

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** _____

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 taken in groups. **Notes**
Lure _____
Maze _____
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** _____

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 taken in groups. **Notes**
Lure _____
Maze _____
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** _____

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 taken in groups. **Notes**
Lure _____
Maze _____
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** _____

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 taken in groups. **Notes**
Lure _____
Maze _____
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 _____

Strength

Modifier ____/____

Agility

Modifier ____/____

Stamina

Modifier ____/____

Personality

Modifier ____/____

Intelligence

Modifier ____/____

Luck

Modifier ____/____

Melee Attack & Damage

Missile Attack & Damage

Portrait or Symbol

Languages

Lucky Roll

Ref Save

Fort Save

Will Save

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 _____

Bardic Talents

Bardic Talents Call to Arms, Challenge, and Calm.

Talent Dice ____ + Personality Modifier + (Luck Modifier) = _____ TOTAL

Lore

Talent Dice ____ + Intelligence Modifier + (Luck Modifier) = _____ TOTAL

Magic

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

Bard's Luck Choose at first level.

☐ Bardic Talent Checks ☐ Lore Rolls

Notes

Spells				
Spell Name	Lost	Level	Check	Mercurial Effects
	☐			
	☐			
	☐			
	☐			
	☐			
	☐			
	☐			
	☐			
	☐			

GNOME

From CRAWL! No. 6

Character's Name

Player's Name

Title

Alignment

Speed

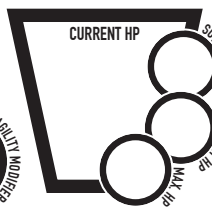
Occupation

XP

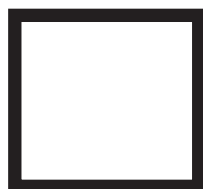
Level



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.

TEMP.

Ref
Save

Missile Attack & Damage

Stamina

Modifier ____/____

TEMP.

TEMP.

Fort
Save

Portrait or Symbol

Personality

Modifier ____/____

TEMP.

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
	☐				
	☐				
	☐				
	☐				
	☐				
	☐				
	☐				

Paladin

From CRAWL! No. 6

Character's Name

Player's Name

Title

Alignment

Speed

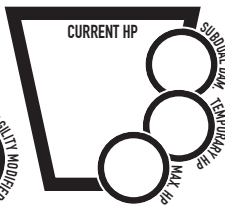
Occupation

XP

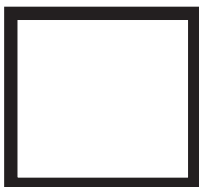
Level



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
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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 _____

Strength	 TEMP.	Melee Attack & Damage	
Agility	 TEMP.	 TEMP.	Ref Save
Stamina	 TEMP.	 TEMP.	Fort Save
Personality	 TEMP.	 TEMP.	Will Save
Intelligence	 TEMP.	Languages	
Luck	 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 _____

Ranger Path

☐ Archery Expert ☐ Two-weapon Expert

Mighty Deeds of Arms
As a Warrior, but limited to Ranger Path.

Wilderness Skills
Climb, Find and neutralize natural traps,
Sneak and hide, Strider, Survival.

Favored Enemies

1st level _____

2nd level _____

3rd level _____

6th level _____

9th level _____

Notes