

FIGHTER

CRUSADER

Crusaders are fighters that serve a faith, often zealously so. They may be directly in the service of god, or belong to an order in general, or have taken up a more personal cause. They wield powers that let them protect themselves from the evils of their foes and purge that which defies them.

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the cleric spell list.

CANTRIPS

You learn two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level.

SPELL SLOTS

The Crusader Spellcasting table shows how many spell slots you have to cast your cleric spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

CRUSADER SPELLCASTING

Level	Spells Known	1st	2nd	3rd	4th
3rd	3	2	—	—	—
4th	3	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	5	4	2	—	—
9th	6	4	2	—	—
10th	6	4	3	—	—
11th	7	4	3	—	—
12th	7	4	3	—	—
13th	8	4	3	2	—
14th	8	4	3	2	—
15th	9	4	3	2	—
16th	9	4	3	3	—
17th	10	4	3	3	—
18th	10	4	3	3	—
19th	11	4	3	3	1
20th	11	4	3	3	1

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st-level cleric spells of your choice from the cleric spell list.

The Spells Known column of the Crusader Spellcasting table shows when you learn more cleric spells of 1st level or higher.

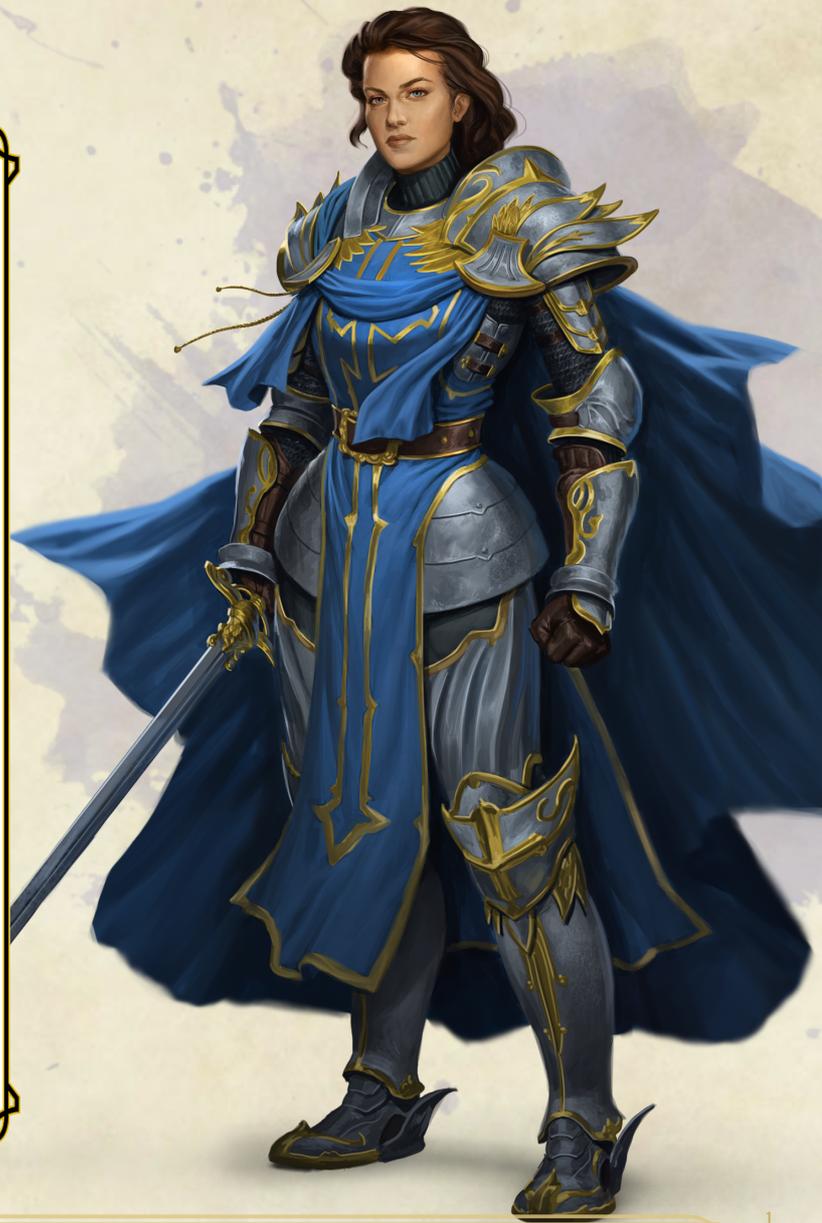
Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your cleric spells, since you learn your spells through faith and conviction. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier



DEVOUT DOCTRINE

Additionally at 3rd level, you gain proficiency in the Religion skill and gain the ability to use a holy symbol as your spell casting focus for your cleric spells. If you are already proficient in Religion, you can gain proficiency in another skill of your choice.

FERVENT ZEAL

Beginning at 7th level, when you cast a spell with that targets yourself, you can make one weapon attack as a bonus action (it does not have to target only you).

STRENGTH OF FAITH

Starting at 10th level, you can add half of your Strength or Dexterity modifier (your choice, rounded down) to your spell save DC for Cleric spells.

PURIFYING POWERS

Starting at 15th level, your powers shield from the foul magics of heretics. When you are concentrating on a cleric spell, you have advantages on saving throws against spells.

UNBREAKABLE CONVICTION

Starting at 18th level, while you are concentrating on a cleric spell that targets you (it does not have to target only you), your concentration can't be broken as a result of taking damage.

BRILLIANT BLADE

3rd-level evocation

Classes: Cleric, Paladin

Casting Time: 1 bonus action

Range: Self (20 foot radius)

Components: V, S, M (a melee weapon worth at least 1 sp)

Duration: Duration

You brandish the weapon used in this spell's casting, holding it aloft as it flashes with brilliant light. All creatures within 20 feet of you must make a Constitution saving throw. On failure, they are blinded until the end of your next turn. On success, they are blinded until the end of your current turn.

SANCTIFIED CHARGE

2nd-level transmutation

Classes: Cleric, Paladin

Casting Time: 1 bonus action

Range: Self (20 foot line)

Components: V, S

Duration: Instantaneous

Fueled by a burst of divine strength, you move up to 20 feet in a straight line in a swift burst of movement, ending your charge early if you collide with a creature. A creature you collide with must make a Strength saving throw. On failure, they take 2d6 radiant damage and are knocked prone, or half as much damage on a successful save.

CREDITS

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1.1 CHANGELOG

Unbreakable Conviction now only applies to spells that effect you (like Fervent Zeal, they include other people). This prevents spells like Banish from being unbreakable. You'll still be quite good at saves for spells like that.



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