

Crawl!

Bard
From CRAWL! No. 6

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 _____
AC Bonus _____ Check Penalty _____ Speed _____ Fumble Die _____

Equipment _____ **Treasure** _____

Bardic Talents
Bardic Talents can be taken, changed, and then taken back once. (Personality Modifier - Luck Modifier +1)
Lore _____ Intelligence Modifier _____ Luck Modifier +1 _____
Magic and Spell Check - Greater Level + Intelligence Modifier +1 _____
Bard's Luck _____ Chance at Item Level _____
Spell Name _____ Lost Level Check _____ Mercurial Effects _____ Page _____

Crawl!fanzine CHARACTER RECORD SHEETS

Gnome
From CRAWL! No. 6

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 _____
AC Bonus _____ Check Penalty _____ Speed _____ Fumble Die _____

Equipment _____ **Treasure** _____

Gnome Abilities
Gnome Traits
Gnomes have a special talent for music and song. They are also very skilled at playing instruments and singing. They are also very skilled at playing instruments and singing. They are also very skilled at playing instruments and singing.

Spells
Spell Name _____ Lost Level Check _____ Mercurial Effects _____ Page _____

Crawl!fanzine CHARACTER RECORD SHEETS

Paladin
From CRAWL! No. 6

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 _____
AC Bonus _____ Check Penalty _____ Speed _____ Fumble Die _____

Equipment _____ **Treasure** _____

Paladin Spells & Abilities
Holy Shields from Holy Shields (Personality Modifier - Luck Modifier +1)
Mighty Shields from Holy Shields (Personality Modifier - Luck Modifier +1)
Create Fear _____ Intimidate _____
Lay On Hands _____

Spells
Spell Name _____ Level _____ Check _____ Page _____

Crawl!fanzine CHARACTER RECORD SHEETS

Ranger
From CRAWL! No. 6

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 _____
AC Bonus _____ Check Penalty _____ Speed _____ Fumble Die _____

Equipment _____ **Treasure** _____

Ranger Abilities
Ranger Paths
Favored Enemies
Mighty Devils of Arise
Wilderness Skills
Notes

Crawl!fanzine CHARACTER RECORD SHEETS



**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

Critical Hits
AND THEIR EFFECTS

Combat

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

Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>	Melee Attack & Damage
Modifier ____/____		TEMP.		
Agility	<input type="text"/>	<input type="text"/>	<input type="text"/>	Ref Save
Modifier ____/____		TEMP.	TEMP.	
Stamina	<input type="text"/>	<input type="text"/>	<input type="text"/>	Fort Save
Modifier ____/____		TEMP.	TEMP.	
Personality	<input type="text"/>	<input type="text"/>	<input type="text"/>	Will Save
Modifier ____/____		TEMP.	TEMP.	
Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>	Languages
Modifier ____/____		TEMP.		
Luck	<input type="text"/>	<input type="text"/>	<input type="text"/>	Lucky Roll
Modifier ____/____		TEMP.		

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 _____

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

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"/>				

GNOME

From CRAWL! No. 6

Character's Name _____

Player's Name _____

Title _____

Alignment _____

Speed _____

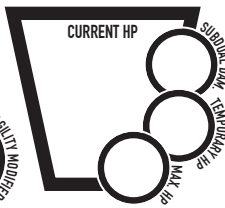
Occupation _____

XP _____

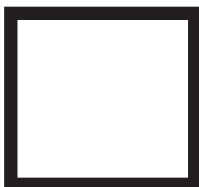
Level _____



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"/>				

Paladin

From CRAWL! No. 6

Character's Name _____ **Player's Name** _____

Title _____ **Alignment** _____ **Speed** _____

Occupation _____ **XP** _____ **Level** _____

Armor Class

Hit Points
1010 HP PER LEVEL

Critical Hits
AND THEIR EFFECTS

Combat

Initiative _____

Action Dice _____

Attack _____

Crit Range _____

Crit Die _____

Crit Table _____

Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Melee Attack & Damage
Modifier ___/___		TEMP.			
Agility	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Missile Attack & Damage
Modifier ___/___		TEMP.			
Stamina	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Portrait or Symbol
Modifier ___/___		TEMP.			
Personality	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Languages
Modifier ___/___		TEMP.			
Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Lucky Roll
Modifier ___/___		TEMP.			
Luck	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Modifier ___/___		TEMP.			

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 _____

Paladin Spells & Abilities

Holy Deeds Cause Fear, Instill Bravery, and Lay on Hands.
Action Dice ____ + Level + Personality Mod. + Luck Mod. = _____ TOTAL

Magic
d20 Spell Check + Caster Level + Personality Modifier = _____ TOTAL

Cause Fear					Instill Bravery				
1 ROUND + 1 / LVL					1 MIN. + 1 / LVL				
12-13	14-19	20-21	22-24	25+	12-13	14-19	20-21	22-24	25+
1 TARGET	103 TARGETS	105 TARGETS	107 TARGETS	108 TARGETS	+1 BONUS 1 TARGET	+2 BONUS 103 TARGETS	+3 BONUS 104 TARGETS	+4 BONUS 106 TARGETS	+5 BONUS 107 TARGETS

Paladin Abilities
Smite _____, Holy Deeds, and Magic.

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				
	12-13	14-19	20-21	22-24	25+
SAME	1 DIE	2 DICE	3 DICE	4 DICE	4 DICE
ADJACENT	NONE	1 DIE	2 DICE	3 DICE	3 DICE
OPPOSED	NONE	NONE	1 DIE	2 DICE	2 DICE

Spell Name	Level	Check	Page	Spell Name	Level	Check	Page

RANGER

From CRAWL! No. 6

Character's Name _____ Player's Name _____

Title _____ Alignment _____ Speed _____

Occupation _____ XP _____ Level _____

<p>Armor Class</p>	<p>Hit Points 1D10 HP PER LEVEL</p>	<p>Critical Hits AND THEIR EFFECTS</p>	<p>Combat</p> <p>Initiative _____ Action Dice _____ Attack _____ Crit Range _____ Crit Die _____ Crit Table _____</p>
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<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>Personality</p> <p>Modifier ____/____</p>		<p>Will Save</p>
<p>Intelligence</p> <p>Modifier ____/____</p>		<p>Languages</p>
<p>Luck</p> <p>Modifier ____/____</p>		<p>Lucky Roll</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
	Copper _____
	Silver _____
	Gold _____
	Electrum _____
	Platinum _____
	Gems/Other _____

Ranger Abilities	
<p>Ranger Path</p> <p><input type="checkbox"/> Archery Expert <input type="checkbox"/> Two-weapon Expert</p> <p>Mighty Deeds of Arms As a Warrior, but limited to Ranger Path.</p> <p>Wilderness Skills Climb, Find and neutralize natural traps, Sneak and hide, Strider, Survival.</p>	<p>Favored Enemies</p> <p>1st level _____</p> <p>2nd level _____</p> <p>3rd level _____</p> <p>6th level _____</p> <p>9th level _____</p>

Notes
