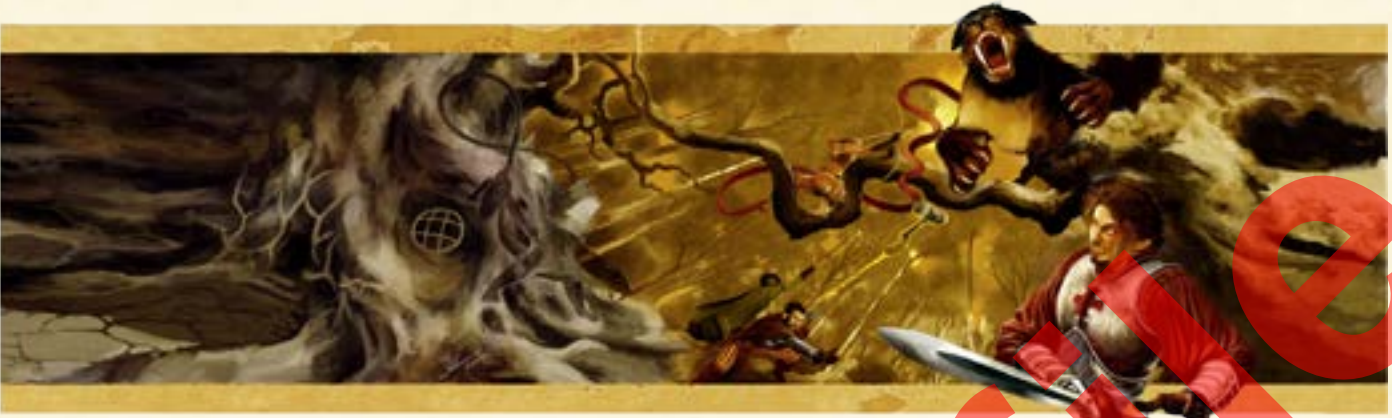




WHERE ROLL PLAYING AND ROLE PLAYING MEET



I run my games fairly consistently. All of my games combine intense interaction between the players and myself with quick-moving, heart-stopping combats. These many moments, actions, and interactions must be woven together over a night's play through exciting storytelling and player involvement. When the tale is woven tightly, emotions are awakened, creating unforgettable moods. This is where “roll playing” and “role playing” meet, and the result is an electrifying evening of gaming.

Capturing a mood is difficult. It is a challenge to create the intricate interplay between a bartender who is bought and paid for by a thieves guild and a character seeking to pry information from him. The task involves descriptive text, acting, accents, and a great number of things. The sounds of sword clashing upon shield, of flesh and bone grinding against metal, all this against a background of a field awash in blood and combat are demanding to capture in narrative. How does one help players imagine the sound of a bow creaking as the arrow is drawn back? How does one make them fear that sound? The tale in the game must cascade over the players, engulfing them in a wash of emotions: fear, rage, courage, elation. Once you've captured everyone's emotions, the game becomes pure fun, like a good movie – one where you forget you're in a theater.

The core of any game's philosophy has to have the goal of creating and capturing a mood charged with excitement. Anything that detracts from that objective detracts from the game. How does one capture that mood? Foremost, the rules guiding game play must be easily understood. Ideally, the basic rules of the game should be easily grasped within about fifteen minutes. A player should be able to sit down with another player, create a character, and have the basics of the game explained to them in just that time. As a foundation, the rules must be kept simple and logical, easy to comprehend and easy to enact. Expanding the game comes later, much like adding stories to a building. Start with a firm, square foundation and everything else follows.

The game must be adaptable as well. Gamers are diverse people, all with different imaginations, different tastes, and different desires. They all want to play a game that suits their tastes. Those playing should be able to add, discard, and change rules and ideas to fit their needs without worrying about the effects those changes have on the workings of the rest of the game. There should only be a few hard and fast rules. Everything else is extra.

The main impediment to these objectives is an overabundance of rules. A glut of rules unnecessarily restricts the flow of the story, and even worse, the flow of the game. Rules do serve a purpose in that they codify actions and reactions during game play. However, rules can also impede the imagination. They can reduce the element of uncertainty and the emotions that come with it. They can describe too much and thus hinder the capacity for narrative development for all participants. At its worst, codifying too much into game rules reduces emotion and mood. This misses the goal of capturing the emotions of the participants, and thus you've lost the heart of the game! An efficient and concise set of rules allows for easy play and adaptability and is a necessary ingredient.

A rules-light, adaptable game naturally engenders a gaming environment where one is bound only by imagination. When so unleashed, one can act without restraint to create a gaming environment that is fun for all. That is the core philosophy of this game just as it is the core philosophy of the original game. At its heart, it was intended to be a fun game to play and this game adheres to the same philosophy. Castles & Crusades is neither a realistic game nor a simulation but a fantasy game where imagination rules.

Stephen K. Bennett

INTRODUCTION



A world of heroism and epic adventure lives inside each of our minds. We can all imagine a world where stalwart knights battle ancient dragons, powerful wizards duel one another with mighty magics and the brave-of-heart rescue mystic artifacts from the clutches of evil villains. These are the kinds of adventures many of us create in our minds on lazy afternoons, reading through our favorite novels. A pair of nefarious rogues make their way through serpentine alleys and rambling cities, seeking fortune and fame. A band of desperate heroes battle against an inevitable apocalypse, standing for justice and honor as the world succumbs to chaos and evil. A fellowship of brave adventurers descends into dungeons deep beneath the earth in search of treasure and glory or undertakes the eternal struggle against evil, battling foes across wasted and barren plains. We imagine other worlds and mystical places fraught with danger. In these worlds of fantasy, magic is real and heroes abound.

With the Castles & Crusades role playing game, these imaginings come to life as you play the role of a hero seeking adventure in a fantastic world populated by mythic creatures and legendary beasts. Or, as the Castle Keeper, you can design the worlds and stories that make up the game, guiding friends and fellow gamers through epic adventures in wondrous settings of your own making.

WHAT IS A ROLE PLAYING GAME?

A role playing game, or RPG, is a game in which the participants assume the role of a character such as a knight or a wizard and create a story based upon the actions the character takes. Castles & Crusades is a classic-style RPG in which all of the action and conflict occurs through verbal description. Role playing games were originally extrapolated from the miniature wargaming hobby, and have been described by some as mature versions of children's games like "Cops and Robbers." More recently, some have described RPGs as impromptu theater. However one describes it, the players of an RPG develop fantastic stories and adventures through interaction with one another and the person running the game. The story's content and nature is only limited by the flow of the participants' collective imagination.

Most players in RPGs create a fictional character as one of the protagonists of the story. Each player envisions the character they would like to play, and creates the character using the game's rules, recording information about that character onto paper. While the characters exist only on paper, each player helps to propel the story forward by imaginatively and actively playing the character's persona. In Castles & Crusades, players assume the role of a character that might be typical of medieval

fantasy or sword-and-sorcery stories. Each character is defined in part by a series of die rolls that indicate various strengths and weaknesses of the character. Other aspects of a character, such as chosen profession, background, personality, abilities or knowledge are determined by the player's choices or simply made up to best suit the concept of the character.

The player guides the character through the story or adventure presented in the game. Like any story, adventures have a beginning, middle and end, and the characters involved have a goal to achieve. Adventures can take the characters (and thus the players) from lost cities of magic and wealth to the dankest of dungeon deeps, battling fearsome creatures and performing heroic acts along the way. As in any good story, a character's actions have consequences: they may have an immediate effect on the adventure, or perhaps they are simply the planting of a seed that may affect the future of the character or story. An adventure may take one gaming session of several hours to complete, or it may last the course of several gaming sessions. A series of adventures involving the same characters is called a campaign, and can potentially last for years.

A very important player of the game is the Castle Keeper. The Castle Keeper's authorial role involves creating a setting and designing a plot for each adventure. The Castle Keeper also assumes the role of all the other individuals who populate the story setting, such as supporting characters, villains, or monsters. As the players describe what their characters do during the game, the Castle Keeper paints a verbal picture of the environment and conveys the action through flavorful storytelling.

Throughout their adventures, characters are constantly challenged and must overcome obstacles of all types. These perils could include fighting monsters, disarming traps, or outwitting villains. In some cases, the management of these obstacles is covered in the rules and the outcome is determined by chance. But just as often, no dice are necessary to decide what happens. Role playing can be used as a medium to determine the outcome of situations as well. As a player describes the actions of his or her character, the Castle Keeper in his role as referee fairly assesses the meaning of those actions, and can often simply use judgment, rather than dice, to determine the result.

