

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

Equipment _____ **Treasure** _____

Dwarven Priest Spells & Abilities
Dwarven Traits: _____
Priest Abilities: _____

Spells
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: _____
Armor: _____ AC Bonus: _____ Check Penalty: _____ Speed: _____ Fumble Die: _____

Equipment _____ **Treasure** _____

Halfling Burglar Abilities
Halfling Traits: _____
Burglar Abilities: _____

Notes _____

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

Equipment _____ **Treasure** _____

Elven Rogue Spells & Abilities
Elven Traits: _____
Rogue Abilities: _____

Spells
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: _____
Armor: _____ AC Bonus: _____ Check Penalty: _____ Speed: _____ Fumble Die: _____

Equipment _____ **Treasure** _____

Halfling Champion Abilities
Halfling Traits: _____
Champion Abilities: _____

Notes _____

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 _____

Strength Modifier ____/____	Melee Attack & Damage	
Agility Modifier ____/____	Missile Attack & Damage	Ref Save
Stamina Modifier ____/____	Fort Save	Portrait or Symbol
Personality Modifier ____/____	Will Save	
Intelligence Modifier ____/____	Languages	
Luck Modifier ____/____	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 _____

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 + _____

* 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
	☐				
	☐				
	☐				
	☐				

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 _____

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 _____

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 _____

Strength	 TEMP.		Melee Attack & Damage
Modifier ____/____			
Agility	 TEMP.	 TEMP.	Ref Save
Modifier ____/____			Missile Attack & Damage
Stamina	 TEMP.	 TEMP.	Fort Save
Modifier ____/____			Portrait or Symbol
Personality	 TEMP.	 TEMP.	Will Save
Modifier ____/____			
Intelligence	 TEMP.	Languages	
Modifier ____/____			
Luck	 TEMP.	Lucky Roll	
Modifier ____/____			

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 Champion Abilities	Notes
Halfling Traits <i>Infravision:</i> See in the dark up to 30 feet. <i>Small size:</i> May crawl into narrow passages and holes. <i>Slow:</i> Base movement speed of 20 feet. <i>Stealth:</i> Sneaking & hiding bonus of ____. <i>Two-weapon fighting:</i> - 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. <i>Good luck charm:</i> - 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. Champion Abilities <i>Mighty Deeds of Arms:</i> As a Warrior <i>Two-handed weapons:</i> May use longswords, warhammers, and heavy axes two-handed without a penalty.	