



# CASTLES & CRUSADES™

PLAYER NAME \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

DATE CHARACTER BEGAN \_\_\_\_\_

## Player Character Record

CASTLE KEEPER \_\_\_\_\_

Character name box

CHARACTER NAME

CLASS: \_\_\_\_\_ LEVEL: \_\_\_\_\_

RACE: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

PATRON DEITY: \_\_\_\_\_ RELIGION: \_\_\_\_\_

PLACE OF ORIGIN: \_\_\_\_\_

RACIAL ABILITIES: \_\_\_\_\_



MOVE BASE

Character sketch box with question mark icon

CHARACTER SKETCH

### ATTRIBUTES: (CHECK PRIME ATTRIBUTES)

STR Ability Modifier, Challenge Base

STRENGTH

INT Ability Modifier, Challenge Base

INTELLIGENCE

WIS Ability Modifier, Challenge Base

WISDOM

DEX Ability Modifier, Challenge Base

DEXTERITY

CON Ability Modifier, Challenge Base

CONSTITUTION

CHA Ability Modifier, Challenge Base

CHARISMA

Saving Throw Adjustments table with +/- and Condition columns

RESISTANCES: \_\_\_\_\_

LANGUAGES: \_\_\_\_\_

### SAVING THROWS:

Paralysis/Constriction—

Arcane Magic/Illusion—

Divine Magic/Confusion/Gaze/Polymorph/Petrification—

Breath Weapon/Traps—

Disease/Energy Drain/Poison—

Death Attack/Charm/Fear—

### \*COMBAT\*



PROFICIENCY IN WEAPONS, ARMOR & HELMS: \_\_\_\_\_

AC = AC BASE + DEX. ADJ. + MAGIC ADJ. SHIELDLESS AC REAR AC

ARMOR WORN \_\_\_\_\_

HIT POINTS ( ) HIT DIE TYPE CON. ADJ. Wounds: \_\_\_\_\_

BASE TO HIT BASE MELEE BASE MISSILE

Combat Adjustments table with +/- and Condition columns

WEAPON IN HAND \_\_\_\_\_

### WEAPONLESS COMBAT:

GRAPPLING AC PUMMELING DAMAGE

OVERBEARING AC TOUCH AC

Weapon table with columns: WEAPON, BONUS, DAMAGE, RANGE / NOTES

Church and Holy Symbol fields

Special Abilities field



### SPELLS PER DAY:

Spells per day table with columns: 0, 1ST, 2ND, 3RD, 4TH, 5TH, 6TH, 7TH, 8TH, 9TH

### TURNING UNDEAD:

TURN CHECK = WIS. MOD. + LEVEL + MISC. MOD.

# TURNED = 1D12 COMMON, 1D6 EXTRAORDINARY OR 1 UNIQUE

CLERIC DRUID



