Tobias Segrave

CHARACTER NAME AND RANK

CASTLES & CRUSADES

CLASS	Ranger
RACE	Human
ALIGNMENT	Neutral Good
LANGUAGES	Common

DEITY:

30' MOVEMENT

LEVEL	EXPERIENCE	
9	EXP:	250001
	EXP. NEXT LVL:	500001

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD

P		SCORE	CATEGORY	MOD
o	STR STRENGTH	15	Paralysis & Constriction	1
●	DEX DEXTERITY	16	Breath Weapon & Traps	2
●	CON CONSTITUTION	15	Disease, Energy Drain, & Poison	1
o	INT INTELLIGENCE	14	Arcane Magic & Illusion	1
●	WIS WISDOM	16	Confusion, Divine Magic, Gaze Attack, Petrification, Polymorph	2
o	CHA CHARISMA	12	Death Attack, Charm, & Fear	

AC 19 = 10 +

Armor	Shield	Mod	Magic	Misc
4	1	2	2	

ARMOR WORN: cuir bouille

SHIELD: small steel +2 HELM: none

HP 78

DAMAGE:

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th
11	4	10	10	6	11	9	11	6						

WEAPONS	BtH	Mod	Misc	Magic	Total	DMG	Mod	Misc	Magic	Total
Short Sword +1	8	1		1	10	d6	1		1	2
NOTES: +3 vs Orcs (bane)						NOTES: +2d6 vs Orcs				
Composite Short Bow	8	2			10	d8			1	1
NOTES: Range 70'						NOTES: +1 arrows (12)				
NOTES:						NOTES:				
NOTES:						NOTES:				
NOTES:						NOTES:				

CLASS ABILITIES

- Combat Marauder
- Conceal (Dex)
- Delay/Neutralize Poison (Wis)
- Move Silently (Dex)
- Scale (Dex)
- Traps (Wis)
- Survival (Wis)
- Track (Wis)
- Favored Enemy: Ogres

HOLY SYMBOL

TURN UNDEAD

TURNING CHECK	# TURNED
WIS	D12+CHA MOD

RACE ABILITIES

- Primary Attributes

SPELLS

Level	# Spells		Bonus Spells		Total
0		+		=	
1ST		+		=	
2ND		+		=	
3RD		+		=	
4TH		+		=	
5TH		+		=	
6TH		+		=	
7TH		+		=	
8TH		+		=	
9TH				=	

POSSESSIONS

ITEM	EN	ITEM	EN	ITEM	EN

AMMUNITION

ARROWS/ BOLTS	STONES/ OTHER

VICTUALS

FOOD	WATER

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS

COIN

PLATINUM	
GOLD	
SILVER	
COPPER	

MAGIC ITEMS & TREASURE (CONTINUED)

HORSE/ANIMAL COMPANION/FAMILIAR NAME

AC MOVE SAVES HP DAMAGE

TYPE NOTES

ENCUMBRANCE

TOTAL	
PENALTY	
MOVE	
ATTRIBUTE CHECK	
ARMOR CLASS	

DESCRIPTION/PERSONALITY/BACKGROUND

HEIGHT SEX HAIR

WEIGHT AGE EYES

PLACE OF ORIGIN

NOTES/ SCARS/ETC

DESCRIPTION:

PERSONALITY:

BACKGROUND:

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Thruriv Thornbiter

CHARACTER NAME AND RANK

CASTLES & CRUSADES

CLASS	Cleric
RACE	Gnome
ALIGNMENT	Chaotic Good
LANGUAGES	Common, Dwarf, Elf
	Gnome, Goblin, Kobold

DEITY:

20' MOVEMENT

9 — EXP: 300001 — EXP. NEXT LVL: 425001

LEVEL EXPERIENCE

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD

P		SCORE	CATEGORY	MOD
o	STR STRENGTH	13	Paralysis & Constriction	1
●	DEX DEXTERITY	16	Breath Weapon & Traps	2
o	CON CONSTITUTION	15	Disease, Energy Drain, & Poison	1
o	INT INTELLIGENCE	12	Arcane Magic & Illusion	
●	WIS WISDOM	16	Confusion, Divine Magic, Gaze Attack, Petrification, Polymorph	2
o	CHA CHARISMA	15	Death Attack, Charm, & Fear	1

AC 18 = 10 +

Armor	Shield	Mod	Magic	Misc
4	1	2	1	

ARMOR WORN: scalemail +1

SHIELD: small wooden HELM: none

HP 64

DAMAGE:

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th
9	6	7	9	8	5	7	6	7						

WEAPONS	BtH	+	Mod	+	Misc	+	Magic	=	Total	DMG	+	Mod	+	Misc	+	Magic	=	Total
Club +3	4	+	1	+		+	3	=			+	1	+		+	3	=	4
NOTES: Range 20'										NOTES: +2d6 vs Orcs								
Sling	4	+	2	+		+		=	6	d4	+	1	+		+		=	1
NOTES: Range 50'										NOTES:								
		+		+		+		=			+		+		+		=	
NOTES:										NOTES:								
		+		+		+		=			+		+		+		=	
NOTES:										NOTES:								
		+		+		+		=			+		+		+		=	
NOTES:										NOTES:								

CLASS ABILITIES

Spells
Bonus Spells
Turn Undead (Wis)
Move Silently (Dex)
Scale (Dex)
Traps (Wis)
Survival (Wis)
Track (Wis)
Favored Enemy: Ogres

HOLY SYMBOL

TURN UNDEAD

TURNING CHECK	# TURNED
WIS	D12+CHA MOD

RACE ABILITIES

Animal Empathy
Combat Expertise (Goblins/Kobolds)
Darkvision 60'
Enhanced Hearing
Spells - 1 time/day as 1st level:
Dancing Lights, Ghost Sound, Prestidigitation

SPELLS

Level	# Spells	+	Bonus Spells	=	Total
0	5	+	0	=	5
1st	4	+	1	=	5
2nd	4	+	1	=	5
3rd	3	+	0	=	3
4th	2	+	0	=	2
5th	1	+	0	=	1
6th		+		=	
7th		+		=	
8th		+		=	
9th				=	

POSSESSIONS

ITEM	EN	ITEM	EN	ITEM	EN
Backpack	2w	Large Belt Pouch	1w	cloak	1w
Rations (1 week)	4	Small Sack	1	tunic	1w
Bedroll	3	Sling bullets	1	trousers	1w
tongs	1			belt	*
				heavy boots	1w
		Silver Holy Symbol	1		
Large Belt Pouch	1w	Water Skin	3*		
Flint & Steel	*				
Coins	2				

AMMUNITION

ARROWS/ BOLTS	STONES/ OTHER
	x x x x x
	x x x x x
	x x x x x

VICTUALS

FOOD	WATER

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS

Create Water	Remove Paralysis	Flame Strike
Purify Food & Drink	Silence	
Detect Magic	Lesser Restoration	
Detect Poison	Detect Traps	
Light	Hold Person	
Cure Light Wounds	Cure Serious Wounds	
Sound Burst	Cure Serious Wounds	
Invisibility to Undead	Remove Curse	Potion of Cure Serious Wounds
Shield of Faith		Potion of Cure Serious Wounds
Bless		Potion of Endure Elements
	Healing Circle	Scroll: Mass Heal
	Dismissal	

COIN

PLATINUM	
GOLD	40
SILVER	55
COPPER	41

MAGIC ITEMS & TREASURE (CONTINUED)

Scalemail +1

Hat of Disguise

Club +3

Ring of Water Walking

HORSE/ANIMAL COMPANION/FAMILIAR

NAME

AC MOVE SAVES HP DAMAGE

TYPE NOTES

ENCUMBRANCE

TOTAL	
PENALTY	
MOVE	
ATTRIBUTE CHECK	
ARMOR CLASS	

DESCRIPTION/PERSONALITY/BACKGROUND

HEIGHT	3'-4"	SEX	Male	HAIR	Brown
WEIGHT	46"	AGE	60	EYES	Amber

PLACE OF ORIGIN

NOTES/ SCARS/ETC: Fraternal twin brother of Gurmil

DESCRIPTION: Handsome looks for a gnome, usually dressed in holy regalia or conservative clothes. Looks like a male version of his twin sister.

