

## CLASSES



**T**he character classes each represent a broad archetype. Although each character of a particular class is bound by certain similarities, players should utilize the archetype template to build a unique character and create a unique persona. The class describes a character's capabilities in the game, and reflects only their chosen profession, training and way of life, not who they are as an entire person. Each player chooses a class that best applies to the hero he or she wishes to create and play in the game. From this, the player creates the personality and traits that define the rest of the character. There are many types of character classes:

**ASSASSINS** are stealthy and cunning, expert killers who rarely have any motives beyond the collection of payment for a job well rendered. Although not always evil, they are typically utterly indifferent to any suffering and pain they may cause.

**BARBARIANS** live outside the civilized world. Neither ignorant nor savage, they are, rather, a people who relish freedom, actively despising the urbane for allowing the beliefs of society to codify their behavior.

**BARDS** are found in all cultures and societies. Through song, oration and action they inspire, pass on knowledge of history and tradition and influence the beliefs and behavior of others.

**CLERICS** are spiritually bound to a deity. They are usually members of religious orders, though some choose to live as wandering hermits. They wield the magic of the divine and, fortified with the armaments of war, become powerful emissaries for their causes.

**DRUIDS** are called to a primeval spirituality. They turn to the world shaped by nature, and not men, for their guidance and wisdom. Often unconcerned with the needs of man, they simply follow the principles of the natural order.

**FIGHTERS** are brave warriors who take up arms to meet their foes in the crucible of battle. Fearless, they don themselves in the accouterments of battle, relying upon their superior martial skills to overcome obstacles.

**ILLUSIONISTS** study the arcane and the nature of man and beast, using powers of oration and sorcery to twist the minds of those around them. They conjure manifestations and dreams, making the unreal real to all but the canniest of observers.

**KNIGHTS** are members of warrior-castes. As born leaders, they use their social standing, charisma, gallant actions and honorable codes to set the tone of behavior for those around them. Through their actions, they often inspire people to great deeds.

**MONKS** are warriors who primarily rely upon the strength of their bodies and will power for survival. They are deadly combatants, having honed their bodies into lethal weapons.

**PALADINS** are the holiest of warriors, living lives of purity and good while serving the religious precepts of their deity. They are dreaded by their foes for they serve as the martial arm of religious justice.

**RANGERS** are a lonely breed, expert at surviving in the untrammelled places of the world and devoting themselves to protecting civilization from the depredations and incursions of creatures of evil intent.

**ROGUES** rapsallions and the like make their living through nefarious and occasionally dastardly deeds. Living on the ethical edge and spending much of their lives avoiding harsh justice, these fearless villains are found in all walks of life.

**WIZARDS** delve into the mysterious worlds of the arcane and wield magic like a weapon. They are often possessed of an overwhelming thirst for knowledge and, as often as not, power.

The class descriptions define the parameters and abilities of each class. It may be beneficial for a player to consult other chapters for details about saving throws, combat or spell use before selecting a class. Each class description includes many features: the prime attribute, hit dice, alignment, weapons allowed and other aspects of the class. Most of the information needed by players is in this section. Familiarization with the class and its features is essential to playing the class well.

### CLASSES AND THE CASTLE KEEPER

Before choosing a class, consult with the Castle Keeper. The type of adventure or the environment in which it occurs may help with this decision. For instance, if the CK plans a game set in a dungeon environment, it would be disadvantageous to play a steppe barbarian. The CK should consider creating an adventure according to the classes chosen by the players. For example, if a player decides to play a rogue who is the scion of a wealthy family and decides

## CLASSES

that this rogue enjoys pilfering the treasuries of family acquaintances, then planning an adventure in a dungeon atop a remote mountain wouldn't work out too well.

Maintaining a constant dialogue between the Castle Keeper and the players is important to an enjoyable game of Castles & Crusades. The Castle Keeper bears an awesome responsibility in the role of entertainer. To manage this, the players and the CK should come to an understanding prior to play to ensure that everyone's needs are met to the greatest degree possible. The CK is also responsible for ensuring that the players are playing their classes properly, and for helping players choose a class that best fits the type of adventurer they envision.

