

CASTLES & CRUSADES CHARACTER CHEAT SHEET

CREATING A CHARACTER

- Roll 3d6 six times and assign the scores as desired to your attributes.

ATTRIBUTES	MODIFIES	SAVING THROWS
Strength	Melee combat & damage	Paralysis, Constriction
Intelligence	Number of arcane spells	Arcane magic, Illusions
Wisdom	Number of divine spells, Ability to turn undead	Divine magic, Confusion, Gaze Attack, Polymorph, Petrification
Dexterity	Armor class, Missile combat	Breath weapon, Traps
Constitution	Hit points	Disease, Energy Drain, Poison
Charisma	Loyalty and reactions of NPC's, Number of undead turned.	Death attack, Charm, Fear

- Record attribute modifiers.

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

- Pick a class

ASSASSIN

- Prime Attribute: Dexterity
- Hit Die: d6
- Bonus to Hit: +0
- Alignment: Any non-good
- Weapons: Any
- Armor: Leather, leather coat, padded and small shields
- Abilities: Case target, climb, death attack, disguise, hide, listen, move silently, poisons, sneak attack, traps
- Starting Gold: 30-120 gp (3d4x10)
- XP needed for 2nd Level: 1751

BARBARIAN

- Prime Attribute: Constitution
- Hit Die: d12
- Bonus to Hit: +0
- Alignment: Any
- Weapons: Any
- Armor: Chain shirt, hide, leather, padded, ring mail, studded leather, small shield, medium shield
- Abilities: Combat Sense, Primal Force
- Starting Gold: 20-80 gp (2d4x10)
- XP needed for 2nd Level: 2101

BARD

- Prime Attribute: Charisma
- Hit Die: d10
- Bonus to Hit: +0
- Alignment: Any
- Weapons: Broadsword, bows, club, dagger, dart, hand axe, hammers, javelin, long sword, rapier, scimitar, short sword, sling, spear, staff.
- Armor: Leather, leather coat, padded, ring mail, studded leather, chain shirt, small shield
- Abilities: Decipher script, exalt, legend lore
- Starting Gold: 30-120 gp (3d4x10)
- XP needed for 2nd Level: 1501

CLERIC

- Prime Attribute: Wisdom
- Hit Die: d8
- Bonus to Hit: +0
- Alignment: Any
- Weapons: Club, crowbill, dagger, light or heavy flail, light war hammer, light or heavy mace, morning star, quarterstaff, and any allowed by deity
- Armor: Any
- Abilities: Spells (3 0-lvl, 1 1st-lvl), turn undead
- Starting Gold: 20-200 gp (2d10x10)
- XP needed for 2nd Level: 2251

DRUID

- Prime Attribute: Wisdom
- Hit Die: d8
- Bonus to Hit: +0
- Alignment: Any
- Weapons: Club, dagger, dart, hand axe, hammers, scimitar, sling, sickle, spears, swords, staff
- Armor: Any
- Abilities: Bonus languages, nature lore, spells (3 0-lvl, 1 1st-lvl)
- Starting Gold: 20-200 gp (2d10x10)
- XP needed for 2nd Level: 2001

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FIGHTER

- **Prime Attribute:** Strength
- **Hit Die:** d10
- **Bonus to Hit:** +1
- **Alignment:** Any
- **Weapons:** Any
- **Armor:** Any
- **Abilities:** Weapon specialization
- **Starting Gold:** 30-240 gp (3d8x10)
- **XP needed for 2nd Level:** 2001

ILLUSIONIST

- **Prime Attribute:** Intelligence
- **Hit Die:** d4
- **Bonus to Hit:** +0
- **Alignment:** Any
- **Weapons:** Club, dagger, dart, staff
- **Armor:** None
- **Abilities:** Spells (4 0-lvl, 2 1st-lvl), disguise, sharp senses
- **Starting Gold:** 10-100 gp (1d10x10)
- **XP needed for 2nd Level:** 2601

KNIGHT

- **Prime Attribute:** Charisma
- **Hit Die:** d10
- **Bonus to Hit:** +0
- **Alignment:** Any
- **Weapons:** Any except Code of Conduct limitations
- **Armor:** Any
- **Abilities:** Birthright mount, horsemanship, inspire
- **Starting Gold:** 60-240 gp (6d4x10)
- **XP needed for 2nd Level:** 2251

MONK

- **Prime Attribute:** Constitution
- **Hit Die:** d12
- **Bonus to Hit:** +0
- **Alignment:** Any
- **Weapons:** Aclis, blowpipe, bola, bows, cestus, club, dagger, dart, hand axe, javelin, light flail, mace, pole arms, sickle, scythe, sling, spear, spiked gauntlet, staff, whip
- **Armor:** None
- **Abilities:** Mind over body, stunning attack, unarmed attack, unarmored defense
- **Starting Gold:** 20-80 gp (2d4x10)
- **XP needed for 2nd Level:** 1751

PALADIN

- **Prime Attribute:** Charisma
- **Hit Die:** d10
- **Bonus to Hit:** +0
- **Alignment:** Lawful good
- **Weapons:** Any
- **Armor:** Any
- **Abilities:** Cure disease, detect evil, divine aura, divine health, lay on hands
- **Starting Gold:** 60-240 gp (6d4x10)
- **XP needed for 2nd Level:** 2701

