



# CASTLES & CRUSADES™

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

CAMPAIGN \_\_\_\_\_

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

## Player Character Record

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

Character name box with decorative border

CHARACTER NAME

CLASS: \_\_\_\_\_ LEVEL: \_\_\_\_\_  
RACE: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_  
PATRON DEITY: \_\_\_\_\_ RELIGION: \_\_\_\_\_

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



MOVE BASE

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

CHARACTER SKETCH box

### ATTRIBUTES: (CHECK PRIME ATTRIBUTES)

<input type="checkbox"/>	STR	ABILITY MODIFIER	CHALLENGE BASE	<input type="checkbox"/>
<b>STRENGTH</b>				
<input type="checkbox"/>	INT	ABILITY MODIFIER	CHALLENGE BASE	<input type="checkbox"/>
<b>INTELLIGENCE</b>				
<input type="checkbox"/>	WIS	ABILITY MODIFIER	CHALLENGE BASE	<input type="checkbox"/>
<b>WISDOM</b>				
<input type="checkbox"/>	DEX	ABILITY MODIFIER	CHALLENGE BASE	<input type="checkbox"/>
<b>DEXTERITY</b>				
<input type="checkbox"/>	CON	ABILITY MODIFIER	CHALLENGE BASE	<input type="checkbox"/>
<b>CONSTITUTION</b>				
<input type="checkbox"/>	CHA	ABILITY MODIFIER	CHALLENGE BASE	<input type="checkbox"/>
<b>CHARISMA</b>				

SAVING THROW ADJUSTMENTS:			
+/-	CONDITION	+/-	CONDITION

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

AC \_\_\_\_\_

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

HIT POINTS ( )    Wounds: \_\_\_\_\_

HIT DIE TYPE    CON. ADJ. \_\_\_\_\_

BASE TO HIT    BASE MELEE    BASE MISSILE

COMBAT ADJUSTMENTS:			
+/-	CONDITION	+/-	CONDITION

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

### WEAPONLESS COMBAT:

GRAPPLING AC    PUMMELING DAMAGE  
OVERBEARING AC    TOUCH AC

WEAPON	BONUS	DAMAGE	RANGE / NOTES

HOLY SYMBOL box

CHURCH: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



### SPELLS PER DAY:

	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH

SPECIAL ABILITIES: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### TURNING UNDEAD:

TURN CHECK = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

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

CLERIC DRUID



