

# Defense Bonus for Castles and Crusades™

Adapted by Jason Vey

Table: Defense Bonus				
Level	A <sup>1</sup>	B <sup>2</sup>	C <sup>3</sup>	D <sup>4</sup>
Use column A for monk, illusionist, rogue in armor, or wizard.				
Use column B for assassin, bard, ranger or unarmored rogue.				
Use column C for barbarian or druid.				
Use column D for cleric, knight, fighter or paladin.				
1st	+0	+1	+2	+4
2nd	+0	+1	+2	+4
3rd	+1	+2	+3	+5
4th	+1	+2	+3	+5
5th	+1	+2	+3	+5
6th	+2	+3	+4	+6
7th	+2	+3	+4	+6
8th	+2	+3	+4	+6
9th	+3	+4	+5	+7
10th	+3	+4	+5	+7
11th	+3	+4	+5	+7
12th	+4	+5	+6	+8

In the standard rules, a character's skill at attacking gets better as he goes up in level—but not so his skill at avoiding attacks. Characters rely on armor and an ever-growing collection of magic items to protect them in combat. But what about campaigns in which it's not common or appropriate for characters to go everywhere in full plate?

This variant system is particularly appropriate for swashbuckling or stealth-based campaigns, for settings in which firearms are common, for seafaring campaigns (in which the characters would rather not wear armor for fear of drowning), or any other setting in which armor is not worn on a day-to-day basis—even by adventurers.

## The Class Defense Bonus

In this variant, every character has a defense bonus based on his character level. The defense

bonus applies to Armor Class. The defense bonus does not stack with other bonuses to AC, such as armor bonus, shield bonus, natural armor bonus, and so forth. If wearing armor, the character gains either the AC from the armor, or his natural Defense Bonus, not both. The sole exception to this is the Rogue, who may stack his Defense bonus with armor bonus, provided he is wearing light armor. If wearing armor, the Rogue uses Column A to determine Defense Bonus. If unarmored, the Rogue uses Column B (see Table: Defense Bonus).

Unlike an armor bonus, a defense bonus does improve a character's AC against touch attacks.

A character's defense bonus is derived from his character level and class, as shown on Table: Defense Bonus. For a multiclass character, use the highest defense bonus of those offered by the character's classes. For example, a 2nd-level barbarian has a defense bonus of +4. If the character gains a level of cleric (becoming a 2nd-level barbarian/1st-level cleric), her defense bonus increases to +7, because the cleric's +7 at 3rd character level is better than the barbarian's +5 at 3rd character level.

## Defense Bonuses For Other Classes

Table: Defense Bonus For Other Classes	
Armor Proficiency	Defense Progression
None	Column A
Light	Column B
Light and medium	Column C
All	Column D

For classes not mentioned here, determine a character's class defense bonus based on the armor proficiency granted by the class (and only

Table: Creature Defense Bonuses	
Armor Proficiency	Defense Bonus
None	+0
Light	+1
Light and medium	+2
Light, medium and heavy	+4

that gained from the class—you can't take an Armor Proficiency feat to improve your defense bonus). Consult Table: Defense Bonus For Other Classes; the defense bonus progression refers to the indicated column on Table: Defense Bonus.

## ***Monster Defense Bonuses***

Monsters do not have inherent defense bonuses unless they also have levels in a class or are normally proficient with armor. When calculating a monster's defense bonus to AC, do not include the monster's base HD or level adjustment (if any).

For example, a typical green dragon, gargoyle or black pudding has no class levels and is not proficient with any armor. Such creatures do not get a defense bonus.

If a creature is proficient with one or more types of armor, however, it gains a defense bonus. See Table: Creature Defense Bonuses.

If a creature has levels in a class, it gains a defense bonus just like any other character with a class. This bonus does not stack with any

defense bonus the creature may have from armor proficiency.

For instance, giants are considered proficient with whatever type of armor (light, medium or heavy) they are described as wearing. Hill giants, described as wearing hide armor, therefore have a +2 defense bonus (hide armor is medium armor). Since this is lower than the +3 bonus of hide armor, the typical hill giant probably prefers to wear his armor. A 1st-level hill giant barbarian, however, would have a defense bonus of +4, and would benefit from discarding his hide armor (though he'd gain a higher armor bonus by putting on chainmail or a breastplate).

### **Behind The Curtain: Class Defense**

Using the defense bonus variant in your game means that sometimes, at least, characters won't want to wear armor—their defense bonus provides them with free protection that's just as good as armor. Funds that would otherwise be spent improving a character's armor can instead be spent on other gear, which means the characters' power level will increase slightly.

Characters may still desire the properties of a specific kind of magic armor or of armor special abilities. Be prepared to create new magic items, such as cloaks, robes, vests, or vestments, to support those desires.

Clearly, the class defense system is best for characters who must choose between going unarmored and risking arcane spell failure—sorcerers and wizards in particular.

Spells that affect metal are less useful under this system, since metal armor is less common.

Touch attacks are less effective under this system, since most characters' touch ACs are significantly higher than in a standard game.

**Designation of Open Game Content:** With the exception of the text of the Open Game License itself, and the use of the *Castles and Crusades* trademark, which is Copyright© 2004 by Troll Lord Games, the entirety of this document is declared open game content.

**Designation of Product Identity:** *Castles and Crusades* is copyright and trademark of Troll Lord Games, Inc. The use of the C&C trademark is done to indicate compatibility and should in no way be construed as a challenge to the ownership of this trademark by TLG, Inc. The text of the Open Game License is copyright Wizards of the Coast, Inc.

#### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

*Castles and Crusades Players Handbook*, Copyright 2004, Troll Lord Games, Authors Davis Chenault and Mac Golden

*Unearthed Arcana*, Copyright 2004, Wizards of the Coast, Inc; Authors Andy Collins, Jesse Decker, David Noonan, Rich Redman