Thus, an RPG is a game in which players assume the roles of characters and undertake fantastic adventures, the outcomes of which are partially determined by chance. Unlike traditional games, there is no clearly defined winner. Even if a character dies, or an adventure meets with disaster, there will always be more characters and more adventures. The goal of the game, for all participants, is to have fun developing characters, telling stories, and pursuing adventure. The true treasure is a well-played character and a well-crafted adventure.

Role playing games are a unique form of storytelling entertainment, and the Castles & Crusades rules are designed to be simple and fast, allowing the players to explore those mythic worlds inside our imagination through a memorable and fun gaming experience.

WHAT DO YOU NEED TO PLAY?

Unlike many other games, Castles & Crusades players require only this book of rules, a pencil or pen, some paper, and a set of dice. The Castle Keeper will need the **Castles & Crusades: Monsters and Treasure** rulebook and will find the **Castles & Crusades: Castle Keeper's Guide** very handy as well. With these, a few friends and a healthy imagination, you are set to begin.

There are other gaming aids that might make play more interesting and manageable, and we would be remiss not to make you aware of them. There are published adventures, world settings, and reference screens that make the job of the Castle Keeper easier. There are source books that aid players in developing characters and enhancing game play, and there are useful items such as pre-printed character sheets. Miniature figures can be used to visually represent characters and monsters. Vinyl mats offer a surface for placing miniatures and drawing settings, and three-dimensional representations of dungeon or castle scenery can also be used to aid visualization during the game. All of these are optional, of course, but they may help enhance game play. As you read these rules and play through adventures, you will be able to decide for yourself if additional gaming aids would make your game more fun to play.

DICE

To play Castles & Crusades, several different types of dice are necessary. Dice with 4, 6, 8, 10, 12 and 20 sides are used in Castles & Crusades. All can be found at many local game stores. There are various notations in the rules telling what type and how many dice should be rolled during game play. These notations may appear cryptic to first-time roleplayers, but they are easily learned: d4 = four-sided die; d6 = six-sided die; d8 = eight-sided die; d10 = ten-sided die; d12 = twelve-sided die; d20 = twenty-sided die; d100 = the result of 2 ten-sided dice (before rolling, one die is designated the 'tens' and the other is designated the 'ones').

It is also possible to generate random scores for which no die exists. The most common are d2 and d3, both of which can be made by rolling a d6 and dividing by 2 or 3 and dropping the fraction. To roll a d2 by using a six-sided die, the results 1-3 would be a score of 1, while 4-6 would equal 2.

When the rules require it, rolls of more than one die will be expressed in the following format: [# of dice] die type [+/- any modifiers]. For example, an instruction to roll 3d6 means that 3 six-sided dice are rolled, and the results are added together. A notation to roll 3d6+3 means that 3 six-sided dice are rolled and added together, then 3 is added to the total.

Sometimes, the rules might require rolling two different die types, adding the results together, and then dividing by a set number. For example, the rules might require the results of 1d4 and 1d6 to be added together and then divided by 2. Always drop the fraction unless the rules specify otherwise. If, in this case, you rolled a 3 and a 4, the result would be 3.5, but dropping the fraction gives a final result of 3. Exceptions to this

are rare and are noted in the rules. One common exception, for example, is that certain rules have a minimum result of 1.

HAVING FUN

It is important to remember the main reason for playing RPGs is to have fun. Ultimately, Castles & Crusades is an amusing pastime in which family and friends gather to play a game and enjoy each other's company. Again, one can never win or lose a game of Castles & Crusades as it is not that type of game. The only winners are those that go home happy every week after playing an entertaining game, have some stories to tell, and are eager for the next game to learn what happens to their character next!

Cooperation plays a vital role in everyone's enjoyment of the game during each session. For the players, cooperation is essential to their characters' survival. A group of characters, called "the party," usually works together to overcome obstacles during the game. They must make both group and individual choices about how and when a character should act to achieve any given goal, while allowing each player to develop and play their character as they wish. For the Castle Keeper, cooperation with the players is essential to running a rewarding game. It is important for the Castle Keeper to remember that the tale belongs, in great part, to the players as well as to himself.

A vivid imagination is vital to being a good Castle Keeper, as is a good grasp of the game rules. Castle Keepers need to develop the ability to improvise, and also need to exercise impartial judgment. The rules in this book help the Castle Keeper decide what is possible in the game and what effects character actions can have. Yet, it should be remembered that the rules are guidelines. In the end, the Castle Keeper has the ultimate authority in determining what happens in the game and its story. This is a great responsibility but care must be taken to avoid abusing this authority.

It is not fun for one player to allow another to win in a traditional game, nor is it good sport for a more skilled player to beat another in an arrogant fashion. Likewise, a good Castle Keeper makes the game challenging for the players by not allowing them to easily overcome opponents and gather treasure. At the same time, a skilled Castle Keeper always allows for the possibility that the players have a chance of success. The Castle Keeper should apply the rules of the game fairly, but should also know when to break them to make the game more enjoyable.

Recognition of each participant's involvement in the game is likewise important. Players and the Castle Keeper should always strive to create opportunities for everyone at the gaming table to be involved in the story of the game. Of course, there will be times when the story dictates that a player sit quietly at the table, his or her character unable to act while others are engaged in the action. However, no one should be consistently pushed to the rear of the party, never given the chance to make the perfect arrow shot or to rescue the helpless victim.

An easy way to keep everyone involved is to encourage a constant dialogue among the players and with the Castle Keeper. Also, acting the role of your character by speaking to the other players and informing the Castle Keeper of your character's actions is the meat and drink of any role-playing game. It also creates an atmosphere of improvisation, with players and Castle Keeper alike reacting spontaneously to one another. This environment helps to add to the game's storyline and character development.

A game does need rules. The key to this game, however, is simple: the more you get involved in playing your character, and the less time you have to spend worrying about the rules of the game, the more fun the game will become. With that in mind, let's proceed to the next section of this book, and the most important part of any role playing game: the process of character creation.



CREATING THE CHARACTER

With the exception of the Castle Keeper, each person playing Castles & Crusades creates a character to use during the game. To create this character, the player begins by simply imagining the type of character he or she desires to play, be it a wandering barbarian, reclusive wizard, traveling dwarf, noble elf, a dastardly villain or virtuous knight. The player begins by generating attribute scores with dice rolls. Attribute scores define the character's physical and mental traits. Next, the player chooses a class, or profession, for the character that best fits how the character is imagined. In the same manner, the player chooses a race which best fits both the persona and class desired. Lastly, the player fills in the details: examples include technical game-related aspects of the character, such as combat bonuses, as well as the character's persona and history. These steps are outlined below and detailed in their appropriate sections.

IMAGINE A CHARACTER

Decide, in a general manner, the type of character desired. Is the character a noble dwarf fighter, a haggard half-orc barbarian, or a disdainful elf knight? Literature, film, theater and comic books are rife with examples of heroes and villains that players can draw upon for inspiration for their characters. Yet, as the creator of your own character, you can build upon these examples to create complex villainous montages or even more profoundly heroic and noble characters. Stretch your imagination! Create the character as you imagine him or her to be. In the end, imagination is the only limit when creating a persona.

ROLL ATTRIBUTES

Each character has six attributes, generated by rolling dice. The attributes are: **strength**, **dexterity**, **constitution**, **intelligence**, **wisdom** and **charisma**. Each attribute has an impact on the game and can significantly influence class selection. After rolling the dice to generate these scores, you can choose how those scores are placed. Naturally, it is important to place the scores in a manner that reflects your character concept, desired class and desired race.

CHOOSE A CLASS

A class is a basic concept upon which the character is modelled. This is one of the more difficult aspects of character creation because each class represents an archetype found in literature, film or within role playing games themselves. Each class should be very broadly interpreted. It is possible to have wildly diverse characters that are members of the same class. Classes should be considered examples of archetypes that provide a broad representation for the type of character desired. This is necessary in order to accommodate the needs of the player and the setting where the character's adventures occur.

Each of the thirteen classes has unique abilities and specialized areas of knowledge:

The **Fighter** is a warrior with great prowess on the battlefield.

The **Ranger** is an extraordinary woodsman and warrior.

The **Rogue** is a rascal and an opportunist.

The **Assassin** is an expert at killing and eliminating targeted enemies.

The **Barbarian** draws upon vestigial, primal will in combat.

The **Monk** conditions his body to withstand the rigors of war and the elements.

The **Wizard** is a practitioner of powerful arcane magics.

The **Illusionist** magically distorts the perceptions of others.

