









CASTLES & CRUSADES

CLASS ABILITIES

Fighter

1 st level	Weap. spec. +1 hit & dmg
7 th level	Weap. spec. +2 hit & dmg
10 th level	Gain 1 extra attack per round
Every 4 levels	Gain 1 attack against 1 HD or less monsters

Ranger

1 st level	+1 damage against Humanoids per lvl
1 st level	Conceal (dex)
1 st level	Delay/Neutralize Poison (wis)
1 st level	Move silently (dex)
1 st level	Scale (dex)
1 st level	Traps (outdoors) (wis)
1 st level	Survival (wis)
1 st level	Track any creature on successful (wis)
3 rd level	Track can discern characteristics
5 th level	Identify specific types of tracks
6 th level	+2 to Hit/AC/Track against 1 enemy

Rogue

1 st level	Back attack at +4 to hit, double damage
1 st level	Speak cant in coded words and gestures
1 st level	Climb (dex)
1 st level	Decipher script/language/code (int)
1 st level	Hide (dex)
1 st level	Listen up to 30 feet (wis)
1 st level	Move silently indoors/outdoors (dex)
1 st level	Open Lock (dex)
1 st level	Pick Pocket (dex)
1 st level	Find, disable or set trap (int)
4 th level	Sneak attack for +2 to hit and +4 damage

Assassin

1 st level	Case target for weakness/info about opponent (wis)
1 st level	Climb (dex)
1 st level	Death attack kills upon successful sneak attack and enemy fails con save
1 st level	Disguise (chr)
1 st level	Hide (dex)
1 st level	Listen up to 30 feet (wis)
1 st level	Move silently indoors & outdoors (dex)
1 st level	Can identify and make poisons (int)
1 st level	Sneak attack for +2 to hit and +4 damage
1 st level	Find, disable or set trap (int)
3 rd level	+1 poison saves

Barbarian

1 st level	Combat Sense +2 surprise and reduces opponent's back attack by half
1 st level	Wilderness survival skills.
1 st level	Intimidate foe of equal or fewer hit dice
1 st level	Primeval instincts grants +4 to last ditch physical attribute check
4 th level	Whirlwind attack against multiple foes: 2 at 4th, 3 at 6th, 4 at 10th
6 th level	Primeval Will add 12 extra hit points
10 th level	Ancestral Calling grants extra hit points to the Barbarian's followers

Monk

1 st level	Fast movement: 35 at 1st, 40 at 3rd, 50 at 6th, 60 at 10th
1 st level	Hand to Hand combat skills grants increased AC and unarmed damage
1 st level	Stun once per day per level
1 st level	Iron Body gives bonuses to saves versus poison, disease, paralysis, petrification and death
2 nd level	May attempt to deflect missile which would normally hit.
3 rd level	Iron Fists: strike creatures which can only be struck by magical weapons
4 th level	Reduces effective height of a fall
6 th level	Slow bodily functions to Feign Death
6 th level	Gains secondary attack
7 th level	Heal Self 1d4+1 per level a day
9 th level	Iron Mind grants bonus to saves versus confusion, charm, fear and mind spells
10 th level	Once per week may cause instant death in a foe with Death Strike
12 th level	May delay effects of Death Strike

Wizard

Int 13-15	1 extra 1 st level spell
Int 16-17	1 extra 2 nd level spell
Int 18-19	1 extra 3 rd level spell

Illusionist

Int 13-15	1 extra 1 st level spell
Int 16-17	1 extra 2 nd level spell
Int 18-19	1 extra 3 rd level spell
1 st level	Disguise using magic and props (chr)
1 st level	+1 bonus to illusion spells
4 th level	+2 bonus to illusion spells
7 th level	+3 bonus to illusion spells
10 th level	+4 bonus to illusion spells

Cleric

Wis of 13-15	1 extra 1 st level spell
Wis of 16-17	1 extra 2 nd level spell
Wis of 18-19	1 extra 3 rd level spell
1 st level	A cleric must wield the weapon of their diety