RANGER

- **Prime Attribute:** Strength
- **Hit Die:** d10
- **Bonus to Hit:** +0
- **Alignment:** Any
- **Weapons:** Any
- **Armor:** Breastplate, chain mail, chain shirt, hide, leather, padded, ring mail, scale mail, studded leather
- **Abilities:** Combat marauder, conceal, delay/neutralize poison, move silently, scale, traps, survival, track
- **Starting Gold:** 30-240 gp (3d8x10)
- **XP needed for 2nd Level:** 2251

ROGUE

- **Prime Attribute:** Dexterity
- **Hit Die:** d6
- **Bonus to Hit:** +0
- **Alignment:** Any
- **Weapons:** Blowpipe, broadsword, cat-o-nine-tails, cestus, club, dagger, light hammer, hand axe, hand crossbow, javelin, knife, light crossbow, long sword, mace, quarterstaff, rapier, sap, short bow, short sword, sickle, spiked gauntlet, sling, whip
- **Armor:** Leather, leather coat, padded and small shields
- **Abilities:** Back attack, cant, climb, decipher script, hide, listen, move silently, open lock, pick pockets, traps
- **Starting Gold:** 30-120 gp (3d4x10)
- **XP needed for 2nd Level:** 1251

WIZARD

- **Prime Attribute:** Intelligence
- **Hit Die:** d4
- **Bonus to Hit:** +0
- **Alignment:** Any
- **Weapons:** Club, dagger, dart, staff
- **Armor:** None
- **Abilities:** Spells (4 0-lvl, 2 1st-lvl)
- **Starting Gold:** 10-100 gp (1d10x10)
- **XP needed for 2nd Level:** 2601

4. Pick a race. Select Primes.

Humans select three primes, one for class, two of the player's choosing. All other races select two prime attributes, one for class, one of the player's choosing. Primary attributes are those attributes the character is well versed in the use of. Unless otherwise stated, for all special abilities in this section, only the best bonus applies. The bonuses are not cumulative.

HUMAN

- **Attribute Modifiers:** None
- **Size:** Medium
- **Move:** 30'
- **Special Abilities:** Humans may choose an extra Prime Ability.

DWARF

- **Attribute Modifiers:** +1 Constitution, -1 Dexterity
- **Size:** Small
- **Move:** 20'
- **Special Abilities:** -2 on Charisma checks with Elves, deepvision (120'), determine depth and direction underground, +1 to hit goblins and orcs, -4 to Charisma checks with half-orcs, goblins, and orcs, +4 to armor class vs. giants or ogres, +3 to saves vs. arcane spells, +2 to saves vs. fear, +2 to saves vs. poison, +4 to Wisdom check to find unusual stonework
- **Rogue or Assassin:** +2 to find traps in structures only

ELF

- **Attribute Modifiers:** +1 Dexterity, -1 Constitution
- **Size:** Medium
- **Move:** 30'
- **Special Abilities:** +2 to listen checks, twilight vision, move silently outside, +10 to saves vs. charm or sleep type spells, +2 to wisdom check to spot hidden doors, +1 to hit with sword or bow, but not both
- **Ranger:** +2 to move silently, +2 to find traps
- **Rogue or Assassin:** +2 listen, +2 move silently, +2 find traps

GNOME

- **Attribute Modifiers:** +1 Intelligence, -1 Strength
- **Size:** Small
- **Move:** 20'
- **Special Abilities:** Animal Empathy, +1 to hit kobolds and goblins, darkvision (60'), +3 to listen checks, can cast once per day dancing lights, ghost sound, and prestidigitation
- **Rogue or Assassin:** +3 listen

HALF-ELF

- **Attribute Modifiers:** None
- **Size:** Medium
- **Move:** 30'
- **Special Abilities (All):** +2 to Charisma checks, move silently outside, +1 to Wisdom check to spot hidden doors
- **Special Abilities (Human Lineage):** +2 to all attribute checks with one secondary attribute, +2 to saves vs. charm or sleep type spells
- **Special Abilities (Elven Lineage):** +1 dexterity, -1 constitution, enhanced senses, +2 bonus to all listen checks, +4 to saves vs. charm or sleep type spells
- **Ranger:** +2 move silently, +2 find traps
- **Rogue or Assassin:** +2 move silently, +2 find traps

HALFLING

- **Attribute Modifiers:** +1 Dexterity, -1 Strength
- **Size:** Small
- **Move:** 20'
- **Special Abilities:** +2 to saves vs. fear, hide outdoors, move silently, dusk vision, +1 to all Constitution saves
- **Ranger:** +2 conceal, +2 move silently
- **Rogue or Assassin:** +2 hide, +2 move silently

HALF-ORC

- **Attribute Modifiers:** +1 Strength, +1 Constitution, -2 Charisma
- **Size:** Medium
- **Move:** 30'
- **Special Abilities:** Darkvision (60'), enhanced sense of smell, +1 to armor class when wearing no armor, +2 to saves vs. disease
- **Ranger:** +2 track



CASTLES & CRUSADES CHARACTER CHEAT SHEET



5. Roll for starting gold and buy equipment. Determine encumbrance.

ENCUMBRANCE

- Encumbrance values (EV) of all applicable items are added together and compared to the base encumbrance for the character, which is 10 plus the Strength modifier. +2 bonus to Encumbrance Rating if strength or constitution are prime, +4 bonus if both are prime.
- The character's encumbrance rating indicates the maximum amount of material he may carry comfortably. Anything over this amount incurs the following penalties:

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 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.