The **Cleric** is avowed to a deity and dispenses divine justice.

The **Druid** owes allegiance to the elemental powers of the world.

The **Knight** is a natural leader and strong combatant.

The **Paladin** is a warrior blessed by divinity, a paragon of good.

The **Bard** influences others through the power of words.

CHOOSE A RACE

Select a race that best fits your imagined character concept. In Castles & Crusades, one can choose the versatile human, a long-lived elf, a wilful dwarf, a curious gnome, a quick-footed halfling, a forlorn half-elf, or a pernicious half-orc. Each race is unique and has its own special abilities, capacities, culture and personality. Closely examine each race prior to making a selection. In particular, ensure that the race selected does not have cultural or personality characteristics that conflict harshly with the persona of the character you wish to create.

FLESHING OUT THE CHARACTER

The most important step in character generation comes last: detailing the character's persona. The player fleshes out the details of the character's personality, physical description, world view, background, goals and motivations – including the moral "alignment" best suited to the character's personality. Then the character's starting money is determined and the player equips the character with clothing, armor, weapons and other adventuring gear. The player also determines the character's hit points – that measure of a character's ability to survive damage.



ATTRIBUTES

Attributes represent a character's physical and mental traits.

All characters in *Castles & Crusades* have six attributes:

STRENGTH (STR)

INTELLIGENCE (INT)

DEXTERITY (DEX)

WISDOM (WIS)

CONSTITUTION (CON)

CHARISMA (CHA)

Each attribute has a numeric score ranging from 3 to 18. Each attribute score also has a corresponding modifier, which is a bonus or penalty added to or subtracted from certain die rolls during the game as detailed throughout the rules.

There are two types of attributes: primary and secondary. Of the six attributes each character has, the player selects a few to be primary attributes. The remaining attributes are secondary. The distinction is important when determining the outcome of many actions in *Castles & Crusades*. When a character uses a class ability, such as a rogue attempting to pick a fat giant's pocket or a ranger tracking a brigand through a dark forest, an attribute check is rolled to determine if the action is successful. Each class ability has an attribute check associated with it. If the class ability's associated attribute is one of the character's primary attributes, the character has a greater chance of successfully performing the task. The same principle holds true for the other aspects of the game in which an attribute check is required.

Attribute checks are explained in greater detail later (see *The Castle Keeper and the Game - Attributes and the Game*). For now, just remember that the selection of primary and secondary attributes significantly affects the possibility of success for many actions in the game. Attribute checks associated with a primary attribute are significantly more likely to succeed than those actions performed with a secondary attribute.

THE SIX ATTRIBUTES

STRENGTH: This attribute reflects physical strength, including the ability to lift or move heavy objects and make powerful attacks. The modifier affects melee combat and damage, and all checks involving strength. Characters can military press 10 times their strength and dead lift 15 times their strength score.

DEXTERITY: This attribute represents a character's reflexes, manual dexterity and hand-eye coordination, including the ability to dodge and defend against attacks. The modifier affects armor class, ranged combat and all checks involving dexterity.

CONSTITUTION: This attribute reflects overall health, and also represents a character's ability to withstand pain, suffer physical damage, avoid fatigue and fight off sickness or poison. The modifier affects hit points, and it applies to all checks involving constitution.

INTELLIGENCE: This attribute reflects mental aptitude. It represents a character's ability to learn quickly, apply that learning effectively and use deductive reasoning. The modifier affects the number of arcane spells a character can cast each day, the number of languages a character can learn and all checks involving intelligence.

WISDOM: This attribute reflects depth of personal experience, the ability to make well-considered decisions or judgments, and represents a spiritual connection to a deity. The modifier affects the number of divine spells that can be cast each day, attempts to turn the undead and all checks involving wisdom.

CHARISMA: This attribute represents strength of attractiveness, willpower, personality, and leadership. It is the degree to which a character is able to influence others. The modifier affects a creature's loyalty and reactions to the character, the number of undead the character can turn and all checks involving charisma.

GENERATING ATTRIBUTE SCORES

Attribute scores are generated by rolling 3d6. The player adds the results of the three dice together to create a total score that ranges between 3 and 18. This process is repeated six times. Once the six scores are generated, each score is assigned to one attribute, in any order the player chooses. When assigning attribute scores, the player should consider the race and class of the character being created. A character's race may raise or lower an attribute score, and certain attribute scores may affect a character's class abilities.

Normally, attribute scores only increase or decrease during the course of a game as a result of magic, poison, curses or other extraordinary events. Should an attribute score change during game play, the modifier changes to correspond to the new score, if applicable. It is possible for an attribute score to fall below 3 or exceed 18 during game play. However, attribute scores for characters that fall outside of this range are rare, and are usually associated with monsters, powerful magical items or other entities controlled by the Castle Keeper.

ATTRIBUTE MODIFIERS

Each attribute score has a corresponding modifier that can alter die rolls in the game. The modifier is a number added to (or subtracted from) a roll of the dice when a character uses an attribute to take an action, make a saving throw or use a class ability. For example, a character attempting to bend the bars of a prison cell would have his or her strength modifier applied to the roll. The amount of damage delivered to a foe is likewise affected by the attribute modifier. A positive modifier is called a bonus and a negative modifier, a penalty. Higher attribute scores have higher bonuses, and lower attribute scores have larger penalties. So, whether fighting a nasty troll, a hungry wyvern or avoiding the gaze of a gorgon, attribute modifiers play a decidedly important role in the game.

PRIMARY AND SECONDARY ATTRIBUTES

There are two types of attributes: primary and secondary. Primary attributes are those physical or mental abilities in which a character is particularly well trained or very experienced in using. Secondary attributes are those the character uses with only average skill. A player selects the character's primary attributes after choosing a class and race.

Human characters have three primary attributes. Demi-human races (dwarf, elf, gnome, half-elf, halfling and half-ore) have only two primary attributes. Each class has one primary attribute associated with it that cannot be changed. The player selects the others. So, a human character receives one primary attribute designated by the class and the other two are selected by the player. If playing a demi-human character, the player can select only one additional primary attribute. For example, the primary attribute for the ranger class is strength. If the player chooses to play an elf, he or she selects one of the five remaining attributes as the other primary attribute. If it were a human ranger, the player would select two more primary attributes rather than just one. The remaining attributes are considered to be secondary.

ATTRIBUTE CHECKS

As mentioned before, the distinction between primary and secondary attributes is important. Almost all non-combat actions in Castles & Crusades for which the Castle Keeper deems a roll is necessary to determine success or failure are resolved by an attribute check.

Every check has an associated attribute. Whenever one of these checks is made a d20 is rolled by the player. Attribute and level modifiers, for class abilities only, are added to this roll, if applicable. If the result is equal to or greater than a number generated by the Castle Keeper, called the challenge class, then the attribute check is successful.

The challenge class is a number generated by the Castle Keeper that represents the degree of difficulty for performing that action. The challenge class is generated in two steps. The first is ascertaining the challenge base. This is determined by whether or not

the associated attribute is a primary or secondary one. If the associated attribute is a primary attribute, the challenge base is 12 and if it is a secondary attribute, the challenge base is 18. Next, the Castle Keeper adds or subtracts the challenge level to the challenge class. The challenge level represents the degree of difficulty the Castle Keeper believes appropriate for the action being taken. This usually ranges between 0 and 10, but can go higher. The sum total is the challenge class, and the player must roll higher than that to successfully perform the action.

For example, a 3rd level elf ranger with a 15 wisdom as a primary attribute attempts to track a pair of wily kobolds through a mountain pass. The player rolls a d20 and adds the ranger's level (+3), attribute modifier (+1) and racial bonus (none) to the roll. If the number generated is equal to or higher than the challenge class determined by the Castle Keeper, the attempt is successful and the ranger is able to track the kobolds to their secret lair. The challenge class is the combination of the challenge base (12) and the challenge level (assume a 3 as the trail is a few days old) for a total of 15. The player rolls a 13 and adds 4 for a total of 17. This is greater than the 15 necessary so the ranger successfully tracks the kobolds to their dark and foreboding lair atop craggy hill.

A more thorough discussion of the rules and use of checks, called the **SIEGE engine™**, is located in the Castle Keeper's section of the rules. For now, it is just important to understand that checks involving the use of a primary attribute are far more likely to be successful than checks involving secondary attributes.

ATTRIBUTE MODIFIERS

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



CLASSES



The 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:

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.

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

ROGUES, rascallions 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.

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.

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.

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

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.

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.

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.

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.