Druid

Wis of 13-15	one extra 1 st level spell
Wis of 16-17	one extra 2 nd level spell
Wis of 18-19	one extra 3 rd level spell
1 st level	Druidic language
1 st level	Nature lore (wis)
2 nd level	+2 save versus air, earth, fire water, lightning, cold attacks
3 rd level	move through thick wilderness without impediment & no tracks
6 th level	shape change once per day

Knight

1 st level	Starts with a birthright mount, fully equipped
1 st level	Horsemanship fight, deflect, cover, fall softly, leap, charge (dex)
1 st level	Inspire 1/day giving companions bonus to hit equal to charisma bonus of knight
3 rd level	Embolden 1/day all in 30 ft. radius for bonus to abilities
5 th level	Demoralize opponents -4 to chr checks, save or -1 to hit
8 th level	Can use inspire, embolden and demoralize in same round
10 th level	Can call 2d10 followers to arms

Paladin

1 st level	Cure disease 1/wk, 6 th lvl 2/wk, 12 th lvl 3/wk
1 st level	Detect evil up to 60 feet
1 st level	Emanate divine aura +2 AC/Saves against evil
1 st level	Immune to disease
1 st level	Lay on hands for 2 points per lvl/day
3 rd level	Turn undead as 1 st level cleric (wis)
4 th level	Gain a divine mount
6 th level	Immune to fear; allies get +4 saves
9 th level	Smite evil once per day. + charisma modifier to hit, +1 damage per level
12 th level	Divine healing once per day. Cures all damage, ailments, disease

Bard

1 st level	Decipher script, unfamiliar writing, use scroll at -10 (int)
1 st level	Exalt companions within 60 feet (chr)
1 st level	Legend Lore specific fact or even (chr)
4 th level	Fascinate a single creature (chr save)
9 th level	Exhort greatness, within 30 feet +2 to hit and 2 temporary HD lvls

ATTRIBUTE CHECKS



ATTRIBUTE CHECK RESOLUTION

d20 + Attribute Mod + Level/
HD + Miscellaneous to CC

ATTRIBUTE MODIFIERS

1	2-3	4-5	6-8	9-12	13-15	16-17	18-19
-4	-3	-2	-1	0	+1	+2	+3

CLASS	PRIMARY ATTRIBUTES
Fighter/Ranger	Strength
Rogue/Assassin	Dexterity
Barbarian/Monk	Constitution
Wizard/Illusionist	Intelligence
Cleric/Druid	Wisdom
Knight/Paladin/Bard	Charisma

SIEGE	DESCRIPTION
Challenge Class (CC)	Class abilities, saving throws and other situations require an attribute check to resolve. The attribute check result must be greater than or equal to the challenge class. To determine CC combine the CB+CL+other modifiers as needed.
Challenge Base (CB)	The CB is 12 for primary attributes or 18 for secondary attributes.
Challenge Level (CL)	The CL is the level of difficulty of the action attempted or the reaction made as determined by the Castle Keeper. EX: A 2 nd level trap has a CL of 2.
Attribute	Attribute modifiers are added to attribute checks.
Character Level/Hit Dice	A character's level or monster's hit dice are added to attribute checks.

COMBAT

MELEE COMBAT MODIFIERS

Charge	+2 to attacker's damage, -4 to the attacker's AC
Dodge	+2 to defender's AC
Disengaging	-2 to defender's AC
Disarm*	attacker must hit AC 18 + defender's HD or level
Evade	+4 defender's AC against one opponent
Flank	+1 to attacker's to hit
Rear	+2 to attacker's to hit
Two Weapons	-3 to attacker's primary and -6 to attacker's off hand

* Only fighter, ranger, knight, rogue, cleric and paladin can disarm.

