

Castles & Crusades Errata

This document contains errata, rules updates and explanations for the Castles & Crusades Players Handbook. It will be updated regularly to meet the needs of the players. If there is a particular issue you feel needs attention please email Steve Chenault at troll@trolllord.com and entitle the email "C&C question" followed by the question subject area such as classes, races, combat, spells etc. Otherwise please join in on our discussion forums at trolllord.com.

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Classes

Progression Beyond 12th Level

In the Players Handbook, the class level progression is listed up to 12th level. There is, however, no limit to level progression. The experience point progression (EPP) for each class beyond 12th level is listed below. It is standard for each class and each level. For example, the fighter's EPP beyond 12th level is 250,000. This means that to go from 12th to 13th level, the fighter requires 250,000 EPPs. For that fighter to progress from 13th to 14th level, the fighter needs another 250,000 EPPs.

Fighter	250,000
Ranger	225,000
Rogue	125,000
Assassin	150,000
Barbarian	200,000
Monk	250,000
Wizard	250,000
Illusionist	150,000
Cleric	250,000
Druid	125,000
Knight	175,000
Paladin	300,000
Bard	175,000

Classes and Armors

Several of the classes have restrictions on the type of armor they can wear. These are listed in the class description. However, Class Reference Table 1 is supplied as a quick reference for all the classes.

The armor use restrictions reflect that class's training and experience and the limitations of it. Classes with no familiarity with certain types of armor can not be expected to wear them and act without their abilities being hampered. For example, the rogue Felthing has grown up on the streets of Margleburg and has never before worn any armor other than leather and padded. When Felthing puts on his first set of full plate mail, it is likely the case that a certain amount of discomfort and restriction would hamper Felthing's ability to pick a pocket. This being the case, armors are restricted to reflect that class archetype's background.

This does not mean that the rogue would be unable to wear plate mail. Any class can wear any armor. If they do, their abilities may be affected. For example, if a wizard wears any armor they can not cast spells. Similar restrictions apply to many of the classes and in several cases only restrict the use of certain class abilities. The rogue and assassin have variable effects as described in their class descriptions.

Cleric

The Weapon Selection ability for the Cleric does not mean that all clerics are limited to a single weapon that mirrors that of their deity. It is intended to mean that if the patron deity uses a specific weapon, then that cleric who worships it should be allowed (even encouraged) to use it or carry it in addition to the other weapons on their list.

The "deity weapon" can be a weapon that is NOT on the weapons allowed list (a battle axe for example). This is subject to the approval of the Castle Keeper.

**Class Reference Table 1
Armors Allowed**

Class	Armor	Shields	Helms
Fighter	Any	Any	Any
Ranger	Breastplate, chainmail, chain shirt, hide, leather chain coif, armor, leather coat, padded, ring mail, scale mail, normal helm, studded leather	Small, Medium	Leather,
Rogue	Leather armor, leather coat, padded (and see class)	Small, Medium	Leather
Assassin	Leather armor, leather coat, padded (and see class)	Small, Medium	Leather
Barbarian	Chain shirt, hide, leather armor, leather coat, padded, ring mail, studded leather	Small, Medium	Any
Monk	None	None	None
Wizard	None	None	None
Illusionist	None	None	None
Cleric	Any	Any	Any
Druid	Padded, leather armor, leather coat, hide	Any Wooden	Leather
Knight	Any	Any	Any
Paladin	Any	Any	Any
Bard	Chain shirt, leather armor, leather coat, padded, ring mail, chain coif, studded leather	Small, Medium	Leather, normal helm

Wizard

Spells Per Day

The spells per day for level 20 Wizards are not found on the spells per day chart. For level 20, they receive the following number of spells per day:

1st: 7
2nd: 7
3rd: 6
4th: 6
5th: 5
6th: 4
7th: 4
8th: 3
9th: 3

Spell Book

The number of spells that a wizard has in their spell book at the beginning of play is equal to the number of spells they can cast at first level. For example, a 1st level Wizard with 14 Intelligence can cast 4 zero level spells and 3 first level spells (2 + 1 bonus). So, the character would begin play with a spellbook containing 4 zero level and 3 first level spells.