*Dexterity bonus loss only applies if the dexterity modifier is positive. If the modifier is negative, that modifier still applies.

- Physical attribute checks include all rolls dealing with strength, dexterity, and constitution, and also include attack and damage rolls.
- Worn objects are listed with their encumbrance when carried. Items that are wearable (noted by w in the EV column) reduce encumbrance by 1.
- Load bearing encumbrance items (backpacks, sacks, etc.) reduce the total encumbrance of all items carried within the item by 1. Load bearing items have a maximum capacity listed in the equipment tables. If no encumbrance rating is listed, the encumbrance is negligible.

ARMORS	COST	AC	WGT	EV
Padded Armor	5gp	+1	10lbs.	2w
Leather Coat	7gp	+1	10lbs.	2w
Leather Armor	10gp	+2	15lbs.	2w
Ring Mail	30gp	+3	20lbs.	3w
Hide	20gp	+3	25lbs.	4w
Studded Leather	25gp	+3	20lbs.	3w
Laminar, Leather	55gp	+3	25lbs.	2w
Mail Shirt	100gp	+4	25lbs.	3w
Scale Mail	50gp	+4	30lbs.	4w
Cuir Bouille	45gp	+4	25lbs.	4w
Breastplate, bronze	95gp	+4	20lbs.	3w
Brigandine	85gp	+4	25lbs.	4w
Breastplate, steel	300gp	+5	30lbs.	3w
Mail Hauberk	150gp	+5	35lbs.	4w
Coat of Plates	100gp	+5	45lbs.	4w
Ensemble, Greek	120gp	+5	40lbs.	4w
Banded Mail	250gp	+6	40lbs.	4w
Splint Mail	200gp	+6	45lbs.	4w
Ensemble, Greek	230gp	+6	50lbs.	4w
Ensemble, Roman	240gp	+6	30lbs.	4w
Full Chain Suit	200gp	+6	45lbs.	4w
Plate Mail	600gp	+7	45lbs.	4w
Ensemble, Roman	650gp	+7	45lbs.	4w
Full Plate	1000gp	+8	50lbs.	4w
Polish Hussar	1750gp	+8	50lbs.	3w

See PHB page 41 for components of ensemble armors.

SHIELDS	COST	AC	WGT	EV
Buckler	2gp	+1 ¹	2lbs.	2
Shield, Small Steel	9gp	+1 ¹	5lbs.	2
Shield, Small Wooden	3gp	+1 ¹	3lbs.	2
Shield, Med. Steel	15gp	+1 ²	10lbs.	3
Shield, Med. Wood	5gp	+1 ²	6lbs.	3
Shield, Large Steel	20gp	+1 ³	15lbs.	4
Shield, Large Wood	7gp	+1 ³	10lbs.	4
Pavis	55gp	+6 ⁴	90lbs.	12

1 Bonus applies to one foe in a round.

2 Bonus applies to two foes in a round.

3 Bonus applies to three foes in a round.

4 Bonus applies to all foes in front of the shield.

HELMS	COST	AC*	WGT	EV
Armet	10gp	+6	7lbs.	1w
Bacinet	15gp	+4	7lbs.	1w
Benin	8gp	+2	5lbs.	1w
Casquetel	10gp	+2	8lbs.	1w
Coif, Chain Mail	15gp	+4	5lbs.	1w
Coif, Leather	4gp	+1	2lbs.	1w
Helm, Great	20gp	+7	8lbs.	2w
Helm, Normal	10gp	+5	4lbs.	1w
Helm, Norman	8gp	+3	7lbs.	1w
Helm, Pot	5gp	+2	6lbs.	1w
War Hat	7gp	+2	6lbs.	1w