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

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

CLASSES

player decides to play a rogue who is the scion of a wealthy family and decides 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 5th 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 rogue and assassin have variable effects as described in their class descriptions.

CLASS REFERENCE TABLE 1: ARMOR, SHIELDS, HELMS

CLASS	ARMOR	SHIELDS	HELMS
FIGHTER	Any	Any	Any
RANGER	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
ROGUE	Leather, leather coat, padded (and see class)	Small, medium, pavis	Leather coif, war hat
ASSASSIN	Leather, leather coat, padded (and see class)	Small, pavis	Leather coif
BARBARIAN	Any	Any	Any
MONK	None	None	None
WIZARD	None	None	None
ILLUSIONIST	None	None	None
CLERIC	Any	Any	Any
DRUID	Cuir bouille, laminar leather, padded, leather, leather coat, hide	Any wooden	Leather coif
KNIGHT	Any	Any	Any
PALADIN	Any	Any	Any
BARD	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

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, increase as well.

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 4th level fighter needs 17,001 experience points to reach 5th level.

ASSASSIN (DEXTERITY)

Assassins 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, 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.

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.

CLASSES

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 death attack is not possible. The victim of such an attack must make a constitution saving throw. If the saving throw fails, the victim dies instantly. If the saving throw succeeds, the attack is treated as a normal sneak attack.

After completing 3 rounds of study, the assassin must attack within the next 3 rounds to use this ability. If a death attack is attempted and fails because the victim succeeds at the saving throw, the assassin cannot make another attempt at a death attack in this circumstance because the victim will almost certainly be aware of the assassin's status as an enemy. If the assassin attacks and misses (and the target is not aware of the attack), or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before attempting another death attack.

DISGUISE (CHARISMA): With a successful check in this ability, assassins can disguise themselves or impersonate people. The ability allows the assassin to impersonate general types of people, as well as individuals. For example, a human assassin might impersonate a taller elf mage, or perhaps a traveler, even though the assassin is a local.

For a general impersonation such as a beggar or merchant, the effort requires a few props, makeup, and 1d3x10 minutes of work to complete. Where specific individuals are being impersonated, at least one month's preparation time is required to avoid detection. A disguise can include an apparent change of height or weight of no more than one-tenth the original height or weight of the assassin. The Castle Keeper makes the character's disguise check secretly so that the character is not sure of its success. The following penalties are applied to a disguise check when appropriate: sex difference -2, race difference -2, and a -2 for an age difference of more than ten years.

A successful disguise does not fool an observer in all instances. Success indicates that the assassin is disguised well enough to fool normal, non-suspicious observers. If a suspicious individual observes the assassin, the CK may allow the observer an intelligence check to see through the disguise. If an assassin is impersonating a particular individual, all who know that individual are permitted to make an intelligence check to detect the disguise. If the observer would recognize the impersonated individual on sight, the check is made at +4. If the observer is a friend or close associate, the check is made at +8 and if intimate, the check is at +12.

HIDE (DEXTERITY): Assassins use this ability to conceal themselves from others. A successful check means that the assassin is hidden so well as to be almost invisible. The assassin can move up to one-half normal speed and remain hidden. Hide checks suffer no penalty in this circumstance. At more than one-half and up to full speed, the character suffers a -5 penalty to the check to remain hidden. It's practically impossible (-20 penalty) to hide while running or charging.

If the character is being observed, even casually, they can't hide. If observers are momentarily distracted however, the character can attempt to hide. While the observer averts its attention from the character, the character can attempt to get to a hiding place. This check, however, is at a -10 penalty because the character has to move quickly to the hiding place. An assassin cannot hide if there is nothing to hide behind or conceal oneself with. Deep shadows can count as concealment at the Castle Keeper's discretion.

Assassins cannot hide and move silently at the same time until they reach 3rd level. At this level and beyond, an assassin can attempt both but must make a successful conceal and move silent check at -5. In this case, movement is reduced to one quarter the normal movement rate.

This ability is affected by wearing armor not on the assassin armor list.

LISTEN (WISDOM): An assassin can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Success indicates the assassin can hear soft sounds, like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the assassin is listening for sounds on the other side of a door, but the assassin must be adjacent to the door. However, exactly what is heard is up to the Castle Keeper's discretion as each case is unique. If listening through a stone wall, the assassin suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. An assassin can retry this ability once a round.

This ability is affected by wearing a metal or large helmet.

MOVE SILENTLY (DEXTERITY): This ability allows an assassin to move so silently that others cannot hear the movement. The assassin can use this ability both indoors and outdoors. A assassin can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

To move silently and hide, see the hide ability. This ability is affected by wearing armor not on the armor list for the assassin.

POISONS (INTELLIGENCE): An assassin can identify and make poisons and antitoxins. An assassin can identify a poison or antitoxin on a successful check. To make a poison or antitoxin, the assassin needs some alchemical equipment and raw materials costing one third of the street value of the poison or antitoxin to be made. An assassin's training in the use of poison means that an assassin never risks accidental poisoning when applying poison to a blade. Moreover, assassins train with poisons of all types, and they slowly grow more resistant to their effects. This is reflected by a +1 bonus to saving throws versus poisons gained. This saving throw is gained at 3rd level. Some common poisons, their effects and costs are listed below.

SNEAK ATTACK: Assassins are capable of quick and deadly strikes upon unsuspecting targets. When an opponent or victim is aware of the assassin, but unsuspecting of any attack, this ability can be used. For example, an assassin could casually walk next to a target, quickly stabbing him with a poisoned blade. These situations do not necessarily require a previously

successful hide or move silently check, although the Castle Keeper could require success in one or both skills, depending upon the circumstances. The opponent is not allowed to roll for initiative until the round following the attack.

An assassin making a sneak attack gains a +2 bonus to hit and a +4 bonus to damage. Ranged weapons can be used for sneak attacks if the target is within 30 feet. An assassin cannot aim with deadly accuracy from beyond that range.

This ability is affected by wearing armor not on the assassin armor list.

TRAPS (INTELLIGENCE): An assassin may use this to do one of the following: find, disable or set traps. Each use requires a separate attribute check and each check may be made only once in a given circumstance.

To find a trap, an assassin spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one minute to locate a trap in a 10 by 10 foot area. A successful check indicates the assassin finds one trap, if any are present. The trap discovered is the simplest or most obvious trap in the area. If multiple traps are in an area, multiple successful checks are required to find them all. An assassin can find magical traps with this ability, although it may be much more difficult than finding mundane traps. The Castle Keeper determines any penalties to the check basing those penalties on the level or hit dice of those who set them.

To disable a trap, an assassin must first know its location. Once a trap is located, a successful check means the assassin has disarmed the trap. The attempt can only be made once and failure indicates that the assassin set off the trap. An assassin can disarm a magic trap, although it may be much more difficult than disarming a mundane trap. In most cases, assassin's tools are needed to disarm a trap. Generally, it takes 1d4 rounds to disarm a trap, depending on its complexity.

To set a trap, or to reset a previously disabled trap, an assassin must make a successful traps check. If an assassin is resetting a trap that was previously disabled, the assassin gains a +5 bonus to the check. The amount of time required to set or reset a trap depends on the complexity of the trap, typically taking 1d4 rounds.

Locating traps is not affected by the armor worn, however, disabling and setting traps is affected by wearing armor not on the assassin armor list.

PRIME ATTRIBUTE: Dexterity

HIT DIE: d6

ALIGNMENT: Any non-good

WEAPONS: Any

ARMOR: Leather armor, leather coat, and padded armor (See special)

ABILITIES: Case target, climb, death attack, disguise, hide, listen, move silently, poisons, sneak attack, traps

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,751
3	d6	+1	3,501
4	d6	+1	7,001
5	d6	+2	14,001
6	d6	+2	25,001
7	d6	+2	50,001
8	d6	+3	90,001
9	d6	+3	150,001
10	d6	+3	200,001
11	+2 HP	+4	350,001
12	+2 HP	+4	500,001

13 and up + 150,000 per level

TYPES OF POISON

- I: Mild poisons that cause skin irritation, drowsiness, nausea and similar effects.
- II: Mind altering concoctions that cause hallucinations, confusion, memory loss and similar effects.
- III: Serious poisons that impair abilities and cause minor damage.
- IV: Severe toxins that can incapacitate, cripple, or cause major damage.
- V: Deadly poisons that cause permanent damage or kill.
- VI: Rare potions or substances that cause massive permanent damage or kill.