The spells in the spell book can either be chosen by the Castle Keeper, the player, agreement between the two or randomly (use the spell list charts on page 51).

Illusionist

Spells Per Day

The spells per day for level 20 Illusionists are not found on the spells per day chart. For level 20, they receive the following number of spells per day:

1st: 7
2nd: 7
3rd: 6
4th: 6
5th: 5
6th: 4
7th: 4
8th: 3
9th: 3

Spell Book

The number of spells that an illusionist has in their spell book at the beginning of play is equal to the number of spells they can cast at first level. For example, a 1st level illusionist with 14 Intelligence can cast 4 zero level spells and 3 first level spells (2 + 1 bonus). So, the character would begin play with a spell book containing 4 zero level and 3 first level spells.

The spells in the spell book can either be chosen by the Castle Keeper, the player, agreement between the two or randomly (use the spell list charts on page 52).

Races

The races described in the Players Handbook all age at differing rates. Elves and humans have significantly different life spans. These are described below. Ages are given in years. The ages listed below denote the age at which that race enters that age category. For example, a 1001 year old elf is considered old. The ages listed below should be considered default ages but the Castle Keeper is encouraged to adjust them as fits their campaign.

When using the age of a character as a significant part of their background, the Castle Keeper should be aware of the significant impact on knowledge and perception having lived several decades or several dozen may have on a character. Further, a character's realization that they have only a few decades to live as opposed to several dozens of decades further impacts their personality

Race	Racial Ages			Age Limit
	Middle	Old	Venerable	
Human	35	53	70	+2d20
Dwarf	225	350	250	+2d%
Elf	500	1000	1500	+6d%
Gnome	175	260	350	+3d%
Half-Orc	30	45	60	+2d10
Half-Elf	100	150	200	+1d%
Halfling	50	75	100	+5d20

Equipment

The following is an update and clarification for the equipment list. It contains helmets and how to use them, a list of two handed weapons and missile weapons.

Armor

Armor Type	Cost	Bonus	Weight	Enc
Coif, Chain Mail	15 gp	+4	5 lbs.	2w
Coif, Leather	4 gp	+2	2 lbs.	2w
Helm, Normal	10 gp	+5	4 lbs.	3w
Helm, Great	20 gp	+8	8 lbs.	4w

The armor class bonus for helmets does not add to the armor class for the wearer. It only adjusts the armor class for blows that strike the head.

Although there are no rules for combat that allows for hits on specific areas of the body, there are instances in which a character's head may be struck and the Castle Keeper and player might need to know the armor class of the head. Alternately, the Castle Keeper and players often develop rules for 'called shots.' That is, rules that allow for specific areas of the body to be struck. In these cases the armor class of the head may need to be known. Again, the armor class adjustment only reflects blows to a character's head.

Most armors do not come with a helmet. It must be purchased separately. The following list contains the exceptions and the type of helmet included with the armor purchase.

Armor	Helmet Type
Scale mail	Coif, leather
Chain mail	Coif, chain mail
Plate mail	Helmet, Normal
Full plate mail	Helmet, Great

Two Handed Weapons

The following list contains those weapons which require two hands to use. Use of a two handed weapon means that both hands must be free to properly wield the weapon in question. You cannot use a shield while wielding a two handed weapon.

Melee Weapons

Axe, Two-Handed
Bardiche
Bec de Corbin
Bill or Billhook
Fauchard
Fauchard Fork
Flail, Heavy
Fork, Military
Glaive
Glaive Guisarme
Guisarme
Halberd
Mace, Heavy
Partisan
Pick, Heavy
Pike
Ranseur
Scythe
Spear
Spear, Long
Spear, Wolf
Staff
Sword, Bastard
Sword, Two-Handed
Trident
Voulge

Missile Weapons

Blowpipe
Bow, Long
Bow, Long Comp.
Bow, Short
Bow, Short Comp.
Crossbow, light
Crossbow, Heavy
Harpoon

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