

# PLAYER CHARACTER REFERENCE SHEETS





# **CASTLES & CRUSADES CHARACTER REFERENCE** SHEETS

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#### ISBN 1-931275-39-4 Printed in the United States of America.

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# Ranger/Fighter

**STRENGTH** 

# CASTLES & CRUSADES® CHARACTER SHEET

Character Name and Títle					
RaceClass_		Primary Att		K: d20 + Mod	
Alígnment		^		MOD	SAVING THROWS
ReligionLevel_			STRENGTH		Paralysis & Constriction
Holy Symbol		DEXTERITY		Breath Weapons & Traps	
Experience Points			CONSTITUTION		Disease, Energy Drain & Poison
Needed for Next Level Arcane Magic				Arcane Magic & Illusion	
Language Proficiency			WISDOM		Confusion, Divine Magic, Gaze Attack Pertrification, Polymorph
			<b>CHAR</b> ISMA		Death Attack, Charm & Fear
Racial Abilities	NION / FAMILIA		AC: 10+ TO Armor	+ Shield + A	• Miscellaneous ttribute Mod + Miscellaneous rel Bonus + Miscellaneous $\ge$ AC
AC TYPENAME MoveAttacksDa Special Qualities/Abilities				5	Armor Shield Helm
WEAPON / TYPE / NAME	BONUS TO HIT         BONU           Image: Constraint of the second se	IS TO DAMAGE WEA	PON DAMAGE NO	OTES / SPE	

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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Description		Age	Gender	
		Eye Color	Hair Color	
		- Height	Weight	
Personality		Race	Class	
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### PRIMARY GEAR

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### Transport and Tack

ITEM	LOCATION	EV

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Height	Weight	
Race	Class	
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		Name

#### EREST NAMES OF:

Companions	Foes	Other NPCs

# SECONDARY GEAR

Clothing, Rations, Drink, Camping Gear, P	acks, Tools, & Other General Equipment	
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## Magícal Armaments, Devíces & Other Items

ITEM	LOCATION	ΕV

# Rogue/Assassín

DEXTERITY

# CASTLES & CRUSADES® CHARACTER SHEET

	acter Name and Títle								
Race	Class			P	rimary Attril	SALAR S SERVICE	E CHECK: d2		+ level ≥ CC
Alígı	1ment IíonLevel			— <u> </u>	ATT			MOD	SAVING THROWS
Relig	ionLevel			—H		<b>STR</b> ENGT			Paralysis & Constriction
ноlү	Symbol			—H		DEXTERIT			Breath Weapons & Traps
Expe	kience Points			—H		CONSTITU	00 10 10010 10 100		Disease, Energy Drain & Poison
Neede	d for Next Level			—H		INTELLIG	NCE		Arcane Magic & Illusion Confusion, Divine Magic, Gaze Attack
Lang	uage Profícíency			<u> </u>		WISDOM			Pertrification, Polymorph
				-		<b>CHAR</b> ISM	A		Death Attack, Charm & Fear
	al Abilities HORSE / ANIMAL COMPAN TypeName Move AttacksDama Special Qualities/Abilities	I <b>IO</b> I	HD Saves	0	AC	Wounдs Suffere 	Base - EV Armor + S Attribute M ð	hield + Att lod + Leve <b>A</b>	Miscellaneous ribute Mod + Miscellaneous Honus + Miscellaneous $\ge$ AC RMOR hield
HP					HP	<u>.</u>		н	elm
	WEAPONS IN HAND								
	ROGUE		ASSAS	SIN			Guilð		
S	1st level: Can wear leather, padded or leather coat without penalty.		1st level: Can w penalty.	ear leather, padd	ed or leather c	oat without			
ABILITITES	1st level: Back attack at +4 with successful move silently check.       1st level: Casing for w (wisdom)         1st level: Speak cant in coded words and gestures.       1st level: Climb any surface (destarity)			any surface (dex	eakness/info about opponent ırface (dexterity). stantly upon successful sneak attack.				
ASS	1st level: Decipher script/language/code (intelligen 1st level: Conceal themselves from others (dexterity).		-	ise themselves Im			Tools	oc the	Ткаде
LA	<b>1st level:</b> Listen up to 30 feet (wisdom)			al themselves fro		terity).			
	ist ieven Listen up to so leet (wisdom)	1st level: Listen up to 30 feet (wisdom)							

1st level: Move silently indoors and outdoors (dexterity).

