

The Genius Guide to: The Templar



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The templar is a divine warrior—an agent and crusader for his god and (possibly) his church. Most are champions of a religious order, using their faith to gird them against the plots of heretics, infidels, and pagans. Others are devoted to a specific holy duty, perhaps one that has been entrusted to their family for generations. Although clerics are servants of their gods and paladins, in different lands they might be called bannerets, champions, gallants, kirks, or warders.

Although different templars express their powers of faith in different ways, they all share the ability to drive themselves further because of this faith. Some of the powers they gain through their unflinching faith are extensions of their normal talents, while others are mystic powers not unlike the divine gifts of clerics and paladins.

The personality and training of a templar is influenced by the dogma to which he subscribes. Those who ascribe to a religion with requirements for charity, chastity, and truthfulness might seem saintlike, while those who worship a care-free earth mother might appear far less chaste and knightlike. Templars conform closely to their faith's ideal, making them stereotypical examples of their culture. Some make no effort for such conformity, however, becoming brooders who do their duty grimly, even when in service to gods of love and joy. Often templars of this kind see themselves as buffers who do the unpleasant tasks required by their position so others need not take on such burdens.

Templars do well as primary front-line melee combatants. Although they lack the rage of barbarians or the broad range of combat skills of fighters, templars' powers of conviction compensate well for these lacks. They can function anywhere a fighter could, and might aid party members in ways a fighter cannot. A templar traveling with a cleric of the same faith might well see

himself as the cleric's guardian, though templars of warrior gods are just as likely to stand aside in combat, to allow the cleric to prove worthiness of their martial deities' respect.

TEMPLAR VS. PALADIN

So, what's the difference between a templar and a paladin? It's twofold, and the first is easy to explain. Although a paladin is an exemplar of the forces of good and law, a templar is an agent of divine will closer in scope and concept to a cleric. *Any* god can have templars, and chaotic good, true neutral, and even lawful evil templars are just as common (possibly even

more so) as lawful good examples of the class. The grim warlord who conquers cities for the god of war, the battlefield hospitaller who escorts healers for the god of healing, and the insane pyromaniac determined to burn the world for the god of madness and fire are all examples of templars, though none could possibly qualify as paladins.

That naturally leads to asking what the crucial difference between a paladin and a lawful good templar is, which touches on the second major difference between the two classes. Put simply, templars are not held to the same standards as paladins, by

either their order or their gods. Paladins must follow a strict code of conduct. This code is not just a requirement of their order, it's a crucial part of how they gain their power. No matter how reasonable or forgivable a paladin's violation of this code might be, it results in a loss of divine power until the paladin atones. If a paladin uses poison to destroy a great evil, even if no other option seemed to exist and the evil had to be destroyed, that paladin loses her divine powers until she atones. A paladin is not even required to worship a god (or similar philosophic concept) as a cleric is. It seems reasonable then to say that it's not a god that gives a paladin her power, it's the dedication to order and righteousness required of a paladin, and this is why there is no such thing as paladins of other alignments*. Only a lawful good character can remain so purely dedicated to a specific set of rules as to gain supernatural power from doing so.

A templar, even a lawful good templar, does not carry that burden. Like clerics, they draw power directly from a god (or philosophy) to which they are dedicated. While *grossly* violating the code of conduct required by his god will strip a templar of his powers, minor infractions made in good faith or as rarities have no effect. They are expected, since the templar is only mortal. Indeed, as long as a templar remains with one step of his deities' alignment, he can suffer an alignment change and still gain power from his god. A lawful good templar serving a lawful neutral god of protection