UNARMED COMBAT MODIFIERS

Grapple	Defenders AC is base 15, modified by dexterity, strength and size. For every size larger than the attacker the defender gains a +2 AC, for every size smaller the attacker the defender suffers a -2 AC. Attacker adds strength bonus.
Pummel	Defenders AC is treated as normal. Attacker adds bonus to hit and damage modifier. A successful hit inflicts 1-2 points of sub-dual damage.
Overbearing	Defenders AC is base 15, modified by dexterity, strength and size. For every size larger than the attacker the defender gains a +2 AC, for every size smaller the attacker the defender suffers a -2 AC. Attacker adds strength bonus. If the hit is successful the defender is knocked down and takes 1-2 points of subdual damage. An attacker cannot knock down a defender two sizes larger.
Touch	All defenders have a base AC 10, modified by dexterity, magic items and spells.

SURPRISE*	MODIFIERS	*Surprise: When two separate parties could be surprised, both groups or individuals must make a wisdom check. If both fail they are both surprised and nothing occurs. Initiative would be rolled as normal to begin combat. If both parties succeed at their wisdom check, neither are surprised. If one party succeeds and the other fails, the party that failed is surprised.
Camouflaged/Concealed	+5	
Actively searching	+3	
Normal activity	+0	
Running or charging	-3	
Sleeping or unaware	-5	

LIQUID COMBAT DAMAGE	AREA OF AFFECT *	DMG	SAVING THROW
Acid	5 feet	1-12	dex save for half
Flammable gel	5 feet	2-12	con save for half
Flammable liquid (oil, greek fire, etc)	10 feet	1-8	dex save for half
Gas (poison, etc)	20 feet	2-8	con save for half
Holy Water/Unholy Water**	2 feet	1-8	n/a
Poison	1 foot	1-2	con save for half

*The area of affect is calculated in diameter.

**Holy Water can only be used this way against undead and evil elemental and extraplanar creatures. Unholy water can only be used this way against paladins, lawful good clerics, and good elementals and extraplanar creatures.

COMBAT RESOLUTION

TO HIT: d20 + Attribute Mod + Level Based BtH/HD + Miscellaneous
AC: 10 + Armor + Shield + Attribute Mod + Miscellaneous



COVER	AC ADJUSTMENT
1/4 cover	+2 AC
1/2 cover	+4 AC
3/4 cover	+6 AC
Full cover	+10 AC
RANGED COMBAT MODIFIERS	
Short	0
Medium	-2
Long	-6

SITUATIONAL COMBAT	MODIFIERS
Defender prone or blind	+5
Defender prone and defenseless	+10
Defender at lower elevation	+1
Defender stunned or cowering	+2
Defender invisible or attacker blind	-10
Melee attack from mount or unstable platform	-2
Ranged attack from mount or unstable platform	-4
Defender 1/4 concealed (light fog)	-2
Defender 1/2 concealed (dense fog)	-4
Defender 3/4 concealed (near darkness)	-6
Defender completely concealed	-10

MONSTERS

MONSTER COMBAT RESOLUTION

TO HIT: d20 + HD + Miscellaneous

UNDEAD	DESCRIPTION
Common	Common undead are non-sentient, automaton-like undead such as skeletons and zombies.
Extraordinary	Extraordinary undead are semi-sentient undead of great power that usually have special abilities
Unique	Unique undead are rare and powerful creatures of strong will and intelligence such as vampires and liches.

INTELLIGENCE	MENTAL STRENGTH	GIANT STRENGTH	DAMAGE BONUS
1-2	Animal	19	+3
3-5	Inferior	20	+4
6-8	Low	21	+4
9-12	Average	22	+5
13-15	High	23	+5
16-17	Superior	24	+6
18-21	Genius		
22-25	Supra-Genius		
26+	Deific		

SIZE	HEIGHT
Size	<5 ft.
Medium	5 ft. - 7 ft.
Large	>7 ft.