### CLASS DESCRIPTION TERMINOLOGY

**PRIME ATTRIBUTE:** There is one prime attribute designated for each class. If the character is human, the player is allowed to choose two more prime attributes for that character for a total of three. All other races allow the player to choose only one more prime attribute for a total of two.

**HIT DICE (HD):** This is the die type rolled, at each level, for the character's hit points. The constitution modifier is added to, or subtracted from, the result whenever hit points are rolled. The results are cumulative, so a 5<sup>th</sup> level barbarian has 5d12 hit points.

**ALIGNMENT:** The suggested alignment for the class.

**WEAPONS:** All members of the class are proficient in the use of every weapon on this list. If a character uses a weapon that does not appear on this list, the character suffers a -4 penalty on all the "to hit" rolls with that weapon.

**ARMOR:** All members of the class are proficient in the use of every armor type on this list. A character may also wear any armor, but if the armor type does not appear in the list, the character cannot use any of their class abilities while the armor is worn unless the description of the ability states otherwise. Several of the classes have restrictions on the type of armor they can wear. These are listed in

each class description. However, Class Reference Table 1: Armor, Shields, Helms is supplied as a quick reference for all the classes.

The armor use restrictions reflect that class's training and experience and the limitations of it. Classes with no familiarity with certain types of armor cannot be expected to wear them and act without their abilities being hampered. For example, the rogue Felthing has grown up on the streets of Margleburg and has never before worn any armor other than leather and padded. When Felthing puts on his first set of full plate mail, it is likely that a certain amount of discomfort and restriction would hamper Felthing's ability to pick a pocket. This being the case, armor is restricted to reflect that class archetype's background.

This does not mean that the rogue would be unable to wear plate mail. Any class can wear any armor. If they do, their abilities may be affected. For example, if a wizard wears any armor they can not cast spells. Similar restrictions apply to many of the classes and in several cases only restrict the use of certain class abilities. The barbarian, ranger, rogue and assassin have variable effects as described in their class descriptions.

**ABILITIES:** This is a list of abilities possessed by the class. Explanations are contained in the text for each class. An attribute in parentheses indicates that using the ability requires an attribute check.

**LEVEL:** Characters advance in levels as they gain experience. Their abilities, and their capacity to perform them, also increase.

**BONUS TO HIT (BtH):** This is the modifier that is added to a 'hit roll' when making a melee or missile attack.

**EXPERIENCE POINT PROGRESSION (EPP):** This is a table that lists the amount of experience points needed to gain each level. For example, a 4<sup>th</sup> level fighter needs 17,001 experience points to reach 5<sup>th</sup> level.

**CLASS REFERENCE TABLE 1: ARMOR, SHIELDS, HELMS**

CLASS	ARMOR	SHIELDS	HELMS
<b>ASSASSIN</b>	Leather, leather coat, padded (and see class)	Small, pavis	Leather coif
<b>BARBARIAN</b>	Any	Any	Any
<b>BARD</b>	Breastplates, chain shirt, cuir bouille, greek ensemble, hide, laminar leather, leather, leather coat, padded, ring mail, studded leather	Small, medium	Basinet, casquetel, chainmail and leather coif, normal helm, pot helm, war hat
<b>CLERIC</b>	Any	Any	Any
<b>DRUID</b>	Cuir bouille, laminar leather, padded, leather, leather coat, hide	Any wooden	Leather coif
<b>FIGHTER</b>	Any	Any	Any
<b>ILLUSIONIST</b>	None	None	None
<b>KNIGHT</b>	Any	Any	Any
<b>MONK</b>	None	None	None
<b>PALADIN</b>	Any	Any	Any
<b>RANGER</b>	Breastplates, chainmail hauberk & shirt, cuir bouille, greek ensemble, leather, chain coif, leather coat, padded, ring mail, scale mail, studded leather	Small, medium, pavis	Benin, casquetel, chainmail and leather coif, norman and pot helm, war hat
<b>ROGUE</b>	Leather, leather coat, padded (and see class)	Small, medium, pavis	Leather coif, war hat
<b>WIZARD</b>	None	None	None

**ASSASSIN (DEXTERITY)**

**A**ssassins can be either heroes to the downtrodden or knaves reviled by the elite. They stalk unwary victims through grim city streets or gilt palaces, striking them down. They can lay in hiding for days, weeks, months or even years awaiting the perfect opportunity to slay their targets. The assassins serve both the weak and the strong, the good and the evil. They are killers who walk the shadows as the poor man's justice or the wealthy man's retribution.

