

# Maximum X CRAWL

CHARACTER NAME 7th Sorcerer PLAYER NAME \_\_\_\_\_  
 CLASS LEVELS Gnome ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_ HOME CITY \_\_\_\_\_  
 RACE \_\_\_\_\_ SIZE \_\_\_\_\_ GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ HAIR \_\_\_\_\_ EYES \_\_\_\_\_

ACTOR PORTRAYING THIS CHARACTER IN THE MOVIE VERSION OF THE GAME

ABILITY	ABILITY SCORE	ABILITY MOD	TEMP ADJ	TEMP MOD
<b>STR</b> STRENGTH	7	-4		
<b>DEX</b> DEXTERITY	16	3	18	+4
<b>CON</b> CONSTITUTION	14	2		
<b>INT</b> INTELLIGENCE	12	1		
<b>WIS</b> WISDOM	12	1		
<b>CHA</b> CHARISMA	18	4		

**HP** HIT POINTS 42 MAX HP \_\_\_\_\_ DAMAGE REDUCTION \_\_\_\_\_

WOUNDS/CURRENT HP \_\_\_\_\_

NONLETHAL DAMAGE \_\_\_\_\_

**INITIATIVE** MODIFIER 8 TOTAL 4 DEX MOD 4 MISC MOD \_\_\_\_\_

**AC** ARMOR CLASS 17 10 + \_\_\_\_\_ ARMOR BONUS \_\_\_\_\_ SHIELD BONUS \_\_\_\_\_ DEX MOD \_\_\_\_\_ SIZE MOD \_\_\_\_\_ NAT ARMOR \_\_\_\_\_ DEFLECT MOD \_\_\_\_\_ MISC MOD \_\_\_\_\_

**TOUCH** ARMOR CLASS 16 **FLAT-FOOTED** ARMOR CLASS 13 +4 vs. Giant

	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD	OTHER MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	5	2	2	1			+2 vs. Illusion
<b>REFLEX</b> (DEXTERITY)	6	2	3	1			
<b>WILL</b> (WISDOM)	7	5	1	1			

**BASE ATTACK BONUS** 3 **SPELL RESISTANCE** \_\_\_\_\_

**CMB** -2 TOTAL 3 BASE ATTACK BONUS -4 STR MOD -1 SIZE MOD \_\_\_\_\_ MODIFIERS \_\_\_\_\_

**CMD** 12 TOTAL 3 BASE ATTACK BONUS -4 STR MOD 4 DEX MOD -1 SIZE MOD 10

WEAPON			ATTACK BONUS	CRIT
<u>Ray Attack</u>			<u>+8 or +9 PBS</u>	<u>x2</u>
TYPE	RANGE	AMMUNITION	DAMAGE	
			<u>+1 PBS</u>	

WEAPON			ATTACK BONUS	CRIT
<u>Elemental Ray</u>			<u>+8 or +9 PBS</u>	<u>x2</u>
TYPE	RANGE	AMMUNITION	DAMAGE	
	<u>30'</u>	<u>7/DAY</u>	<u>+1d6+3</u>	

WEAPON			ATTACK BONUS	CRIT
<u>Hyv. Crossbow</u>			<u>+7</u>	<u>19-20</u>
TYPE	RANGE	AMMUNITION	DAMAGE	
<u>P</u>	<u>120'</u>	<u>20</u>	<u>1d10</u>	