TABLE 1: THE TEMPLAR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Temple order
2	+2	+3	+0	+0	Faithful talent
3	+3	+3	+1	+1	Curse resistance +1
4	+4	+4	+1	+1	Temple bond
5	+5	+4	+1	+1	Resolute (minor action)
6	+6/+1	+5	+2	+2	Faithful talent
7	+7/+2	+5	+2	+2	Curse resistance +2
8	+8/+3	+6	+2	+2	Temple bond
9	+9/+4	+6	+3	+3	Resolute (move action)
10	+10/+5	+7	+3	+3	Faithful talent
11	+11/+6/+1	+7	+3	+3	Curse resistance +3
12	+12/+7/+2	+8	+4	+4	Temple bond
13	+13/+8/+3	+8	+4	+4	Resolute (standard action)
14	+14/+9/+4	+9	+4	+4	Faithful talent
15	+15/+10/+5	+9	+5	+5	Curse resistance +4
16	+16/+11/+6/+1	+10	+5	+5	Temple bond
17	+17/+12/+7/+2	+10	+5	+5	Resolute (immune)
18	+18/+13/+8/+3	+11	+6	+6	Faithful talent
19	+19/+14/+9/+4	+11	+6	+6	Curse resistance +5
20	+20/+15/+10/+5	+12	+6	+6	Master templar

might be forced to take evil steps to achieve the defense of a city, and thus slip to lawful neutral alignment. Although this can cause the templar some sleepless nights of moral wrangling, as long as he continues to serve his god faithfully, it has no impact on his status as a templar.

Thus, while similar, paladins and templars fill different roles and serve different ends. Paladins are always and chiefly paragons of law and good who draw supernatural power from their dedication, regardless of their religious beliefs. Templars are the strong, militant arm of a god's worshipers in the mortal realm.

*The sole exception to the "no paladins of other alignments" is of course the anti-paladin, as presented in the *Advanced Player's Guide*. However, the very fact that an anti-paladin must maintain his extreme stance, that he must be as unendingly and unflinchingly vile and random as a paladin must be benevolent and ordered, suggests that even anti-paladins draw their power less from evil gods and more from the raw, supernatural power of being on the extreme end of mortal behavior.

THE TEMPLAR

Alignment: A templar's alignment must be within one step of his deity's, along either the law/chaos axis or the good/evil axis

Hit Die: d12

Starting Wealth: At 1st level, a templar begins play with 5d6 x 10 gp.

CLASS SKILLS

The templar's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the templar.

Weapon and Armor Proficiency: A templar is proficient with all simple and martial weapons, as well as light and medium armor and all shields (except tower shields).

Temple Order: A templar's deity influences his alignment, what training he receives, his values, and how others see him. A templar chooses one temple order from among those belonging to his deity. (A deity has access to the same temple orders as it does cleric domains.) A templar can select an alignment-based temple order (Chaos, Evil, Good, or Law) only if his alignment matches that order. If a templar is not devoted to a particular deity, he still selects one temple order to represent his spiritual inclinations and abilities (subject to GM approval). The restriction on alignment-based orders still applies.

Each temple order grants a bonus skill that becomes a class skill for the templar, or a bonus feat. A templar does not need to meet the prerequisites for bonus feats gained through a temple order. Each order also grants a power or powers that generally



grow in power based on the level of the templar. Unless otherwise noted, using a temple order power is a standard action. Temple orders are listed at the end of this class entry.

A multiclass cleric/templar who has an exact match between a domain and a temple calling combines his levels in the classes when determining what powers he receives from both the calling and the domain (though not when determining spells available from the domain). (A GM who uses subdomains from the *Advanced Player's Guide* can choose to extend this to templar/clerics with a subdomain based on the domain that matches his temple order.)

Faithful Talent: As a templar gains experience, he learns a number of talents that aid him in carrying out the duties of his faith. Starting at 2nd level, a templar gains one faithful talent. He gains an additional talent for every four levels of templar attained after 2nd level. A templar cannot select an individual talent more than once.

Talents marked with an asterisk are mantras: solemn scriptures or inspired utterances dedicated to the templar's faith. Reciting a mantra is a standard action, and the templar must be able to speak and hear himself for the mantra to have an effect. A templar can benefit from only a single mantra at a time. Reciting a new mantra automatically ends any previous mantra.

Acolytes: The templar gains the Leadership feat as a bonus feat, even if he does not meet all its prerequisites.

Defender of the Faithful: The templar gains proficiency with heavy armor and tower shields.

