

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: _____
Dwarven Priest Spells & Abilities

Equipment
Armor: _____ AC Bonus: _____ Check Penalty: _____ Speed: _____ Fumble Die: _____
Equipment: _____ Treasure: _____

Spells
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: _____

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

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

Weapons
Weapon: _____ Damage: _____ Range: _____ Hand: _____ Notes: _____
Halfling Burglar Abilities

Equipment
Armor: _____ AC Bonus: _____ Check Penalty: _____ Speed: _____ Fumble Die: _____
Equipment: _____ Treasure: _____

Spells
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: _____

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

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

Weapons
Weapon: _____ Damage: _____ Range: _____ Hand: _____ Notes: _____
Elven Rogue Spells & Abilities

Equipment
Armor: _____ AC Bonus: _____ Check Penalty: _____ Speed: _____ Fumble Die: _____
Equipment: _____ Treasure: _____

Spells
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: _____

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

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

Weapons
Weapon: _____ Damage: _____ Range: _____ Hand: _____ Notes: _____
Halfling Champion Abilities

Equipment
Armor: _____ AC Bonus: _____ Check Penalty: _____ Speed: _____ Fumble Die: _____
Equipment: _____ Treasure: _____

Spells
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 MODIFIER

Hit Points

108 HP PER LEVEL

CURRENT HP

SUBDUAL HP

TEMPORARY HP

MAX HP

Critical Hits

AND THEIR EFFECTS

Combat

Initiative _____

Action Dice _____

Attack _____

Crit Range _____

Crit Die _____

Crit Table _____

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

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.

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	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 _____

<p>Strength</p> <p>Modifier ____/____</p>	<p>Melee Attack & Damage</p>	
<p>Agility</p> <p>Modifier ____/____</p>	<p>Missile Attack & Damage</p>	<p>Ref Save</p>
<p>Stamina</p> <p>Modifier ____/____</p>	<p>Portrait or Symbol</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 _____

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 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 _____

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> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; text-align: center; line-height: 40px;">TEMP.</div>	<p>Melee Attack & Damage</p> <div style="border: 1px solid black; width: 100%; height: 40px;"></div>
<p>Agility</p> <p>Modifier ____/____</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; text-align: center; line-height: 40px;">TEMP.</div>	<p>Missile Attack & Damage</p> <div style="border: 1px solid black; width: 100%; height: 40px;"></div>
<p>Stamina</p> <p>Modifier ____/____</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; text-align: center; line-height: 40px;">TEMP.</div>	<p>Ref Save</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; width: 40px; height: 40px; border-radius: 50%; text-align: center; line-height: 40px;">TEMP.</div> <div style="border: 1px solid black; width: 40px; height: 40px; border-radius: 50%; text-align: center; line-height: 40px;">TEMP.</div> </div>
<p>Personality</p> <p>Modifier ____/____</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; text-align: center; line-height: 40px;">TEMP.</div>	<p>Fort Save</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; width: 40px; height: 40px; border-radius: 50%; text-align: center; line-height: 40px;">TEMP.</div> <div style="border: 1px solid black; width: 40px; height: 40px; border-radius: 50%; text-align: center; line-height: 40px;">TEMP.</div> </div>
<p>Intelligence</p> <p>Modifier ____/____</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; text-align: center; line-height: 40px;">TEMP.</div>	<p>Will Save</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; width: 40px; height: 40px; border-radius: 50%; text-align: center; line-height: 40px;">TEMP.</div> <div style="border: 1px solid black; width: 40px; height: 40px; border-radius: 50%; text-align: center; line-height: 40px;">TEMP.</div> </div>
<p>Languages</p> <div style="border: 1px solid black; width: 100%; height: 40px;"></div>	
<p>Lucky Roll</p> <div style="border: 1px solid black; width: 100%; height: 40px;"></div>	

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

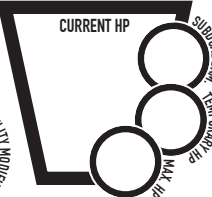
Character's Name _____ Player's Name _____

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 _____

<p>Strength</p> <p>Modifier ____/____</p>	<p>Melee Attack & Damage</p>	
<p>Agility</p> <p>Modifier ____/____</p>	<p>Missile Attack & Damage</p>	<p>Ref Save</p>
<p>Stamina</p> <p>Modifier ____/____</p>	<p>Portrait or Symbol</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
	<p>Copper _____</p> <p>Silver _____</p> <p>Gold _____</p> <p>Electrum _____</p> <p>Platinum _____</p> <p>Gems/Other _____</p>

Halfling Champion Abilities	Notes
<p>Halfling Traits</p> <p><i>Infravision:</i> See in the dark up to 30 feet.</p> <p><i>Small size:</i> May crawl into narrow passages and holes.</p> <p><i>Slow:</i> Base movement speed of 20 feet.</p> <p><i>Stealth:</i> Sneaking & hiding bonus of ____.</p> <p><i>Two-weapon fighting:</i></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><i>Good luck charm:</i></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>	