WEAPON			ATTACK BONUS	CRIT
TYPE	RANGE	AMMUNITION	DAMAGE	

**SPEED** 20 FT SQ BASE SPEED \_\_\_\_\_ FT SQ WITH ARMOR \_\_\_\_\_

FLY \_\_\_\_\_ MANEUVERABILITY \_\_\_\_\_ SWIM \_\_\_\_\_ CLIMB \_\_\_\_\_ BURROW \_\_\_\_\_

OTHER MOVEMENT: \_\_\_\_\_

PORTRAIT

## SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD	BASES	MISC MOD
<input type="checkbox"/> ACROBATICS	<u>7</u>	= DEX <u>4</u>	+ <u>3</u>	+
<input type="checkbox"/> APPRAISE		= INT	+	+
<input type="checkbox"/> BLUFF	<u>9</u>	= CHA <u>4</u>	+ <u>2</u>	+ <u>3</u>
<input type="checkbox"/> CLIMB		= STR	+	+
<input type="checkbox"/> CRAFT		= INT	+	+
<input type="checkbox"/> CRAFT		= INT	+	+
<input type="checkbox"/> CRAFT		= INT	+	+
<input type="checkbox"/> DIPLOMACY		= CHA	+	+
<input type="checkbox"/> DISABLE DEVICE*		= DEX	+	+
<input type="checkbox"/> DISGUISE		= CHA	+	+
<input type="checkbox"/> DRIVE*		= DEX	+	+
<input type="checkbox"/> ESCAPE ARTIST		= DEX	+	+
<input type="checkbox"/> FIRST AID		= WIS	+	+
<input type="checkbox"/> FLY	<u>8</u>	= DEX <u>4</u>	+ <u>1</u>	+ <u>3</u>
<input type="checkbox"/> GRANDSTANDING		= CHA	+	+
<input type="checkbox"/> HANDLE ANIMAL*		= CHA	+	+
<input type="checkbox"/> INTIMIDATE		= CHA	+	+
<input type="checkbox"/> KNOWLEDGE (ATHLETICS)*		= INT	+	+
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	<u>8</u>	= INT <u>1</u>	+ <u>4</u>	+ <u>3</u>
<input type="checkbox"/> KNOWLEDGE (RELIGION)*		= INT	+	+
<input type="checkbox"/> KNOWLEDGE (XCRAWL)*	<u>5</u>	= INT <u>1</u>	+ <u>1</u>	+ <u>3</u>
<input type="checkbox"/> LINGUISTICS		= INT	+	+
<input type="checkbox"/> PERCEPTION	<u>10</u>	= WIS <u>1</u>	+ <u>7</u>	+ <u>2</u>
<input type="checkbox"/> PERFORM		= CHA	+	+
<input type="checkbox"/> PERFORM		= CHA	+	+
<input type="checkbox"/> PERFORM		= CHA	+	+
<input type="checkbox"/> PROFESSION*		= WIS	+	+
<input type="checkbox"/> PROFESSION*		= WIS	+	+
<input type="checkbox"/> RIDE		= DEX	+	+
<input type="checkbox"/> SENSE MOTIVE		= WIS	+	+
<input type="checkbox"/> SLEIGHT OF HAND*		= DEX	+	+
<input type="checkbox"/> SPELLCRAFT*	<u>8</u>	= INT <u>1</u>	+ <u>4</u>	+ <u>3</u>
<input type="checkbox"/> STEALTH	<u>8</u>	= DEX <u>4</u>	+	+ <u>4</u>
<input type="checkbox"/> SURVIVAL		= WIS	+	+
<input type="checkbox"/> SWIM		= STR	+	+
<input type="checkbox"/> TACTICS		= INT	+	+
<input type="checkbox"/> USE MAGIC DEVICE*	<u>14</u>	= CHA <u>4</u>	+ <u>7</u>	+ <u>3</u>
<input type="checkbox"/>		=	+	+
<input type="checkbox"/>		=	+	+
<input type="checkbox"/>		=	+	+

\* CLASS SKILL \*\* TRAINED ONLY

LANGUAGES: \_\_\_\_\_

Maxim  
X C R A W L

AC ITEMS	BONUS	TYPE	CHK PENALTY	SPELL FAIL	WEIGHT	PROPERTIES
TOTALS						

[illegible]

LIGHT LOAD		LIFT OVER HEAD	
MEDIUM LOAD		LIFT OFF GROUND	
HEAVY LOAD		DRAG OR PUSH	

**MONEY**

CP

SP

GP

PP

## FEATS

- Weapon Focus (Ray)
- Point Blank Shot
- Precise Shot
- Combat Casting

**SPECIAL ABILITIES**

Gnome Magic:

- 1/day: Dancing lights, Ghost Sound
- Prestidigitation, speak w. animals
- +1 to hit reptilian & Goblins

Low-light Vision

Cantrips

Eschew Materials

Bloodline: Elemental

Bloodline Spell: Burning hands, scorching ray, protection from evil

Bloodline Arcane

- may change any attacks to Electric

EXPERIENCE POINTS	NEXT LEVEL

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	SPELL LEVEL	SPELLS PER DAY	BONUS SPELLS
7	14	0	00	—
5	15	1 <sup>ST</sup>	6	1
3	16	2 <sup>ND</sup>	6	1
2	17	3 <sup>RD</sup>	4	1
		4 <sup>TH</sup>		
		5 <sup>TH</sup>		
		6 <sup>TH</sup>		
		7 <sup>TH</sup>		
		8 <sup>TH</sup>		
		9 <sup>TH</sup>		

CONDITIONAL MODIFIERS

+1 DC Illusions

**DOMAINS / SPECIALTY SCHOOL**

Resistance, Read Magic,  
Light, Make Hand, Ray of Frost  
Detect Poison, ~~Detect Undead~~  
Disrupt Undead

1st [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
\* Burning Hands (electric)  
mage armor, Enlarge Person  
magic missile, Silent Image  
Ray of Enfeeblement

<sup>2ND</sup> □□□□□□□□  
\* Scorching Ray (electric)  
Invisibility & glitterdust  
Mirror Image

3<sup>RD</sup> Protection from Energy  
Haste  
Fireball

4<sup>TH</sup> [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

5TH □□□□□□□□

6<sup>TH</sup> □□□□□□□□□□[illegible][illegible]

9<sup>TH</sup> □□□□□□□□□□

7th 1st Genome Sorcerer

# Maximum X CRAWL

CHARACTER NAME 7th Cleric PLAYER NAME Mercury  
 CLASS LEVELS Human ALIGNMENT  DEITY  HOME CITY   
 RACE  SIZE  GENDER  AGE  HEIGHT  WEIGHT  HAIR  EYES