COST AND POISON EFFECTS

NAME	COST*	SUCCESSFUL SAVE**	DURATION	FAILED SAVE	DURATION
I	5gp	no effect	Not applicable	-1 physical attributes, -1 initiative	1-3 days
II	15gp	no effect	Not applicable	-1 mental attributes, -1 initiative	1-3 days
III	45gp	1d4 dmg, -1 all secondary attributes	1-2 days	1d8 dmg, -2 all primary attributes	2-6 days
IV	150gp	1d8 dmg, -1 all attribute checks	2-4 days	2d8 dmg, comatose	3-9 days
V	900gp	1d10 dmg, perm. lose 1 point from class's secondary attribute	1-6 days	Death*** or 2d12 dmg & perm. loose 2 points from class's primary attribute	2 week
VI	1800gp	4d10 dmg, perm. lose 1 point from all primary attributes, 2 points from all secondary attributes	Instant	Death	Permanent

* Cost per dose.

** Saves are made against constitution, all attribute and level bonuses are added.

***Requires second save against constitution, failure means death, success means damage.

CLASSES

BARBARIAN (CONSTITUTION)

Beyond the walls of cities and towns, and well beyond the bounds of civilization, dwell the barbarians. From windy steppes to mountain tops, from deep jungles to arid plains, barbarians live in freedom, a part of the world around them rather than a slave to it. Banded together in family clans or tribal nations, barbarians are a free people ruled by strength and custom alone, subject to no state or empire. They judge others by their actions and deeds, holding the individual the group, where deeds of valor are held in the greatest acclaim.

To a barbarian, "civilization" defines weakness.

Barbarian characters are fearsome warriors, closer to the primordial life than are most others. They are fearlessly reactive, trusting that only through bold and decisive actions are the fates confounded. Barbarians rely upon their individual skills and instincts to carry them through difficult tasks or demanding ventures, drawing upon their primeval instincts and powers to overcome foes. They are fearless in their own belief that their strengths are unconquerable.

The supernatural dominates their culture and they see magic in many things. They are able to tap into the supernatural world and often do so in the guise of charms, totems and the like. Conversely they will never rely upon it. Ever. Magic is a luxury even as are the soft cushions and colored wines that besot the men of cities and towns. It is a sign of weakness. At his core the barbarian is a primordial creature who believes that only his natural powers, abilities, and instincts stand between him and a miserable fate or cowardly death.

Barbarians are born and raised in the wilder lands, outside the influences of civilization. They are found in every climate and every terrain, and have an acute knowledge of the environment in which they are raised. They possess a general knowledge of its weather patterns, the resources that are available, whether plant or animal, the seasonal challenges and the various dangers posed. This knowledge is a second nature to them and allows them to survive the rigors of life in the wilderness.

Living in the wilds and at the whims of uncaring nature takes great fortitude, inuring barbarians to the physical demands of this life, so that they persevere through its inflictions and its pains with steely determination. Possessed of a staggering constitution, they are capable of absorbing damage that would kill their more civilized cousins.

Neither ignorant nor savage, barbarians are masters of their destiny. A barbarian's self-reliance

and solitary nature however, does not lead them to abhor the company of others. They may be insular and suspicious of outsiders, but when a barbarian comes to trust others and call them friend, no stronger ally can be found in all the world.

Barbarian adventurers are generally free of the bonds and fetters that tie down most peoples, even their brethren in their own tribal nations. Above all else, barbarians value their independence and often maintain their own codes or beliefs. Many have died from voicing opposition to tribal leaders, but are respected all the more, for they spoke or acted upon their beliefs. This cultural background fosters a willful nature and temperament that many view as chaotic and ill disciplined. Barbarians value the wind in their hair and victory in battle over their enemies.

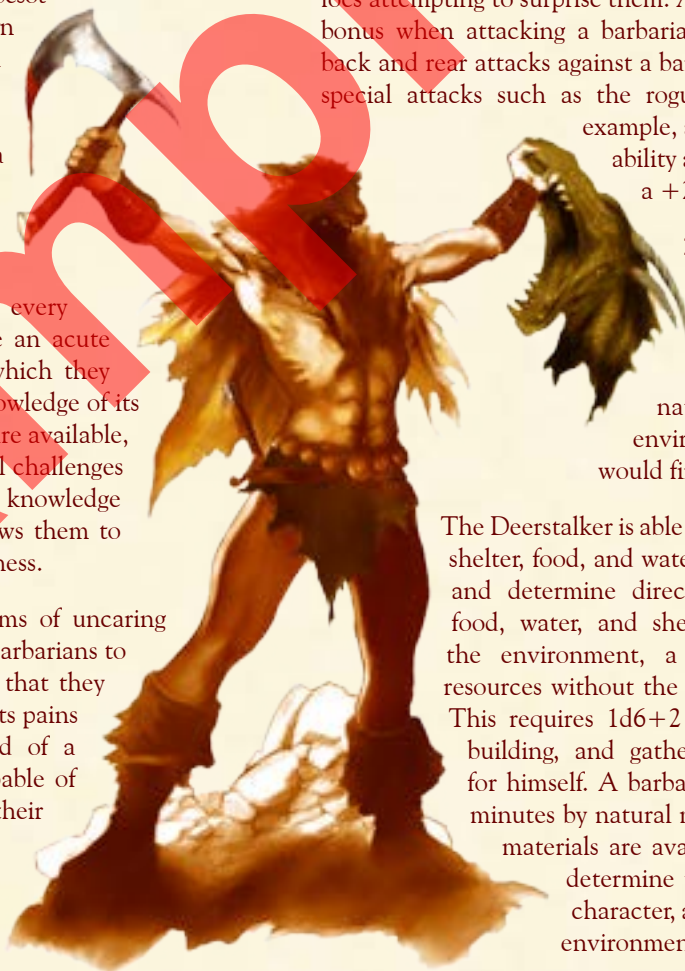
Utilitarian by nature, most barbarians rarely carry more than necessary and accumulate little in the way of treasures and properties – preferring instead cold steel blades, light armor, and items of little bulk.

ABILITIES

COMBAT SENSE: A barbarian has an uncanny sense for the presence of foes in the immediate vicinity, reducing the effectiveness of surprise, flank and rear attacks against them. Barbarians gain a +2 bonus when rolling a surprise check against foes attempting to surprise them. Also, attackers do not get any bonus when attacking a barbarian from the flank. Similarly, back and rear attacks against a barbarian are halved, including special attacks such as the rogue's back attack. Thus, for example, a rogue using the back attack ability against a barbarian gains only a +2 bonus to hit instead of +4.

DEERSTALKER: This ability comes naturally to all barbarians and covers a wide range of survival skills. In short it is their natural ability to endure environments that lesser men would find harsh.

The Deerstalker is able to forage off the land, finding shelter, food, and water for themselves, start a fire, and determine direction. As long as adequate food, water, and shelter sources are present in the environment, a barbarian can find these resources without the need for an attribute check. This requires 1d6+2 hours of hunting, foraging, building, and gathering. He can do this only for himself. A barbarian can start a fire in 1d10 minutes by natural means, as long as the needed materials are available. A barbarian also can determine true north in relation to the character, as long as he is in a wilderness environment.



With the deerstalker ability barbarians are capable of climbing typical natural slopes and inclines, such as a steep, rocky hillside cliff, without the need to make an attribute check. Barbarians can ford and swim typical rivers and bodies of fresh water. When climbing or swimming, the barbarian moves at one-half normal movement. When climbing or swimming a barbarian cannot wear armor weighing more than 25 lbs., and must set aside any accoutrements that weigh over 25 lbs or are unusually encumbering.

INTIMIDATE (CONSTITUTION): Barbarians offer an imposing display of ferocious raw power. They instinctively realize that victory lies in the wine-besotted, soft demeanors of their foe and that brute force works best when combined with overwhelming terror. Barbarians are able to project themselves as this brutal, terrifying force. Whether through sheer force of will, or savage decorum, a barbarian is able to strike fear into and intimidate his opponents. While attacking and upon a successful constitution check any creature of equal or lesser hit dice of the barbarian suffers -2 to all rolls, including but not limited to initiative, attack, damage and attribute checks. This ability takes effect as soon as the barbarian uses the ability. He must announce it before rolling initiative. It has a 15 foot radius area of effect. Intimidate is usable only once per combat encounter. At 1st level, a barbarian can intimidate one creature. The number of creatures intimidated increases with level as follows: up to 2 creatures at 3rd level, up to 4 creatures at 6th level, up to 8 creatures at 10th level, and up to 16 creatures at 15th level. The intimidation ends the moment the barbarian fails to strike the intimidated creature.

