

# 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** \_\_\_\_\_ **Ref** \_\_\_\_\_  
**Agility** \_\_\_\_\_ **Ref** \_\_\_\_\_  
**Stamina** \_\_\_\_\_ **Fort** \_\_\_\_\_  
**Personality** \_\_\_\_\_ **Will** \_\_\_\_\_  
**Intelligence** \_\_\_\_\_ **Language** \_\_\_\_\_  
**Luck** \_\_\_\_\_ **Looks Bad** \_\_\_\_\_

**Weapons**  
Weapon \_\_\_\_\_ Damage \_\_\_\_\_ Range \_\_\_\_\_ Hand \_\_\_\_\_ Notes \_\_\_\_\_  
AC Bonus \_\_\_\_\_ Check Penalty \_\_\_\_\_ Speed \_\_\_\_\_ Fumble Die \_\_\_\_\_

**Equipment**  
Equipment \_\_\_\_\_ Treasure \_\_\_\_\_

**Bardic Talents**  
Bardic Talents can be taken individually and freely.  
Lore \_\_\_\_\_  
Magic \_\_\_\_\_  
Bard's Luck \_\_\_\_\_  
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** \_\_\_\_\_ **Ref** \_\_\_\_\_  
**Agility** \_\_\_\_\_ **Ref** \_\_\_\_\_  
**Stamina** \_\_\_\_\_ **Fort** \_\_\_\_\_  
**Personality** \_\_\_\_\_ **Will** \_\_\_\_\_  
**Intelligence** \_\_\_\_\_ **Language** \_\_\_\_\_  
**Luck** \_\_\_\_\_ **Looks Bad** \_\_\_\_\_

**Weapons**  
Weapon \_\_\_\_\_ Damage \_\_\_\_\_ Range \_\_\_\_\_ Hand \_\_\_\_\_ Notes \_\_\_\_\_  
AC Bonus \_\_\_\_\_ Check Penalty \_\_\_\_\_ Speed \_\_\_\_\_ Fumble Die \_\_\_\_\_

**Equipment**  
Equipment \_\_\_\_\_ Treasure \_\_\_\_\_

**Gnome Traits**  
Gnome Traits can be taken individually and freely.  
Lore \_\_\_\_\_  
Magic \_\_\_\_\_  
Gnome's Luck \_\_\_\_\_  
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** \_\_\_\_\_ **Ref** \_\_\_\_\_  
**Agility** \_\_\_\_\_ **Ref** \_\_\_\_\_  
**Stamina** \_\_\_\_\_ **Fort** \_\_\_\_\_  
**Personality** \_\_\_\_\_ **Will** \_\_\_\_\_  
**Intelligence** \_\_\_\_\_ **Language** \_\_\_\_\_  
**Luck** \_\_\_\_\_ **Looks Bad** \_\_\_\_\_

**Weapons**  
Weapon \_\_\_\_\_ Damage \_\_\_\_\_ Range \_\_\_\_\_ Hand \_\_\_\_\_ Notes \_\_\_\_\_  
AC Bonus \_\_\_\_\_ Check Penalty \_\_\_\_\_ Speed \_\_\_\_\_ Fumble Die \_\_\_\_\_

**Equipment**  
Equipment \_\_\_\_\_ Treasure \_\_\_\_\_

**Paladin Spells & Abilities**  
Paladin Abilities can be taken individually and freely.  
Lore \_\_\_\_\_  
Magic \_\_\_\_\_  
Paladin's Luck \_\_\_\_\_  
Spell Name \_\_\_\_\_ Lost Level \_\_\_\_\_ Check \_\_\_\_\_ Mercurial Effects \_\_\_\_\_ 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** \_\_\_\_\_ **Ref** \_\_\_\_\_  
**Agility** \_\_\_\_\_ **Ref** \_\_\_\_\_  
**Stamina** \_\_\_\_\_ **Fort** \_\_\_\_\_  
**Personality** \_\_\_\_\_ **Will** \_\_\_\_\_  
**Intelligence** \_\_\_\_\_ **Language** \_\_\_\_\_  
**Luck** \_\_\_\_\_ **Looks Bad** \_\_\_\_\_