PERSONALITY: Polite and cheery unless someone is bothering his twin sister. Will lecture someone into a coma before pranking them into insanity. Tends to get all fired up about history and new pranks. Tends to stick close to his sister (Siscon).

BACKGROUND: He and his sister survived a goblin raid and were taken in by an elderly uncle yet still treated as outsiders by the locals there.

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Merarmir Swiftleaf

CHARACTER NAME AND RANK

CASTLES & CRUSADES

CLASS	Monk
RACE	Elf
ALIGNMENT	Lawful Neutral
LANGUAGES	Common, Elf, Dwarf, Gnome, Goblin, Halfling, Orc

DEITY:

50' MOVEMENT

9 LEVEL

EXP: 325001

EXP. NEXT LVL: 550001

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD

P		SCORE	CATEGORY	MOD
o	STR STRENGTH	15 (21)	Paralysis & Constriction	4
●	DEX DEXTERITY	15	Breath Weapon & Traps	1
●	CON CONSTITUTION	15	Disease, Energy Drain, & Poison	1
o	INT INTELLIGENCE	12	Arcane Magic & Illusion	
o	WIS WISDOM	10	Confusion, Divine Magic, Gaze Attack, Petrification, Polymorph	
o	CHA CHARISMA	15	Death Attack, Charm, & Fear	1

AC 15 = 10 +

Armor	Shield	Mod	Magic	Misc
		1		4

ARMOR WORN: None

SHIELD: None HELM: None

HP 85

DAMAGE:

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th
13	6	12	12	8	6	8	11	9						

WEAPONS	BtH	+	Mod	+	Misc	+	Magic	=	Total	DMG	+	Mod	+	Misc	+	Magic	=	Total
Fist (primary)	8	+	4	+		+		=			+	4	+		+		=	4
NOTES: Strikes as +3 weapon										NOTES: +2d6 vs Orcs								
Fist (secondary)	8	+	4	+		+		=	12	d6	+	4	+		+		=	4
NOTES: Strikes as +3 weapon										NOTES:								
Comp. Shortbow +2	8	+	1	+	1	+	2	=	12	d8	+		+		+		=	0
NOTES: Range 70'										NOTES:								
		+		+		+		=			+		+		+		=	
NOTES:										NOTES:								
		+		+		+		=			+		+		+		=	
NOTES:										NOTES:								

CLASS ABILITIES

- Fast Movement
- Hand to Hand Combat
- Iron Body
- Stun Attack
- Deflect Missiles
- Iron Fists
- Slow Fall
- Feign Death
- Fast Healing
- Iron Mind

HOLY SYMBOL

TURN UNDEAD

TURNING CHECK	# TURNED
WIS	D12+CHA MOD

RACE ABILITIES

- Enhanced Senses
- Twilight Vision
- Move Silently (Dex)
- Spell Resistance
- Spot Hidden Doors (Wis)
- Weapon Training - Comp. Shortbow

SPELLS

Level	# Spells	+	Bonus Spells	=	Total
0		+		=	
1ST		+		=	
2ND		+		=	
3RD		+		=	
4TH		+		=	
5TH		+		=	
6TH		+		=	
7TH		+		=	
8TH		+		=	
9TH				=	

