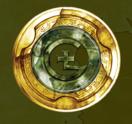


PLAYER CHARACTER REFERENCE SHEETS





## **CASTLES & CRUSADES CHARACTER REFERENCE** SHEETS

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## Ranger/Fighter

### **STRENGTH**



Character Name and Títle					
RaceClas	s	Prímany Att		CHECK: d20 + M	
Alignment		_	TTRIBUTES	MOD	SAVING THROWS
ReligionLeve	1	_ Q	STRENGTH		Paralysis & Constriction
Holy Symbol		_ Q	DEXTERITY		Breath Weapons & Traps
Experience Points		_	CONSTITUT		Disease, Energy Drain & Poison
Needed for Next Level		_ Q	INTELLIGE	NCE	Arcane Magic & Illusion
Language Proficiency		_	WISDOM		Confusion, Divine Magic, Gaze Attack Pertrification, Polymorph
		_	CHARISMA	\	Death Attack, Charm & Fear
HORSE / ANIMAL COM Type Name Move Attacks Special Qualities / Abilities WEAPON / TYPE / NAME	PANION / FAMILIAI  HD  DamageSaves	AC HP	AC: 10+	Armor + Shield + attribute Mod + L	+ Miscellaneous  Attribute Mod + Miscellaneous  evel Bonus + Miscellaneous  ARMOR  Shielo  Helm  FECIAL



**WEAPONS IN HAND** 

#### **RANGER**

1st level +1 damage against Humanoids per level.

1st level Conceal upon successful dexterity check.

1st level Natural remedies for poison.

**1st level** Move silently on successful dexterity check.

1st level Scale surface upon successful dexterity check.

1st level Detect and build simple traps.

**1st level** Provide simple shelters in wilderness areas.

1st level Track any creature upon successful wisdom check.

3rd level Track can discern characteristics.

5th level Identify specific types.

**6th level** +2 to Hit/AC/Tracking against one creature.

#### **FIGHTER**

1st level: Choose 1 weapon to specialize in.

Every 4 levels: Gain 1 attack against 1 HD monsters.

10th level: Gain 1 extra attack per round.



#### COMBAT MANUEVERS

Charge: x2 or x4 move, -4 AC, +2 Damage

**Dodge:** +2 AC vrs 3 opponent, no other action

#### Disengage from Combat:

Fighting withdrawal: -1/2 move;

Hasty withdrawal: -2

Full withdrawal: Opponent gets free swing

Disarm: Must hit AC 18+level+HD of opponent

Evade: +4 AC vrs 1 opponent, no other action

Flank Attack: +1 to hit
Rear Attack: +2 to hit

**Two Weapon Fighting:** -3 primary hand; -6 off

hand, modified by dex

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## Rogue/Assassin

### **DEXTERITY**



	racter Name and Títle							
	cClass		- PR	imany Attri	BOTOM TO MONIMETED	TE CHECK:		+ level ≥ CC
-	nment		-   -	AT	TRIBUTES		MOD	SAVING THROWS
	gíonLevel		-14-		STRENGT			Paralysis & Constriction
Holy	Symbol		-14		DEXTERIT	-		Breath Weapons & Traps
Ехре	ríence Poínts		_1_1_		CONSTITU			Disease, Energy Drain & Poison
Neede	ed for Next Level				INTELLIGI	ENCE		Arcane Magic & Illusion
	uage Profícíency				WISDOM			Confusion, Divine Magic, Gaze Attack Pertrification, Polymorph
	= , £				CHARISM	Α		Death Attack, Charm & Fear
Rací	al Abílíties		BAT	MOVE	MOVE: AC: 10+ TO	Base -	EV Penalty +	- Miscellaneous
AC	HORSE / ANIMAL COMPANIC Type Name Move Attacks Damage Special Qualities/Abilities	HD e Saves	$\overline{O}$	AC	Wounds Suffere	Attribute 2∂	Mod + Lev	el Bonus + Miscellaneous  Armor Shield
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WE	EAPON / TYPE / NAME BO	DNUS TO HIT BONUS TO	D DAMAGE	WEAP	ON DAMAGE	NOT	TES / SPEC	CIAL
						1		
						1		
	WEAPONS IN HAND	1				Guíl	à	
		ASSASSIN				440	<u> </u>	
ES	<b>1st level:</b> Can wear leather, padded or leather coat without penalty.	1st level: Can wear lea penalty.	ther, padde	d or leather o	coat without			
ABILITIT	<b>1st level:</b> Back attack at +4 with successful move silently check.	1st level: Casing for we (wisdom)	eakness/info	o about oppo	onent			
3	<b>1st level:</b> Speak <i>cant</i> in coded words and gestures.	1st level: Climb any su	ırface (dexte	erity).		Cont	tact	
AB	1st level: Climb any surface (dexterity).	1st level: Kill target ins	stantly upor	successful s	neak attack.	-		
55	<b>1st level:</b> Decipher script/language/code (intelligence).	1st level: Disguise the	mselves Imp	oersonate (ch	narisma).		100	No.
ASS	<b>1st level:</b> Conceal themselves from others (dexterity).	1st level: Conceal then	nselves fron	n others (dex	cterity).	Tools	s of the	ткаде
CL	1st level: Listen up to 30 feet (wisdom)	1st level: Listen up to 3	30 feet (wisc	dom)				
ER (	1st level: Move silently indoors and outdoors	1st level: Move silently			xterity).			
F	(dexterity).	1st level: Can identify a						
AC	1st level: Open Lock (dexterity).	1st level: Sneak attack	_		"	Disg	uises_	
ARA	1st level: Pick Pocket (dexterity).	1st level: Find, disable			-			
Ħ	<b>1st level:</b> Find, disable or set trap (intelligence).	13 tievers inu, disable	or sectiap (	intelligence)				
100	Abb levels Connels attack for 12 to hit and 14 days an	1						

