

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:			
☐	STRENGTH	Prime Attribute?	SAVING THROWS: 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)
☐	INTELLIGENCE	Modifier ☐	
☐	WISDOM	Modifier ☐	
☐	DEXTERITY	Modifier ☐	
☐	CONSTITUTION	Modifier ☐	
☐	CHARISMA	Modifier ☐	
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: _____ TOTAL VALUE: _____	EXPERIENCE Needed for next level: _____