ACTOR PORTRAYING THIS CHARACTER IN THE MOVIE VERSION OF THE GAME

ABILITY	ABILITY SCORE	ABILITY MOD	TEMP ADJ	TEMP MOD
STR STRENGTH	16	3	18	+4
DEX DEXTERITY	10	-		
CON CONSTITUTION	12	+1		
INT INTELLIGENCE	10	-		
WIS WISDOM	16	3	18	+4
CHA CHARISMA	14	2		

HP HIT POINTS 56 MAX HP  DAMAGE REDUCTION

SPEED 20 30 FT SQ BASE SPEED FT SQ WITH ARMOR

WOUNDS/CURRENT HP

FLY  MANEUVERABILITY  SWIM  CLIMB  BURROW

NONLETHAL DAMAGE

OTHER MOVEMENT:

INITIATIVE MODIFIER +0 TOTAL  DEX MOD  MISC MOD

## SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD	RANKS	MISC MOD
<input type="checkbox"/> ACROBATICS	=	DEX	+	+
<input type="checkbox"/> APPRAISE	=	INT	+	+
<input type="checkbox"/> BLUFF	=	CHA	+	+
<input type="checkbox"/> CLIMB	+8	STR	4	4
<input type="checkbox"/> CRAFT	=	INT	+	+
<input type="checkbox"/> CRAFT	=	INT	+	+
<input type="checkbox"/> CRAFT	=	INT	+	+
<input type="checkbox"/> DIPLOMACY	=	CHA	+	+
<input type="checkbox"/> DISABLE DEVICE*	=	DEX	+	+
<input type="checkbox"/> DISGUISE	=	CHA	+	+
<input type="checkbox"/> DRIVE*	=	DEX	+	+
<input type="checkbox"/> ESCAPE ARTIST	=	DEX	+	+
<input type="checkbox"/> FIRST AID	+10	WIS	4	3
<input type="checkbox"/> FLY	=	DEX	+	+
<input type="checkbox"/> GRANDSTANDING	=	CHA	+	+
<input type="checkbox"/> HANDLE ANIMAL*	=	CHA	+	+
<input type="checkbox"/> INTIMIDATE	=	CHA	+	+
<input type="checkbox"/> KNOWLEDGE (ATHLETICS)*	+4	INT	=	1
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	+4	INT	=	1
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	+7	INT	=	4
<input type="checkbox"/> KNOWLEDGE (XCRAWL)*	+4	INT	=	1
<input type="checkbox"/> LINGUISTICS	=	INT	+	+
<input type="checkbox"/> PERCEPTION	11	WIS	4	7
<input type="checkbox"/> PERFORM	=	CHA	+	+
<input type="checkbox"/> PERFORM	=	CHA	+	+
<input type="checkbox"/> PERFORM	=	CHA	+	+
<input type="checkbox"/> PROFESSION*	=	WIS	+	+
<input type="checkbox"/> PROFESSION*	=	WIS	+	+
<input type="checkbox"/> RIDE	=	DEX	+	+
<input type="checkbox"/> SENSE MOTIVE	10	WIS	4	3
<input type="checkbox"/> SLEIGHT OF HAND*	=	DEX	+	+
<input type="checkbox"/> SPELLCRAFT*	=	INT	+	+
<input type="checkbox"/> STEALTH	=	DEX	+	+
<input type="checkbox"/> SURVIVAL	=	WIS	+	+
<input type="checkbox"/> SWIM	=	STR	+	+
<input type="checkbox"/> TACTICS	=	INT	+	+
<input type="checkbox"/> USE MAGIC DEVICE*	=	CHA	+	+
<input type="checkbox"/>	=		+	+
<input type="checkbox"/>	=		+	+
<input type="checkbox"/>	=		+	+

PORTRAIT

AC ARMOR CLASS 21 -10 +8 + + + + +1 +1 +1  
 TOUCH ARMOR CLASS 12 FLAT-FOOTED ARMOR CLASS 21 MODIFIERS

	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD	OTHER MODIFIERS
FORTITUDE (CONSTITUTION)	+6	5	1				
REFLEX (DEXTERITY)	+2	2	-				
WILL (WISDOM)	+5	5	4				

BASE ATTACK BONUS +5 SPELL RESISTANCE

CMB +9 5 4  MODIFIERS   
 CMD 19 5 4   -10

WEAPON			ATTACK BONUS	CRIT
+1 longspear			+10	X3
TYPE	RANGE	AMMUNITION	DAMAGE	
P	—	—	1d8+5	

WEAPON		ATTACK BONUS	CRIT
mw club		+10	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B	10'	—	1d6+4

WEAPON		ATTACK BONUS	CRIT
Channel Energy		—	
TYPE	RANGE	AMMUNITION	DAMAGE
	30'	7/Day	4d6 DC15

WEAPON			ATTACK BONUS	CRIT
TYPE	RANGE	AMMUNITION	DAMAGE	


CLASS SKILL \*TRAINED ONLY

LANGUAGES:

**MAXIM**  
**X C R A W L**

AC ITEMS	BONUS	TYPE	CHK PENALTY	SPELL FAIL	WEIGHT	PROPERTIES
+ 2 Breast Plate						
TOTALS						

GEAR	
ITEM	WT.
+1 long spear	
Belt of Str + 2	
Headband of Wis + 2	
MW Club	
First Aid kit	
Wand of Cure light	
wounds (1d8 + 1, 50 ch)	
Ring of Prot. +1	
Amulet of Natural	
Armor	
Potions	
- Resist Energy (20)	
- Displacement	
- Shield of Faith +	
Scrolls	
- lesser Rest. x 2	
- Remove Disease	
- Remove Blind/Deaf	
- Restoration	
- Bless	
TOTAL WEIGHT	

LIGHT LOAD		LIFT OVER HEAD	
MEDIUM LOAD		LIFT OFF GROUND	
HEAVY LOAD		DRAG, OR PUSH	

**MONEY**

CP

SP

GP

PP

FEATS

- Extra Channel
- Selective Channel
- Dodge
- mobility
- Power Attack

**SPECIAL ABILITIES**

Aura  
Channel Energy, 4d6 (DC15) 7/Day  
Orisons  
Spontaneous Casting (Good)  
Domains: Travel, Healing  
- Agile Feet: Ignore difficult  
Terrain 1 round 6/Day  
- Rebuke Death: heal 1d4+3  
to creature below 0hp 6/Day  
- Healer's Blessing - all cure  
spells are empowered  
(+50% healing)  
Travel Domain +10 movement

EXPERIENCE POINTS	NEXT LEVEL

## SPELLS

SPELLS KNOWN	SPELL SAVE DC	SPELL LEVEL	SPELLS PER DAY	BONUS SPELL
<div></div>	<div></div>	0	<div></div>	—
<div></div>	<div></div>	1 <sup>ST</sup>	<div></div>	<div></div>
<div></div>	<div></div>	2 <sup>ND</sup>	<div></div>	<div></div>
<div></div>	<div></div>	3 <sup>RD</sup>	<div></div>	<div></div>
<div></div>	<div></div>	4 <sup>TH</sup>	<div></div>	<div></div>
<div></div>	<div></div>	5 <sup>TH</sup>	<div></div>	<div></div>
<div></div>	<div></div>	6 <sup>TH</sup>	<div></div>	<div></div>
<div></div>	<div></div>	7 <sup>TH</sup>	<div></div>	<div></div>
<div></div>	<div></div>	8 <sup>TH</sup>	<div></div>	<div></div>
<div></div>	<div></div>	9 <sup>TH</sup>	<div></div>	<div></div>

**CONDITIONAL MODIFIERS**

**DOMAINS / SPECIALTY SCHOOL**

0 □ □ □ □ □ □ □ □  
Read Magic  
Detect Magic  
Light  
Detect

1<sup>ST</sup> □ □ □ □ □ □ □ □  
\* Longstrider  
Bless x2  
Poem  
Divine Favor  
Remove Fear

2<sup>ND</sup> □ □ □ □ □ □ □ □  
\* Cure Moderate  
Aid x2  
Spiritual Weapon  
Remove Paralysis

3<sup>RD</sup> □ □ □ □ □ □ □ □  
\* Fly  
Prayer x2  
Remove Curse

4<sup>TH</sup> □ □ □ □ □ □ □ □  
\* Dimension Door  
Summon Monster  
Restoration

5<sup>TH</sup> □ □ □ □ □ □ □ □

6<sup>TH</sup> □ □ □ □ □ □ □ □

7<sup>TH</sup> □ □ □ □ □ □ □ □

8<sup>TH</sup> □ □ □ □ □ □ □ □

9<sup>TH</sup> □ □ □ □ □ □ □ □

775 101 Human Cleric



CHARACTER NAME			PLAYER NAME					
Wizard 7 <sup>th</sup>								
CLASS LEVELS			ALIGNMENT		DEITY		HOME CITY	
E/F								
RACE	SIZE	GENDER	AGE	HEIGHT	WEIGHT	HAIR	EYES	

ACTOR PORTRAYING THIS CHARACTER IN THE MOVIE VERSION OF THE GAME

ABILITY		ABILITY SCORE	ABILITY MOD	TEMP ADJ	TEMP MOD	ACTOR PORTRAYING	
<b>STR</b> STRENGTH	7	-2			<b>HP</b> HIT POINTS	49	
<b>DEX</b> DEXTERITY	16	3	18	4	MAX HP DAMAGE REDUCTION		
<b>CON</b> CONSTITUTION	14	2			WOUNDS/CURRENT HP		
<b>INT</b> INTELLIGENCE	19	4			NONLETHAL DAMAGE		
<b>WIS</b> WISDOM	10	-			<b>INITIATIVE</b> MODIFIER	8	4
<b>CHA</b> CHARISMA	10	-				TOTAL	DEX MOD
<b>AC</b> ARMOR CLASS	16	10			4		1
			ARMOR BONUS	SHIELD BONUS	DEX MOD	SIZE MOD	NAT ARMOR
							1
							DEFLECT MOD
<b>TOUCH</b> ARMOR CLASS	15	<b>FLAT-FOOTED</b> ARMOR CLASS		12	MODIFIERS		