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

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WEAPONS	COST	DMG	WGT	EV
Axe, Battle	10gp	1d8	7lbs.	3
Axe, Bearded*	20gp	3d4	15lbs.	4
Axe, Piercing	17gp	1d8+1	7lbs.	3
Axe, Two-Handed*	20gp	1d12	20lbs.	4
Bardiche	15gp	2d4	10lbs.	4
Bec De Corbin	60gp	1d10	4lbs.	5
Bill or Billhook	12gp	2d4	6lbs.	5
Brass Knuckles	1gp	1d3	1lb.	1w
Cat-O-Nine-Tails	9gp	1d3	1lb.	2
Cestus	1gp	+1dmg	~	1w
Cleaver	5sp	1d4	1lb.	2
Crowbill	15gp	1d6	6lbs.	2
Dirk	3gp	1d4+1	1lb.	1
Fauchard*	6gp	1d6	6lbs.	5
Fauchard Fork*	15gp	1d8	6lbs.	5
Fist	~	1d2	~	~
Flail, Heavy	15gp	1d10	20lbs.	4
Flail, Light	8gp	1d8	5lbs.	3
Flamberge*	75gp	2d4+2	12lbs.	4
Flatchet	5gp	1d6+1	6lbs.	3
Fork, Military	10gp	1d8	7lbs.	5
Gauntlet, Spiked	5gp	1d3	2lbs.	1w
Glaive	8gp	1d8	15lbs.	5
Glaive Guisarme	15gp	2d4	8lbs.	5
Godentag	15gp	1d6+3	7lbs.	5
Guisarme	10gp	2d4	15lbs.	5
Halberd	10gp	1d10	15lbs.	5
Hammer, War	6gp	1d8	8lbs.	4
Hatchet	1gp	1d4	2lbs.	2
Hook Sword	25gp	1d4+1	4lbs.	3
Hook, hafted	5gp	1d6	3lbs.	4
Katar	3gp	1d4+1	1lb.	2
Lance, Heavy	10gp	1d8	10lbs.	7
Lance, Light	6gp	1d6	5lbs.	5
Lucerne Hammer	60gp	1d12	8lbs.	5
Mace, Heavy	12gp	1d8	12lbs.	4
Mace, Large	25gp	1d10	10lbs.	4
Mace, Light	5gp	1d6	6lbs.	1
Main Gauche	25gp	1d4+1	1lb.	2
Man Catcher	45gp	1d4	6lbs.	4
Maul*	12gp	1d10	15lbs.	5
Morningstar	8gp	2d4	8lbs.	3
Nine Ring Broadsword	30gp	1d10	10lbs.	3
Partisan*	10gp	1d8	5lbs.	5
Pick, Heavy	8gp	1d6	6lbs.	4
Pick, Light	4gp	1d4	4lbs.	3
Pike*	5gp	1d8	14lbs.	6
Poniard	25gp	1d8	5lbs.	3
Ranseur	8gp	2d4	15lbs.	5
Sap	1gp	1d3	1lb.	1
Scimitar, Great*	55gp	2d6	14lbs.	4
Scythe	18gp	2d4	12lbs.	4
Sickle	6gp	1d4	3lbs.	3
Sleeve Tangler	100gp	1d10	7lbs.	5
Spear, Long	5gp	1d8	9lbs.	4

WEAPONS	COST	DMG	WGT	EV
Staff	~	1d6	4lbs.	4
Sword, Bastard	25gp	1d10	10lbs.	4
Sword, Broad	12gp	2d4	8lbs.	3
Sword, Falchion	40gp	2d4	16lbs.	3
Sword, Long	15gp	1d8	4lbs.	3
Sword, Rapier	20gp	1d6	2lbs.	3
Sword, Scimitar	15gp	1d6	4lbs.	3
Sword, Short	10gp	1d6	3lbs.	2
Sword, Two-Handed*	30gp	2d6	15lbs.	5
Tulwar	8gp	1d6	2lbs.	2
Voulge	8gp	2d4	6lbs.	5

*Requires two hands to swing.

Certain weapons have additional affects beyond their damage rating. See Players Handbook page 41 and 42 for particulars.

MISSILE & RANGED	COST	DMG	RNG	WGT	EV
Axe, Hand/Throwing	4gp	1d6	10ft.	4lbs.	2
Club	~	1d6	10ft.	3lbs.	2
Dagger	2gp	1d4	10ft.	1lb.	1
Hammer, Light	1gp	1d4	20ft.	2lbs.	2
Knife	3sp	1d2	10ft.	1lb.	1
Spear	1gp	1d6	20ft.	3lbs.	2
Spear, Wolf	3gp	1d8	10ft.	4lbs.	3
Trident	10gp	1d8	10ft.	5lbs.	5
Aclis	1gp	1d4	20ft.	1lb.	2
Arrows (20)	2gp	bow	~	3lbs.	2
Arrows (12)	15sp	bow	~	2lbs.	1
Arrow, Silver (2)	1gp	bow	~	0.2lb.	1
Blowpipe	1gp	1	10ft.	1lb.	3
Bolas	5gp	1d4	20ft.	2lbs.	2
Bolts (12)	1gp	x-bow	~	1lb.	1
Bow, Long	75gp	1d6	100ft.	3lbs.	4
Bow, Long, Composite	100gp	1d8	110ft.	3lbs.	4
Bow, Short	30gp	1d6	60ft.	2lbs.	3
Bow, Short, Composite	75gp	1d8	70ft.	2lbs.	3
Crossbow, Light	35gp	1d6	80ft.	6lbs.	4
Crossbow, Hand	100 gp	1d4	30ft.	3lbs.	2
Crossbow, Heavy	50gp	1d10	120ft.	9lbs.	5
Dart	5sp	1d3	20ft.	0.5lb.	1
Harpoon	1gp	1d6	20ft.	4lbs.	5
Javelin	1gp	1d4	30ft.	2lbs.	3
Rock	~	1d2	30ft.	~	~
Sling	~	1d4	50ft.	~	1
Whip	1gp	1d2	15ft.	2lbs.	2

Certain weapons have additional affects beyond their damage rating. See Players Handbook page 41 and 42 for particulars.