1st level: Open Lock (dexterity).

1st level: Pick Pocket (dexterity).

1st level: Find, disable or set trap (intelligence).

4th level: Sneak attack for +2 to hit and +4 damage.

1st level: Find, disable or set trap (intelligence).

1st level: Move silently indoors and outdoors (dexterity).

1st level: Can identify and make poisons (intelligence).

1st level: Sneak attack for +2 to hit and +4 damage.

Design by DARLENE 2006

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Disguises.

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### Transport and Tack

ITEM	LOCATION	ΕV

Clothing, Rations, Drink, Camping Gear, Packs, Tools, &		
ITEM	LOCATION	ΕV
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# Magical Armaments, Devices & Other Items

ITEM	LOCATION	ΕV

# Monk/Barbarían constitution

Character Name and Títle.

# CASTLES & CRUSADES® CHARACTER SHEET

Race_	Class		— Ркітаку А	ttríbute ATTRIB	UTE CHECK:	d20 + Mod +	- level ≥ CC
Alígnn	nent onLevel			ATTRIBUTES		MOD	SAVING THROWS
Religio	onLevel			STRENG	тн		Paralysis & Constriction
	ymbol			DEXTER	TY		Breath Weapons & Traps
	ence Poínts			CONSTIT	UTION		Disease, Energy Drain & Poison
,	for Next Level			INTELLIC	GENCE		Arcane Magic & Illusion
,	age Profícíency			WISDON	1		Confusion, Divine Magic, Gaze Attack Pertrification, Polymorph
			Ŏ	CHARISI	MA		Death Attack, Charm & Fear
	Abilities HORSE / ANIMAL COMPANION TypeName Move AttacksDamage _	I / FAMILIAR	COMBAT	TO HIT: d20+_	Base - E Armor - Attributo	e Mod + Level Ar	ibute Mod + Miscellaneous Bonus + Miscellaneous <sup>2</sup> AG
	Special Qualities/Abilities						íelð
HP	,		HP			Не	elm
	WEAPONS IN HAND						
Cla	m						
Tot	em						
Ori	der						
Coĉ	de						
CTER CLASS ABILITITES	<ul> <li>MONK</li> <li>1<sup>st</sup> level +1 versus paralysis, polymorph, petrification and death.</li> <li>1st level Stun once per round and per level per day for 1d4 rounds.</li> <li>1st level Unarmed attack per level.</li> <li>1st level Unarmed defense per level.</li> <li>2nd level Deflect missiles (dexterity)</li> </ul>	4th level Reduces fall 5th level +1 per level a 5th level strikes as +2 6th level Appear as if 7th level A monk hea 7th level Deflect miss 8th level strikes as +3	against disease & J 2 weapon. - dead. - ils 1d4 +1 per level - siles twice per rour - 3 weapon.	a day.	1 <sup>st</sup> LEVE 1 <sup>st</sup> LEVE 1 <sup>st</sup> LEVE 1 <sup>st</sup> LEVE 4 <sup>th</sup> LEVE	L: Deerstalker, wild L: Can intimidate th L: Barbarian is alloo L: Whirlwind attack	A defended against back attack. lerness survival, hunt and shetler. nose, giving them a -2. wed to attempt herculean tasks. against more than one opponent. ws wounded barbarians to gain more
RAC	2nd level Deflect missiles (dexterity). 3rd level Move faster.	10th level strikes for i		und (dout-site)	hitpoints.		
<b>HAF</b>	3rd level strikes as +1 weapon.	12th level Deflect mis		ina (aexterity).	10 <sup>th</sup> LEVE	EL: Ancestral calling	g, add hit points to allies.
		A CHEVEL STUKES as +	+ weapoll.				