SPEED LAND	30	FT	SO		FT	SO
	BASE SPEED			WITH ARMOR		
	FT					
	FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW	

OTHER MOVEMENT:

	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD	OTHER MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	6	2	2	2			+2 vs. Enchant
<b>REFLEX</b> (DEXTERITY)	8	2	4	2			immune to Sleep
<b>WILL</b> (WISDOM)	7	5	-	2			

<b>BASE ATTACK BONUS</b>	3	<b>SPELL RESISTANCE</b>	
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$$\text{CMB} = \boxed{1} = \boxed{3} + \boxed{-2} + \boxed{-} \quad \text{MODIFIERS}$$

**CMD**  $15 = 3 + -2 + 4 + \square - 10$

TOTAL BASE ATTACK STR DEX MOD SIZE MOD

WEAPON			ATTACK BONUS	CRIT
Wand Arcane Bond			Summon IV	YDay
TYPE	RANGE	AMMUNITION	DAMAGE	
		50 charges -	Summon III	

WEAPON			ATTACK BONUS	CRIT
Wand Scorching Ray			8	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
		50 charges	4d6	

WEAPON			ATTACK BONUS	CRIT
Masterwork longbow			+9	x3
TYPE	RANGE	AMMUNITION	DAMAGE	
P	100'	20	1d8	

WEAPON		ATTACK BONUS	CRIT
Acid Dart			
TYPE	RANGE	AMMUNITION	DAMAGE
	30'	7/Day	1d6+3

## SKILLS

SKILL NAME	TOTAL EQUUS	ABILITY MOD	RANKS	MISC MOD
<input type="checkbox"/> ACROBATICS	<u>11</u>	= DEX	<u>4</u>	<u>7</u>
<input type="checkbox"/> APPRAISE	<u>8</u>	= INT	<u>4</u>	<u>1</u>
<input type="checkbox"/> BLUFF		= CHA		
<input type="checkbox"/> CLIMB		= STR		
<input type="checkbox"/> CRAFT <u>Caligraphy</u>	<u>11</u>	= INT	<u>4</u>	<u>4</u>
<input type="checkbox"/> CRAFT		= INT		
<input type="checkbox"/> CRAFT		= INT		
<input type="checkbox"/> DIPLOMACY		= CHA		
<input type="checkbox"/> DISABLE DEVICE*		= DEX		
<input type="checkbox"/> DISGUISE		= CHA		
<input type="checkbox"/> DRIVE*		= DEX		
<input type="checkbox"/> ESCAPE ARTIST		= DEX		
<input type="checkbox"/> FIRST AID		= WIS		
<input type="checkbox"/> FLY	<u>11</u>	= DEX	<u>4</u>	<u>5</u>
<input type="checkbox"/> GRANDSTANDING		= CHA		
<input type="checkbox"/> HANDLE ANIMAL*		= CHA		
<input type="checkbox"/> INTIMIDATE		= CHA		
<input type="checkbox"/> KNOWLEDGE (ATHLETICS)*	<u>10</u>	= INT	<u>4</u>	<u>3</u>
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	<u>10</u>	= INT	<u>4</u>	<u>3</u>
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	<u>10</u>	= INT	<u>4</u>	<u>3</u>
<input type="checkbox"/> KNOWLEDGE (XCRAWL)*	<u>10</u>	= INT	<u>4</u>	<u>3</u>
<input type="checkbox"/> LINGUISTICS		= INT		
<input type="checkbox"/> PERCEPTION	<u>10</u>	= WIS	<u>1</u>	<u>7</u>
<input type="checkbox"/> PERFORM		= CHA		
<input type="checkbox"/> PERFORM		= CHA		
<input type="checkbox"/> PERFORM		= CHA		
<input type="checkbox"/> PROFESSION*		= WIS		
<input type="checkbox"/> PROFESSION*		= WIS		
<input type="checkbox"/> RIDE		= DEX		
<input type="checkbox"/> SENSE MOTIVE		= WIS		
<input type="checkbox"/> SLEIGHT OF HAND*		= DEX		
<input type="checkbox"/> SPELLCRAFT*	<u>14</u>	= INT	<u>4</u>	<u>7</u>
<input type="checkbox"/> STEALTH		= DEX		
<input type="checkbox"/> SURVIVAL		= WIS		
<input type="checkbox"/> SWIM		= STR		
<input type="checkbox"/> TACTICS		= INT		
<input type="checkbox"/> USE MAGIC DEVICE*		= CHA		
<input type="checkbox"/>		=		
<input type="checkbox"/> <u>+ 2 spellcraft!</u>		=		
<input type="checkbox"/> <u>identify</u>		=		

✓ CLASS SKILL \*TRAINED ONLY

LANGUAGES:

**X C R A W L**

AC ITEMS	BONUS	TYPE	CHK	PENALTY	SPELL FAIL	WEIGHT	PROPERTIES
TOTALS							

[illegible]

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

MONEY	
CP	
SP	
GP	
PP	

## FEATS

- \* Augment Summoning
- \* Scribe Scroll

Spell Focus: Conjuratation  
Improved Init  
Combat Casting  
Craft Wondrous Item