Devotion (Su): Whenever the templar is about to take an action that negatively affects his standing with his god, he is required as a free action to make a DC 15 Wisdom check. On a successful check, the templar realizes the action he is about to take will negatively impact his deity's view of him, though not exactly why. The templar can take the action anyway, but doing so might constitute a breach of his faith and strip him of his power until he receives an atonement (see ex-templars, below). If the templar is under a magic compulsion to perform the action, he gains an additional saving throw to throw off the compulsion the first time his devotion warns him of its potential consequences.

Mantra of Courage (Ex):* The templar becomes immune to all fear effects for 1 round per 2 templar levels.

Mantra of Determination (Ex):* This mantra reinforces the templar's perseverance and strengthens his physical and mental resilience, granting him a bonus equal to his Wisdom bonus (minimum +1) to all saving throws for 1 round per two templar levels.

Mantra of Ecstasy (Ex):* This mantra places the templar in a state of religious ecstasy, granting him a +1 morale bonus to attack rolls and a +2 moral bonus to weapon damage for 1 round per two templar levels.

Mantra of Leadership (Su):* The templar becomes an inspirational figure, granting all allies within 30 feet of him who are able to see and hear him a morale bonus to all skill checks equal to his Wisdom modifier (minimum +1). This effect lasts for 1 round per two templar levels.

Mantra of Purity (Su):* The templar becomes immune to all disease and curse effects for 1 round per two templar levels.

Preacher (Ex): The templar is filled with eloquence as a speaker of his faith. He gains a bonus equal to half his templar level to all Bluff, Diplomacy, and Perform (oratory) checks.

Sword of the Faith (Ex): The templar adds his Wisdom bonus (minimum +1) to his CMD against all disarm and sunder combat maneuvers.

Temple Bond: At 4th level, and every four levels afterward, the templar's connection to his temple and his god strengthens, forming a bond of religious power. This bond can

take one of three forms. The first option is to select an additional temple order. The additional order follows all the rules of the standard temple order, including the requirement of temple orders to match domains granted by the templar's god. The templar can select this option multiple times, gaining a different temple order each time.

The second option is for the templar to gain limited access to the spells granted by a domain linked to one of his temple orders. The templar selects one temple order and gains access to spells from the domain of the same name. The templar can cast spells with a level no greater than one-third of his class level. He can cast each spell once per day, using his templar level -3 as his caster level. The templar must meet all the prerequisites of any spell to be cast. The templar can select this option multiple times, gaining spells from a different domain each time.

The third option is for the templar to become a scourge of the unfaithful. The templar chooses a specific alignment that is opposed to both his deity's alignment and his own. Against foes of the selected alignment, the templar gains a +2 morale bonus to attack rolls and damage rolls, as well as Bluff, Intimidate, Knowledge, Perception, and Sense Motive skill checks. The templar can select this option multiple times, either choosing additional alignments or increasing his bonus against the first alignment he selects.

Curse Resistance (Ex): At 3rd level, a templar gains a +1 bonus on saving throws

made to avoid or resist the effects of curses. This includes any affliction using the curse rules from the *Pathfinder Roleplaying Game Core Rulebook*, as well as any spell that specifies that it can be removed with a *remove curse* spell. This bonus increase by +1 every four templar levels thereafter (7th, 11th, 15th, and 19th level). Curse resistance bonuses gained from multiple classes stack.

Resolute (Ex): The drive and loyalty of a templar allows him to take an effort to remain true to his own desires and will, even when overcome by magic commands. At 5th level when the templar is suffering from a magic compulsion effect, he can choose to ignore it and instead take a single swift action (and as many free actions as he wishes) each round. As long as the templar restricts himself to a single swift action each round, he can ignore the compulsion, though its duration continues (the effect is not dispelled). If at any point the templar chooses to take more than a swift action, he is immediately (before taking the action) fully affected by any magic compulsion still affecting him. A templar using resolute still threatens and can still speak and take attacks of opportunity.

At 9th level, the templar can take a single move action each round while ignoring a compulsion. At 13th level, the templar can take a single standard action while ignoring a compulsion. At 17th level, the templar is immune to all magic compulsion effects.

Master Templar (Su): At 20th level, the templar becomes a master of the warriors and servants of his deity, and is granted

extraordinary divine power in the form of one additional temple order. Unlike previously gained temple orders, the master templar is not restricted to a temple order that matches a domain granted by his deity. Any temple order that does not oppose the alignment of the templar or his deity, and does not diametrically oppose a principle of his deity (such as Fire for a god of water, or Darkness for a god of light), may be selected. The GM has final discretion over what temple orders diametrically oppose a principle of the templar's deity. While some

The master templar also has the right to grant powers of his deity to those he trusts to use them wisely. As a standard action the templar may touch any ally to grant the use of any temple order or faithful talent the templar has (though allies do not gain any skill, feat, or proficiency associated with such powers). The templar may grant a single such power to any given ally, and can pass out such powers to a total number of allies equal to 1 + his Wisdom modifier (minimum 1). The templar may remove any granted power as a swift action, regardless of the range between him and an ally. An ally retains such powers for a maximum of 1 day per level of the master templar.

Allies granted powers must follow the same restrictions in their acquisition and use as the templar himself (i.e. an evil ally cannot gain or make use of the Good temple order, an ally who is a templar cannot have the same temple order or faithful talent twice, an ally who grossly violates the code of conduct required by the templar's deity

loses use of such powers and cannot gain them again until atoning for such deeds with the *atonement* spell). For purpose of these powers allies may either use their actual templar class levels, or be treated templars of a level equal to their Wisdom bonus (minimum 1st level).

EX-TEMPLARS

A templar who grossly violates the code of conduct required by his god loses all spells and class features, except for armor, shield, and



weapon proficiencies. He cannot thereafter gain levels as a templar (or cleric, druid, inquisitor, or paladin) of that god until he atones for his deeds (see the *atonement* spell description).

TEMPLE ORDERS

AIR

Bonus Skill: Knowledge (planes)

Storm Blade (Su): As a swift action, you can imbue a weapon you are wielding with the *shock* special ability. This stacks with a weapon that has the *shock* ability (causing it to deal +2d6 electric damage on a successful attack). The weapon retains this ability for 1 round, plus 1 round per two templar levels you possess (minimum 1 round). The *shock* ability does not work when the weapon is wielded by anyone else. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

If you are at least a 10th-level templar, you instead imbue your weapon with the *shocking burst* ability.

ANIMAL

Bonus Skill: SurvivalBeast Sense (Su): As a swift action you can give yourself the keen senses of animals. You gain darkvision, the scent ability, and a bonus to all Perception checks equal to 3 + your Wisdom bonus. If you already have darkvision, you instead gain low-light vision. This ability lasts for a number of minutes per day equal to 10 per templar level. This duration does not need to be consecutive, but it must be used in 10-minute increments.

If you are at least a 10th-level templar, you also gain blindsense 30 feet when using your keen senses.

ARTIFICE

Bonus Skill: Knowledge (engineering)

Sabotage Strike (Su): As a swift action you can add a destructive aura to any one successful weapon attack you make against a construct or object. You deal double damage and ignore a number of points of damage reduction or hardness of the target equal to your templar level. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

CHAOS

Bonus Skill: Bluff

Anarchy Shield (Su): As a swift action you can activate a defensive magic barrier. This barrier grants you a dodge bonus to your Armor Class against ranged attacks equal to half your templar level. If an attack misses you by a margin equal to or less than your Wisdom modifier (minimum 1), it is redirected to target a creature of your choice within 60 feet of you. This shield lasts a number of rounds equal to your templar level.

You can use this ability a number of times per day equal to your Wisdom modifier (minimum 1).

CHARM

Bonus Skill: Diplomacy

Touch of Alliance (Su): As a standard action you can place one hand firmly on a helpless target and force it to make a Will saving throw (DC 10 + one-half your templar level + your Wisdom modifier) or be charmed (as the *charm monster* spell) for 1 minute/templar level. Rather than use this

against a helpless target, you can make a CMB check against a grappled target (even one you are grappling) to successfully achieve the level of firm contact required to use this ability. A target that successfully saves against a touch of alliance is immune to additional uses of the power by the same templar for 24 hours.