**Weapons**  
Weapon \_\_\_\_\_ Damage \_\_\_\_\_ Range \_\_\_\_\_ Hand \_\_\_\_\_ Notes \_\_\_\_\_  
AC Bonus \_\_\_\_\_ Check Penalty \_\_\_\_\_ Speed \_\_\_\_\_ Fumble Die \_\_\_\_\_

**Equipment**  
Equipment \_\_\_\_\_ Treasure \_\_\_\_\_

**Ranger Paths**  
Ranger Paths can be taken individually and freely.  
Lore \_\_\_\_\_  
Magic \_\_\_\_\_  
Ranger's Luck \_\_\_\_\_  
Spell Name \_\_\_\_\_ Lost Level \_\_\_\_\_ Check \_\_\_\_\_ Mercurial Effects \_\_\_\_\_ Page \_\_\_\_\_

**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**  
106 HP PER LEVEL

**Critical Hits**  
AND THEIR EFFECTS

**Combat**

Initiative \_\_\_\_\_

Action Dice \_\_\_\_\_

Attack \_\_\_\_\_

Crit Range \_\_\_\_\_

Crit Die \_\_\_\_\_

Crit Table \_\_\_\_\_

<p><b>Strength</b></p> <p>Modifier ____/____</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto; text-align: center; line-height: 40px;">TEMP.</div>	<p><b>Melee Attack &amp; Damage</b></p> <div style="border: 1px solid black; width: 100%; height: 40px;"></div>
<p><b>Agility</b></p> <p>Modifier ____/____</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto; text-align: center; line-height: 40px;">TEMP.</div>	<p><b>Missile Attack &amp; Damage</b></p> <div style="border: 1px solid black; width: 100%; height: 40px;"></div>
<p><b>Stamina</b></p> <p>Modifier ____/____</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto; text-align: center; line-height: 40px;">TEMP.</div>	<p><b>Ref Save</b></p> <div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px; text-align: center; line-height: 40px;">TEMP.</div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px; text-align: center; line-height: 40px;">TEMP.</div> </div>
<p><b>Personality</b></p> <p>Modifier ____/____</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto; text-align: center; line-height: 40px;">TEMP.</div>	<p><b>Fort Save</b></p> <div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px; text-align: center; line-height: 40px;">TEMP.</div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px; text-align: center; line-height: 40px;">TEMP.</div> </div>
<p><b>Intelligence</b></p> <p>Modifier ____/____</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto; text-align: center; line-height: 40px;">TEMP.</div>	<p><b>Will Save</b></p> <div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px; text-align: center; line-height: 40px;">TEMP.</div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px; text-align: center; line-height: 40px;">TEMP.</div> </div>
<p><b>Luck</b></p> <p>Modifier ____/____</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px auto; text-align: center; line-height: 40px;">TEMP.</div>	<p><b>Portrait or Symbol</b></p> <div style="border: 1px solid black; width: 100%; height: 100px;"></div>
<p style="text-align: center;"><b>Languages</b></p> <div style="border: 1px solid black; width: 100%; height: 40px;"></div>	
<p style="text-align: center;"><b>Lucky Roll</b></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
	<p>Copper _____</p> <p>Silver _____</p> <p>Gold _____</p> <p>Electrum _____</p> <p>Platinum _____</p> <p>Gems/Other _____</p>

Bardic Talents	Notes
<p><b>Bardic Talents</b> Call to Arms, Challenge, and Calm.</p> <p>Talent Dice ____ + Personality Modifier + (Luck Modifier) = <span style="float: right;">TOTAL</span></p> <p><b>Lore</b></p> <p>Talent Dice ____ + Intelligence Modifier + (Luck Modifier) = <span style="float: right;">TOTAL</span></p> <p><b>Magic</b></p> <p>d20 Spell Check + Caster Level + Intelligence Modifier = <span style="float: right;">TOTAL</span></p> <p><b>Bard's Luck</b> 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"/>			

