



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

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

ARMOR WORN: _____

HIT POINTS: HIT DIE TYPE: () CON. ADJ.: _____

Wounds: _____

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





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RACE: _____ ALIGNMENT: _____
PATRON DEITY: _____ RELIGION: _____

PLACE OF ORIGIN: _____



MOVE BASE

RACIAL ABILITIES: _____

CHARACTER SKETCH box

CHARACTER SKETCH

ATTRIBUTES: (CHECK PRIME ATTRIBUTES)

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

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

ARMOR WORN _____

Wounds: _____

HIT POINTS 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 _____

ATTACKS: _____ CBT DOMINANCE ATTACKS _____

PATRON: _____

LORD/LADY: _____

MOUNT: _____

NAME	HD	AC	HP	#AT	DAMAGE

FOLLOWERS: _____

WEAPON	BONUS	DAMAGE	RANGE / NOTES

SPECIAL ABILITIES: _____

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

TURNED - 1D12 COMMON, 1D6 EXTRAORDINARY OR 1 UNIQUE

FIGHTER BARBARIAN KNIGHT PALADIN RANGER





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RACE: _____ ALIGNMENT: _____
PATRON DEITY: _____ RELIGION: _____



PLACE OF ORIGIN: _____

RACIAL ABILITIES: _____

ATTRIBUTES: (CHECK PRIME ATTRIBUTES)

<input type="checkbox"/>	STR	ABILITY MODIFIER	CHALLENGE BASE	<input type="checkbox"/>
STRENGTH				
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DEXTERITY				
<input type="checkbox"/>	CON	ABILITY MODIFIER	CHALLENGE BASE	<input type="checkbox"/>
CONSTITUTION				
<input type="checkbox"/>	CHA	ABILITY MODIFIER	CHALLENGE BASE	<input type="checkbox"/>
CHARISMA				

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

RESISTANCES: _____

LANGUAGES: _____

SAVING THROWS:

- Paralysis/Constriction—
- Arcane Magic/Illusion—
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- Breath Weapon/Traps—
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WIZARD
ILLUSIONIST

COMBAT



PROFICIENCY IN WEAPONS, ARMOR & HELMS: _____

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ARMOR WORN: _____

Wounds: _____

HIT POINTS: _____ 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

MASTER: _____
SCHOOL: _____



SPELLS PER DAY:

FAMILIAR/PET:	NAME	HD	AC	HP	#AT	DAMAGE

SPECIAL ABILITIES: _____

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





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CHARACTER SKETCH

CLASS: _____ LEVEL: _____
RACE: _____ ALIGNMENT: _____
PATRON DEITY: _____ RELIGION: _____



PLACE OF ORIGIN: _____

RACIAL ABILITIES: _____

ATTRIBUTES: (CHECK PRIME ATTRIBUTES)

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STRENGTH				
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<input type="checkbox"/>	DEX	ABILITY MODIFIER	CHALLENGE BASE	<input type="checkbox"/>
DEXTERITY				
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CHARISMA				

SAVING THROW ADJUSTMENTS:			
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RESISTANCES: _____

LANGUAGES: _____

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ARMOR WORN: _____

HIT POINTS: _____ HIT DIE TYPE: _____ CON. ADJ.: _____

BASE TO HIT: _____ BASE MELEE: _____ BASE MISSILE: _____

Wounds: _____

COMBAT ADJUSTMENTS:			
+/-	CONDITION	+/-	CONDITION

WEAPON IN HAND: _____

WEAPONLESS COMBAT:

GRAPPLING AC: _____ PUMMELING DAMAGE: _____

OVERBEARING AC: _____ TOUCH AC: _____

WEAPON	BONUS	DAMAGE	RANGE / NOTES

GUILD/ORDER: _____ DISGUISES: _____

SUPERIOR: _____

Rank in Guild/Order: _____ SPECIAL ABILITIES: _____

CONTACTS: _____

ROGUE ABILITIES:

CLIMB (DEX)	<input type="checkbox"/>	DECIPHER SCRIPT (INT)	<input type="checkbox"/>	HIDE (DEX)	<input type="checkbox"/>	LISTEN (WIS)	<input type="checkbox"/>	MOVE SILENTLY (DEX)	<input type="checkbox"/>	OPEN LOCK (DEX)	<input type="checkbox"/>	PICK POCKET (DEX)	<input type="checkbox"/>	TRAPS (INT)	<input type="checkbox"/>
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ROGUE
ASSASSIN
BARD
MONK





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PLACE OF ORIGIN: _____

RACIAL ABILITIES: _____

ATTRIBUTES: (CHECK PRIME ATTRIBUTES)

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STRENGTH				
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SAVING THROW ADJUSTMENTS:			
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RESISTANCES: _____

LANGUAGES: _____

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COMBAT



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COMBAT ADJUSTMENTS:			
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WEAPON IN HAND: _____

WEAPONLESS COMBAT:

GRAPPLING AC: _____ PUMMELING DAMAGE: _____

OVERBEARING AC: _____ TOUCH AC: _____

WEAPON	BONUS	DAMAGE	RANGE / NOTES

PATRON: _____
SPECIAL ATTACKS: _____
SPECIAL ABILITIES: _____



SPELLS PER DAY:

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

THIEVING SKILLS:

TURNING UNDEAD:

TURN CHECK = $\frac{\text{WIS. MOD.}}{\text{WIS. MOD.}} + \frac{\text{LEVEL}}{\text{LEVEL}} + \frac{\text{MISC. MOD.}}{\text{MISC. MOD.}}$

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

CLIMB (DEX)	<input type="checkbox"/>	DECIPHER SCRIPT (INT)	<input type="checkbox"/>	HIDE (DEX)	<input type="checkbox"/>	LISTEN (WIS)	<input type="checkbox"/>	MOVE SILENTLY (DEX)	<input type="checkbox"/>	OPEN LOCK (DEX)	<input type="checkbox"/>	PICK POCKET (DEX)	<input type="checkbox"/>	TRAPS (INT)	<input type="checkbox"/>
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MULTI-CLASSSED



