CASTLES & CRUSADES™

Non-Player Character Record Sheet

CAMPAIGN _____ CASTLE KEEPER _____

NAME

CLASS _____ LEVEL/HIT DICE _____

RACE _____ ALIGNMENT _____

PATRON DEITY/RELIGION _____

ATTRIBUTES:

		ABILITY MOD		CHALLENGE BASE	
	S				
	I				
	W				
	D				
	C				
	CH				

STRENGTH
DEXTERITY
CONSTITUTION
INTELLIGENCE
WISDOM
CHARISMA

MOVE _____ SPECIAL MOVE _____

MAGIC RESISTANCE _____

IMMUNITIES _____

SAVE ADJUSTMENTS

+/–	CONDITION

SAVES:

PARALYSIS
ARCANE
DIVINE
TRAPS
POISON
FEAR

MORALE/LOYALTY: _____

SENSES: _____

DETECTION: _____

LANGUAGES: _____

COMBAT:

AC = _____ AC BASE + _____ DEX MOD + _____ MISC MOD

ARMOR WORN/DEFENSES _____

HIT POINTS

( ) HIT DIE TYPE

BASE TO HIT

BASE MELEE _____

BASE MISSILE _____

WEAKNESSES/FEARS _____

COMBAT ADJUSTMENTS

+/–	CONDITION

ATTACK	BONUS	DAMAGE	RANGE / NOTES

TURNING UNDEAD: _____ TURN CHECK = _____ WIS MOD + _____ LEVEL + _____ MISC MOD

TURNED = 1D12 COMMON, 1D6 EXTRAORIDNARY OR 1 UNIQUE

SPECIAL ATTACKS: _____

SPECIAL DEFENSES: _____

SPECIAL ABILITIES: _____

DESCRIPTION:

AGE _____ MAGICAL AGE _____ SEX _____

HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

SOCIAL CLASS _____ STANDING _____ DISTINGUISHING MARKS _____

HATREDS/ENEMIES _____ DESIRES/LOVES _____

ROGUE ABILITIES:

CLIMB (DEX)	DEC.SCRIPT (INT)	HIDE (DEX)	LISTEN (WIS)	MV SILENT (DEX)	OPEN LOCK (DEX)	PICK POCKET (DEX)	TRAPS (INT)

SPELLS

SPELLS PER DAY:

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

EQUIPMENT:

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT

ENC. RATING _____ LOAD VS. MOVE RATE: _____ LIGHT — _____ MODERATE — _____ HEAVY — _____ OVER TOTAL CARRIED

WEALTH: WEIGHT: _____ TOTAL: _____

EXPERIENCE:

TREASURE . . .

COMBAT . . .

OTHER . . .

TOTAL . . .

WAGES: _____ MONTHLY _____ ADVENTURE _____ BONUSES _____ CONDITIONS

DEBTS/OBLIGATIONS: _____

COMPATRIOTS: (Followers/Hirelings—Associates/Relatives)

NAME	RACE	CLASS	LVL	NAME	RACE	CLASS	LVL

LOCALES FREQUENTED: _____

EMPLOYMENT RECORD: _____

NOTES: