



# CRAWL JAMMER

Name \_\_\_\_\_

Title \_\_\_\_\_

Occupation \_\_\_\_\_

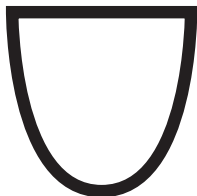
Class \_\_\_\_\_

Alignment \_\_\_\_\_

Speed \_\_\_\_\_

Level \_\_\_\_\_

XP \_\_\_\_\_



Armor  
Class



Hit Points

Max: \_\_\_\_\_

### Combat Basics

Initiative: \_\_\_\_\_

Action dice: \_\_\_\_\_

Attack: \_\_\_\_\_

Crit die: \_\_\_\_\_

Crit table: \_\_\_\_\_

### Weapons

Blank area for listing weapons.

### Treasure

Blank area for listing treasure.

### Equipment

Blank area for listing equipment.

### Armor

Blank area for armor details.

### Strength

Strength value box

Modifier: \_\_\_\_\_

### Melee Attack

Melee Attack value box

### Melee Damage

Melee Damage value box

### Agility

Agility value box

Modifier: \_\_\_\_\_



Ref  
Save

### Missile Attack

Missile Attack value box

### Missile Damage

Missile Damage value box

### Stamina

Stamina value box

Modifier: \_\_\_\_\_



Fort  
Save

### Character Portrait or Symbol

Large blank area for character portrait or symbol.

### Personality

Personality value box

Modifier: \_\_\_\_\_



Will  
Save

### Luck

Luck value box

Modifier: \_\_\_\_\_

### Lucky Roll

Lucky Roll value box

### Intelligence

Intelligence value box

Modifier: \_\_\_\_\_

### Languages

Blank area for listing languages.

### Notes

Large blank area for notes.