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#### PEOPLE OF INTEREST NAMES OF:

Companions	Foes	Other NPCs

### ITEM QUANTITY REMAININ

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Bolts	00000	00000	00000	00000	00000	00000	00000	00000
Arrows	s 00000	00000	00000	00000	00000	00000	00000	00000

### PRIMARY GEAR

Armor, Weapons, Scrolls, Spell Components, Holy Items, Totems,	Thieves' Tools & Other Class Equipment
ITEM	LOCATION EV

### Transport and Tack

ITEM	LOCATION	ΕV

## SECONDARY GEAR

Clothing, Rations, Drink, Camping Gear, Packs, Tools, &	Other General Equipment	
ITEM	LOCATION	ΕV
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### Magical Armaments, Devices & Other Items

ITEM	LOCATION	ΕV

# Wizard/Illusionist INTELLIGENCE

# CASTLES & CRUSADES® CHARACTER SHEET

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		Clas				Prímary Attri	ibute ATTRIBUTE CHECK	: d20 + Mod + lev	el ≥ CC /ING THROWS
Alígnment Relígíon						A			
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Holy Symbol.					—H		DEXTERITY		th Weapons & Traps
Ехрекі́епсе Р									ase, Energy Drain & Poisor
Neeдед for Nex	t Level				— H		INTELLIGENCE		ne Magic & Illusion Ision, Divine Magic, Gaze Attack
Language Pro	oficiency				—H		WISDOM	Pertrif	fication, Polymorph
	·				<b>L</b>		CHARISMA	Deat	th Attack, Charm & Fear
→ Type_ Move_	Atta	MAL COM Name acks Abilities	Damage	HD. Sav	<u> </u>		AC: 10+Armor - TO HIT: d20+Attribut	+ Shield + Attribute e Mod + Level Bonu Armor Shield	e Mod + Miscellaneous ≥ , us + Miscellaneous
HP WEAPON /					BONUS TO DAMAGE	HP WEAP		TES / SPECIAL	
						<u> </u>			
ILLU	WEAPONS JSIONIS	S IN HAND				Check Box for	r Memorized Spells		
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ILLU N 1st Leve	Using magi Using magi +1 Bonus to +2 Bonus to	ic and props disc to illusion spells. to illusion spells.	guise			Check Box for	Memorized Spells		
ILLU N 1st Leve	Using magi Using magi +1 Bonus to +2 Bonus to +3 Bonus to	ic and props disc to illusion spells. to illusion spells. to illusion spells.	guise			Check Box for	Memorized Spells		
ILLU N 1st Leve	Using magi Using magi +1 Bonus to +2 Bonus to +3 Bonus to	ic and props disc to illusion spells. to illusion spells.	guise			Check Box for	Memorized Spells		
ILLU N 1st Leve	Using magie Using magie +1 Bonus to +2 Bonus to +3 Bonus to rel +4 Bonus to	ic and props disc to illusion spells. to illusion spells. to illusion spells.	guise			Check Box for	r Memorized Spells		
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**MAGIC ITEMS** 

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Clothing Style			6
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#### PEOPLE OF INTEREST NAMES OF:

Companions	Foes	Other NPCs

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#### PRIMARY GEAR

 Armor, Weapons, Scrolls, Spell Components, Holy Items, Totems, Thieves' Tools & Other Class Equipment

 ITEM
 LOCATION
 EV

 Image: International and internatindex and international and international and internati

### Transport and Tack

LOCATION	ΕV
	LOCATION

# SECONDARY GEAR

Clothing, Rations, Drink, Camping Gear, Packs, Tools, & Other General Equipment						
ITEM	LOCATION	EV				
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### Magical Armaments, Devices & Other Items

ITEM	LOCATION	EV

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Food Bolts

# Cleric/Druid

# **WISDOM**

# CASTLES & CRUSADES® CHARACTER SHEET

Character Name and Títle						
RaceClass		F	Prímary Attri		:d20 + Mod	
Alígnment		<u> </u>	AT	TRIBUTES	MOD	SAVING THROWS
ReligionLevel		0		STRENGTH		Paralysis & Constriction
Holy Symbol		Q		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
Racial Abilities         HORSE / ANIMAL COMP         Type         Name         Move         Attacks         D         Special Qualities/Abilities	ANION / FAMI HD_ amageSave		MOVE AC HP	AC: 10+ TO HIT: d20+ Attribut Wounds Suffered	EV Penalty + + Shield + Ar re Mod + Lev	Miscellaneous ttribute Mod + Miscellaneous rel Bonus + Miscellaneous ≥ AC Armor Shíeíð Helm
WEAPON / TYPE / NAME	BONUS TO HIT E	30NUS TO DAMAGE	WEAP	ON DAMAGE NO	TES / SPEC	