MONSTER EXPERIENCE POINTS

HD	BASE	PER HP	I	II	III
1	5	1	2	4	5
2	10	2	5	7	10
3	20	3	10	15	20
4	40	4	20	30	40
5	80	5	40	60	80
6	120	6	60	90	120
7	180	7	90	135	180
8	250	8	125	200	250
9	400	9	200	300	400
10	600	10	300	450	600
11	750	11	375	550	750
12	950	12	425	650	950
13	1200	13	600	900	1200
14	1500	14	750	1100	1500
15	1900	15	900	1400	1900
16	2100	16	1000	1500	2100
17	2300	17	1200	1800	2300
18	2600	18	1300	2000	2600
19	2900	19	1500	2200	2900
20	3250	20	1700	2500	3500

Special I: This category includes three or more attacks per round, spell use of 1st-3rd level (or equivalent spell-like abilities), and unique abilities such as tracking, hiding, or back attacks.

Special II: This category includes 5 or more attacks per round, damage of 4d6 or more for a single attack, spell use of 4th-7th level or equivalent, and extraordinary powers like invisibility or etherealness.

Special III: This category includes death attacks, petrification attacks, and spell use of 8th level and higher (or equivalent).

SAVING THROWS

NPC/CHARACTER SAVING THROW

d20 + Attribute Mod + Level + Miscellaneous to CC

SAVE TYPE	Categories
Strength	Paralysis, Constriction
Intelligence	Arcane Magic, Illusion
Wisdom	Divine Magic, Confusion, Gaze Attack, Polymorph, Petrification
Dexterity	Breath Weapon, Traps
Constitution	Disease, Energy Drain, Poison
Charisma	Death Attack, Charm, Fear
Variable:	Spells

MONSTER SAVING THROW

d20 + Hit Dice + Miscellaneous to CC

MONSTER SAVES	PRIMARY ATTRIBUTE
Physical	Strength/Dexterity/Constitution
Mental	Wisdom/Intelligence/Charisma
Both	All attributes are primary
None	All attributes secondary

GAME PLAY

ENCUMBRANCE

CATEGORY	EFFECT
None	No Effect
Light	Move reduced by ¼, +1 Challenge Level to all dexterity based checks
Moderate	Move reduced by ½, +2 Challenge Level to all dexterity based checks
Heavy	Move reduced by ¾, +4 to Challenge Level to all dexterity based checks, lose dexterity bonus* to AC
Overburdened	Move reduced to 1 foot per round, automatically fail all dexterity based checks, lose dexterity bonus* to AC

* = Note that losing one's dexterity bonus only applies if the character's dexterity modifier is positive, if the character has a dexterity modifier that is negative, the negative penalty still applies.

VISION

Darkvision	The ability to see in complete non-magical darkness up to 60 feet.
Deepvision	The ability to see in impenetrable non-magical darkness up to 120 feet.
Dusk Vision	Duskvision allows one to see in starlight or moonlight as if it were dusk.
Twilight Vision	Things are clearly visible under starlight and moonlight for up to 1 mile.

LIGHT

SOURCE	RANGE*
Brazier/Cresset	50 feet
Camp Fire, small	30 feet
Camp Fire, large	100 feet
Candle	5 feet
Lantern	30-60 feet
Light Spell	40 feet
Magical Dagger	10 feet
Magical Sword	20 feet
Torch	40 feet

* Range is in radius.