POSSESSIONS

ITEM	EN	ITEM	EN	ITEM	EN
Quiver (1 doz. cap.)	2w	Large Belt Pouch	1w	cloak	1w
		Flint & Steel	*	tunic	1w
Shoulder pack	3w	Candles (5)	1	trousers	1w
Rations (1 week)	4	Coins	1	soft boots	*
Bedroll	3			belt	*
Small Steel Mirror	1			hat	*
Water Skin	3*				

AMMUNITION

ARROWS/ BOLTS

		x	x	x
x	x	x	x	x
x	x	x	x	x

STONES/ OTHER

VICTUALS

FOOD

WATER

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS

Composite Shortbow +2	Potion of Cure Serious Wounds	
Belt of Fire Giant Strength	Potion of Spider Climb	
Necklace of Adaptation	Potion of Haste	
Ring of Freedom of Movement		

COIN

PLATINUM	
GOLD	50
SILVER	12
COPPER	12

MAGIC ITEMS & TREASURE (CONTINUED)

HORSE/ANIMAL COMPANION/FAMILIAR NAME

AC MOVE SAVES HP DAMAGE

TYPE NOTES

ENCUMBRANCE

TOTAL	
PENALTY	
MOVE	
ATTRIBUTE CHECK	
ARMOR CLASS	

DESCRIPTION/PERSONALITY/BACKGROUND

HEIGHT	5'-3"	SEX	Female	HAIR	White-Blonde
WEIGHT	140#	AGE	150	EYES	Blue-violet

PLACE OF ORIGIN

NOTES/ SCARS/ETC

DESCRIPTION: Slim and waif-like yet with well defined muscles under loose clothing colored in shades of green and brown. Wears her hair in a plaited crown and walks in a manner that almost seems like a flowing liquid than a person.

PERSONALITY: Tends to be very serious and no nonsense with an obsession to train and eat only certain foods prepared in a certain manner. Speaks often about preserving the balance of the universe and not letting chaos destroy creation.

BACKGROUND: Got lost as a young girl and found a hidden shrine. The priest therein started her upon the path she now walks.

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Gurmil Thornbiter

CHARACTER NAME AND RANK

CASTLES & CRUSADES

CLASS	Illusionist
RACE	Gnome
ALIGNMENT	Neutral Good
LANGUAGES	Common, Dwarf, Elf

Gnome, Goblin, Kobold

DEITY:

20' MOVEMENT

9 LEVEL

EXP: 340001

EXP. NEXT LVL: 500001

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD

P		SCORE	CATEGORY	MOD
o	STR STRENGTH	10	Paralysis & Constriction	
o	DEX DEXTERITY	15	Breath Weapon & Traps	1
o	CON CONSTITUTION	12	Disease, Energy Drain, & Poison	
●	INT INTELLIGENCE	17	Arcane Magic & Illusion	2
o	WIS WISDOM	10	Confusion, Divine Magic, Gaze Attack, Petrification, Polymorph	
●	CHA CHARISMA	15	Death Attack, Charm, & Fear	1

AC 14 = 10 +

Armor	Shield	Mod	Magic	Misc
		1	3	

ARMOR WORN: None

SHIELD: None HELM: None

HP 28

DAMAGE:

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th
4	3	4	2	3	4	2	3	3						

WEAPONS	BtH	Mod	Misc	Magic	Total	DMG	Mod	Misc	Magic	Total
Staff of Fire	2			*						0
NOTES: *strikes as if a magic weapon, no bonuses						NOTES: +2d6 vs Orcs				
Dagger +2	2			2	4	d4			2	2
NOTES: 10' Range						NOTES:				
NOTES:						NOTES:				
NOTES:						NOTES:				
NOTES:						NOTES:				

CLASS ABILITIES

- Spells
- Bonus Spells
- Sharp Senses
- Disguise (Cha)
- Scale (Dex)
- Traps (Wis)
- Survival (Wis)
- Track (Wis)
- Favored Enemy: Ogres

