

TEMPLAR

Templar's along with Hospitallar's are the soldiers of the church.

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	34 :30	9	4	Single	1S	1	Utilise Any Weapon Utilise Heavy Armour Utilise One Miracle per Level* Utilise Shield
2	38 :33	10	8	Plus one skill*	1S/2D	1	
3	42 :36	12	12	Plus one skill*	2S/2D	1	+1 Spirit Ac Vs Opposite Alignment
4	46 :39	13	16	Double-Handed	2S/3D	1	+3 Ip Damage Vs Opposite Alignment
5	50 :42	15	20		3S/4D	1	Discern Curse Discern Disease Discern Nature Of Wounds
6	54 :45	16	24		4S/4D	1	+1 Spirit AC Perm +6 Ip Damage Vs Opposite Alignment, Utilise Neutral Miracles As At 1 st Level
7	58 :48	18	28		4S/5D	1	General Weapon Mastery 1
8	62 :51	19	32		6S/7D	1	+2 Spirit Ac Vs Opposite Alignment, +9 Ip Damage Vs Opposite Alignment
9	66 :54	21	36		6S/7D	1	
10	70 :57	22	40		7S/8D	1	Cold Rage Vs Opposite Alignment
11	76 :62	25	46		8S/8D	2	General Weapon Mastery 2
12	82 :67	27	52		9S/10D	1	+2 Spirit Ac Vs Opposite Alignment, +6 Ip Damage Vs Opposite Alignment

* Choice Of: Ambidextrous, Thrown, Missile, Firearms

A Human Templar's Gains 30:4 Life Points

An Elven Templar's Gains 27:2 Life Points

Templar skill points are from the Warrior base class.

Good Templar's:

A good Templar will not throat-slit except against necromancers/anti-paladins and other spiritual evil classes.

They will never leave a good Priest in danger unless commanded to.

They will also never leave a good temple under attack unless it has been desecrated.

Neutral Templar's:

A neutral Templar must choose a leaning (so as to have an opposite alignment) i.e. he may be neutral but lean towards good and hate all evil.

A neutral/good Templar will only throat-slit as per good Templars.

A neutral/evil Templar may throat-slit as per evil.

Evil Templar's:

Anything goes.....

At 8th level or above, a Templar may choose to undertake a quest to become a Knight Templar. See a Referee for further details.

Class Abilities

Utilise Heavy Armour – This allows the Templar to be able to use any armour up to a maximum of 12 AC.

Utilise Any Weapon – Templar's are able to utilise any weapon type.

Utilise One Miracle per Level* - this allows the Templar to use a miracle of chosen alignment from the standard priestly miracle list at each level.

*Beyond 10th Rank, the Templar may choose another 10th level spell OR two spells totalling a maximum of the level gained.

e.g. at 11th level, a good Templar could choose a second 10th level good spell or two good spells totalling 11 or less

Utilise Shield – This allows the Templar to use Shields of any size

+X Spirit Ac Vs Opposite Alignment – this gives the stated amount of spirit AC when fighting opposite alignment

+X Ip Damage Vs Opposite Alignment – this gives the stated amount of extra damage when fighting opposite alignment

Discern Curse– This allows the Templar to discern the presence of any curses on the target and also to gain an insight into their relative power and nature.

Discern Disease – This allows the Templar to discern the presence and nature of any disease which is currently afflicting the target, including diseases with no current physical symptoms or where the target is merely a carrier.

Discern Nature of Wounds – This allows the Templar to discern the exact injuries suffered by their subject. This is done by a combination of training of physical examination and mystical ability.

+1 Spirit AC Perm – this gives the Templar 1 spirit ac against all foes

Utilise Neutral Miracles As At 1st Level - this allows the Templar to use a miracle of neutral alignment from the standard priestly miracle list. They gain a 1st level miracle at 6th rank and gain a 2nd level one at 7th rank etc.

General Weapon Mastery 1 – this skill gives the Templar +6LPs damage with any weapon type (does not stack with weapon masteries).

Cold Rage Vs Opposite Alignment– this allows the Templar to enter a state of rage against an opponent of opposite alignment. A Templar in this state will take only one quarter (1/4) of all normal physical damage after armour. The Templar gains +6 points strength whilst in cold rage. The Templar 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 Bandit Leader). This allows the

Templar 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 day.

General Weapon Mastery 2 – this skill gives the Templar +6LPs damage with any weapon type (does not stack with weapon masteries).