### SPECIAL ABILITIES

Low-light Vision  
Elven Magic  
+2 to overcome spell resistance  
Arcane School: Conjuratoin  
- Summoner's Charm (+3 rounds  
on Summoning Spells)  
- Acid Dart - 1d6+3, 7x/Day  
Opposition Schools: Enchantment,  
Divination  
Cantrips  
Arcane Bond (Wand)  
Wand of Summon Monsta III  
- 50 Charge  
- Stored spell: Summon Monsta IV

EXPERIENCE POINTS	NEXT LEVEL

## SPELLS

SPELLS KNOWN	SPELL SAVE DC	SPELL LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	14	0	4	—
<input type="text"/>	15	1 <sup>ST</sup>	4	1
<input type="text"/>	16	2 <sup>ND</sup>	3	1
<input type="text"/>	17	3 <sup>RD</sup>	2	1
<input type="text"/>	18	4 <sup>TH</sup>	1	1
<input type="text"/>	<input type="text"/>	5 <sup>TH</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6 <sup>TH</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7 <sup>TH</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8 <sup>TH</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9 <sup>TH</sup>	<input type="text"/>	<input type="text"/>

CONDITIONAL MODIFIERS  
+2 vs. spell resistance  
+1 DC Conjuration

**DOMAINS / SPECIALTY SCHOOL**

☐ ☐☐☐☐☐☐☐☐☐☐

Mage Hand  
Ghost Sound  
Light  
Prestidigitation

1<sup>ST</sup> [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
 \* Mage Armor  
 Ray of Enticement  
 Enlarge Person  
 Color Spray  
 Grease  
 Feather Fall

2<sup>ND</sup> [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
 \* ~~Cure~~ Glitterdust  
 Invisibility X2  
 Mirror Image  
 Flaming Sphere

3<sup>RD</sup> [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
\* Stinking Cloud  
Fireball  
Slow x 2

4<sup>TH</sup> [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
\* Black Tentacle  
Summon Monstr IV  
Enervation

5<sup>TH</sup> □□□□□□□□□□

6<sup>TH</sup> □□□□□□□□7<sup>TH</sup> □□□□□□□□[illegible]

9<sup>TH</sup> □□□□□□□□

17-16-1 EIP wizary

# MAXIMUM XCRAWL

CHARACTER NAME 7th Barbarian PLAYER NAME \_\_\_\_\_  
 CLASS LEVELS 1/2 Orc ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_ HOME CITY \_\_\_\_\_  
 RACE \_\_\_\_\_ SIZE \_\_\_\_\_ GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ HAIR \_\_\_\_\_ EYES \_\_\_\_\_

ACTOR PORTRAYING THIS CHARACTER IN THE MOVIE VERSION OF THE GAME

ABILITY	ABILITY SCORE	ABILITY MOD	TEMP ADJ	TEMP MOD
STR STRENGTH	18	4		
DEX DEXTERITY	12	1		
CON CONSTITUTION	16	3		
INT INTELLIGENCE	12	1		
WIS WISDOM	9	-1		
CHA CHARISMA	16	0		

HP HIT POINTS 84 MAX HP \_\_\_\_\_ DAMAGE REDUCTION \_\_\_\_\_

SPEED 50 FT SQ BASE SPEED \_\_\_\_\_ FT SQ WITH ARMOR \_\_\_\_\_

WOUNDS/CURRENT HP \_\_\_\_\_

FLY \_\_\_\_\_ MANEUVERABILITY \_\_\_\_\_ SWIM \_\_\_\_\_ CLIMB \_\_\_\_\_ BURROW \_\_\_\_\_

NONLETHAL DAMAGE \_\_\_\_\_

OTHER MOVEMENT: \_\_\_\_\_

INITIATIVE MODIFIER 1 TOTAL 1 DEX MOD \_\_\_\_\_ MISC MOD \_\_\_\_\_

AC ARMOR CLASS 19 = 10 + 6 + 1 + 1 + 1 + 1 + 2

TOUCH ARMOR CLASS 13 FLAT-FOOTED ARMOR CLASS 16 MODIFIERS \_\_\_\_\_

	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD	OTHER MODIFIERS
FORTITUDE (CONSTITUTION)	9	5	3	1			
REFLEX (DEXTERITY)	4	2	1	1			
WILL (WISDOM)	2	2	-1	1			

BASE ATTACK BONUS +7 SPELL RESISTANCE \_\_\_\_\_

CMB 11 = 7 + 4 + 1 + 1 + 1 + 1 + 1 MODIFIERS \_\_\_\_\_

CMD 22 = 7 + 4 + 1 + 1 + 1 + 1 + 1 MODIFIERS \_\_\_\_\_

WEAPON	ATTACK BONUS	CRIT
<u>+2 Greataxe</u>	<u>+13/+8</u>	<u>x3</u>
TYPE	RANGE	AMMUNITION
<u>S</u>		<u>1d12+8</u>

WEAPON	ATTACK BONUS	CRIT
<u>Mh. Hvy. Flail</u>	<u>+12/+7</u>	<u>x3</u>
TYPE	RANGE	AMMUNITION
<u>B</u>		<u>1d10+6</u>

