

Character Name _____

CASTLES & CRUSADES®

CHARACTER SHEET

Title _____

Race _____ Class _____

Alignment _____

Religion _____ Level _____

Language Proficiency _____

Racial Abilities _____

Primary Attribute ATTRIBUTE CHECK: $d20 + Mod + level \geq CC$

ATTRIBUTES	MOD	SAVING THROWS
<input type="radio"/> STRENGTH		Paralysis & Constriction
<input type="radio"/> DEXTERITY		Breath Weapons & Traps
<input type="radio"/> CONSTITUTION		Disease, Energy Drain & Poison
<input type="radio"/> INTELLIGENCE		Arcane Magic & Illusion
<input type="radio"/> WISDOM		Confusion, Divine Magic, Gaze Attack Pertrification, Polymorph
<input type="radio"/> CHARISMA		Death Attack, Charm & Fear

COMBAT

AC: $10 + \text{ARMOR} + \text{SHIELD} + \text{ATTRIBUTE MOD} + \text{MISC}$



AC

TO HIT: $d20 + \text{ATTRIBUTE MOD} + \text{LEVEL BONUS} + \text{MISC} \geq \text{AC}$



HP

Armor _____

Shield _____ Wounds Suffered _____

Helm _____



MOVE



AC

HORSE / ANIMAL COMPANION / FAMILIAR

Type _____ Name _____

Move _____ Attacks _____ Damage _____ Saves _____

Special Qualities/Abilities _____



HP

WEAPON / TYPE / NAME	BONUS TO HIT	BONUS TO DAMAGE	WEAPON DAMAGE	NOTES / SPECIAL

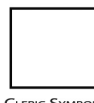
WEAPONS IN HAND _____

GUILD _____

CONTACTS _____

TOOLS OF THE TRADE _____

DISGUISES _____



CLERIC SYMBOL

SPELLS

Level	Spells/Day	Bonus Spells	Spells Known
0			
1st			
2nd			
3rd			
4th			
5th			
6th			
7th			
8th			
9th			

MAGIC ITEMS

SPELL LIST

