

[used: Adventurer's Pack bulk reduction]

The second level class feat, although listed as Vengeful Oath, is labeled [Crusader's Oath]. This denotes any of the four Oath feats (Dragonslayer, Fiendsbane, Shining, and Vengeful). Take whichever fits the paladin. They will retrain this feat depending on what the next threat they believe they'll face is. They default to the Vengeful Oath outside special threats.

Outside of battle, they can also assist a healer with their powers, helping for disaster relief, or else assist a blacksmith working for an army.

At level 4, the Crusader is a veteran warrior against evil, and found either supporting front-line troops in the more dangerous areas of the world or leading minor groups of temple guardians. Alternatively, they may help guard caravans. The longbow is a backup weapon only.

At level 8, they're a grizzled elite, either leading troops against powerful enemies or adventurers heading out to deal with moderate threats to town or small city, or else guarding very important caravans.

At level 13, they're a powerful general, leading troops against menaces to the city, a powerful adventurer in a small group, or a solo guardian, but also a good healer in their own right. These should be used only when a powerful holy warrior is needed.

In all cases, the Crusader is an armored behemoth. If in an army, they hold the front for a line of archers or else lead squads, possibly both. As an adventurer, they advance and use their Smite Evil to compel the evils they face to focus on the Champion instead. Solo, they simply go all-out. They have a bow, but strongly prefer melee.

Crusader
Skilled Human Paladin Champion of Iomedae 4
LG, Humanoid, Human, Medium
Perception T +7

DEFENSE

AC 22 (10 base, 4 level, 2 trained, 6 armor)
hp 56 (8 human, 10/level Champion, 1/level Con, 1/level Toughness)
Fort E +9; Ref T +9 (Bulwark); **Will E +9**
Raise Shield: 1 action, +2 AC
Shield Block: Hardness 5, HP 20 (BT 10)

OFFENSE

Speed 20 feet (25 out of armor)
Melee Strike +1 Disrupting Longsword **T +11** (S or P); **Damage** 1d8+4 plus 1d6 positive vs Undead
Ranged Strike range 100 Composite Longbow **T +6** (P); **Damage** 1d8+2, deadly d10, propulsive, volley 30 feet
Special Attacks Champion DC **T** (DC 19), Retributive Strike (Reaction), Blade Ally
Focus Pool 1, **Focus Spells** Athletic Rush, Lay on Hands

Statistics

Str 18; **Dex** 10; **Con** 12; **Int** 10; **Wis** 12; **Cha** 16
Background Warrior
Ancestry Feats Natural Ambition
Class Feats Domain Initiate (Might), Ranged Reprisal, Shield Block, Vengeful Oath [Crusader's Oath], Aura of Courage
General Feats Toughness
Skill Feats Intimidating Glare, Student of the Canon, Hefty Hauler
Skills (Skilled Bonus: Medicine)
Trained: Diplomacy +9, Crafting +6, Intimidation +9, Medicine +6, Religion +7, Warfare Lore +6
Expert: Athletics +12
Gear Full Plate, +1 Longsword, Bracers of Missile Deflection, Everburning Torch, Steel Shield, Adventurer's Pack, Grappling Hook, Sheath x2 (1 is a quiver), Composite Longbow with 20 arrows, Repair Kit, Climbing Kit, Crowbar, Pup Tent, Religious Text of Iomedae, Silver Holy Symbol of Iomedae, 2 sp, 8 cp
Consumables none
Invested 1/10 used
Languages Common, 1 ethnic

Carrying (Capacity 11, max 16)

4B — Full Plate

2B — Composite Longbow

1B — +1 Longsword

1B — Steel Shield

1B — Adventurer's Pack

1B — Repair Kit

1B — Climbing Kit

1L — Everburning Torch

1L — Bracers of Missile Deflection

1L — Grappling Hook

2L — 2x 10 arrows

1L — Crowbar

1L — Pup Tent

1L — Religious Text

1L — Silver Holy Symbol

CARRYING 11B 9L

Crusader
Skilled Human Paladin Champion of Iomedae 8
LG, Humanoid, Human, Medium
Perception T +11

DEFENSE

AC 29 (10 base, 8 level, 4 expert, 7 armor)
hp 98 (8 human, 10/level Champion, 2/level Con, 1/level Toughness); **Resist** Slashing 3, Fire 5, Cold 5
Fort E +14; Ref T +13 (Bulwark); **Will E +13**
Raise Shield: 1 action, +2 AC
Shield Block: Hardness 8, HP 64 (BT 32)
Defensive Powers Armor Specialization Effects

OFFENSE

Speed 20 feet (25 out of armor)
Melee Strike +1 Striking Disrupting Longsword **E +17** (P or S); **Damage** 2d8+6 plus 1d6 positive vs Undead
Ranged Strike Range 60 +1 Striking Composite Shortbow **E +14** (P); **Damage** 2d6+4, deadly d10, propulsive
Special Attacks Champion DC **T** (DC 24), Retributive Strike (Reaction), Weapon Specialization +2, Blade Ally, Smite Evil
Focus Pool 2, **Focus Spells** Athletic Rush, Enduring Might, Lay on Hands

Statistics

Str 19; **Dex** 12; **Con** 14; **Int** 10; **Wis** 12; **Cha** 18
Background Warrior
Ancestry Feats Natural Ambition, Natural Skill
Class Feats Domain Initiate (Might), Ranged Reprisal, Shield Block, Vengeful Oath [Crusader's Oath], Aura of Courage, Smite Evil, Advanced Deity's Domain
General Feats Toughness, Incredible Initiative
Skill Feats Intimidating Glare, Student of the Canon, Hefty Hauler, Continual Recovery, Quick Repair
Skills (Skilled Bonus: Medicine)
 Trained: Acrobatics +11, Diplomacy +14, Crafting +10, Intimidation +14, Society +10, Warfare Lore +10
 Expert: Medicine +14, Religion +13
 Master Athletics +19
Gear +1 Full Plate, Lesser Sturdy Shield, +1 Striking Longsword, +1 Striking Composite Shortbow with 20 arrows, 2x Ring of Energy Resistance (Fire, Cold), Healer's Gloves,