# GNOME

From CRAWL! No. 6

Character's Name

Player's Name

Title

Alignment

Speed

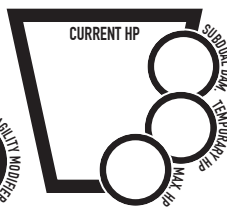
Occupation

XP

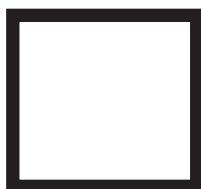
Level



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

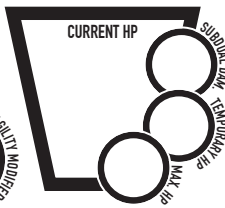
Occupation

XP

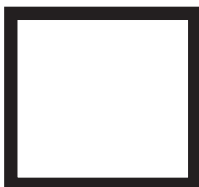
Level



Armor  
Class



Hit Points  
1D10 HP PER LEVEL



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.



## Missile Attack & Damage

## Stamina

Modifier \_\_\_\_/\_\_\_\_

TEMP.



## Portrait or Symbol

## Personality

Modifier \_\_\_\_/\_\_\_\_

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 \_\_\_\_\_

## 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 1 ROUND + 1 / LVL

12-13	14-19	20-21	22-24	25+
1 TARGET	103 TARGETS	105 TARGETS	107 TARGETS	108 TARGETS

### Instill Bravery 1 MIN. + 1 / LVL

12-13	14-19	20-21	22-24	25+
+1 BONUS 1 TARGET	+2 BONUS 103 TARGETS	+3 BONUS 104 TARGETS	+4 BONUS 106 TARGETS	+5 BONUS 107 TARGETS

### Lay On Hands ENTER CHARACTER NAME UNDER APPROPRIATE ALIGNMENT STEP

	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

### 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

## Spells

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 \_\_\_\_\_

**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><b>Strength</b></p> <p>Modifier ____/____</p> <div style="border: 1px solid black; padding: 2px; width: 40px; float: right; text-align: center;">TEMP.</div>	<p><b>Melee Attack &amp; Damage</b></p> <div style="border: 1px solid black; height: 30px; width: 100%;"></div>
<p><b>Agility</b></p> <p>Modifier ____/____</p> <div style="border: 1px solid black; padding: 2px; width: 40px; float: right; text-align: center;">TEMP.</div>	<p><b>Missile Attack &amp; Damage</b></p> <div style="border: 1px solid black; height: 30px; width: 100%;"></div>
<p><b>Stamina</b></p> <p>Modifier ____/____</p> <div style="border: 1px solid black; padding: 2px; width: 40px; float: right; text-align: center;">TEMP.</div>	<p><b>Ref Save</b></p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; margin-right: 5px;"></div> <div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; margin-right: 5px;"></div> </div>
<p><b>Personality</b></p> <p>Modifier ____/____</p> <div style="border: 1px solid black; padding: 2px; width: 40px; float: right; text-align: center;">TEMP.</div>	<p><b>Fort Save</b></p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; margin-right: 5px;"></div> <div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; margin-right: 5px;"></div> </div>
<p><b>Intelligence</b></p> <p>Modifier ____/____</p> <div style="border: 1px solid black; padding: 2px; width: 40px; float: right; text-align: center;">TEMP.</div>	<p><b>Languages</b></p> <div style="border: 1px solid black; height: 30px; width: 100%;"></div>
<p><b>Luck</b></p> <p>Modifier ____/____</p> <div style="border: 1px solid black; padding: 2px; width: 40px; float: right; text-align: center;">TEMP.</div>	<p><b>Lucky Roll</b></p> <div style="border: 1px solid black; height: 30px; width: 100%;"></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
	<p>Copper _____</p> <p>Silver _____</p> <p>Gold _____</p> <p>Electrum _____</p> <p>Platinum _____</p> <p>Gems/Other _____</p>

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