WEAPON	ATTACK BONUS	CRIT
TYPE	RANGE	AMMUNITION

WEAPON	ATTACK BONUS	CRIT
TYPE	RANGE	AMMUNITION

SKILL NAME	TOTAL BONUS	ABILITY MOD	RATINGS	MISC MOD
<input type="checkbox"/> ACROBATICS	<u>11</u>	= DEX <u>1</u>	+ <u>7</u>	+ <u>3</u>
<input type="checkbox"/> APPRAISE		= INT		
<input type="checkbox"/> BLUFF		= CHA		
<input type="checkbox"/> CLIMB	<u>12</u>	= STR <u>4</u>	+ <u>5</u>	+ <u>3</u>
<input type="checkbox"/> CRAFT		= INT		
<input type="checkbox"/> CRAFT		= INT		
<input type="checkbox"/> CRAFT		= INT		
<input type="checkbox"/> DIPLOMACY		= CHA		
<input type="checkbox"/> DISABLE DEVICE*		= DEX		
<input type="checkbox"/> DISGUISE		= CHA		
<input type="checkbox"/> DRIVE*		= DEX		
<input type="checkbox"/> ESCAPE ARTIST		= DEX		
<input type="checkbox"/> FIRST AID		= WIS		
<input type="checkbox"/> FLY		= DEX		
<input type="checkbox"/> GRANDSTANDING		= CHA		
<input type="checkbox"/> HANDLE ANIMAL*		= CHA		
<input type="checkbox"/> INTIMIDATE	<u>12</u>	= CHA <u>-</u>	+ <u>7</u>	+ <u>3</u> + <u>2</u>
<input type="checkbox"/> KNOWLEDGE (ATHLETICS)*		= INT		
<input type="checkbox"/> KNOWLEDGE (ARCANA)*		= INT		
<input type="checkbox"/> KNOWLEDGE (RELIGION)*		= INT		
<input type="checkbox"/> KNOWLEDGE (XCRAWL)*		= INT		
<input type="checkbox"/> LINGUISTICS		= INT		
<input type="checkbox"/> PERCEPTION	<u>9</u>	= WIS <u>-1</u>	+ <u>7</u>	+ <u>3</u>
<input type="checkbox"/> PERFORM		= CHA		
<input type="checkbox"/> PERFORM		= CHA		
<input type="checkbox"/> PERFORM		= CHA		
<input type="checkbox"/> PROFESSION*		= WIS		
<input type="checkbox"/> PROFESSION*		= WIS		
<input type="checkbox"/> RIDE		= DEX		
<input type="checkbox"/> SENSE MOTIVE	<u>6</u>	= WIS <u>-1</u>	+ <u>7</u>	
<input type="checkbox"/> SLEIGHT OF HAND*		= DEX		
<input type="checkbox"/> SPELLCRAFT*		= INT		
<input type="checkbox"/> STEALTH		= DEX		
<input type="checkbox"/> SURVIVAL	<u>7</u>	= WIS <u>-1</u>	+ <u>5</u>	+ <u>3</u>
<input type="checkbox"/> SWIM	<u>11</u>	= STR <u>4</u>	+ <u>4</u>	+ <u>3</u>
<input type="checkbox"/> TACTICS		= INT		
<input type="checkbox"/> USE MAGIC DEVICE*		= CHA		
<input type="checkbox"/> <u>+5 to Jump Checks</u>				
<input type="checkbox"/>				
<input type="checkbox"/>				

\* CLASS SKILL \* TRAINED ONLY

LANGUAGES: \_\_\_\_\_

**MAXIMIZING  
XCRAWL**

AC ITEMS	BONUS	TYPE	CHK PENALTY	SPELL FAIL	WEIGHT	PROPERTIES
+2 mithril Breastplate	8		<del>0</del>	25%		mithril
TOTALS						

## SPELLS

SPELLS KNOWN	SPELL SAVE DC	SPELL LEVEL	SPELLS PER DAY	BONUS SPELL
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	1 <sup>ST</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2 <sup>ND</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3 <sup>RD</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4 <sup>TH</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5 <sup>TH</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6 <sup>TH</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7 <sup>TH</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8 <sup>TH</sup>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9 <sup>TH</sup>	<input type="text"/>	<input type="text"/>

CONDITIONAL MODIFIERS

[illegible]

FEATS

Power Attack  
Extra Rage  
Dodge  
Mobility

**SPECIAL ABILITIES**

Intimidating (+2)  
Orc Ferocity  
Darkvision 60'  
Fast Movement  
Rage (25 rounds / Day)  
Rage Powers  
- No Escape  
- Knockback  
- Strength Surge  
Uncanny Dodge  
Trap Sense +2  
Improved Uncanny Dodge  
Damage Reduction 8/-

DOMAINS / SPECIALTY SCHOOL									
0									
1 <sup>ST</sup>									
2 <sup>ND</sup>									
3 <sup>RD</sup>									
4 <sup>TH</sup>									
5 <sup>TH</sup>									
6 <sup>TH</sup>									
7 <sup>TH</sup>									
8 <sup>TH</sup>									
9 <sup>TH</sup>									