You can use this ability a number of times per day equal to your Wisdom modifier (minimum 1).

COMMUNITY

Bonus Skill: Knowledge (local)

Gatekeeper (Su): As a swift action you can increase the defense of a building, wall, or similar structure. An edifice must be constructed (rather than naturally occurring) to benefit from this bonus. You affect all of one structure within a radius of 10 feet per templar level (centered on you). The structure's hardness is increased by an amount equal to 10 + one-half your templar level (maximum hardness 40). The bonus lasts for a duration of 10 minutes per templar level. While a structure is gaining this bonus from you, you gain a bonus to your CMD equal to half the hardness bonus granted to the defended structure.

You can use this ability a number of times per day equal to your Wisdom modifier (minimum 1).

DARKNESS

Bonus Skill: Stealth

Shadowcloak (Su): As a move action, you can cloak yourself in a swirling, impenetrable cloak of darkness that

partially conceals your movements. You gain concealment, and attacks against you suffer a 20% miss chance on all attack rolls. This effect lasts for a number of rounds equal to your templar level. You can use this ability a number of times per day equal to 1 + your Wisdom modifier.

If you are at least a 10th-level templar, you also gain a bonus on all Stealth checks equal to half your templar level, even when not employing your shadowcloak..

DEATH

Bonus Feat: Diehard

Deadly Blow (Su): As a standard action you can make a single weapon attack that causes a creature struck to suffer a 1d4 bleed in addition to the normal damage dealt. This effect persists for a number of rounds equal to your templar level, or until stopped with a Heal check (DC 10 + one-half your templar level + your Wisdom modifier) or any spell or effect that heals damage. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

If you are at least a 10th-level templar, the bleed effect doubles (to 2d4/round).

DESTRUCTION

Bonus Feat: Power Attack

Vicious Blow (Su): Once per round when you make a successful weapon attack, you can, as a free action, choose to have the attack deal an additional 2d6 points of damage. However, you take half the extra damage dealt, bypassing any defense, resistance, or damage reduction you have.

If you are at least a 10th-level templar, the extra damage increases to +4d6, and you still suffer half the additional damage done.

EARTH

Bonus Skill: Knowledge (planes)

Iron Hide (Su): As a move action, you can give your skin the resilience of metal, gaining DR 5/adamantine. You can maintain this bonus for a number of rounds equal to half your templar level (minimum 1 round). The duration does not need to be consecutive.

If you are at least a 10th-level templar, the DR increases to 10/adamantine.

EVIL

Bonus Skill: Bluff

Assail Good (Su): As a swift action, you can imbue a weapon you are wielding with a weakened version of the *unholy* special ability, causing the weapon to be evil-aligned and deal an additional 1d6 points of damage to good-aligned targets. This stacks with a weapon that actually has the *unholy* ability (causing it to deal +3d6 damage to good-aligned targets). The weapon retains this ability for 1 round, plus 1 round per two templar levels you possess (minimum 1 round). The *unholy* ability does not work when the weapon is wielded by anyone else. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

If you are at least a 10th-level templar, you instead imbue your weapon with the full *unholy* ability.



FIRE

Bonus Skill: Knowledge (planes)

Burning Blade (Su): As a swift action, you can imbue a weapon you are wielding with the *flaming* special ability. This stacks with a weapon that has the *flaming* ability (causing it to deal +2d6 fire damage on a successful attack). The weapon retains this ability for 1 round, plus 1 round per two templar levels you possess (minimum 1

round). The *flaming* ability does not work when the weapon is wielded by anyone else. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

If you are at least a 10th-level templar, you instead imbue your weapon with the *flaming burst* ability.

GLORY

Bonus Feat: Intimidating Prowess

Awesome Strike (Su): As a standard action you can make a single weapon attack. If your attack successfully strikes and damages its target, as a free action you can make an Intimidate check to demoralize all foes within 30 feet of you that could see the attack. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

If you are at least a 10th-level templar, foes affected by your awesome strike Intimidate check are shaken, rather than demoralized.