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EQUIPMENT	COST	WGT	EV	CAP
Armor & Weapon Oil	1gp	1lb.	1	~
Awl	1gp	0.5lbs.	1	~
Backpack	2gp	2lbs.	2w	8
Bagpipe	35gp	8lbs.	4	~
Bandages (2 wounds)	1sp	0.5lb.	*	~
Barrel, Large	4gp	45lbs.	9	9
Barrel, Small	2gp	30 lbs.	6	6
Basket	4sp	1lbs.	2	2
Bedroll	1sp	5lbs.	3	~
Belt Pouch, Large	1gp	1lb.	1w	2
Belt Pouch, Small	5sp	0.5lbs.	*	1
Belt Pouch, Spell	10gp	0.5lbs.	1	~
Component				
Blanket, Winter	5sp	3lbs.	2	~
Bottle	2gp	0.5lb.	1	1
Broom	5cp	1lb.	3	~
Bucket	5sp	2lbs.	2	3
Candle (5 sticks)	5cp	0.1lb.	1	~
Canteen (½ gallon)	2gp	2lbs.	1 ¹	½ gallon
Case, Map or Scroll	1gp	0.5lb.	1 ¹	10 sheets
Casket	2gp	15lbs.	4	6
Chain (20 feet)	30gp	4lbs.	12	~
Chalk (per piece)	1cp	0.5lbs.	1	~
Chest, Large	5gp	40lbs.	12	8
Chest, Small	2gp	25lbs.	4	6
Chisel	1gp	0.5lbs.	1	~
Cord (50 feet)	5gp	8lbs.	2	~
Crowbar/Prybar	2gp	5lbs.	2	~
Diggery-do	1gp	0.25lb.	~	~
Drum	9gp	8lbs.	5	~
Dust, Bag of	~	1lbs.	1	~
Fife	2gp	0.25lb.	1	~
File	1gp	0.5lbs.	1	~
File, Metal	1gp	0.5lb.	1	~
Firewood, per day	1cp	20lbs.	8	~
Fishing Gear	5sp	1lbs.	2	~
Flask	3cp	0.1lbs.	1	~
Flint and Steel	1gp	0.5lbs	*	~
Flute	15gp	0.5lbs.	1	~
Gong	18gp	3lbs.	3	~
Gord	3sp	1lb.	1	~
Grappling Hook	1gp	4lbs.	2	~
Grease, Crock (lb.)	2cp	1lb	1	~
Hammer	1gp	2lbs.	2	~
Hammer, Sledge	6gp	8lbs.	4	~
Hammock	8gp	8lbs.	4	~
Harp	35gp	4lbs.	4	~
Holy Symbol, Silver	25gp	1lb.	1	~
Holy Symbol, Wood	1gp	~	1	~
Holy Water, Flask	30gp	1lb.	1	~
Hook, Iron	1gp	0.5lbs.	1	~
Horn	5gp	3lbs.	2	~
Incense, Stick	1gp	~	*	~
Ink, 1 oz.	8gp	0.1lb.	*	~
Kettle, Iron	1gp	4lbs.	3	~

EQUIPMENT	COST	WGT	EV	CAP
Lamp, Open	3gp	2lbs.	2	~
Lantern, Bullseye	12gp	3lbs.	2	~
Lantern, Hooded	7gp	2lbs.	2	~
Lodestone	25gp	1lb.	1	~
Manacles	15gp	2lbs.	1	~
Mandolin	10gp	4lbs.	2	~
Marbles (bag of 25)	1gp	0.1lbs.	*	~
Mirror, Small Steel	10gp	0.5lb.	1	~
Mortar and Pestle	3gp	2lbs.	2	~
Mug or Tankard	2cp	0.5lb.	~	~
Nails, Iron (50)	5sp	1lb.	1	~
Oil, Flask of	1gp	1lb.	1	~
Pack, Shoulder	2gp	2lbs.	3	~
Padlock and Key	25gp	1lb.	1	~
Panpipes	11gp	1lb.	1	~
Paper (10 sheets)	10gp	~	*	~
Parchment (10 shts)	5gp	~	*	~
Pickaxe, Miner's	3gp	10lbs.	4	~
Pipe	5gp	0.1lbs.	*	~
Pitons/Spikes (5)	5sp	2lbs.	1	~
Pole (10 feet)	2sp	8lbs.	5	~
Pot	3gp	8lbs.	4	~
Prayer Beads	2gp	~	~	~
Quill	1sp	~	~	~
Quiver, Dozen	2gp	1lb.	2 ¹	12 ²
Quiver, Score	4gl	1lb.	2 ¹	20 ²
Razor	5sp	~	1	~
Rogue's Tools	30gp	1lb.	1	~
Rope, Hemp (50 ft.)	1gp	10lbs.	3	~
Rope, Silk (50 ft.)	10gp	5lbs.	2	~
Sack, Large	5sp	1lb.	2	5
Sack, Small	1sp	0.5lb.	1	2.5
Saw, Metal	5gp	1lb.	2	~
Sealing Wax	1gp	0.1lb.	*	~
Sewing Kit	5sp	1lb.	1	~
Shovel	2gp	8lbs.	3	~
Soap (per bar)	5sp	1lb.	1	~
String (50 ft.)	4sp	1lb.	2	~
Tent, Large	45gp	50lbs.	10	5 men
Tent, Medium	25gp	30lbs.	7	3 men
Tent, Small	10gp	20lbs.	4	1 man
Tinder Box (10 fires)	1gp	4lbs	2 ¹	~
Tongs	6sp	1lb.	1	~
Torch	1cp	1lb.	1	~
Trap, Lg. Animal	35gp	25lbs.	9	~
Trap, Med. Animal	15gp	12lbs.	6	~
Trap, Sm. Animal	7gp	3lbs.	3	~
Trunk, Travel	2gp	10lbs.	3	5
Vellum (10 Sheets)	15gp	~	*	~
Vial (1 ounce)	1sp	0.1lb.	*	1 oz.
Waterskin (1 gallon)	1gp	4lbs.	3 ¹	1 gallon
Wedge, splitting	2cp	~	*	~
Whetstone	1gp	0.5lb.	1	~
Whistle	5sp	~	*	~
Wolvesbane	2gp	0.1lb.	*	~

CASTLES & CRUSADES CHARACTER CHEAT SHEET

EQUIPMENT	COST	WGT	EV	CAP
Zither	40gp	5lbs.	3	~

* No appreciable EV. If carried in bulk, EV is 1 per 10 carried.
 1 EV is listed as if full. If empty, reduce EV by 2 (min. EV of 1).
 2 The number of projectiles that can be carried.

