Maximum XCRAWL

CHARACTER NAME | PLAYER NAME

CLASS LEVELS | 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				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS — MAX HP | DAMAGE REDUCTION

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE MODIFIER = TOTAL + DEX MOD + MISC MOD

SPEED LAND — BASE SPEED (FT / SQ) | WITH ARMOR (FT / SQ)

FLY (FT) | MANEUVERABILITY | SWIM | CLIMB | BURROW

OTHER MOVEMENT: _____

AC ARMOR CLASS = 10 + ARMOR BONUS + SHIELD BONUS + DEX MOD + SIZE MOD + NAT ARMOR + DEFLECT MOD + MISC MOD

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

MODIFIERS

	TOTAL	= BASE SAVE	+ ABILITY MOD	+ MAGIC MOD	+ MISC MOD	+ TEMP MOD	OTHER MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS

SPELL RESISTANCE

CMB = TOTAL + BASE ATTACK BONUS + STR MOD + SIZE MOD

MODIFIERS

CMD = TOTAL + BASE ATTACK BONUS + STR MOD + DEX MOD + SIZE MOD + 10

SKILLS

SKILL NAME	TOTAL BONUS		ABILITY MOD		RANKS		MISC MOD
❑ Acrobatics		= Dex		+		+	
❑ Appraise		= Int		+		+	
❑ Bluff		= Cha		+		+	
❑ Climb		= Str		+		+	
❑ Craft _____		= Int		+		+	
❑ Craft _____		= Int		+		+	
❑ Craft _____		= Int		+		+	
❑ Diplomacy		= Cha		+		+	
❑ Disable Device*		= Dex		+		+	
❑ Disguise		= Cha		+		+	
❑ Drive*		= Dex		+		+	
❑ Escape Artist		= Dex		+		+	
❑ First Aid		= Wis		+		+	
❑ Fly		= Dex		+		+	
❑ Grandstanding		= Cha		+		+	
❑ Handle Animal*		= Cha		+		+	
❑ Intimidate		= Cha		+		+	
❑ Knowledge (athletics)*		= Int		+		+	
❑ Knowledge (arcana)*		= Int		+		+	
❑ Knowledge (religion)*		= Int		+		+	
❑ Knowledge (Xcrawl)*		= Int		+		+	
❑ Linguistics		= Int		+		+	
❑ Perception		= Wis		+		+	
❑ Perform _____		= Cha		+		+	
❑ Perform _____		= Cha		+		+	
❑ Perform _____		= Cha		+		+	
❑ Profession* _____		= Wis		+		+	
❑ Profession* _____		= Wis		+		+	
❑ Ride		= Dex		+		+	
❑ Sense Motive		= Wis		+		+	
❑ Sleight of Hand*		= Dex		+		+	
❑ Spellcraft*		= Int		+		+	
❑ Stealth		= Dex		+		+	
❑ Survival		= Wis		+		+	
❑ Swim		= Str		+		+	
❑ Tactics		= Int		+		+	
❑ Use Magic Device*		= Cha		+		+	
❑ _____		=		+		+	
❑ _____		=		+		+	
❑ _____		=		+		+	

✓ CLASS SKILL *TRAINED ONLY

LANGUAGES: _____

WEAPON	ATTACK BONUS	CRIT

TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON	ATTACK BONUS	CRIT

TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON	ATTACK BONUS	CRIT

TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON	ATTACK BONUS	CRIT

TYPE	RANGE	AMMUNITION	DAMAGE

AC ITEMS

AC ITEMS	BONUS	TYPE	CHK PENALTY	SPELL FAIL	WEIGHT	PROPERTIES
TOTALS						

GEAR

ITEM	WT.
TOTAL WEIGHT	

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

MONEY

CP

SP

GP

PP

FEATS

SPECIAL ABILITIES

EXPERIENCE POINTS	NEXT LEVEL

SPELLS

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

CONDITIONAL MODIFIERS

DOMAINS / SPECIALTY SCHOOL

0 ❑❑❑❑❑❑❑❑❑❑

1ST ❑❑❑❑❑❑❑❑❑❑

2ND ❑❑❑❑❑❑❑❑❑❑

3RD ❑❑❑❑❑❑❑❑❑❑

4TH ❑❑❑❑❑❑❑❑❑❑

5TH ❑❑❑❑❑❑❑❑❑❑

6TH ❑❑❑❑❑❑❑❑❑❑

7TH ❑❑❑❑❑❑❑❑❑❑

8TH ❑❑❑❑❑❑❑❑❑❑

9TH ❑❑❑❑❑❑❑❑❑❑

FAME	
PERMANENT	TEMPORARY

AGENT: _____

MaxiMum XCRAWL

STANDARD APPEARANCE FEE [ ] = [ ] × 250 GP
TOTAL FAME

FAME FEATS

SPONSORS & SPONSORSHIP PACKAGES

CRAWLS COMPETED IN

	LOCATION	DJ	VICTORY
			❑ Y ❑ N
			❑ Y ❑ N
			❑ Y ❑ N
			❑ Y ❑ N
			❑ Y ❑ N
			❑ Y ❑ N
			❑ Y ❑ N
			❑ Y ❑ N
			❑ Y ❑ N
			❑ Y ❑ N

PRIZES WON

SIDEKICKS, ENTOURAGE & GROUPIES

REAL ESTATE

VACATIONS

❑ PENDING ❑ TAKEN
❑ PENDING ❑ TAKEN
❑ PENDING ❑ TAKEN
❑ PENDING ❑ TAKEN
❑ PENDING ❑ TAKEN
❑ PENDING ❑ TAKEN