

# Divine Crusader

## The Divine Crusader (Hero)

### Background:

The Divine Crusaders is a champion for a particular god. The Crusader embodies one particular aspect or belief of a deity and champions that aspect.

### Characteristics:

Divine Crusaders work with all of the good warriors to thwart evil. Their specialization and focus to the task are invigorating and always give hope in any cause.

## Membership Requirements

Embody the aspect of your god that you want.

Take a vow to emulate the aspect of your god that you have chosen emulate.

AB 10+, Weapon Focus in 1 weapon

Faith 15+

2,000 gc donation to your church is required

**Personality Profile:** You must have a 9+ in Secular Values (Holy Laws (Mine))

## Crusader Requirements & Benefits

Path Rank	Training or CP	gc	Benefits
1	See above		Aura, Resistance
2	1	2,000	60' Dark-vision, Avoid Fear
3	3	3,000	Auto Interact, Soul Protection
4	2	4,000	Perfect Self

**Aura:** This ability allows the crusader to detect the evil auras in the area just like the spell of the same name. The Character level is used for this. She can do this at will.

**Resistance:** You pick an supernatural or magical damage type and you gain resist 5. Each time you take this it applies to a different type or you can increase an existing resistance.

**Avoid Fear:** You gain a +5 to resist fear effects. Further when you roll your d6 on the fear table you gain a +1 or -1 (Your choice) to that d6 roll. Finally, you gain resistance to Stress of 1 per rank.

**Auto Interact:** This ability gives you a resist check when you sense an illusion. You don't have to interact with it. You also gain a +2 per rank to that resist check.

**Soul Protection:** This protection doubles your total resist check you make to keep your soul in your body and also does the same if you are the target of any type of possession.

**Darkvision:** You now have Darkvision. If you already have Darkvision you can now see 50% farther with it.

**Perfect Self (SU):** Your sub-type is now outsider. You are still a native to your original world and you gain a + 10% to your base MR and a natural DR of 2/2, this stacks with armor. This is a Sacred Bonus. Finally, you gain 10 CP to use directly toward the aspect of your deity that you have chosen to emulate. There are no caps that stop the placement of these points.