

Crawl!

DWARVEN Priest

From CRAWL! No. 10

Character's Name: _____ Player's Name: _____

Title: _____ Alignment: _____ Speed: _____

Occupation: _____ XP: _____ Level: _____

Armor Class: _____ Hit Points: _____ Critical Hits: _____

Strength: _____ Agility: _____ Stamina: _____ Personality: _____ Intelligence: _____ Luck: _____

Weapons		Notes	
Weapon	Damage Range Hand		

Armor		Notes	
Armor	AC Bonus Check Penalty Speed Fumble Die		

Equipment		Treasure	
Equipment	Equipment	Treasure	Treasure

Dwarven Priest Spells & Abilities

Dwarven Traits

Priest Abilities

Spell Name	Level	Check	Page	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: _____

Armor Class: _____ Hit Points: _____ Critical Hits: _____

Strength: _____ Agility: _____ Stamina: _____ Personality: _____ Intelligence: _____ Luck: _____

Weapons		Notes	
Weapon	Damage Range Hand		

Armor		Notes	
Armor	AC Bonus Check Penalty Speed Fumble Die		

Equipment		Treasure	
Equipment	Equipment	Treasure	Treasure

Halfling Burglar Abilities

Halfling Traits

Burglar Abilities

Spell Name	Level	Check	Page	Spell Name	Level	Check	Page

Crawl!fanzine CHARACTER RECORD SHEETS

ELVEN Rogue

From CRAWL! No. 10

Character's Name: _____ Player's Name: _____

Title: _____ Alignment: _____ Speed: _____

Occupation: _____ XP: _____ Level: _____

Armor Class: _____ Hit Points: _____ Critical Hits: _____

Strength: _____ Agility: _____ Stamina: _____ Personality: _____ Intelligence: _____ Luck: _____

Weapons		Notes	
Weapon	Damage Range Hand		

Armor		Notes	
Armor	AC Bonus Check Penalty Speed Fumble Die		

Equipment		Treasure	
Equipment	Equipment	Treasure	Treasure

Elven Rogue Spells & Abilities

Elven Traits

Rogue Abilities

Spell Name	Level	Check	Page	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: _____

Armor Class: _____ Hit Points: _____ Critical Hits: _____

Strength: _____ Agility: _____ Stamina: _____ Personality: _____ Intelligence: _____ Luck: _____

Weapons		Notes	
Weapon	Damage Range Hand		

Armor		Notes	
Armor	AC Bonus Check Penalty Speed Fumble Die		

Equipment		Treasure	
Equipment	Equipment	Treasure	Treasure

Halfling Champion Abilities

Halfling Traits

Champion Abilities

Spell Name	Level	Check	Page	Spell Name	Level	Check	Page

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

NO ABILITY MODIFIERS

Hit Points

CURRENT HP _____

108 HP PER LEVEL

SUBDUAL HP _____

TEMPORARY HP _____

MAX HP _____

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

TEMP. _____

Missile Attack & Damage

Stamina

Modifier ____/____

TEMP. _____

Fort Save

TEMP. _____

Portrait or Symbol

Personality

Modifier ____/____

TEMP. _____

Will Save

TEMP. _____

Intelligence

Modifier ____/____

TEMP. _____

Languages

Luck

Modifier ____/____

TEMP. _____

Lucky Roll

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.

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

Magic

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

Lay On Hands	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

NO ABILITY MODIFIERS

Hit Points
106 HP PER LEVEL

CURRENT HP

SUBDUAL DAMAGE

TEMPORARY HP

MAX HP

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

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.

Magick

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

Patron's Name _____ Familiar's Name _____

PATRON TAINT OR CORRUPTION _____ 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! d _____


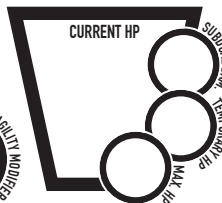
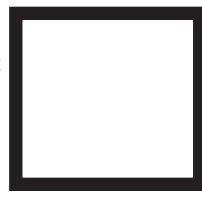
* Agility modifier, if any, also modifies checks for these skills.
 † Intelligence modifier, if any, also modifies checks for these skills.
 ‡ Personality modifier, if any, also modifies checks for these skills.

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

Halfling Burglar

From CRAWL! No. 10

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

 <p>Armor Class</p>	 <p>Hit Points 106 HP PER LEVEL</p>	 <p>Critical Hits AND THEIR EFFECTS</p>	<p>Combat</p> <p>Initiative _____</p> <p>Action Dice _____</p> <p>Attack _____</p> <p>Crit Range _____</p> <p>Crit Die _____</p> <p>Crit Table _____</p>
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<p>Strength</p> <p>Modifier ____/____</p> <p>TEMP.</p>	<p>Melee Attack & Damage</p>
<p>Agility</p> <p>Modifier ____/____</p> <p>TEMP.</p>	<p>Ref Save</p> <p>TEMP.</p>
<p>Stamina</p> <p>Modifier ____/____</p> <p>TEMP.</p>	<p>Fort Save</p> <p>TEMP.</p>
<p>Personality</p> <p>Modifier ____/____</p> <p>TEMP.</p>	<p>Will Save</p> <p>TEMP.</p>
<p>Intelligence</p> <p>Modifier ____/____</p> <p>TEMP.</p>	<p>Languages</p>
<p>Luck</p> <p>Modifier ____/____</p> <p>TEMP.</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 _____

Halfling Burglar Abilities	
<p>Halfling Traits</p> <p>Infravision: See in the dark up to 30 feet.</p> <p>Small size: May crawl into narrow passages and holes.</p> <p>Slow: Base movement speed of 20 feet.</p> <p>Stealth: Sneaking & hiding bonus of ____.</p> <p>Two-weapon fighting:</p> <ul style="list-style-type: none"> 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. <p>Good luck charm:</p> <ul style="list-style-type: none"> 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. 	<p>Burglar Abilities</p> <p>Backstab + _____</p> <p>Sneak silently + _____</p> <p>Hide in shadows + _____</p> <p>Pick pocket + _____</p> <p>Climb sheer surfaces + _____</p> <p>Pick lock + _____</p> <p>Find trap + _____</p> <p>Disable trap + _____</p> <p>Forge document + _____</p> <p>Disguise self + _____</p> <p>Handle poison + _____</p> <p>Cast spell from scroll! d _____</p>
<p>Notes</p>	

Halfling Champion

From CRAWL! No. 10

Character's Name _____ Player's Name _____

Title _____ Alignment _____ Speed _____

Occupation _____ XP _____ Level _____

<p>Armor Class</p>	<p>Hit Points 108 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 _____

Halfling Champion Abilities	Notes
<p>Halfling Traits</p> <p><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 ____ .</p> <p>Two-weapon fighting:</p> <ul style="list-style-type: none"> Action dice d16 + d16. Fights with two equal-sized weapons. Crit and automatic hit on natural 16. <p>If Agility score is higher, use normal rules for two-weapon fighting.</p> <ul style="list-style-type: none"> Fumble result only when both dice results are 1's. <p>Good luck charm:</p> <ul style="list-style-type: none"> 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. <p>Champion Abilities</p> <p><i>Mighty Deeds of Arms:</i> As a Warrior</p> <p><i>Two-handed weapons:</i> May use longswords, warhammers, and heavy axes two-handed without a penalty.</p>	