

# The Crusader (Revised from *Tome of Battle*)

## Class Features

**Weapon and Armor Proficiency:** A crusader is proficient with all simple and martial weapons, as well as all light, medium and heavy armor, as well as all shields (including tower shields).

**Maneuvers:** A crusader begins his or her career with knowledge of five martial maneuvers.

The disciplines available to the crusader are Devoted Spirit, Stone Dragon and White Raven.

Once you know a maneuver you must ready it before it can be used (see Maneuvers Readied).

Maneuvers are considered to be extraordinary abilities unless otherwise noted in their descriptions; they are unaffected by spell resistance, and initiating maneuvers does not provoke attacks of opportunity.

You learn additional maneuvers at higher levels, as shown in Table 1-1; you must meet a maneuver's prerequisites to learn it; See table 3-1 on page 39 of *Tome of Battle* to determine the highest-level maneuvers you can learn.

Upon reaching 4th level and every even-numbered level after that (6th, 8th, 10th, and so on) you may choose to learn a new maneuver in place of one you already know. In effect, you lose the old maneuver in exchange for the new one.

You can choose a new maneuver of any level available to you, so long as you meet all prerequisites for the new maneuver.

For example upon reaching 10th level you could trade in a single 1st to 4th level maneuver for a new maneuver of 5th level or below, provided you met all the other requirements.

**Maneuvers Readied:** You can ready all five maneuvers you know at first level, but as you advance in level you must choose which maneuvers to ready.

You ready maneuvers by praying/meditating for 5 minutes, and the maneuvers remain readied until you decided to pray/meditate again to change them. You do not need to sleep or rest for a period of time to ready your maneuver; anytime you can safely spend 5 minutes without combat or threat you can change your readied maneuvers.

Crusaders are unique among martial adepts, relying not only on rigorous training but also flashes of divine inspiration to use their martial maneuvers; as such, you do not completely control access to your readied maneuvers.

When you ready your maneuvers, choose two maneuvers to be granted to you at the beginning of every encounter (an additional such granted maneuver is gained at 10th and 20th level); the rest of your readied maneuvers is withheld, currently inaccessible.

At the end of each turn, one previously withheld maneuver (randomly determined) is granted to you to be used on your next and subsequent turn; you can freely choose to initiate any maneuver that is currently granted to you when your turn begins, but you cannot select any currently withheld maneuvers.

If you have no withheld maneuvers remaining at the end of a turn, you automatically recover any and all expended maneuvers and lose all granted maneuvers. You may pick one maneuver from your withheld list to be granted; the rest is determined randomly and the process begins again.

**Stances Known:** You begin play with knowledge of one 1st-level stance of any discipline open to crusaders.

At 2nd, 8th and 14th level you may choose an additional stance from any of these disciplines.

Unlike maneuvers, stances are never expended and you do not need to ready them. You may initiate, change or end any stance you know as a swift action. Unless noted otherwise, stances are extraordinary abilities.

Stances cannot be traded in or exchanged as maneuvers can.

**Furious Strike (Ex):** You can channel the pain of your injuries into a boiling rage that lets you lash out at your enemies with renewed vigor and power.

During your own turn, you gain a bonus on melee attack and damage rolls depending on how much damage you have taken. Use the table below to quickly determine your attack and damage bonus, based on your Crusader level and the amount of damage taken. You may not use Furious Strike when it is not your turn (such as on attacks of opportunity), and you cannot use Furious Strike in an encounter if you have not taken damage during it.

Crusader Level	Less than 10% of total HP damage taken	Between 10 and 50% of total HP damage taken	More than 50% of HP total damage taken
1st-3rd	-	+1	+2
4th-7th	+1	+2	+3
8th-11th	+1	+2	+3
12th-15th	+2	+3	+4
16th-18th	+2	+4	+5
19th-20th	+3	+5	+6

**Table 1-1: The Crusader****Hit Die: d12**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maneuvers Known	Maneuvers Readied	Stances Known
1st	+1	+2	+0	+0	Furious Strike	5	5 (2)	1
2nd	+2	+3	+0	+0	Indomitable Soul	5	5 (2)	2
3rd	+3	+3	+1	+1	Zealous Surge	6	5 (2)	2
4th	+4	+4	+1	+1		6	5 (2)	2
5th	+5	+4	+1	+1		7	5 (2)	2
6th	+6/+1	+5	+2	+2	Smite 1/day	7	5 (2)	2
7th	+7/+2	+5	+2	+2		8	5 (2)	2
8th	+8/+3	+6	+2	+2		8	5 (2)	3
9th	+9/+4	+6	+3	+3		9	6 (3)	3
10th	+10/+5	+7	+3	+3	Diehard	9	6 (3)	3
11th	+11/+6/+1	+7	+3	+3		10	6 (3)	3
12th	+12/+7/+2	+8	+4	+4		10	6 (3)	3
13th	+13/+8/+3	+8	+4	+4	Mettle	11	6 (3)	3
14th	+14/+9/+4	+9	+4	+4		11	6 (3)	4
15th	+15/+10/+5	+9	+5	+5		12	6 (3)	4
16th	+16/+11/+6/+1	+10	+5	+5		12	6 (3)	4
17th	+17/+12/+7/+2	+10	+5	+5		13	6 (3)	4
18th	+18/+13/+8/+3	+11	+6	+6	Smite 2/day	13	6 (3)	4
19th	+19/+14/+9/+4	+11	+6	+6		14	6 (3)	4
20th	+20/+15/+10/+5	+12	+6	+6		14	7 (4)	4

Class skills (4+ Int modifier per level, x4 at first level): Balance, Concentration, Craft, Diplomacy, Intimidate, Jump, Knowledge (History), Knowledge (religion), Martial Lore\*, Ride

**Indomitable Soul (Ex):** Beginning at 2nd level, you can draw on the strength of your conviction to steel yourself against the enemies you face.

Your personality, energy and dedication to your faith make it possible to shrug off attacks that target your willpower. You add your Charisma bonus (if any) as a bonus to your Will saves. This bonus does not stack with the paladin's divine grace ability.

**Zealous Surge (Ex):** Your boundless energy and dedication to your cause allow you to shake off the effect of any special attack, spell, special ability or other attack that would otherwise hinder or harm you.

From 3rd level onwards, you can opt to reroll a single saving throw, but you must abide by the result of the second one even if it is worse than the original result. You may use this ability once per day.

**Smite (Ex):** Driven by the courage of your convictions and the ironclad strength of your beliefs you can strike back at those who dare stand against your cause.

From 6th level onwards, you can concentrate all your anger, hatred and determination in a single attack; you gain a bonus on the attack roll equal to your Charisma bonus (if any), and a bonus on damage equal to your Crusader level. You may use this ability once per day, and at 18th level you gain an additional use of this ability.

**Diehard:** At 10th level you gain Diehard (Player's Handbook page 93) as a bonus feat.

**Mettle:** You can resist magical attacks with greater effectiveness than other warriors. From 13th level onwards, you can draw on your boundless strength and dedication to your cause to shrug off effects that would hinder the hardest warrior. If you succeed on a Fortitude or Will save against an attack that would produce a lesser effect on a successful save, (usually a spell or effect with a Will half or Fortitude partial) you instead negate that effect entirely. You can not use Mettle if you are unconscious or sleeping.