TEMP.	Fort Save
Personality Modifier ____/____	 TEMP.	Will Save
Intelligence Modifier ____/____	 TEMP.	Languages
Luck Modifier ____/____	 TEMP.	Lucky Roll

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 _____

Halfling Champion Abilities	Notes
Halfling Traits <i>Infravision:</i> See in the dark up to 30 feet. <i>Small size:</i> May crawl into narrow passages and holes. <i>Slow:</i> Base movement speed of 20 feet. <i>Stealth:</i> Sneaking & hiding bonus of ____. <i>Two-weapon fighting:</i> - Action dice d16 + d16. - Fights with two equal-sized weapons. - Crit and automatic hit on natural 16. If Agility score is higher, use normal rules for two-weapon fighting. Fumble result only when both dice results are 1's. <i>Good luck charm:</i> - For every point of Luck expended, gain +2 to the roll. - Regain lost Luck equal to level each night, up to maximum Luck score. - Expend Luck to aid an ally. The Halfling's Luck modifier can be applied to any rolls made by the ally. Champion Abilities <i>Mighty Deeds of Arms:</i> As a Warrior <i>Two-handed weapons:</i> May use longswords, warhammers, and heavy axes two-handed without a penalty.	