

Divine Champions

They are collectively known as holy warriors; champions of the divine that strive for a lifetime to live up to and personify a specific ideal in honor of a divine patron. Yet despite their shared devotions, which often draw dangerously close to fanaticism or obsession, the various holy warriors cover a wide range of ideals and beliefs.

The crusader is the most common and widely known holy warrior, yet there are numerous other orders, that uphold ideals keyed to alignments other than lawful good. Each of these holy warriors is fundamentally similar to the crusader in certain ways; they are all basically martial classes and often serve as guardians and soldiers for their chosen religion. Yet each has a specific and unique focus.

SHARED GAME RULES

Despite their different beliefs, all holy warriors share certain similar abilities and features as described below.

Abilities: Charisma enhances a holy warrior's ability to smite, her self-protective capabilities, and her ability to channel energy. Strength is important for its role in combat, an area in which all holy warriors are expected to excel. A Wisdom score of 15 or higher is required to get access to the most powerful holy warrior spells, and a score of 11 or higher is required to cast any holy warrior spells at all.

Alignment: All holy warriors must be of a specific alignment, as indicated on the following table. If they stray from these tenets and alignment, they lose their divine powers.

Holy Warrior	Required Alignment
Anarch	Chaotic Neutral
Avenger	Chaotic Good
Crusader	Lawful Good
Enforcer	Lawful Neutral
Incarnate	Neutral
Sentinel	Neutral Good

Hit Points at 1st Level: 14 + Con Mod

HP/Level Gained: 8

Class Skills: All six holy warrior classes have a root list of class skills. In addition each holy warrior has three additional class skills, which vary depending on the specific holy warrior class.

The Divine Champions root class skills (and the key ability for each skill are): Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (Religion) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int) and Sense Motive (Wis).

Skill Points at 1st Level: (6 + Int modifier) x 4

Skill Points at Each Additional Level: 6 + Int modifier.

SHARED CLASS FEATURES

All of the following are class features shared in common between all holy warriors.

Weapon and Armor Proficiency: All holy warriors are proficient with all simple and martial weapons, with all types of armor (light, medium and heavy) and with shields (except tower shields).

Smite (Su): All holy warriors can smite a certain type of enemy a number of times per day. This ability targets different alignments depending on the holy warrior in question.

Divine Grace (Su): At 2nd level, all holy warriors gain a bonus equal to her Charisma bonus (if any) on all saving throws.

Aura of Courage (Su): Beginning at 3rd level all holy warriors are immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the holy warrior is conscious, but not if she is unconscious or dead.

Channeling Energy (Su): All holy warriors gain the ability to channel positive energy when they reach 4th level. The good aligned holy warriors (avengers, crusaders and sentinels) can use this energy to turn undead, while the neutral aligned holy warriors (anarchs, enforcers and incarnates) use it for other purposes.

Spells: Beginning at 4th level, holy warriors gain the ability to cast a small number of divine spells. The holy warrior must choose and prepare her spells in advance.

To prepare or cast a spell, the holy warrior must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against the holy warrior's spell is 10 + the spell level + the holy warrior's Wisdom modifier.

Like other spellcasters, the holy warrior can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on her class table. In addition, she receives bonus spells per day if she has a high Wisdom score. When her class table indicates that the holy warrior gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

A divine champion prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to spontaneously cast a *cure* spell in its place. A divine champion may prepare and cast any spell on the divine champion spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, the holy warrior has no caster level. At 4th level and higher, her caster level is one-half her holy warrior level.