Adventurer's Pack, Religious Text of Iomedae, Silver Holy Symbol of Iomedae, 2x sheath (1 is a quiver), Healer's Tools, Grappling Hook, Repair Kit, Pup Tent, Hooded Lantern with 3 pints of Oil, Lifting Belt, Basic Crafter's Book, 4 gp, 3 sp, 5 cp

Consumables 3 pints of oil, minor elixir of life

Invested 5/10 used

Languages Common, 1 ethnic

Carrying (Capacity 12, max 17)

4B — +1 Full Plate

2B — Repair Kit

1B — +1 Striking Longsword

1B — Lesser Sturdy Shield

1B — +1 Composite Shortbow

1B — Adventurer's Pack

1B — Healer's Tools

1L — Lifting Belt

1L — Healer's Gloves

1L — Hooded Lantern

1L — Silver Holy Symbol

1L — Religious Text

1L — Grappling Hook

2L — 2x 10 arrows

1L — Pup Tent

1L — Elixir of Life

1L — Basic Crafter's Book

n/a — pints of oil

CARRYING 12B 1L

Crusader
Skilled Human Paladin Champion of Iomedae 13
LG, Humanoid, Human, Medium
Perception E +19; Darkvision

DEFENSE

AC 37 (10 base, 13 level, 6 master, 8 armor)
hp 177 (8 human, 10/level Champion, 2/level Con, 1/level Toughness); **Resist** Slashing 3
Fort M* +21; **Ref E** +20 (Bulwark); **Will M*** +21
Raise Shield: 1 action, +2 AC
Shield Block: Hardness 13, HP 104 (BT 52)
Defensive Powers Armor Specialization Effects

OFFENSE

Speed 30 feet
Melee Strike +1 Striking Ghost Touch Holy Longsword **M** +25 (P or S); **Damage** 2d8+8 plus 1d6 Good
Ranged Strike range 60 +1 Striking Composite Shortbow **M** +21 (P); **Damage** 2d6+5, deadly d10, propulsive
Special Attacks Champion DC **E** (DC 31), Exalted Divine Smite Retributive Strike (Reaction), Weapon Specialization +3, Blade Ally, Smite Evil, Blade of Justice
Focus Pool 2, **Focus Spells** Athletic Rush, Enduring Might, Lay on Hands

Statistics

Str 20; **Dex** 14; **Con** 14; **Int** 12; **Wis** 14; **Cha** 18
Background Warrior
Ancestry Feats Natural Ambition, Natural Skill, Cooperative Nature, Cooperative Soul
Class Feats Domain Initiate (Might), Ranged Reprisal, Shield Block, Vengeful Oath [Crusader's Oath], Aura of Courage, Smite Evil, Advanced Deity's Domain, Radiant Blade Spirit, Blade of Justice
General Feats Toughness, Incredible Initiative, Fleet
Skill Feats Intimidating Glare, Student of the Canon, Hefty Hauler, Continual Recovery, Quick Repair, Courtly Graces, Ward Medic
Skills (Skilled Bonus: Medicine)
 Trained: Acrobatics +16, Arcana +16, Crafting +16 (+17 repair items), Diplomacy +19, Intimidation +19, Society +16
 Expert: Warfare Lore +18
 Master Athletics +26, Medicine +22, Religion +21
Gear Mithral Full Plate^U (standard grade) with +2 Armor and Resiliency runes, +1 Striking Ghost Touch Longsword (Holy due to powers), +1 Striking Composite Shortbow with 20 arrows and 10

each cold iron and silver arrows, Moderate Sturdy Shield, Greater Goggles of Night, Armbands of Athleticism, Greater Healer's Gloves, Lifting Belt, Expanded Healer's Tools, Climbing Kit, 2 bandoliers (1 holds consumables, one holds healer's tools), Pup Tent, 2 sheaths (1 is a quiver), Adventurer's Pack, Superb Repair Kit, Religious Text and Silver Holy Symbol of Iomedae, Writing Set, High-Fashion Fine Clothing, Winter Clothing, Fine Clothing, Ordinary Clothing, Everburning Torch, Crowbar, Basic Crafter's Book, 2 gp, 4 sp, 8 cp

Consumables 4 lesser healing potions, potion of waterbreathing, minor elixir of life, 2x holy water

Invested 5/10 used

Languages Common, 1 ethnic, 1 racial

Carrying (Capacity 13, max 18)

3B — Mithral Armor

1B — Longsword

1B — Shortbow

1B — Sturdy Shield

1B — Expanded Healer's Tools

1B — Climbing Kit

1B — Adventurer's Pack

1B — Superb Repair Kit

1B — Religious Text

1L — Silver Holy Symbol

1L — Armbands of Athleticism

1L — Healer's Gloves

1L — Lifting Belt

1L — Pup Tent

1L — Writing Set

3L — Winter, High-Fashion, and Fine Clothing

2L — 2x 10 arrows

2L — Cold Iron and Silver Arrows

1L — Everburning Torch

1L — Crowbar

4L — 4x Lesser Healing Potions

2L — Holy Water

1L — Minor Elixir of Life

1L — Potion of Waterbreathing

1L — Basic Crafter's Book

CARRYING 12B 1L