WEAPON & ARMOR STATISTICS

WEAPONS	DMG.	RNG. ¹	WEAPONS	DMG.	RNG. ¹	WEAPONS	DMG.	RNG. ¹	WEAPONS	DMG.	RNG. ¹
Axe, Battle	1d8	—	Mace, Heavy	1d8	—	Acis	1d4	20 ft.	Ensemble, Roman	+6	30 lbs.
Axe, Bearded*	3d4	—	Mace, large	1d10	—	Arrows (20)	as bow	—	Full Chain Suit	+6	45 lbs.
Axe, Hand/Throwing	1d6	10 ft.	Mace, Light	1d6	—	Arrows (12)	as bow	—	Plate Mail	+7	45 lbs.
Axe, Piercing	1d8+1	—	Main Guache ³	1d4+1	—	Arrow, Silver (2)	as bow	—	Ensemble, Roman	+7	45 lbs.
Axe, Two-Handed*	1d12	—	Man Catcher ⁴	1d4	—	Blowpipe	1	10 ft.	Full Plate	+8	50 lbs.
Bardiche	2d4	—	Maul*	1d10	—	Bolas	1d4	20 ft.	Polish Hussar	+8	50 lbs.
Bec De Corbin ²	1d10	—	Morningstar	2d4	—	Bolts (12)	as x-bow	—			
Bill or Billhook	2d4	—	9 Ring Broadsword	1d10	—	Bow, Long	1d6	100 ft.	SIELDS	AC	WT
Brass Knuckles	1d3	—	Partisan*	1d8	—	Bow, Long Composite	1d8	110 ft.	Buckler	+1 ¹	2 lbs.
Cat-O-Nine-Tails	1d3	—	Pick, Heavy	1d6	—	Bow, Short	1d6	60 ft.	Shield, Small Steel	+1 ¹	5 lbs.
Cestus	+1dmg	—	Pick, Light	1d4	—	Bow, Short Composite	1d8	70 ft.	Shield, Small Wooden	+1 ¹	3 lbs.
Cleaver	1d4	—	Pike*	1d8	—	Crossbow, Light	1d6	80 ft.	Shield, Med. Steel	+1 ²	10 lbs.
Club	1d6 1	0 ft.	Poniard ²	1d8	—	Crossbow, Hand	1d4	30 ft.	Shield, Med. Wooden	+1 ²	6 lbs.
Crowbill	1d6	—	Ranseur	2d4	—	Crossbow, Heavy	1d10	120 ft.	Shield, Large Steel	+1 ³	15 lbs.
Dagger	1d4	10 ft.	Sap	1d3	—	Dart	1d3	20 ft.	Shield, Large Wooden	+1 ³	10 lbs.
Dirk	1d4+1	—	Scimitar, Great*	2d6	—	Harpoon	1d6	20 ft.	Pavis	+6 ⁴	90 lbs.
Fauchard*	1d6	—	Scythe	2d4	—	Javelin	d4	30 ft.			
Fauchard Fork*	1d8	—	Sickle	1d4	—	Rock	1d2	30 ft.			
Fist	1d2	—	Sleeve Tangler ⁵	1d10	—	Sling	1d4	50 ft.			
Flail, Heavy	1d10	—	Spear	1d6	20 ft.	Whip	1d2	15 ft.			
Flail, Light	1d8	—	Spear, Long	1d8	—				ARMORS	AC	WT
Flameberge*	2d4+2	—	Spear, Wolf	1d8	10 ft.	Padded Armor	+1	10 lbs.			
Flatchet	1d6+1	—	Staff	1d6	—	Leather Coat	+1	10 lbs.			
Fork, Military	1d8	—	Sword, Bastard	1d10	—	Leather Armor	+2	15 lbs.			
Gauntlet, Spiked	1d3	—	Sword, Broad	2d4	—	Ring Mail	+3	20 lbs.			
Glaive	1d8	—	Sword, Falchion	2d4	—	Hide	+3	25 lbs.			
Glaive Guisarme	2d4	—	Sword, Long	1d8	—	Studded Leather	+3	20 lbs.			
Godentag	1d6+3	—	Sword, Rapier	1d6	—	Laminar, Leather	+3	25 lbs.			
Guisarme	2d4	—	Sword, Scimitar	1d6	—	Mail Shirt	+4	25 lbs.			
Halberd	1d10	—	Sword, Short	1d6	—	Scale Mail	+4	30 lbs.			
Hammer, Light	1d4	20 ft.	Sword, Two-Handed*	2d6	—	Cuir Bouille	+4	25 lbs.			
Hammer, War	1d8	—	Trident	1d8	10 ft.	Breastplate, bronze	+4	20 lbs.			
Hatchet	1d4	—	Tulwar	1d6	—	Brigadine	+4	25 lbs.			
Hook Sword	1d4+1	—	Voulge	2d4	—	Breastplate, steel	+5	30 lbs.			
Hook, hafted	1d6	—				Mail Hauberk	+5	35 lbs.			
Katar	1d4+1	—				Coat of Plates	+5	45 lbs.			
Knife	1d2	10 ft.				Ensemble, Greek	+5	40 lbs.			
Lance, Heavy	1d8**	—				Banded Mail	+6	40 lbs.			
Lance, Light	1d6**	—				Splint Mail	+6	45 lbs.			
Lucerne Hammer	1d12	—				Ensemble, Greek	+6	50 lbs.			