GOOD

Bonus Skill: Sense Motive

Assail Evil (Su): As a swift action, you can imbue a weapon you are wielding with a weakened version of the *holy* special ability, causing the weapon to be good-aligned and deal an additional 1d6 points of damage to evil targets. This stacks with a weapon that has the *holy* ability (causing it to deal +3d6 damage to evil-aligned targets). The weapon retains this ability for 1 round, plus 1 round per two templar levels you possess (minimum 1 round). The *holy* ability does not work when the weapon is wielded by anyone else. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

If you are at least a 10th-level templar, you instead imbue your weapon with the full *holy* ability.

HEALING

Bonus Skill: Heal

Healing Touch (Su): With a touch, you can grant yourself or one ally fast healing 1. You can end the fast healing as a free action. If you grant fast healing to a second target while it is still active on another creature, the first creature's fast healing ends. You can grant a total number of rounds of fast healing each day equal to your templar level + your Wisdom bonus.

The amount of fast healing granted by this ability increases to fast healing 2 and 3rd level, and by an additional 1 every 3 templar levels (6th, 9th, 12th, and so on).

KNOWLEDGE

Bonus Skills: Knowledge (arcana, dungeoneering, geography, history, nobility, each taken separately)

Classical Education (Ex): Your broad and extensive schooling gives you some knowledge on every imaginable topic. Your minimum skill bonus for any Knowledge skill check is equal to your templar level, and you can also makes checks as if you were trained in all Knowledge skills.

If you are at least a 10th-level templar, you also gain a +1 circumstance bonus to attack rolls and damage rolls against any creature you have successfully made a Knowledge check to identify and learn its special powers and vulnerabilities.

LAW

Bonus Feat: Iron Will

Exacting Strike (Su): As a standard action you can make a single weapon attack. If your attack successfully strikes and damages its target, as a free action you can affect the target with a *command* (as the spell), with a saving throw DC of 10 + one-half your templar level + your Wisdom modifier. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

If you are at least a 10th-level templar, the command from your exacting strike has a duration of 1 round/2 levels. The target is allowed a new Will saving throw to end the effect at the beginning of the 2nd round and each subsequent turn it is affected.

LIBERATION

Bonus Feat: Escape Artist

Burst of Speed (Su): As a free action you can fill yourself with mystic alacrity, gaining a +30-foot enhancement bonus to your movement. While using this enhanced movement, you can also take 10 on any Acrobatics, Climb, Escape Artist, or Swim check you make even if distractions would normally prevent you from doing so. You can use this ability for a total number of rounds each day equal to half your templar level + your Wisdom modifier (minimum 1).

If you are at least a 10th-level templar, you are affected by a *freedom of movement* (as the spell) while using your burst of speed.

LUCK

Bonus Feat: Dodge

Fortune (Su): Once per round when making an attack roll, you can (as a free action) make two d20 rolls, taking the better result. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1), to a maximum number of times per day equal to your templar level.

If you are at least a 10th-level templar, you can also apply this ability to saving throws, skill checks, and ability checks.

MADNESS

Bonus Feat: Catch Off-Guard

Maddening Strike (Su): As a standard action, you can make a single weapon attack. If your attack successfully strikes and damages its target, as a free action you can affect the target with *lesser confusion* (as the spell), with a saving throw DC of 10 + one-half your templar level + your Wisdom modifier. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

If you are at least a 10th-level templar, the *lesser confusion* from your maddening strike has a duration of 1 round/2 levels. The target is allowed a new Will saving throw to end the effect at the beginning of the 2nd round and each subsequent turn it is affected.

MAGIC

Skill: Use Magic Device

Spell Lore (Ex): Your understanding of arcane magic is not great enough to allow you to learn or prepare spells, but it is good enough to allow you to craft and use magic items as if you cast spells. When using spell completion or spell trigger magic items, you can safely use items as if you were a sorcerer of the same level as your templar levels. Additionally, if you have the appropriate magic item creation feats, you can act as if you knew a limited number of spells when determining the craft DC to create the item. The total spells you can treat this way is the same as the spells known for a sorcerer of the same level. You cannot cast the spells selected; you use them only to help meet magic item creation prerequisites.

