

# CASTLES & CRUSADES

PLAYER CHARACTER  
REFERENCE SHEETS





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## CHARACTER REFERENCE SHEETS

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# CASTLES & CRUSADES

THE CASTLES & CRUSADES CHARACTER REFERENCE SHEETS WERE CREATED WITH THE PLAYER IN MIND. WITH THESE REFERENCE SHEETS IN HAND, A PLAYER SHOULD BE ABLE TO EASILY TRACK AND REFERENCE ALL A CHARACTER'S NECESSARY STATISTICS EQUIPMENT AND NOTES MAKING PLAY EASIER, MORE ENJOYABLE AND EXCITING.

THE CHARACTER REFERENCE SHEETS CONTAIN SIX DIFFERENT DOUBLE-SIDED INDIVIDUALIZED CHARACTER SHEETS. THERE ARE SIX CHARACTER SHEETS EACH FOR THE FIGHTER/RANGER (STRENGTH), WIZARD/ILLUSIONIST (INTELLIGENCE), CLERIC/DRUID (WISDOM), ROGUE/ASSASSIN (DEXTERITY), BARBARIAN/MONK (CONSTITUTION) AND KNIGHT/PALADIN/BARD (CHARISMA).



DESIGNED TO FACILITATE THE ATTRIBUTE CHECK RULES SYSTEM, THESE SHEETS INCLUDE ROOM TO RECORD ALL THE CHARACTER'S VITAL STATS FROM HIT POINTS, ARMOR CLASS, TO WEAPONS USED AND SPELLS KNOWN. ON THE FRONT OF EACH SHEET IS A HAND LIST OF YOUR CLASSES' ABILITIES AND ROOM TO RECORD YOUR RACIAL ABILITIES. PLENTY OF ROOM IS GIVEN FOR WHAT'S IMPORTANT TO YOUR CHARACTER AND TO THE GAME. RECORD YOUR EQUIPMENT, KEEP UP WITH HOW MUCH AMMUNITION YOU'VE USED, HOW MUCH FOOD AND WATER YOU HAVE LEFT. THERE IS ROOM ENOUGH LEFT OVER TO DESCRIBE YOUR CHARACTER AND GIVE A BRIEF BACKGROUND.

THIS IS ONE TOOL YOU WON'T WANT TO DO WITHOUT.



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