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Design by DARLENE 2006

## Monk/Barbarían constitution



Character Name and Title				
RaceC	lass	Prímany Attr		+ Mod + level ≥ CC
Alignment		AT		AOD SAVING THROWS
ReligionLe	evel		STRENGTH	Paralysis & Constriction
Holy Symbol			DEXTERITY	Breath Weapons & Traps
Experience Points			CONSTITUTION	Disease, Energy Drain & Poison
Needed for Next Level		•	INTELLIGENCE	Arcane Magic & Illusion
Language Proficiency			WISDOM	Confusion, Divine Magic, Gaze Attack Pertrification, Polymorph
			CHARISMA	Death Attack, Charm & Fear
		COMBAT AC HP	AC: 10+Armor + Sh TO HIT: d20+Attribute Mo  Wounds Suffered	enalty + Miscellaneous ield + Attribute Mod + Miscellaneous
WEAPON / TYPE / NAME	BONUS TO HIT BONUS TO	DAMAGE WEAF	PON DAMAGE NOTES	/ SPECIAL
WEAPONS IN HAN Clan Totem Order Code	ID			

#### MONK

1st level +1 versus paralysis, polymorph, petrification and death.

**1st level** Stun once per round and per level per day for 1d4 rounds.

1st level Unarmed attack per level.

1st level Unarmed defense per level.

**2nd level** Deflect missiles (dexterity).

3rd level Move faster.

3rd level strikes as +1 weapon.

4th level Reduces fall by 20 feet.

5th level +1 per level against disease & poison

**5th level** strikes as +2 weapon.

6th level Appear as if dead.

**7th level** A monk heals 1d4 +1 per level a day.

7th level Deflect missiles twice per round (dexterity).

8th level strikes as +3 weapon.

10th level strikes for instant death.

12th level Deflect missiles thrice per round (dexterity).

12th level strikes as +4 weapon.

#### **BARBARIAN**

1st LEVEL: +2 on surprise, defended against back attack.

 $\mathbf{1}^{\text{ST}}$  **LEVEL**: Deerstalker, wilderness survival, hunt and shetler.

1<sup>st</sup> LEVEL: Can intimidate those, giving them a -2.

1<sup>ST</sup> LEVEL: Barbarian is allowed to attempt herculean tasks.

4th LEVEL: Whirlwind attack against more than one opponent.

6th LEVEL: Primeval will allows wounded barbarians to gain more hitpoints.

10th LEVEL: Ancestral calling, add hit points to allies.

CHARACTER CLASS ABILITIT

CHARA	CTER PERSONA A	ND EQUIP	PMENT	
	h-0 /k	Age Geno		Section 2
Description		Eye Color Hair		
		Height Weig	jht	
Personality		Race Class	;	
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	RIMARY GEAR omponents, Holy Items, Totems, Thieves' Tools & Other Class Equipment	SECC Clothing, Rations, Drink, 0	NDARY Camping Gear, Packs, Tools, &	GEAR  Other General Equipment
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# Wizard/Illusionist INTELLIGENCE



