

CASTLES & CRUSADES® Character Record Sheet

Player's Name		Castle Keeper																																											
Character's Name		Alignment																																											
Class	Race	Level	Character Sketch or Symbol 																																										
Armor Class																																													
Hit Points																																													
Current Hit Points																																													
ABILITIES: <table border="0" style="width: 100%;"> <tr><td>☐ STRENGTH</td><td>_____</td><td>☐</td></tr> <tr><td></td><td>Modifier</td><td></td></tr> <tr><td>☐ INTELLIGENCE</td><td>_____</td><td>☐</td></tr> <tr><td></td><td>Modifier</td><td></td></tr> <tr><td>☐ WISDOM</td><td>_____</td><td>☐</td></tr> <tr><td></td><td>Modifier</td><td></td></tr> <tr><td>☐ DEXTERITY</td><td>_____</td><td>☐</td></tr> <tr><td></td><td>Modifier</td><td></td></tr> <tr><td>☐ CONSTITUTION</td><td>_____</td><td>☐</td></tr> <tr><td></td><td>Modifier</td><td></td></tr> <tr><td>☐ CHARISMA</td><td>_____</td><td>☐</td></tr> <tr><td></td><td>Modifier</td><td></td></tr> </table> SAVING THROWS: <table border="0" style="width: 100%;"> <tr><td>☐ Paralysis or Constriction (STR)</td></tr> <tr><td>☐ Magic or Illusion (INT)</td></tr> <tr><td>☐ Confusion, Gaze Attack, Petrification, or Polymorph (WIS)</td></tr> <tr><td>☐ Breath Weapon or Traps (DEX)</td></tr> <tr><td>☐ Death Attack, Disease, Energy Drain, or Poison (CON)</td></tr> <tr><td>☐ Charm, or Fear (CHA)</td></tr> </table>				☐ STRENGTH	_____	☐		Modifier		☐ INTELLIGENCE	_____	☐		Modifier		☐ WISDOM	_____	☐		Modifier		☐ DEXTERITY	_____	☐		Modifier		☐ CONSTITUTION	_____	☐		Modifier		☐ CHARISMA	_____	☐		Modifier		☐ Paralysis or Constriction (STR)	☐ Magic or Illusion (INT)	☐ Confusion, Gaze Attack, Petrification, or Polymorph (WIS)	☐ Breath Weapon or Traps (DEX)	☐ Death Attack, Disease, Energy Drain, or Poison (CON)	☐ Charm, or Fear (CHA)
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LANGUAGES: _____																																													
RACIAL ABILITIES: _____																																													
Base To Hit Bonus: _____ Total Melee To Hit Bonus: _____ Total Missile To Hit Bonus: _____																																													

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EQUIPMENT CARRIED	
MAGIC ITEMS	NORMAL ITEMS
SPELLS and CLASS ABILITIES, including Thief's Abilities, Cleric's Turning, etc. Spells per Level: 0 ____ 1 ____ 2 ____ 3 ____ 4 ____ 5 ____ 6 ____ 7 ____ 8 ____ 9 ____	
MONEY and TREASURE PP: GP: EP: SP: CP: GEMS: TOTAL VALUE:	EXPERIENCE Needed for next level: _____