

Crusader

Ability Requirement: Strength 12, Wisdom 9, Charisma 12

Alignment: Must be of Lawful or Chaotic alignment.

Armor: Any type of armor and shields.

Weapons: Any weapons.

THACO: As Warrior.

Saving Throws: As Priest.

Weapon Proficiencies: 2 + 1 every 4 levels.

Nonweapon Proficiencies: 4 + 2 every 3 levels. [Favored: Fighter, Cleric]

- Gain Literacy and Favored Enemy as bonus Nonweapon Proficiencies. Must choose an opposing religion as your Favored Enemy.

Bloodied: At 30% of max hit points (30 max) you take Disadvantage to all d20 rolls.

Casting Check: Wisdom based.

Sphere Access: You may choose spells from the spheres of All, Combat, Guardian, Healing, War, and Wards. You also have minor access to the Protection and Necromantic spheres (1st – 3rd level).

3rd – Tactical Command: As a *Reaction*, you can immediately inspire one of your allies to gain one free weapon attack, 30 feet of free movement, or an additional Minor Action. You decide which action they may take, but you must be able to see them and they must be able to hear you. You can use this feature 3/Day and use Hit Dice during a Short Rest to regain up to 3 Tactical Commands per day. They automatically Reset after a Long Rest.

L	C	K	1	2	3	4	5	6	7
1	3	6	5	--	--	--	--	--	--
2	3	7	5	--	--	--	--	--	--
3	4	8	5	2	--	--	--	--	--
4	4	9	5	2	--	--	--	--	--
5	5	10	5	3	2	--	--	--	--
6	5	11	5	3	2	--	--	--	--
7	5	12	5	3	2	2	--	--	--
8	5	13	5	3	3	2	--	--	--
9	5	14	5	4	3	2	2	--	--
10	5	15	5	4	3	3	2	--	--
11	5	16	5	4	4	3	2	2	--
12	5	17	5	5	5	3	2	2	--
13	5	18	5	5	5	4	2	2	--
14	5	19	5	5	5	5	3	2	2
15	5	20	5	5	5	5	4	2	2
16	5	21	5	5	5	5	4	3	2
17	5	22	5	5	5	5	5	3	2
18	5	23	5	5	5	5	5	4	2
19	5	24	5	5	5	5	5	4	2
20	5	25	5	5	5	5	5	5	2

C: Cantrips Known

K: Total Spells Known