Like mercenaries assassins seldom have motives of their own beyond collecting a reward. Although they are not necessarily evil, they are typically indifferent to the world around them. They view life and death as the natural course of things, and think little on the matter, if at all. Though not all assassins kill without regret, they do kill for a reason. Whether for pay, duty, revenge or mere pleasure assassins carry out missions that others find impossible and immoral.

Quick reflexes and swift movements are essential to the assassin's trade. They must be able to move with speed and grace when going for the kill to avoid being detected and giving the victim a chance to react. The best of assassins are highly intelligent and focused individuals, capable of undergoing extreme duress and great stress to perform their missions. Whether working in disguise or slinking down alleys, it is patience, intelligence and speed that are the assassin's stock and trade. Whether these actions are for the greater good or altogether evil, assassins kill without hesitation and with little or no regard for the consequences of their actions. Assassins are usually blind to the moral and ethical quandaries their profession engenders in the minds of other, more thoughtful, people.

The assassin's weapons of choice are many and varied. Many are chosen for a particular job or victim while others reflect their own skills or profession. Of particular note is an assassin's reliance on poisons to accomplish the tasks set before them. There is no hesitation to use this most abhorrent of weapons. Whatever the case, assassins are well trained in all weaponry.

However, the most important and valuable weapons in the assassin's arsenal are guile, deceit, patience, will power, swift action and cunning movements. With these, the assassin becomes the most lethal killer in all the world, and the most feared and dreaded of foes.

**ABILITIES**

**SPECIAL:** Assassins must be prepared to wait in hidden places for long hours and move swiftly and quietly when attacking. Heavy armor that is uncomfortable, noisy or bulky precludes optimum performance. An assassin may wear leather armor, a leather coat, or padded armor, and can employ small shields without any penalty to the use of the character's abilities. They may also wear leather helmets. An assassin may wear any other type of armor, but the character may suffer a penalty when using class abilities and wearing these armors as noted in the ability



description. The penalty is equal to -1 for each point above armor class 12 those armors confer. Restricted helmets and shields cause the assassin to suffer a -1 penalty to all abilities. All penalties are cumulative.

**CASE TARGET (WISDOM):** Using this ability, the assassin can determine information and weaknesses about a potential opponent or target through detailed observation and deductive reasoning. An assassin must spend 1d3x10 minutes observing an opponent before a check is allowed. A successful check results in knowledge of the approximate level or HD of the opponent within 10%, alignment, hidden weapons or unusual items, distinguishing habits and mannerisms, and any other details that might not be apparent to normal observation. The CK must decide what the assassin can learn about the target and deems appropriate to convey. This check can be adjusted by the level or hit dice of the observed creature.

This ability is unaffected by wearing armor not on the assassin armor list but is affected by helmets

**CLIMB (DEXTERITY):** This extraordinary ability allows an assassin to climb up, down, or across a slope, wall, steep incline (even a ceiling with handholds), or unusually angled natural or man made slope or incline that others would find impossible to climb. When doing so, the assassin moves at one-half the character's normal speed. A failed climb check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height, and must suffer falling damage. Assassins can not carry anything in their hands while climbing. When climbing typical natural slopes and man made inclines, such as a cliff faces or steep steps, an assassin does not need to make an attribute check to climb the surface.

**DEATH ATTACK:** If an assassin studies a victim for 3 rounds and makes a sneak attack (see below) that successfully deals damage, the sneak attack can potentially kill the target instantly. While studying a victim prior to an attack, the assassin can undertake other actions, but must stay focused on the target. If the target knows the assassin is present, a