PRIMEVAL INSTINCTS: Barbarians are able to tap into a strength that goes beyond the physical and gives them a fearless edge. This strength is primeval in its nature, driven by instincts that are closer to those of animals than men. Under difficult circumstances they tap into this primeval instinct in attempting Herculean tasks. This ability is only accessible if the barbarian throws himself at the challenge, whether in the beginning of the round or as a last ditch effort. Any move on the character's part to flee, hesitate, or to debate the action, immediately negates the primeval instincts and the barbarian cannot act upon them or use them to overcome the action. When using this ability, if the physical action is of such difficulty that the Castle Keeper requires a physical attribute check (strength, dexterity, or constitution), the barbarian gains a +4 to the check. The barbarian cannot use this ability if they are wearing armor weighing 25 lbs. or more, or has fled from the challenge. It is important to note that even if the situation is a last ditch effort, if the barbarian has fled previously, he cannot use primeval instinct.

This ability also allows the barbarian to hold his breath for a period of time, run long distances, and survive longer in extreme temperatures and weather conditions. None of these abilities require an attribute check. Instead, they are limited in duration. Barbarians can hold their breath for a number of rounds equal to their constitution score. Barbarians can survive in extreme environments, temperature, and weather conditions for one day more than a normal person could do so. And, a

barbarian's great fortitude allows them to run long distances without tiring easily. When calling upon this inner fortitude, the distance a barbarian can travel in a day is doubled.

WHIRLWIND ATTACK: At 4th level, a barbarian's combat sense and athleticism merge in a fearsome and deadly ability. With this ability, the barbarian can combat multiple enemies surrounding him. The barbarian must announce use of the ability before attacking and he cannot retreat before using it. The whirlwind attack is usable only once per combat encounter and replaces their normal combat action. When used, the barbarian gains an attack roll against two opponents as long as those enemies are within 5 feet or less of the barbarian and possess no more than one-half of the barbarian's hit dice. For example, two second level fighters attempt to jump a barbarian in an alley; the barbarian may make a whirlwind attack, gaining one attack against each of the fighters. The number of foes subject to the whirlwind attack increases as the barbarian rises in levels. At 6th level the barbarian can attack up to 3 opponents, and at 10th level a barbarian can attack 4 opponents. The ability does not progress beyond 10th level.

PRIMEVAL WILL: At 6th level, a barbarian's stoic nature increases his longevity on the battlefield. When fighting a hard pressed combat with mounting wounds the barbarian can call upon this ability. To use the ability, the barbarian's hit points must be reduced to a specific number, as follows: 12 hit points or less at levels 6-9; 18 hit points or less at levels 10-14; and 24 hit points or less at levels 15 and up.

When battle or circumstances reduce a barbarian's hit points to the specified number of hit points or less, the character can use this ability to immediately gain an additional 12 hit points. Damage inflicted after the barbarian activates the ability is first absorbed by the 12 hit points granted by primeval will. The additional hit points last only for the duration of the combat. When the affects of the ability wear off, the barbarian must remove any hit points remaining from the 12. The ability can be used only once per day.

Primeval will grants an additional, unique ability as well. It can save the barbarian from an attack that would normally strike the character dead or unconscious. If a barbarian suffers damage such that reduces the character to zero or negative hit points before the barbarian can use this ability, it automatically activates and imparts an additional 12 hit points. If the additional hit points raise the barbarian character's total hit points to 1 or more, the barbarian may keep fighting. Note that if a blow strikes the barbarian and reduces their hit point to -10 hit points or beyond, the primeval will ability cannot save the character. Also, removal of these hit points cannot reduce the barbarian beneath 1 hit point.

ANCESTRAL CALLING: At 10th level a barbarian's reputation and prestige allows them to call upon others to fight alongside the barbarian with heightened ability. The affected creature gains hit points equal to the maximum of one extra hit die for the creature. For example, an affected fighter would gain

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an additional 10 hit points. The ability affects a number of creatures equal to twice the barbarian's level. The ability only affects creatures of equal or lesser hit dice. The effect lasts for no more than one day, or until completion of a specific task, or as long as the Castle Keeper allows. The barbarian can only use this ability once per week and it cannot be used in conjunction with another barbarian's use of the same ability. It is important to note that this ability does not affect morale nor is it based upon a barbarian's charisma. Instead, it is the barbarian's force of will and reputation that causes those around him to heed his call and rise to the task set before them.

PRIME ATTRIBUTE: Constitution

HIT DIE: d12

ALIGNMENT: Any

WEAPONS: Any

ARMOR: Any

ABILITIES: Combat sense, deerstalker, intimidate, primeval instincts, whirlwind attack, primeval will, ancestral calling

Level	HD	BtH	EPP
1	d12	+0	0
2	d12	+1	2,101
3	d12	+2	4,701
4	d12	+3	9,401
5	d12	+4	20,001
6	d12	+5	40,001
7	d12	+6	80,001
8	d12	+7	170,001
9	d12	+8	340,001
10	d12	+9	600,001
11	+5 HP	+10	800,001
12	+5 HP	+11	1,000,001
13 and up + 200,000 per level			

BARD (CHARISMA)

Every age and people has a voice. That voice finds its measure in story, expressed in legend, tale, song, poem, battle cry or speech. From wild barren steppes to the frozen lands at the tips of the world, from taverns to town squares, and from city streets to imperial residences, there are those blessed with the ability to artfully weave story and legend, moving the heart to great feats. In recounting epic deeds of ages past, bards inspire listeners to greater deeds as if by magical incantation. They captivate hearts, cause tears to flow, and invigorate individuals and crowds. These storytellers are historians and lore masters with oratorical skills guided by the muses. Some are powers behind thrones, weaving future events through tales of the past. Others are the backbone for troops of soldiers, inspiring courage in times of distress. But the most renowned are the warrior-poets, whose adventures and

escapades are legendary. These ply their skills across the wide world, and are known as bards.

Bards can lead by example or deed, but they primarily influence others with story, art or argument. Their skill of recitation borders on the magical, so much so that they are often able to charm listeners with their tales. Many also possess training in feats of arms, whether intentionally acquired for a greater poetic understanding of valor and mortal combat or learned accidentally when they have found themselves in dire straits and amongst dangerous foes.

Bards possess artistic skills that are needed to convince an audience that what they see is more than what is shown. They gain access to the various strata of society, both low and high, walking among them to acquire knowledge and power. The bard pays heed to the moods and tales of all, whether noble or villain, realizing the importance of even the meanest of peoples. They are skalds, minstrels, troubadours, lore masters, poets, chroniclers, schemers, sages, musicians and orators, blending fact and fiction to great effect.

Whether weaving tales or delivering odes, bards can effect changes in individuals and small groups, inspiring them to great deeds in combat or to humble behavior. They give voice to history, and weave tales establishing ethics and morals, reinforcing the frameworks of societies. They possess a tremendous knowledge of events great and small, of legends and the nature of magics. Most bards teach much of what they know, but all bards keep some knowledge to themselves, considering it a source of power and prestige only to be dispensed with in the most extraordinary of circumstances.

The bard's role as historian and storyteller requires a bending and twisting of fact and a weaving of fiction to tell their tales well. They must be free of mind and spirit, with agile and active imaginations. Bards are not bound by the often moribund and strict interpretations of academics and others who depend on the separation of fact and fiction.

Though bards are known to inspire others to greater deeds, their lifestyle often leads them into conflict and combat, where they often perform deeds of valor. In life they prefer not to be encumbered by worldly goods. They rarely take up permanent residence and generally ready to move on. Usually, their most prized possessions are the instruments they carry, scrolls with great tales writ upon them, or items to which they have attached great value and through which they recall legends and tales.

ABILITIES

DECIPHER SCRIPT (INTELLIGENCE): Bards often need to decipher and interpret legends and secret writings to acquire more knowledge. This ability allows the bard to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes ten minutes to decipher each page of a script. A decipher script check may be made only once per



writing. A bard may use this ability to decipher and then use an arcane scroll, as a wizard or illusionist would, if a successful check is made at a penalty of -10 . This ability may not be used to decipher divine scrolls.

EXALT (CHARISMA): This is the bard's ability to inspire companions and listeners, allowing them to surpass their normal level of performance. Some bards invoke this ability through song and music, while others do so through oration, battle cries or sheer acting and demeanor. With a successful attribute check, a bard can help allies succeed at a task. The ally gets a $+2$ bonus on any action requiring an attribute check, including class ability checks, saving throws and standard attribute checks. This ability does not affect attack rolls. The allies must be able to see and hear the bard, and must be within 60 feet. The Castle Keeper may rule that certain uses of this ability are infeasible. The bard can use this ability once per day per level, and can maintain the effect for a number of rounds equal to the bard's level. The bard can take other actions while using this ability, unless the Castle Keeper rules otherwise. As the bard rises in levels, the bonus imparted increases as well. It rises to $+3$ at 6th level, $+4$ at 12th level and $+5$ at 18th level.