## WFAPONS IN HAND

CLERIC	SPEL	LS			SPELL LIS	<b>ST</b> Check Box for Memorized S	
Furn or destroy undead monsters.		Level	Spells/ Day	Bonus Spells	Spells Known		
	CLERIC SYMBOL	0					
		1st					
		2nd					
		3หปิ					
DRUID		4th					
<sup>st</sup> level Druidic language.		5th					
<sup>st</sup> <b>level</b> Identify species of plant and ar	nimal (wisdom).	6th					
<sup>it</sup> <b>level</b> Find shelter or forage for food	(wisdom).	7th					
<sup>st</sup> <b>level</b> With wisdom of 13-15 one extr	a 1st level spell.	8th					
<sup>st</sup> <b>level</b> With wisdom of 16-17 one extr	a 2nd level spell.	9th					
<sup>st</sup> level With wisdom of 18-19 one extra	a 3rd level spell.	HOLY					
n <sup>d</sup> level Gain +2 versus air, earth, fire wa cold attacks.	ater, lightening,		IT EIMS				
r <sup>d</sup> level Move thru thick woodland with	out impediment.						
<sup>th</sup> <b>level</b> Shape change to once per day.							

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**CHARACTER CLASS ABILITIT** 

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#### PEOPLE OF INTEREST NAMES OF:

Companions	Foes	Other NPCs

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Arrows	s 00000	00000	00000	00000	00000	00000	00000	00000

### PRIMARY GEAR

Armor, Weapons, Scrolls, Spell Components, Holy Items, Totems, Thieves' Tools & Other Class Equipment			
ITEM	LOCATION EV		

### Transport and Tack

ITEM	LOCATION	ΕV

## SECONDARY GEAR

Clothing, Rations, Drink, Camping Gear, Packs, Tools, & Other General Equipment				
ITEM	LOCATION	ΕV		
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### Magical Armaments, Devices & Other Items

ITEM	LOCATION	ΕV

# Paladin/Bard/Knight CHARISMA

# CASTLES & CRUSADES® CHARACTER SHEET

RaceClass_		— Primary Attr	<i>bute</i> ATTRIBUTE CHECK: d	20 + Mod + level ≥ CC
Alígnment		AT	TRIBUTES	MOD SAVING THROWS
ReligionLevel_		Ò	<b>STR</b> ENGTH	Paralysis & Constriction
Holy Symbol		0	DEXTERITY	Breath Weapons & Traps
Experience Points		0	CONSTITUTION	Disease, Energy Drain & Poison
Needed for Next Level			INTELLIGENCE	Arcane Magic & Illusion
Language Profíciency			WISDOM	Confusion, Divine Magic, Gaze Attack Pertrification, Polymorph
Language Proficiency			CHARISMA	Death Attack, Charm & Fear
Racial Abilities HORSE / ANIMAL COMPA Type Name MoveAttacksDa Special Qualities/Abilities WEAPON / TYPE / NAME	NION / FAMILIAR HD mageSaves		MOVE: Base - EV AC: 10+ Armor + 3 TO HIT: d20+ Attribute M Wounds Suffered	/ Penalty + Miscellaneous
L				

#### 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.

CHARACTER CLASS ABILITIT

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#### PEOPLE OF INTEREST NAMES OF:

Companions	Foes	Other NPCs

### ITEM QUANTITY REMAININ

Food	00000	00000	00000	00000	00000	00000	00000	00000
Bolts	00000	00000	00000	00000	00000	00000	00000	00000
Arrows	s 00000	00000	00000	00000	00000	00000	00000	00000

### PRIMARY GEAR

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### Transport and Tack

ITEM	LOCATION	EV

### SECONDARY GEAR

Clothing, Rations, Drink, Camping Gear, Packs, Tools, &	Other General Equipment	
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### Magical Armaments, Devices & Other Items

ITEM	LOCATION	ΕV



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.

> > SIE

This is one tool you won't want to do without.



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