NOBILITY

Bonus Skill: Knowledge (nobility)

Hearten (Ex): You can motivate your allies to grant them bonuses in combat. All allies to be affected must be able to see and hear you, and be within 60 feet of you. Your allies gain a +1 morale bonus to attack rolls, damage rolls, caster level checks, and concentration checks for a number of rounds equal to half your templar level. These bonuses increase by +1/+5 feet at 8th and again at 16th level. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).



PLANT

Bonus Skill: Knowledge (nature)

Treeform (Su): You can temporarily take on some of the features of a plant. Your skin becomes barklike, and you gain a +1 natural armor bonus to AC, and immunity to paralysis, polymorph, and sleep effects. This form lasts for 1 round/2 templar levels. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

If you are at least a 10th-level templar, your treeform's natural armor bonus increases to +2, and it also grants you immunity to poisons and stunning effects.

PROTECTION

Bonus Feat: Armor Proficiency (heavy)

Guard (Su): You can, as a move action, grant one ally adjacent to you a +1 cover bonus to AC and Reflex saving throws. The bonus lasts for as long as you do not move, and you and the ally remain adjacent to each other. If you move from your location (either willingly or involuntarily), the cover bonus ends. This bonus increases to +2 at 5th level, and by an additional +1 every 4 additional levels. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

RAGE

Bonus Skill: Intimidate

Furious Strike (Su): As a swift action you can add a powerful burst of power to any one successful weapon attack you make. The target of the attack is targeted by a bull rush maneuver with a CMB equal to your templar level, plus your Wisdom modifier, +6. This does not provoke an attack of opportunity. You can do this even with a ranged weapon. You do not gain any other

bonuses to the CMB for this maneuver (not even from feats that add to CMB for bull rush, such as Greater Bull Rush or Improved Bull Rush). You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

REPOSE

Bonus Feat: Toughness

Grave Strike (Su): As a swift action, you can imbue a weapon you are wielding with a weakened version of the *bane (undead)* special ability, causing the weapon to increase its enhancement bonus to attack and damage against undead targets by +1, and deal an additional 1d6 points of damage to undead targets. This stacks with a weapon that has the *bane (undead)* ability (causing it to increase by an additional +3 to attack rolls and deal +3d6 damage to undead targets). The weapon retains this ability for 1 round, plus 1 round per two templar levels you possess. The *bane* ability does not work when the weapon is wielded by anyone else. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

If you are at least a 10th-level templar, you instead imbue your weapon with the full *bane (undead)* ability.

RUNE

Bonus Skill: Linguistics

Blade Runes (Su): You can etch a rune on a melee weapon (granting it an enhancement bonus to attack rolls and damage rolls) or on a suit of armor or a shield (granting it an enhancement bonus to Armor Class). The bonus is equal to one-third your templar level (minimum +1), and lasts for 1 round

per templar level. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

If you are at least a 10th-level templar, you can forgo one point of enhancement bonus to instead grant the weapon, armor, or shield one of the following special abilities as appropriate: *arrow catching, bane, bashing, blinding, defending, flaming frost, ghost touch, glamered, keen, ki focus, light fortification, merciful, mighty cleaving, shock, slick, shadow, spell storing, thundering, throwing, or vicious*. You can place only one ability on any given item, and the property does not stack with any identical property on the item.

STRENGTH

Bonus Feat: Cleave

Burst of Strength (Su): You can grant yourself a +4 morale bonus to your Strength score. This bonus lasts for 1 round per templar level. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

If you are at least a 10th-level templar, you can instead grant yourself a +4 morale bonus to all Strength checks and Strength-based skill checks, and increase your carrying capacity as if your Strength score was 8 higher. This counts as a use of your burst of strength ability, but lasts for 10 minutes per templar level.