HOLY SYMBOL

TURN UNDEAD

TURNING CHECK	# TURNED
WIS	D12+CHA MOD

RACE ABILITIES

- Animal Empathy
- Combat Expertise (Goblins/Kobolds)
- Darkvision 60'
- Enhanced Hearing
- Spells: 1 time/day as 1st level
- Dancing Lights, Ghost sound, Prestidigitation

SPELLS

Level	# Spells	Bonus Spells	Total
0	5	0	5
1ST	5	1	6
2ND	4	1	5
3RD	3	0	3
4TH	2	0	2
5TH	1	0	1
6TH			
7TH			
8TH			
9TH			

POSSESSIONS

ITEM	EN	ITEM	EN	ITEM	EN
Shoulder Pack	3w	Belt Pouch-Spell Components	2w		
Rations (1 week)	4				
Bedroll	1				
Spellbook	1				
		Robe	2w		
Large Belt Pouch	1w	Cloak with hood	1w		
Whetstone	1	Skirt	1w		
Coins	1	Soft boots	*		
		Belt	*		
Water Skin	3*				

AMMUNITION

ARROWS/BOLTS | STONES/OTHER

VICTUALS

FOOD | WATER

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS

Magical Aura	Alter Self	Dragon Breath
Mending	Mirror Image	
Detect Illusion	False Trap	
Influence	Invisibility	
Message	Minor Image	
Silent Image	Dispel Magic	
Charm Person	Major Image	Potion of Remove Curse
Darkness	Invisibility Sphere	Potion of Cure Serious Wounds
Faerie's Glamour		Potion of Cure Serious Wounds
Read Magic		Scroll: 3 spells - Dark Chaos,
See Invisibility	Shadow Conjuration	Detect Magic, Eyes of FIre
	Charm Monster	

COIN

PLATINUM	
GOLD	31
SILVER	47
COPPER	48

MAGIC ITEMS & TREASURE (CONTINUED)

Amulet of Natural Armor +3

Staff of Fire (21)

Dagger +2

Ring of Climbing

HORSE/ANIMAL COMPANION/FAMILIAR

NAME: Hopper

AC: 17 | MOVE: 40' | SAVES: P | HP: 8 | DAMAGE: Bite (1d4)

TYPE: Fox | NOTES: Scent, Hide (+4 bonus)

Tends to get spoiled a lot and a cute bow tied to his tail when around home.

ENCUMBRANCE

TOTAL	
PENALTY	
MOVE	
ATTRIBUTE CHECK	
ARMOR CLASS	

DESCRIPTION/PERSONALITY/BACKGROUND

HEIGHT	3'-4"	SEX	Female	HAIR	Brown
WEIGHT	41#	AGE	60	EYES	Amber

PLACE OF ORIGIN:

NOTES/SCARS/ETC: Fraternal twin of Thruriv

DESCRIPTION: Rather fetching for a gnome female and likes to dress up in frilly bright colored clothing more than practical clothes. Looks like a female version of her twin brother.

PERSONALITY: Cheerful and a bit of a con-artist, though mostly as part of some prank. Doesn't like someone getting close to her brother, especially members of the opposite sex. (Brocon!) Turns rather vindictive when angry. Loves cute fluffy things.

BACKGROUND: Her and her brother survived a goblin raid and were taken in by an elderly uncle yet still treated as outsiders by the locals there.

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Frobold Widefoot

CHARACTER NAME AND RANK

CASTLES & CRUSADES

CLASS	Rogue
RACE	Halfling
ALIGNMENT	Chaotic Neutral
LANGUAGES	Halfling, Common, Dwarf, Gnome, Elf, Sylvan, Goblinoid

DEITY:

20' MOVEMENT

9 LEVEL

EXP: 120001

EXP. NEXT LVL: 175001

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD

P		SCORE	CATEGORY	MOD
o	STR STRENGTH	11	Paralysis & Constriction	
●	DEX DEXTERITY	17	Breath Weapon & Traps	2
o	CON CONSTITUTION	15	Disease, Energy Drain, & Poison	1
●	INT INTELLIGENCE	15	Arcane Magic & Illusion	1
o	WIS WISDOM	10	Confusion, Divine Magic, Gaze Attack, Petrification, Polymorph	
o	CHA CHARISMA	10	Death Attack, Charm, & Fear	

AC 14 = 10 +

Armor	Shield	Mod	Magic	Misc
2		2		

ARMOR WORN: Leather Armor

SHIELD: none HELM: none

HP 49

DAMAGE:

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th
7	5	5	6	5	5	6	5	5						

WEAPONS	BtH	Mod	Misc	Magic	Total	DMG	Mod	Misc	Magic	Total
Sling	3	2								0
NOTES: Range 50'						NOTES: +2d6 vs Orcs				
Rapier +3	3			3	6	d6			3	3
NOTES: Range 70'						NOTES:				
NOTES:						NOTES:				
NOTES:						NOTES:				
NOTES:						NOTES:				

CLASS ABILITIES

- Back Attack
- Cant
- Climb (Dex)
- Decipher Script (Int)
- Hide (Dex)
- Listen (Wis)
- Move Silently (Dex)
- Open Lock (Dex)
- Pick Pocket (Dex)
- Traps (Int)
- Sneak Attack

HOLY SYMBOL

TURN UNDEAD

TURNING CHECK	# TURNED
WIS	D12+CHA MOD

RACE ABILITIES

- Fearless
- Hide (Dex)
- Move Silently (Dex)
- Duskvision
- Resistant

Rogue Modifiers:

- +2 Hide
- +2 Move Silently

SPELLS

Level	# Spells	Bonus Spells	Total
0			
1ST			
2ND			
3RD			
4TH			
5TH			
6TH			
7TH			
8TH			
9TH			

POSSESSIONS

ITEM	EN	ITEM	EN	ITEM	EN
Backpack	2w	Large Belt Pouch	1w	cloak with hood	1w
Rations (3 days)	3	Metal File	1	tunic	1w
Bedroll	3	Coins	1	trousers	1w
Small Sack	1			belt	*
Candles (5)	1				
		Small Belt Pouch	*		
		Sling bullets	1		
Large Belt Pouch	1w				
Rogue's Tools	1				
Flint & Steel	*	Water skin	3		
Tongs	1				

AMMUNITION

ARROWS/ BOLTS	STONES/ OTHER
	x x x x x
	x x x x x
	x x x x x

VICTUALS

FOOD	WATER

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS

Rapier +3	Potion of Cure Light Wounds	
Ring of Evasion	Potion of Invisibility	
Gray Bag of Tricks	Potion of Remove Curse	

COIN

PLATINUM	
GOLD	29
SILVER	15
COPPER	11

MAGIC ITEMS & TREASURE (CONTINUED)

HORSE/ANIMAL COMPANION/FAMILIAR

NAME

AC MOVE SAVES HP DAMAGE

TYPE NOTES

ENCUMBRANCE

TOTAL	
PENALTY	
MOVE	
ATTRIBUTE CHECK	
ARMOR CLASS	

DESCRIPTION/PERSONALITY/BACKGROUND

HEIGHT	3'-0"	SEX	Male	HAIR	Brown
WEIGHT	34#	AGE	26	EYES	Green

PLACE OF ORIGIN

NOTES/ SCARS/ETC Nervous tic near eyes

DESCRIPTION: A small fellow in drab clothing and rather skinny for a halfling. Sports a perpetually worried look on his face and looks ready to run at a moment's notice.

PERSONALITY: Very nervous and jittery, especially if going into a situation combat may occur during. Unfortunately his love of shinies and curiosities overrules his normal sense of caution. So much so that it borders on kleptomania.

BACKGROUND: Was picked up by local guild after caught on a 'collection' spree. Trained further and has been collecting ever since.

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