LEGEND LORE (CHARISMA): Bards are lore masters of myth and archaic knowledge. With a successful attribute check, a bard gains or remembers some relevant information about local notables, a legendary item, a noteworthy place or any other relevant bit of information. Gaining the information may entail speaking to local inhabitants and/ or doing research. The information might prove useful in diplomacy, entertaining, or otherwise influencing others. The ability also might impart a full or partial understanding of local or secret languages, including rogue's cant, the secret druidic language or ranger signs.

The check will not reveal the powers of a magic item, but may give a hint to its history, general function or activation. The Castle Keeper gauges the challenge level of the check based on whether the knowledge is:

1. **Common:** This constitutes information known by at least a substantial minority of the local population.
2. **Uncommon:** but available, known by only a few people in the area.
3. **Obscure:** known by few, and hard to come by.
4. **Extremely Obscure:** known by very few scholars and sages, possibly forgotten by most who once knew it, or possibly known only by those who don't understand the significance of the knowledge.

FASCINATE: At 4th level, a bard gains the ability to place a single creature into a trance. The creature to be fascinated must be able to see and hear the bard, and the bard must also see the creature. The creature must be able to pay attention to the bard. The distraction of a nearby combat or other danger will prevent the ability from working. The Bard can use music, poetry, chanting, speech, whistling, playing an instrument or any combination of the above to produce the intended effect on the creature, as long as some verbal performance is included. Bards can use this ability three times per day, and can maintain the effect for a number of rounds equal to their level.

When a bard uses this ability, the target makes a charisma saving throw to resist the bard's spellsong. If the saving throw fails, the creature sits quietly and listens to the bard for up to the full duration of the effect. While using this ability, a bard must concentrate, as if casting or maintaining a spell. While fascinated, the target is treated as if prone and also suffers a -4 penalty to all saving throws and a -5 to armor class. If the creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. Any threat that is

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obvious to the fascinated creature, such as the casting of a spell, drawing of a sword or aiming of a weapon automatically breaks the effect.

As the bard rises in levels, the power of the fascination increases as well, allowing the bard to further influence the listener through suggestion. These specialized uses of the fascinate ability can only be performed on creatures who are under the influence of the bard's fascinate ability. At 5th level, a bard may attempt a *charm person* on a fascinated creature. At 8th level, a bard may attempt to implant a *suggestion* into a fascinated creature. At 12th level, a bard may attempt *antipathy/sympathy* on a fascinated creature. At 18th level, a bard may attempt a *mass suggestion* on fascinated creatures. In each case, the creature receives a saving throw to attempt to resist the spellsong.

As the bard gains experience, the number of creatures that can be affected by the fascination, or one of its specialized uses, increases. The number of creatures is equal to two fewer than the level of the bard. For example, a 4th level bard can fascinate 2 creatures, a 6th level bard can fascinate 4 creatures, and a 12th level bard can fascinate 10 creatures.

EXHORT GREATNESS: At 9th level, a bard can inspire greatness in one other creature. For every two levels the bard attains beyond 9th, the bard can inspire greatness in an

additional creature. To inspire greatness, the bard must use song, poetry or some sort of oration. The creature to be inspired must be able to hear the bard, and must be within 30 feet for the effect to take place. A creature inspired with greatness gains temporary hit points and attack bonuses for as long as the bard is within its hearing and the bard continues to sing or orate. This effect lasts for one minute, or six rounds, at 9th level, and the duration increases by one additional round for every level beyond 9th. The creature can move out of the 30 foot radius once the exhortation has begun, but it must still be able to hear the bard at all times.

The target creature gains a +2 bonus on all 'to hit' rolls, and gains temporary hit points as if two hit dice (or levels) higher. Apply the creature's constitution modifier, if any, to each bonus hit point roll. See the combat section for a detailed explanation of temporary hit points.

PRIME ATTRIBUTE: Charisma

HIT DICE: d10

ALIGNMENT: Any

WEAPONS: Broadsword, bows, club, dagger, dart, hand axe, hammers, javelin, longsword, rapier, scimitar, short sword, sling, spear, staff

ARMOR: Breastplates, chain shirt, cuir bouille, greek ensemble, hide, laminar leather, leather, leather coat, padded, ring mail, studded leather

ABILITIES: Decipher script, exalt, legend lore, fascinate, exhort greatness

Level	HD	BtH	EPP
1	d10	+0	0
2	d10	+1	1,501
3	d10	+2	3,251
4	d10	+3	7,501
5	d10	+4	15,001
6	d10	+5	30,001
7	d10	+6	60,001
8	d10	+7	120,001
9	d10	+8	240,001
10	d10	+9	450,001
11	+4 HP	+10	625,001
12	+4 HP	+11	800,001
13+	175,000	per level	

CLERIC (WISDOM)

Apon the fields of battle, where good and evil struggle, there stride holy warriors dedicated to the service of a deity, their martial ability enhanced by divine dispensation. They obey the will of the gods, and influence others through faith in their deity's tenets, actions on the field of battle, and by bringing justice or retribution to their foes.

Clerics are warrior-priests. They are religious by nature and can be found in service to a pantheon of deities or eternally bound to serve only one. From their deity or deities, the cleric receives divine powers and act as conduits of the power of their deity upon the planes of men. Yet these powers come at a high cost in service, devotion and loyalty. A cleric's divine connection to a deity is of supreme importance. This spiritual connection allows them to better understand the motives and will of their deity and to more capably and earnestly enact the deity's desire.

Deities can be of any ethos or morality: from good to evil, and from lawful to chaotic. All of the deities have priests and devotees who serve and worship them but the cleric is always of like mind and nature as the deity they worship. They never falter in carrying out their duties lest they face the most horrible of retribution and suffer the interminable revenge of an angered and betrayed power.

Typically, a cleric wields the same weapon or type of weapon favored by the character's deity or pantheon. They do this to better follow the precepts of and emulate their deity. Beyond these, clerics prefer to use those weapons that allow them a better chance to subdue and convert enemies instead of killing them outright. Through this they gain converts and servants to serve them and thence their deity. On the field of battle, where clerics spend much of their lives, they wear any armor necessary to see them through the day and on to victory.

Clerics who generally act in ways opposed to their deity's alignment and purposes, and who grossly violate the code of conduct expected by their deity, lose the use of all divine abilities and capacities for advancement, wandering alone and cursed until they atone for their wrongs.

ABILITIES

SPELLS: A cleric casts divine spells. The spells available are listed on the cleric spell list. A cleric is limited to a certain number of spells of each spell level per day. The *Cleric and Druid Spells Per Day Table* (pg 28) shows the number of spells per day a character of the class may cast. Clerics prepare spells each day through prayer to their deity or deities, followed by contemplation and study.

BONUS SPELLS: High wisdom indicates a greater divine connection. Clerics with a high wisdom gain bonus spells. If they have a wisdom of 13-15, they receive an extra 1st level spell. If the wisdom score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, an extra 3rd level spell. Bonus spells can only be acquired if the cleric is at a high enough level to cast them. Bonus spells are cumulative.

For example, a 4th level cleric with an 18 wisdom receives four 0 level spells, four 1st level spells and three 2nd level spells. No bonus 3rd level spell is acquired until the cleric reaches 5th level.

TURN UNDEAD (WISDOM): A cleric has the ability to turn, or even destroy, undead monsters. To turn undead, a cleric must

declare the attempt as an attack and then make a successful wisdom attribute check. The character must display a holy symbol toward the undead and utter a prayer, chant or other invocation of the character's deity. Turn undead is considered a special attack and takes one round. Turn undead has a maximum range of 60 feet.

Turning undead consists of channelling divine power. The ability to channel divine power is measured by the cleric's own willpower. Accordingly, charisma, not wisdom, affects the number of undead creatures that are turned with a successful turn undead check. In most cases, the number of undead turned will be 1d12 plus the cleric's charisma modifier. When a cleric is five or more levels higher than the undead being turned, the undead are instead destroyed.

Evil clerics may, instead of turning undead, control them. An evil cleric must be at least five levels higher than the hit dice of the undead sought to be controlled. Evil clerics can also turn paladins.

