

CASLES[®] & CRUSADES

PLAYER CHARACTER REFERENCE SHEETS



CASTLES & CRUSADES CHARACTER REFERENCE SHEETS

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CHARACTER PERSONA AND EQUIPMENT

Description _____

Personality _____

Background _____

Age _____ Gender _____

Eye Color _____ Hair Color _____

Height _____ Weight _____

Race _____ Class _____

Entitlement _____

Scars or other Distinguishing Marks _____

Clothing Style _____

Name _____

PEOPLE OF INTEREST NAMES OF:

Companions	Foes	Other NPCs

TREASURE

Gold _____
 Silver _____
 Platinum _____
 Copper _____
 Jewels & Gems _____
 Magic Items _____

EXPENDABLE

ITEM QUANTITY REMAINING

Food ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○
 Bolts ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○
 Arrows ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

PRIMARY GEAR

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

ITEM	LOCATION	EV

SECONDARY GEAR

Clothing, Rations, Drink, Camping Gear, Packs, Tools, & Other General Equipment

ITEM	LOCATION	EV

Transport and Tack

ITEM	LOCATION	EV

Magical Armaments, Devices & Other Items

ITEM	LOCATION	EV

CASTLES & CRUSADES® CHARACTER SHEET

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CHARACTER PERSONA AND EQUIPMENT

Description _____

Personality _____

Background _____

Age _____ Gender _____

Eye Color _____ Hair Color _____

Height _____ Weight _____

Race _____ Class _____

Entitlement _____

Scars or other Distinguishing Marks _____

Clothing Style _____



Name

PEOPLE OF INTEREST NAMES OF:

Companions	Foes	Other NPCs

TREASURE

Gold _____

Silver _____

Platinum _____

Copper _____

Jewels & Gems _____

Magic Items _____

EXPENDABLE

ITEM

QUANTITY REMAINING

Food

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Arrows

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

ITEM	LOCATION	EV

SECONDARY GEAR

Clothing, Rations, Drink, Camping Gear, Packs, Tools, & Other General Equipment

ITEM	LOCATION	EV

Transport and Tack

ITEM	LOCATION	EV

Magical Armaments, Devices & Other Items

ITEM	LOCATION	EV

Monk/Barbarian CONSTITUTION

CASTLES & CRUSADES® CHARACTER SHEET

Character Name and Title _____

Race _____ Class _____

Alignment _____

Religion _____ Level _____

Holy Symbol _____

Experience Points _____

Needed for Next Level _____

Language Proficiency _____

Racial Abilities _____



HORSE / ANIMAL COMPANION / FAMILIAR

Type _____ Name _____ HD _____



Move _____ Attacks _____ Damage _____ Saves _____

Special Qualities/Abilities _____

Primary Attribute

ATTRIBUTE CHECK: d20 + Mod + level ≥ CC

ATTRIBUTES	MOD	SAVING THROWS
STRENGTH		Paralysis & Constriction
DEXTERITY		Breath Weapons & Traps
CONSTITUTION		Disease, Energy Drain & Poison
INTELLIGENCE		Arcane Magic & Illusion
WISDOM		Confusion, Divine Magic, Gaze Attack Petrification, Polymorph
CHARISMA		Death Attack, Charm & Fear

COMBAT



MOVE



AC



HP

MOVE: _____

Base - EV Penalty + Miscellaneous

AC: 10+ _____

Armor + Shield + Attribute Mod + Miscellaneous

TO HIT: d20+ _____ ≥ AC

Attribute Mod + Level Bonus + Miscellaneous

Wounds Suffered _____ **ARMOR** _____

_____ **SHIELD** _____

_____ **HELM** _____

WEAPON / TYPE / NAME	BONUS TO HIT	BONUS TO DAMAGE	WEAPON DAMAGE	NOTES / SPECIAL



WEAPONS IN HAND _____

Clan _____

Totem _____

Order _____

Code _____

CHARACTER CLASS ABILITIES

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.

1ST LEVEL: Deerstalker, wilderness survival, hunt and shelter.

1ST LEVEL: Can intimidate those, giving them a -2.

1ST 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 PERSONA AND EQUIPMENT

Description _____


Personality _____

Background _____

Age _____ Gender _____

Eye Color _____ Hair Color _____

Height _____ Weight _____




Eye Color _____ Hair Color _____
Height _____ Weight _____
Race _____ Class _____

Height _____ Weight _____
Race _____ Class _____
Entitlement _____

Race _____ Class _____

Entitlement _____


Scars or other Distinguishing Marks _____



Entitlement _____

Scars or other Distinguishing Marks _____

Clothing _____



Scars or other Distinguishing Marks _____

Clothing Style _____

Name _____

Clothing Style _____

Name _____

PEOPLE OF INTEREST NAMES OF:

[illegible]

TREASURE

Gold _____

Silver_____

Platinum _____

Copper _____

Jewels & Gems _____

Magic Items _____

EXPENDABLE

ITEM

QUANTITY REMAINING

Food ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

Bolts ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

Arrows ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

PRIMARY GEAR

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

[illegible]

SECONDARY GEAR

Clothing, Rations, Drink, Camping Gear, Packs, Tools, & Other General Equipment

[illegible]

Transport and Tack

[illegible]

Magical Armaments, Devices & Other Items

[illegible]

CASTLES & CRUSADES® CHARACTER SHEET

HP

CHARACTER PERSONA AND EQUIPMENT

[illegible]

Magic Items _____

Arrows        

PRIMARY GEAR

[illegible]

SECONDARY GEAR

[illegible]

Transport and Tack

[illegible]

Magical Armaments, Devices & Other Items

[illegible]

CASTLES & CRUSADES®

CHARACTER SHEET

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Description_____

Personality_____

Background

Age _____ Gender _____

Eye Color _____ Hair Color _____

Height _____ Weight _____

Race _____ Class _____

Entitlement _____

Scars or other Distinguishing Marks_____

Clothing Style_____



Name _____

PEOPLE OF INTEREST NAMES OF:

[illegible]

TREASURE

Gold _____

Silver__

Platinum

Copper_

Jewels & Gems.

Magic Items.

EXPENDABLE

ITEM

QUANTITY REMAINING

Food ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

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[illegible]

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[illegible]

TREASURE

Gold _____

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Copper_

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Magic Items

EXPENDABLE

ITEM

QUANTITY REMAINING

Food ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

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Arrows ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

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[illegible]

Transport and Tack

[illegible]

Magical Armaments, Devices & Other Items

[illegible]

CASILES® & 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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