LIGHT LOAD		LIFT OVER HEAD	
MEDIUM LOAD		LIFT OFF GROUND	
HEAVY LOAD		DRAG OR PUSH	

MONEY	
CP	
SP	
GP	
PP	

EXPERIENCE POINTS	NEXT LEVEL

7<sup>th</sup> 1st Barbanien Half-arc



# Maximum X CRAWL

CHARACTER NAME

7th Rogue

PLAYER NAME

CLASS LEVELS

Dwarf

ALIGNMENT

DEITY

HOME CITY

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ACTOR PORTRAYING THIS CHARACTER IN THE MOVIE VERSION OF THE GAME

PORTRAIT

ABILITY	ABILITY SCORE	ABILITY MOD	TEMP ADJ	TEMP MOD
STR STRENGTH	10	-		
DEX DEXTERITY	18	4		
CON CONSTITUTION	14	2		
INT INTELLIGENCE	14	2		
WIS WISDOM	12	1		
CHA CHARISMA	8	-1		

HP HIT POINTS	56	
MAX HP		DAMAGE REDUCTION

SPEED LAND	30	FT	SQ	FT	SQ
		BASE SPEED			WITH ARMOR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE MODIFIER	5	4	1
TOTAL		DEX MOD	MISC MOD

FT	MANEUVERABILITY	SWIM	CLIMB	BURROW

OTHER MOVEMENT:

AC ARMOR CLASS	19	10	2	4	1	2
		ARMOR BONUS	SHIELD BONUS	DEX MOD	SIZE MOD	NAT ARMOR

TOUCH ARMOR CLASS	15	FLAT-FOOTED ARMOR CLASS	14	+4 vs. Giants
				MODIFIERS

FORTITUDE (CONSTITUTION)	7	2	2	1	2		+2 vs. Poison Spell
		BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD	OTHER MODIFIERS
REFLEX (DEXTERITY)	10	5	4	1			spell like
		BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD	OTHER MODIFIERS
WILL (WISDOM)	6	2	1	1	2		
		BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD	OTHER MODIFIERS

BASE ATTACK BONUS	5	SPELL RESISTANCE	
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CMB	5	5	-		+4 vs. Bull Rush/Trip
	TOTAL	BASE ATTACK BONUS	STR MOD	SIZE MOD	MODIFIERS

CMD	19	5	-	4	10
	TOTAL	BASE ATTACK BONUS	STR MOD	DEX MOD	SIZE MOD

WEAPON		ATTACK BONUS	CRIT
+1 Short sword		+11	19-20
TYPE	RANGE	AMMUNITION	DAMAGE
P		Sneak attack +4d6	1d6 +1

WEAPON		ATTACK BONUS	CRIT
+1 short sword, two weapon		+9/+9	19-20
TYPE	RANGE	AMMUNITION	DAMAGE
P		Sneak attack +4d6	1d6 +1

WEAPON			ATTACK BONUS	CRIT
H. Crossbow			10	19-20
TYPE	RANGE	AMMUNITION	DAMAGE	
P	120'	20	1d10	

WEAPON			ATTACK BONUS	CRIT
TYPE	RANGE	AMMUNITION	DAMAGE	

## SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD	RANKS	MISC MOD
ACROBATICS	14	DEX	4	7 + 3
APPRAISE		INT		
BLUFF	9	CHA	-1	7 + 3
CLIMB	6	STR	-	3 + 3
CRAFT		INT		
CRAFT		INT		
CRAFT		INT		
DIPLOMACY		CHA		
DISABLE DEVICE*	14	DEX	4	7 + 3
DISGUISE		CHA		
DRIVE*		DEX		
ESCAPE ARTIST	14	DEX	4	7 + 3
FIRST AID		WIS		
FLY		DEX		
GRANDSTANDING		CHA		
HANDLE ANIMAL*		CHA		
INTIMIDATE		CHA		
KNOWLEDGE (ATHLETICS)*	6	INT	2	1 + 3
KNOWLEDGE (ARCANA)*		INT		
KNOWLEDGE (RELIGION)*		INT		
KNOWLEDGE (XCRAWL)*	6	INT	2	1 + 3
LINGUISTICS		INT		
PERCEPTION	11	WIS	1	7 + 3
PERFORM Grandstand	9	CHA	-1	7 + 3
PERFORM		CHA		
PERFORM		CHA		
PROFESSION*		WIS		
PROFESSION*		WIS		
RIDE		DEX		
SENSE MOTIVE	11	WIS	1	7 + 3
SLEIGHT OF HAND*		DEX		
SPELLCRAFT*		INT		
STEALTH	13	DEX	4	6 + 3
SURVIVAL		WIS		
SWIM	6	STR	-	3 + 3
TACTICS		INT		
USE MAGIC DEVICE*	12	CHA	-1	7 + 3 (3)

CLASS SKILL \*TRAINED ONLY

LANGUAGES: +2 Perception vs. Stonehewer

Trapfindings +3

Jump +5