SUN

Bonus Skill: Perception

Sun Blade (Su): You can imbue your weapon with the ability to glow brightly, as if a *daylight* spell had been cast on it (treat your templar level as your caster level). The

light is only functional when you have the weapon in your hand. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

If you are at least a 10th-level templar, any undead or creature that takes penalties when in bright light must make a Fortitude saving throw (DC 10 + one-half your templar level + your Wisdom modifier) or take 1d4 points of fire damage each round when within 60 feet of your sun blade.

TRAVEL

Bonus Feat: Mobility

Great Leap (Su): As a move action, you can fly up to a number of feet equal to your current movement rate (including any magic bonuses or any reduction you suffer from armor or encumbrance). At the end of your movement if you are not on solid footing, you fall. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

If you are at least a 10th-level templar, you do not fall at the end of a great leap (though you would fall at the beginning of your next round if you do not have some way to remain aloft, such as another use of great leap).

TRICKERY

Bonus Skill: Sleight of Hand

Shrewd Attack (Su): A limited number of times per day, and no more than once per round, you can make a shrewd attack. This acts as a rogue's sneak attack, though you deal only +1d6 additional damage, +1d6 for every three templar levels you have. Unlike a sneak attack, a shrewd attack can be made only against a target that is denied

its Dexterity bonus to AC. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

If you are at least a 10th-level templar, you can also use your shrewd attack against targets you are flanking.

WAR

Bonus Feat: Weapon Focus

War Master: You gain a bonus feat at 6th, 12th, and 18th level. Treat your templar levels as if they were fighter levels for purposes of meeting prerequisites for these bonus feats.

WATER

Bonus Feat: Skill Focus (Swim)

Aquatic (Su): As a free action you can breathe water and air interchangeably. You also have an innate Swim speed equal to 5 feet for every point of your Wisdom bonus (minimum 5 feet).

If you are at least a 10th-level templar, you can grant this same benefit to another creature with a touch. The aquatic benefits last for 10 minutes per templar level. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

WEATHER

Bonus Feat: Wind Stance

Thunder Blade (Su): As a swift action, you can imbue a weapon you are wielding so it deals an additional 1d6 points of sonic damage with a successful attack. This acts as the *flaming* special weapon property, except the damage done is sonic. This stacks with a weapon that has the flaming ability (causing it to deal +1d6 points of fire and +1d6 points of sonic damage on a successful attack). The

weapon retains this ability for 1 round per two templar levels you possess (minimum 1 round). The thunder blade ability does not work when wielded by anyone else. You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum 1).

TEMPLAR FEATS

The following feats are designed specifically for templar characters.

DEVOUT ORDERS

Your connection to your god is rewarded with additional divine power.

Prerequisite: domain or temple order class feature

Benefit: When determining the effect and uses per day of a power gained from a cleric domain or temple order, treat your Wisdom bonus as if it was 2 higher.

MASTER OF DOMAINS

Your religious training allows you to gain access to divine power.

Prerequisite: Wisdom 13, temple order class feature

Benefit: Select one temple order you know. You gain the ability granted by the domain of the same name at 1st level. For that ability, treat your templar level as your cleric level.

TWIN MANTRAS

You can twine two mantras together into a single paean of your faith.

Prerequisite: 6th-level templar

Benefit: You can maintain two mantras (gained from faithful talents) at the same time.

WE ERR ON THE SIDE OF AWESOME!

CREDITS

Designer:

Owen K.C. Stephens

Editor:

Miranda Horner

Cover Art:

Shaman Stockart

Interior Art:

Toby Gregory, Shaman Stockart, Kimagu, Manda Panda Stockart and Tamás Baranya

Graphic Design and Typesetting:

Anthony Kenniston

Creative Director:

Stan!

Produced By:

Super Genius Games

www.supergeniusgames.com

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www.facebook.com/supergeniusgames, via Twitter: Owen: @Owen_Stephens, Stan: @stanex, and/or Hyrum: @savageplanet, or at our Yahoo Group: <http://games.groups.yahoo.com/group/super-genius/>

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