Turn undead is covered in greater detail in *Turning Undead*, page 180.

WEAPON SELECTION: The cleric is only allowed to use certain weapons. They can, if they choose, pick a weapon off the list that is identical to the major weapon in use by the deity which they worship. If no single deity is worshipped and a pantheon is instead worshipped, weapon selection is limited to the pantheon's major deities or the deity most closely associated with the activities the cleric intends to undertake.

PRIME ATTRIBUTE: Wisdom

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: Special, club, crowbill hammer, dagger, light or heavy flail, light hammer, light or heavy mace, morningstar, quarterstaff, war hammer

ARMOR: Any

ABILITIES: Spells, turn undead

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2,251
3	d8	+1	5,001
4	d8	+2	9,001
5	d8	+2	18,001
6	d8	+3	35,001
7	d8	+3	70,001
8	d8	+4	140,001
9	d8	+4	300,001
10	d8	+5	425,001
11	+3 HP	+5	650,001
12	+3 HP	+6	900,001
13 and up + 250,000 per level			

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CLERIC AND DRUID SPELLS PER DAY

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	3	1								
2	4	2								
3	4	2	1							
4	4	3	2							
5	4	3	2	1						
6	5	3	3	2						
7	5	4	3	2	1					
8	5	4	3	3	2					
9	5	4	4	3	2	1				
10	5	4	4	3	3	2				
11	6	5	4	4	3	2	1			
12	6	5	4	4	3	3	2			
13	6	5	5	4	4	3	2	1		
14	6	5	5	4	4	3	3	2		
15	6	5	5	5	4	4	3	2	1	
16	6	6	5	5	4	4	3	3	2	
17	7	6	5	5	5	4	4	3	2	1
18	7	6	6	5	5	4	4	3	3	2
19	7	6	6	5	5	5	4	4	3	2
20	7	6	6	6	5	5	4	4	3	3

DRUID (WISDOM)

Beyond the confines of walls and city battlements, within the vast expanse of the wilderness areas of the world are many folk who live with contentment outside of civilization. Those who push aside material culture to live in harmony with nature often draw upon its forces for spiritual guidance and commune with its spirits. These are the druids, and they offer guidance and wisdom about the order of life and the world, the cycle of life and death, and acceptance thereof. Druids are feared by many, for they call upon powerful elemental and nature spirits, and they can gather great hosts of nature to fight for their causes.

Druids seek to protect the wilderness and its beasts from the encroachments of civilization, lest the order of the natural world be upset. They find the myriad artificial creations of civilized peoples abhorrent, for they believe that reliance upon the unnatural creates people who are weak and dependent upon a material culture. They are fiercely individualistic, and are often found among the barbarian peoples of the world.

Druids live in harmony with nature, revering its power and beauty. Although they are sometimes termed priests of nature, the druid is much more. They allow nature to determine the fate of its creatures, for good or ill. Some druids revere nature and its elements alone, some promote the beliefs of one or more nature deities, and some bind their animistic faith to a strict code of personal conduct. All are devoted to their life's calling and possess specialized wilderness lore, including knowledge of the animal and plant kingdoms. Their divine dispensations are gifts from the spirits of the wood, rock, water and wind.

Storms rage across the plains, seas thunder against coasts, and the grasses of the wild steppe wave ceaselessly: none knows a motive. Druids must be able to relate to this balance and neutrality in nature. From this closeness to their surroundings, druids possess specialized knowledge of wilderness environments, particularly those in which the druid lives or was trained.

A druid may use weapons crafted from nature's raw materials, such as wood, leather, stone and cold-forged metal. Traditionally forged weapons are antithetical to druidism. Some druids prefer to use a weapon identical to that wielded by the deity whom they worship. In war and combat, druids often wield cold-forged pure metal weapons fashioned of beaten iron or copper, but not of beaten steel or bronze.

Likewise, a druid prefers armor crafted from items found in nature, such as leather and wood. They view armors forged by advanced metal-smithing techniques as tainted and impure. These impure items make one dependent upon them and, in consequence, weak.

Should a druid cease to revere nature, or ignores their code, the wrath and fury of the spirits of the wild descend upon the errant druid in vengeance.

ABILITIES

BONUS LANGUAGES: Druids have a secret language used for communicating with one another. They are forbidden from teaching this language to any but their brethren.

Additionally, if a druid has a high enough intelligence to learn an additional language, the following languages are available to them: aquan, auran, elf, fey, giant, gnome, sylvan and terran. The druid must have lived in or near a community of those whose language they seek to learn.



NATURE LORE (WISDOM): Druids are connected to the forces of nature. They mystically coexist with their environment, gradually becoming a larger part of it. This relationship imparts to them a specialized knowledge of the wilds. A druid can identify plants and animals with perfect accuracy in the type of environment where the druid was trained or currently lives. In unfamiliar environments, the druid must succeed at a wisdom check to successfully use this ability.

This identification ability allows the druid to determine the species of a plant or animal and the special qualities or abilities of the species. The druid can also determine whether water is safe or dangerous to drink. Additionally, druids can find shelter and forage for food. A druid always succeeds in finding basic shelter and enough food for individual daily sustenance. If the druid wishes to support additional people, they must spend 6 hours hunting and gathering to produce enough food and water to feed 2-8 people for a day. If the druid wishes to feed or shelter a larger group of people than the die indicate, a successful wisdom check is necessary. If successful, the druid must spend an additional 6 hours gathering food to feed and water an additional 2-8 people. A third attempt to gather food can be made. A wisdom check at -4 is made but if successful, another 6 hours of searching can feed an additional 1-4 people. This additional effort allows the druid to gather food and water for up to 5-20 creatures total. The druid can only hunt and forage for food three times per day.

SPELLS: A druid casts divine spells. The spells available are listed on the druid spell list. Each druid can cast a limited number of spells from each spell level per day. The *Cleric and Druid Spells Per Day Table* (pg 28) shows the number of spells per day a druid may cast for each spell level. Druids prepare and cast spells by praying for them. This process is covered in greater detail in the *Magic* section.

BONUS SPELLS: High wisdom indicates a greater divine or spiritual connection to their deities, so druids with high wisdom gain bonus spells. If the character has a wisdom between 13-15, they receive an extra 1st level spell. If the wisdom score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, they receive an extra 3rd level spell. Bonus spells can only be acquired if the druid is at a high enough level to cast them. Bonus spells are cumulative.

For example, a 4th level druid with an 18 wisdom receives four 0 level spells, four 1st level spells and three 2nd level spells. No bonus 3rd level spell is acquired until the druid reaches 5th level.

RESIST ELEMENTS: At 2nd level, druids gain a +2 bonus to saving throws against fire, water, earth, air, cold and lightning attacks.

WOODLAND STRIDE: At 3rd level, druids gain the ability to move through natural thorns, briars, overgrown areas and similar terrain at normal speed and without suffering damage or other impairment. When doing so, druids leave no trail in the natural surroundings and cannot be tracked. However, thorns, briars and overgrown areas that are enchanted or magically manipulated to impede motion still affect druids.

TOTEM SHAPE: At 6th level, druids gain the spell-like ability to change into a small or medium-size animal and back again once per day. This ability operates like the spell *polymorph self*. Upon attaining this ability, a druid must choose a totem shape. The selection is permanent, and cannot be changed. Each time a druid uses this ability, the character regains 1d4 hit points.

At 7th and 8th levels, the druid gains a new totem shape. Each shape can be assumed once per day. At 12th level, the druid gains the ability to take the shape of a large version of one of the previously chosen totem forms. This large form can be assumed once per day, and the druid can decide between the three forms each time this ability is used. When assuming the large version of a totem form, the druid heals 5d8 hit points. At 15th level, the druid can take a totem shape twice per day and at 18th level, three times per day.

PRIME ATTRIBUTE: Wisdom

HIT DICE: d8

ALIGNMENT: Neutral (any)

WEAPONS: Bows, club, dagger, dart, hand axe, hammers, scythe, sling, sickle, spears, sword (any), staff

ARMOR: Cuir bouille, laminar leather, padded, leather, leather coat, hide

SPECIAL: Bonus languages, nature lore, resist elements, woodland stride, totem shape, spells

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2,001
3	d8	+1	4,251
4	d8	+2	8,501
5	d8	+2	17,001
6	d8	+3	35,001
7	d8	+3	70,001
8	d8	+4	180,001
9	d8	+4	275,001
10	d8	+5	400,001
11	+3 HP	+5	525,001
12	+3 HP	+6	650,001
13 and up + 175,000 per level			