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Race_			Cla	ss				_ PR	imany Attri	<i>bute</i> ATTRIBU	JTE CHECK	: d20 + Mod	+ level ≥ CC	
Alignn	nent							<u> </u>	AT	TRIBUTES		MOD	SAVING THROWS	
Religio	on		Lev	e1						STRENG	ГН		Paralysis & Constriction	
										<b>DEX</b> TERI	TY		Breath Weapons & Traps	
	•									CONSTITU	JTION		Disease, Energy Drain & F	Poison
-										INTELLIG	ENCE		Arcane Magic & Illusion	
										WISDOM	1		Confusion, Divine Magic, Gaze At Pertrification, Polymorph	tack
Lungu	age I Roj	retency.								CHARISA	ΛA		Death Attack, Charm & Fo	ear
	HORS	E / ANIN	лаL COM	1PANIC	ON A			COMBAT	MOVE	MOVE: _ AC: 10+ _ TO HIT: d20+_	Base -	+ Shield + A	· Miscellaneous ttribute Mod + Miscellaneo rel Bonus + Miscellaneous	
			Name_					- ŏ	AC	Wounds Suffen	eλ	ž	\rmor	
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S	1st Level	Using magi	ic and props dis	sguise										
1"	1st level	+1 Bonus to	o illusion spells											
	4th level	+2 Bonus to	o illusion spells											
	7th level	+3 Bonus to	o illusion spells	or .										
	10th level	+4 Bonus to	o illusion spells											
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## Cleric/Druíð

### **WISDOM**



Character Name and Title						
RaceClass		Preis	таку Attrib		CHECK: d20 + Mod	
Alignment			ATT	RIBUTES	MOD	SAVING THROWS
ReligionLevel		-14-		STRENGTH		Paralysis & Constriction
Holy Symbol		-14-		DEXTERITY		Breath Weapons & Traps
Experience Points		-4-		CONSTITUTI		Disease, Energy Drain & Poison
Needed for Next Level		-4-		INTELLIGEN	ICE	Arcane Magic & Illusion  Confusion, Divine Magic, Gaze Attack
Language Profícíency		-4		WISDOM		Pertrification, Polymorph
		_Ц_		<b>CHAR</b> ISMA		Death Attack, Charm & Fear
HORSE / ANIMAL COMPAI  TypeName  MoveAttacksDam	NION / FAMILIAF		AC	AC: 10+A TO HIT: d20+A Wounds Suffered_	ttribute Mod + Lev	Miscellaneous  ttribute Mod + Miscellaneous  rel Bonus + Miscellaneous  ARMOR
Special Qualities/Abilities						Shíelð Helm
HP			HP			
WEAPON / TYPE / NAME	BONUS TO HIT BONUS T	TO DAMAGE	WEAP	ON DAMAGE	NOTES / SPEC	CIAL
WEAPONS IN HAND						
CLERIC	SPELI		1		SPELL LI	ST Check Box for Memorized Spells
Turn or destroy undead monsters.	Level	Spells/ Day	Bonus Spells			
	CLERIC SYMBOL O		,			
	1st					
ABIL	2n∂					
	Зпд					
UN DRUID	4th					
DRUID  1st level Druidic language.  1st level Identify species of plant and animal	5th					
1st level Identify species of plant and animal	l (wisdom). 6th					
1st level Find shelter or forage for food (wisc	dom). 7th					
1st level With wisdom of 13-15 one extra 1st 1st level With wisdom of 16-17 one extra 2nd						
1st level With wisdom of 16-17 one extra 2nd	d level spell. 9th					
1st level With wisdom of 18-19 one extra 3rd		TEMS	<u> </u>			
2 <sup>nd</sup> level Gain +2 versus air, earth, fire water, l cold attacks.	lightening,	LIVIS				
3 <sup>rd</sup> level Move thru thick woodland without i	mpediment.					
cold attacks.  3 <sup>rd</sup> level Move thru thick woodland without i  6 <sup>th</sup> level Shape change to once per day.						

CHARA	CTER PERSONA A	ND EQUIP	PMENT	
	h-0 /k	Age Geno		Section 2
Description		Eye Color Hair		
		Height Weig	jht	
Personality		Race Class	;	
		Entitlement		
		Scars or other Distinguishing	Marks	The second
Backgrounð				
		Clothing Style		$\langle$
				Name
		PEOPLE OF INTERES	NAMES OF:	
TREASURE	120	Companions	Foes	Other NPCs
Gold	96136			
Silver				
Platínum	Alla and an o			
Соррек	ASILESA			
Jewels & Gems				
Magic Items	A RUSADES"			
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	RIMARY GEAR omponents, Holy Items, Totems, Thieves' Tools & Other Class Equipment	SECC Clothing, Rations, Drink, 0	NDARY Camping Gear, Packs, Tools, &	GEAR  Other General Equipment
ITEM	LOCATION EV	ITEM	,,	LOCATION E
T	ransport and Tack	Maaical Armar	nents. Devíce	es & Other Items
ITEM	LOCATION	ITEM	,	LOCATION E
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## Paladin/Bard/Knight CHARISMA