The * refers to two-handed weapons.
 1 Melee weapons with range can also be used as missile weapons. 2 +2 against chain, plate or scale armors. 3 This weapon can be used as a melee weapon or confer +1 to the wielder's AC. 4 This weapon can be used in melee to trap a medium or small opponent. 5 This weapon is designed to disarm opponents.

1 AC bonus is against one foe in a round.
 2 AC bonus is against two foes in a round.
 3 AC bonus is against three foes in a round.
 4 Made to be rested on the ground and fired over, like a mobile wall. The AC bonus applies to all foes in front of the shield.

HELMS	AC*	WT
Armet	+6	7 lbs.
Bacinet	+4	7 lbs.
Benin	+2	5 lbs.
Casquetel	+2	8 lbs.
Coif, Chain Mail	+4	5 lbs.
Coif, Leather	+1	2 lbs.
Helm, Great	+7	8 lbs.
Helm, Normal	+5	4 lbs.
Helm, Norman	+3	7 lbs.
Helm, Pot	+2	6 lbs.
War Hat	+2	6 lbs.

Armor Class adjustments for helmets apply to strikes against the head only, they do not otherwise adjust armor class.

Some of the armors include helms at no additional cost: Scale Mail includes a Leather Coif; Chain Mail includes a Chain Mail Coif; Plate Mail includes a Normal Helm; Full Plate and Polish Hussar includes a Great Helm.

TREASURE TYPE	COINS			GEMS			EXTRAORDINARY ITEMS		MAGIC ITEMS		
	Type	% to have	Coin Value In Gold Pieces	% to have	Number of Gems	Gem Value Adjustment	% to have	Number of Items	% to have	Number of Items	Max. Xp Value of Item
1	50%	2d4(x10)	10%	1d4	-10	10%	1d2	5%	1	100	
2	55%	4d4(x10)	20%	1d4+1	-8	20%	1d2+1	10%	1	200	
3	60%	6d4(x10)	30%	1d4+2	-6	30%	1d2+2	15%	1	300	
4	65%	8d4(x10)	40%	1d4+3	-4	40%	1d2+3	20%	1	500	
5	70%	2d6(x50)	50%	1d6+2	-2	50%	1d4+2	30%	1d2	800	
6	75%	4d6(x50)	60%	1d6+3	—	60%	1d4+3	40%	1d2	1300	
7	80%	6d6(x50)	70%	1d6+4	—	70%	1d4+4	50%	1d2	2100	
8	85%	8d6(x50)	80%	1d6+5	—	80%	1d4+5	60%	1d2	3400	
9	90%	2d8(x100)	90%	1d8+4	—	90%	1d6+4	70%	1d3	5500	
10	91%	4d8(x100)	91%	1d8+5	—	91%	1d6+5	80%	1d3	—	
11	92%	6d8(x100)	92%	1d8+6	—	92%	1d6+6	90%	1d3	—	
12	93%	8d8(x100)	93%	1d8+7	—	93%	1d6+7	92%	1d3	—	
13	94%	2d10(x200)	94%	1d10+6	—	94%	1d8+6	94%	1d4	—	
14	95%	4d10(x200)	95%	1d10+7	—	95%	1d8+7	96%	1d4	—	
15	96%	6d10(x200)	96%	1d10+8	—	96%	1d8+8	98%	1d4	—	
16	97%	8d10(x200)	97%	1d10+9	—	97%	1d8+9	99%	1d4	—	
17	98%	2d12(x400)	98%	1d12+8	—	98%	1d8+8	100%	1d6	—	
18	99%	4d12(x400)	99%	1d12+9	—	99%	1d8+9	100%	1d6	—	

TREASURE