CLOTHING	COST	WGT	EV
Belt	6sp	1lb.	*
Belt, Baldric	2sp	3lbs.	*
Boots, Heavy	1gp	4lbs.	1w
Boots, Soft	4sp	2lbs.	*
Caftan	3sp	2lbs.	1w
Cap/Hat	4sp	~	*
Cape	8sp	1lb.	*
Cloak	5sp	3lbs.	1w
Cowl	2sp	1lb.	3w
Dalmatic	5sp	4lbs.	2w
Doublet	1gp	3-5lbs.	1w
Frock	5sp	1-10lbs.	2w
Girdle	7sp	3lbs.	1w
Gloves, Cloth	2sp	~	*
Gloves, Leather	8sp	~	*
Gown	1gp	5-20lbs.	4w
Jewelry	varies	~	*
Leggings	5sp	0.5lbs.	2w
Mantle	1gp	3-5lbs.	1w
Robe	1gp	4lbs.	2w
Scarf	5cp	0.5lbs.	*
Shoes, Normal	2sp	1lb.	1w
Signet Ring	5gp	~	*
Skirt	4sp	0.5lbs.	1w
Smock	3sp	0.5lbs.	1w
Trousers	4sp	0.5lbs.	1w
Tunic	3sp	0.5lbs.	1w
Vest	2sp	0.5lbs.	1w
Winter Clothing, Set	5gp	6lbs.	4w

*No appreciable EV singly. EV is 1 per 10 of these carried.



PROVISIONS & LODGING	COST	WGT	EV
Ale, Mug	5cp	1lb.	1
Beer, Mug	2cp	1lb.	1
Cheese, Block	2sp	1lb.	1
Grains, Bag	4sp	5lbs.	3
Liquor, Cask	25gp+	½ gal.	5
Liquor, Shot	2sp	~	~
Lodging, Common Inn	5sp	~	~
Lodging, Good Inn	2gp	~	~
Lodging, Poor Inn	1sp	~	~
Mead, Mug	2sp	1lb.	1
Rations (1 day)	5sp	1lb.	1
Rations (1 week)	3gp	7lbs.	4
Tavern Meal, Common	2sp	~	~
Tavern Meal, Good	1gp	~	~
Tea Leaves, 1lb.	1sp	1lb.	1
Tobacco, 1lb.	5sp	1lb.	1
Wine, Common (Bottle)	2sp	1lb.	1
Wine, Fine (Bottle)	10gp	1lb.	1

TRANSPORT & TACK	COST	WGT	EV
Barding, Chain*	500gp	125lbs.	6w
Barding, Full Plate*	4,000gp	250lbs.	8w
Barding, Leather*	50gp	50lbs.	5w
Barding, Padded*	20gp	25lbs.	5w
Barding, Studded*	100gp	60lbs.	6w
Bit and Bridle	1gp	1lb.	2w
Boat, Long	500gp	~	~
Boat, Row	50gp	75lbs.	25
Boat, Skiff	300gp	~	~
Boat, Small	250gp	~	~
Canoe	35gp	50lbs.	23
Cart	15gp	200lbs.	~
Chariot	100gp	350lbs.	~
Coach	200gp	~	~
Donkey	8gp	~	~
Feed (per day)	5cp	10lbs.	2
Harness	1gp	2lbs.	2
Horse, Heavy	200gp	~	~
Horse, Light	75gp	~	~
Mule	25gp	~	~
Ox	18gp	~	~
Pony	30gp	~	~
Raft	100gp	100lbs.	~
Saddle	20gp	30lbs.	5w
Saddle Bags	4gp	8lbs.	3w
Saddle Blanket	5sp	1lb.	1
Sled	20gp	300lbs.	~
Wagon	35gp	400lbs.	~
Walrus	350gp	~	~
Warhorse, Heavy	400gp	~	~
Warhorse, Light	150gp	~	~
Warpony	100gp	~	~

* Pony barding: 1/2 cost, 2/3 weight, EV reduced by 1.

