

# CRUSADER

RANK	LPs	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CLASS ABILITIES
1	30	10	4	Single	1S	Utilise Any Armour Utilise Any Shield Utilise Any Weapon
2	36	12	8	Double-Handed	1S/2D	Charge Shield Mastery 1
3	42	15	12	Thrown	2S/2D	Immunity To Fear Parry Blow x 1 Weapon Mastery 1
4	48	17	16	Missile	2S/3D	Dodge x 1/4
5	54	20	20	Ambidex	3S/4D	Parry Blow x 1 Shield Mastery 2 Strength 1
6	60	22	24		4S/4D	Dagger Mastery 1 Utilise Chivalric Weapons Weapon Mastery 2
7	66	25	28		4S/5D	Shield Rush 1/4 Levels Weapon Mastery 1
8	72	27	32		6S/7D	Parry Blow x 1 Stop Bleeding x 1/4 Strength 2 Weapon Mastery 3
9	78	30	36		6S/7D	Aura Of Fear Shield Mastery 3 Weapon Mastery 2
10	84	32	40		7S/8D	Master Chivalric Weapons Strength 3
11	96	36	46		8S/8D	Strike Of The Faithful Weapon Mastery 4
12	108	40	52		9S/10D	Cold Rage

Crusaders must wear metal armour.  
Crusaders are a Holy Warrior, but are not naturally casters.

## **Class Abilities**

### **Utilise Any Weapon and Armour**

Crusaders are able to utilise any armour or shield type, and any weapon type. The only restriction to this is that a Crusader may not use both a spiritual and magical weapon/armour at the same time they must choose either/or.

### **Charge**

This skill allows the Crusader to Charge, at the end of the charge first blow struck is a focus blow –this skill is usable 1/3/day  
Focus Blow this allows the User to strike a blow at double damage

### **Shield Mastery 1-**

This grant's the Crusader plus 1 dex ac- must be using a shield- and adds plus 1 hit breaking resistance to the shield. I.e. shield mastery 1 means a normal shield would take a 6 hit blow to break as opposed to a 5 hit blow.

### **Immunity to Fear**

At this level the Crusader becomes Immune to Fear, which includes Shadow Death Angel and other Fear based effects.

### **Parry blow**

This allows a Crusader to parry a blow that would normally have hit either themselves, or an ally within his shield mastery range. The shield must be able to stop the blow normally for this ability to work. (a spiritual level drain could only be parried if the shield had a spiritual nature). The parry must be declared immediately following the blow. The Crusader can parry one blow per day per time the skill is listed.

### **Weapon Mastery 1**

This skill gives the Crusader +6LPs damage with the chosen weapon.

### **Dodge 1 per 4**

This allows the Crusader to dodge one melee blow per four levels per day, this will include mystical weapons. (*ref's discretion for the more powerful mystical weapons*).

### **Shield Mastery 2**

This grant's the Crusader plus 2dex ac (total of 3 dex Ac) - must be using a shield- and adds +2 hit breaking resistance to the shield. I.e. shield mastery 2 means a normal shield would take a 7 hit blow to break as opposed to a 5 hit blow

### **Strength 1**

This skill gives the Crusader +3 points of Strength permanently.

**Dagger Mastery 1** – this give the Crusader plus 6 LPs damage with a dagger

### **Utilise Chivalric Weapons**

This gives the Crusader one chivalric weapons point per two levels. See Chivalric Weapons Table.

### **Weapon Mastery 2**

This skill gives the Crusader a further +6LPs with the chosen weapon.

### **Shield Rush**

By hitting an opponent with their shield and using this ability, the opponent is knocked to the floor. This skill DOES affect normal plate armoured opponents. This skill is useable once per 4 levels per day.

**Stop bleeding x 1/4**

A Crusader is trained to apply pressure to wounded areas to stop bleeding; this skill will counter a Cut to Bleed.

**Strength 2**

This skill gives the Crusader a further +6 points of Strength permanently.

**Weapon Mastery 3**

This skill gives the Crusader a further +6LPs with the chosen weapon.

**Aura of Fear**

The Crusader has achieved a rank at which he can provoke fear in all who behold him. Once per day the Crusader is surrounded by a 15' radius aura of fear, which will last for 5 minutes. This causes Fear in all those in the area of equal level or below (5 hits per level). Anyone affected will attempt to flee from the Crusader until a distance of 30' is reached. Once outside this distance those affected may opt not to flee, but must stay outside that distance for the duration and will not attack or cast at the Crusader. If the casting Crusader backs someone affected into a dead end and encroaches the 30ft then they will berserk through fear against the Crusader. This skill is useable once per day.

**Shield Mastery 3**

This grant's the Crusader plus 3dex ac (total of 6 dex Ac) - must be using a shield- and adds plus 3hit breaking resistance to the shield. I.e. shield mastery 3 means a normal shield would take a 8 hit blow to break as opposed to a 5 hit blow.

**Master Chivalric weapons**

This gives the Crusader an additional one chivalric weapons point per level.

**Strength 3**

This skill gives the Crusader a further +9 points of Strength permanently.

**Strike of the Faithful**

The crusader chooses a target, and will then deal double damage against the target until they are dead or has fled the field of battle. This skill is useable once per day.

**Weapon Mastery 4**

This skill gives the Crusader a further +6LPs with the chosen weapon.

**Cold Rage**

This allows the Crusader to enter a state of rage against an opponent. A Crusader in this state will take only one quarter (1/4) of all normal physical damage after armour. The Crusader gains +6 points strength whilst in cold rage. The Crusader may still use all weapon masteries and skills whilst in cold rage. This skill should be declared against a specific opponent in an encounter (e.g. cold rage vs. that Gil commander). This allows the Crusader to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through), until the target has been killed or escaped. There is no wind down to this skill - once the target has died or escaped the Cold Rage ends immediately. This skill is usable once per six levels per day.