Character Name and Title			
RaceClass	Prímaky Ata	cribute ATTRIBUTE CHECK: d20 +	Mod + level ≥ CC
Alignment		ATTRIBUTES MO	D SAVING THROWS
Alignment	0	STRENGTH	Paralysis & Constriction
Holy Symbol	0	DEXTERITY	Breath Weapons & Traps
Experience Points	0	CONSTITUTION	Disease, Energy Drain & Poison
Needed for Next Level	0	INTELLIGENCE	Arcane Magic & Illusion
Language Proficiency	0	WISDOM	Confusion, Divine Magic, Gaze Attack Pertrification, Polymorph
	0	CHARISMA	Death Attack, Charm & Fear
HORSE / ANIMAL COMPANION / FAMI  Type Name HD  Move Attacks Damage Sav	O	AC: 10+Armor + Shield HIT: d20+Attribute Mod	alty + Miscellaneous  d + Attribute Mod + Miscellaneous  + Level Bonus + Miscellaneous  Armor
Special Qualities/Abilities	НР		Shíelð Helm
WEAPON / TYPE / NAME  BONUS TO HIT  BONUS TO HIT	BONUS TO DAMAGE WEA	PON DAMAGE NOTES /	SPECIAL



CHARACTER CLASS ABILITIT

#### WEAPONS IN HAND \_

#### **PALADIN**

1st level Cure disease once per week.

1st level Detect evil up to 60 feet.

**1st level** Emanate divine aura +2 AC/Saves against evil.

1st level Immune to disease.

**1st level** Lay on hands for 2 points per level.

3rd level Can turn undead as 1st level cleric.

4th level Gain a divine mount.

6th level Cure disease twice per week.

6th level Immune to fear.

**9th level** Smite evil once per day. + charisma modifier to hit, +1 damage per level.

12th level Cure disease 3 times per week.

12th level Divine healing once per day.

12th level Cures damage, ailments, disease.

#### BARD

**1st level** Decipher script, unfamiliar writing (intelligence).

**1st level** Inspire companions by exaltation.

1st level +2 to any one attribute check.

1st level Legend Lore specific fact or event (charisma).

4th level Fascinate a single creature.

**9th level** Exhort greatness, companion gains +2 to hit and 2 temporary levels.

#### **KNIGHT**

**1st level** Starts with a birthright mount, fully equipped.

**1st level** Trained in mounted combat: fight, deflect, cover, fall softly, leap, charge.

**1st level** Inspire, giving companions bonus to hit equal to charisma bonus of knight.

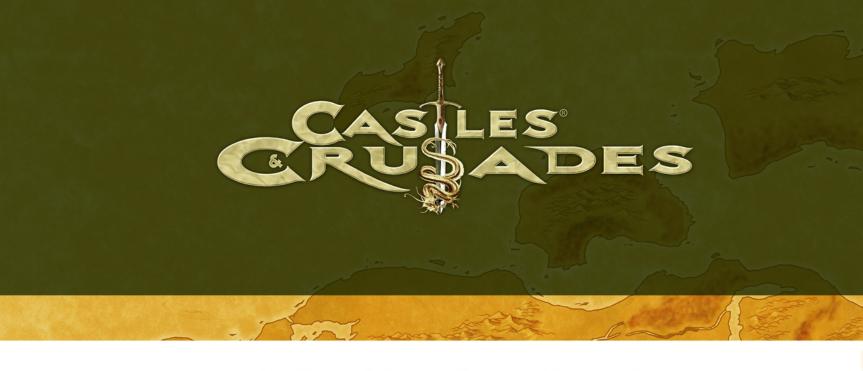
**3rd level** Embolden all in 30 ft. radius for bonus to abilities.

**5th level** Demoralize opponents who suffer -4 to charisma checks.

**8th level** Can use inspire, embolden and demoralize in same round.

10th level Can call 2d10 followers to arms.

CHARA	CTER PERSONA A	ND EQUIP	PMENT	
	h-0 /k	Age Geno		Section 2
Description		Eye Color Hair		
		Height Weig	jht	
Personality		Race Class	;	
		Entitlement		
		Scars or other Distinguishing	Marks	The second
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ITEM	LOCATION EV	ITEM	,,	LOCATION E
T	ransport and Tack	Maaical Armar	nents. Devíce	es & Other Items
ITEM	LOCATION	ITEM	,	LOCATION E
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THE CASTLES & CRUSADES CHARACTER REFERENCE SHEETS
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A PLAYER SHOULD BE ABLE TO EASILY TRACK AND REFERENCE ALL A CHARACTER'S NECESSARY
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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.

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