CASTLES & CRUSADES CHARACTER CHEAT SHEET

6. Choose Spells

CLERIC SPELLS (Divine)

0-LEVEL CLERIC SPELLS (Orisons)

1.	CREATE WATER Creates 2 gallons/level of pure water.	67
2.	DETECT CHAOS/EVIL/GOOD/LAW* Reveals aura of creatures, spells, or objects.	68
3.	DETECT MAGIC Detects magical aura and its strength along 50 ft. path.	69
4.	DETECT POISON Detects poison in one creature or small object.	69
5.	ENDURE ELEMENTS Protection from natural elements and weather.	71
6.	FIRST AID Bandages bleeding wound.	73
7.	LIGHT Object shines like a torch.	80
8.	PURIFY FOOD AND DRINK Purifies 1 cu. Ft./level of food or water.	88

1ST-LEVEL CLERIC SPELLS

1.	BLESS* Allies gain +1 to hit and +1 to saves against fear.	64
2.	BLESS WATER* Makes holy or unholy water.	64
3.	COMMAND Subjects obey one-word command for 1 round.	65
4.	CURE LIGHT WOUNDS* Cures 1d8 damage.	68
5.	DETECT SECRET DOORS Reveals hidden doors within 60 ft.	69
6.	DETECT UNDEAD Reveals undead within 60 ft.	69
7.	INVISIBILITY TO UNDEAD Undead can't perceive subject.	79
8.	PROTECTION FROM CHAOS, EVIL, GOOD, OR LAW* +2 AC and saves, plus other defenses.	88
9.	REMOVE FEAR* Protects from fear; grants new save vs fear.	90
10.	RESIST ELEMENTS Grants +2 bonus to saves vs selected element.	90
11.	SANCTUARY Opponents can't attack the caster.	91
12.	SHIELD OF FAITH Aura grants +2 bonus to AC and saves.	93
13.	SOUND BURST A pulse of sound that causes 1d8 damage.	94

DRUID SPELLS (Divine)

0-LEVEL DRUID SPELLS (Orisons)

1.	CREATE WATER Creates 2 gallons/level of pure water.	67
2.	DETECT NEUTRALITY Reveals creatures, spells, or objects.	69
3.	DETECT POISON Detects poison in one creature or small object.	69
4.	ENDURE ELEMENTS Protection from natural elements and weather.	71
5.	FIRST AID Bandages bleeding wound.	73
6.	KNOW DIRECTION The caster discerns north.	80
7.	LIGHT Object shines like a torch.	80
8.	PURIFY FOOD AND DRINK Purifies 1 cu. Ft./level of food or water.	88

1ST-LEVEL DRUID SPELLS

1.	ALARM Wards an area and alerts caster to intruders.	59
2.	ANIMAL FRIENDSHIP Gain permanent animal companion.	60
3.	CALM ANIMALS Calms animals, beasts, or magical beasts.	64
4.	DETECT SNARES AND PITS Reveals natural or primitive traps.	69
5.	ENTANGLE Plants entangle everyone in 50 ft. circle.	72
6.	FAERIE FIRE Outlining light +1 to hit and cancels concealment.	72
7.	GOODBERRY 2d4 berries each cure 1 hit point (max 8 hp/day).	75
8.	INVISIBILITY TO ANIMALS Animals can't perceive warded subject.	79
9.	MAGIC STONES Three stones gain +1 attack, deal 1d6+1 damage.	82
10.	OBSCURING MIST Fog surrounds caster, obscuring all sight.	84
11.	PASS WITHOUT TRACE Subject leaves no tracks or scent.	85
12.	SHILLELAGH Makes club a +1 weapon (1d6+1 damage).	93

WIZARD SPELLS (Arcane)

0-LEVEL WIZARD SPELLS (Cantrips)

1.	ARCANE MARK Inscribes a personal rune (visible or invisible).	62
2.	DANCING LIGHTS Creates figment torches or other lights.	68
3.	DETECT MAGIC Detects magical aura and its strength along 50 ft. path.	69
4.	DETECT POISON Detects poison in one creature or small object.	69
5.	ENDURE ELEMENTS Protection from natural elements and weather.	71
6.	GHOST SOUND Figment sounds.	75
7.	LIGHT Object shines like a torch.	80
8.	MAGE HAND Five-pound telekinesis.	81
9.	MENDING Makes minor repairs on an object.	83
10.	MESSAGE Short, whispered communication at a distance.	83
11.	OPEN/CLOSE Opens or closes small or light things.	84
12.	PRESTIDIGITATION Performs minor tricks or tasks.	87

1ST-LEVEL WIZARD SPELLS

1.	ALTER SIZE Object or creature grows or shrinks 10%/level (max 50%).	60
2.	BURNING HANDS 1d2 +1/level fire damage.	64
3.	CHANGE SELF Changes the caster's appearance.	64
4.	CHARM PERSON Makes one person the caster's friend.	65
5.	COMPREHEND LANGUAGES Understands spoken and written languages.	66
6.	ERASE Mundane or magical writing vanishes.	72
7.	FEATHER FALL Objects or creatures fall slowly.	72
8.	FLOATING DISK 3-ft.-diameter horizontal disk that holds 1000 lbs.	73
9.	HOLD PORTAL Holds door shut.	77
10.	IDENTIFY Determines single feature of magic item.	78
11.	JUMP Make astounding leaps 1 min./lvl.	79
12.	MAGIC MISSILE Strikes for 1d4+1 damage; +1 missile/two levels.	81
13.	PROTECTION FROM CHAOS, EVIL, GOOD, OR LAW* +2 AC and saves, plus other defenses.	88
14.	READ MAGIC Read magical writings, scrolls, and spellbooks.	89
15.	SHIELD Invisible disc lowers AC and blocks magic missiles.	93
16.	SHOCKING GRASP Electric touch deals 1d8 +1/level damage.	93
17.	SLEEP Put 2d4 HD of creatures into comatose slumber.	94
18.	SPIDER CLIMB Grants ability to walk on walls and ceilings.	94
19.	SUMMON FAMILIAR Summons & binds unique companion to wizard.	96
20.	UNSEEN SERVANT Creates invisible force that obeys the caster's commands.	101



ILLUSIONIST SPELLS (Arcane)

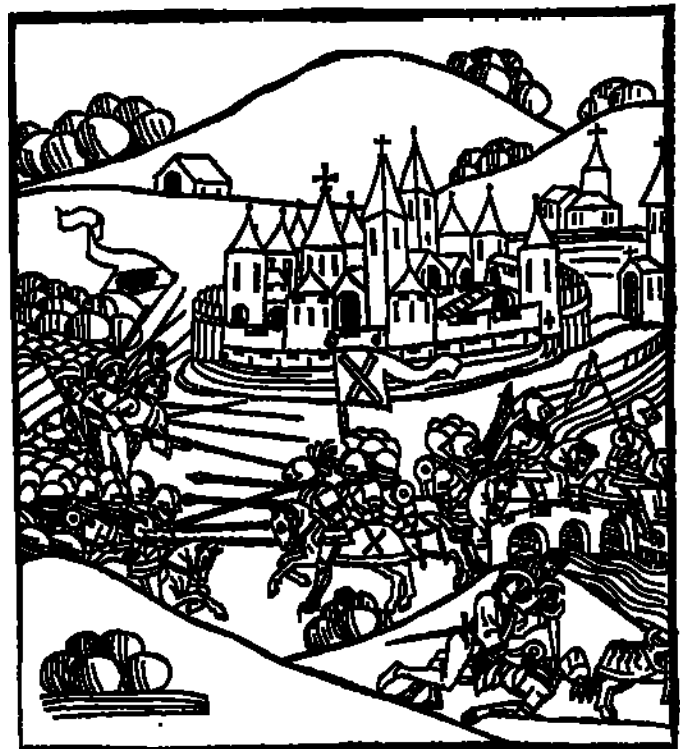
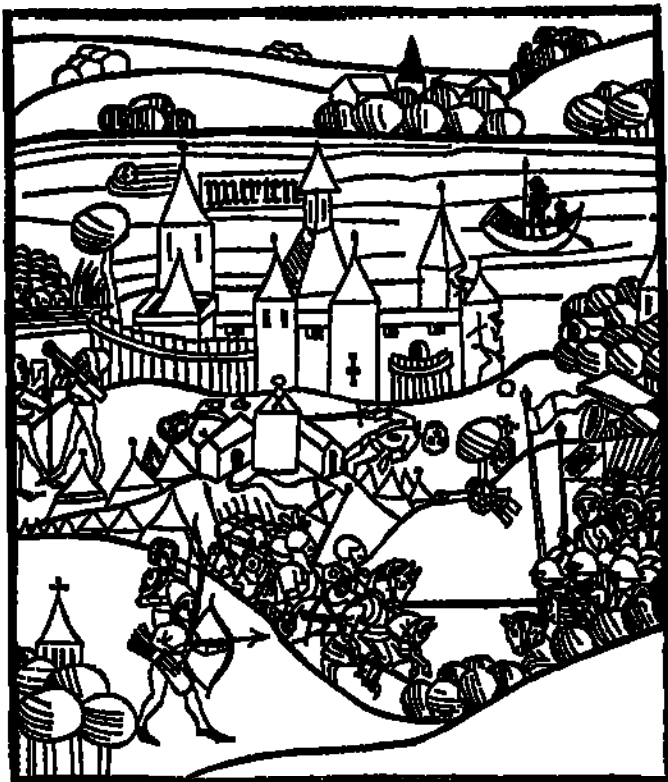
0-LEVEL ILLUSIONIST SPELLS (Cantrips)

1.	ARCANE MARK Inscribes a personal rune (visible or invisible).	62
2.	DANCING LIGHTS Creates figment torches or other lights.	68
3.	DETECT ILLUSION Detects illusions along 50 ft. path.	70
4.	GHOST SOUND Figment sounds.	75
5.	INFLUENCE Temporary charm.	78
6.	LIGHT Object shines like a torch.	80
7.	MAGICAL AURA Grants object false magic aura.	81
8.	MENDING Makes minor repairs on an object.	83
9.	MESSAGE Short, whispered communication at a distance.	83
10.	PRESTIDIGITATION Performs minor tricks or tasks.	87

1ST-LEVEL ILLUSIONIST SPELLS

1.	CHANGE SELF Changes the caster's appearance.	64
2.	COLOR SPRAY Knocks unconscious, blinds, or stuns 1d4+1 level worth of creatures.	65
3.	DARKNESS 20-ft. radius of supernatural darkness.	68
4.	DAZE Creature loses next action.	68
5.	ERASE Mundane or magical writing vanishes.	72
6.	HYPNOTISM Fascinates 2d4 HD of creatures.	77
7.	OBSCURING MIST Fog surrounds the caster, obscuring all sight.	84
8.	READ MAGIC Read scrolls and spellbooks.	89
9.	SEE INVISIBILITY Reveals invisible creatures or objects.	92
10.	SILENT IMAGE Creates minor illusion of your design.	93
11.	UNDETECTABLE AURA Masks magic item's aura.	101
12.	VENTRILLOQUISM Throws sound or voice.	102

7. Play.



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