

Templar and Priest

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I created the following variations on the AKCS Cleric and Priestess classes to bring a more medieval European feel to the divine characters in my campaign. Class descriptions appear after the page break so they can be printed and given to interested players without this intro material. Note that the level progression tables use house-ruled saving throws, but both classes save as Clerics. Also, the classes are written assuming they will be used for Lawful characters; I usually use the Witch class to represent Chaotic cultists.

Templar Build Summary:

Hit Dice Value: 1

Fighting Value: 1a

Narrow weapon selection: Any 3 weapons, chosen twice to produce the following: lance, sword, short sword (for captured scimitars), dagger, mace, and torch (for burning heretics).

Reduce armor selection to Broad in return for Weapon & Shield Fighting Style bonus proficiency.

Reduce fighting styles to 1 (weapon & shield) in return for Riding bonus proficiency.

Thievery Value: 0

Divine Value: 2

Arcane Value: 0

Priest/Priestess Build Summary:

Hit Dice Value: 0

Fighting Value: 0

Restricted weapon selection: dagger, sling, staff (one handed only), and torch (for burning heretics).

Reduce fighting styles to 0 in return for Theology bonus proficiency.

Thievery Value: 0

Divine Value: 4

Arcane Value: 0

Templar

Prime Requisite: WIS
 Requirements: None
 Hit Dice: 1d6
 Maximum Level: 14

Level Progression									Spell Progression						
Experience	Level	Title	Hit Dice	CON	STR	DEX	WIS	Attack	CL	1	2	3	4	5	6
0	1	Squire	1d6	10+	13+	16+	15+	10+	1	-	-	-	-	-	-
1,500	2	Sergeant	2d6	10+	13+	16+	15+	10+	2	1	-	-	-	-	-
3,000	3	Knight	3d6	9+	12+	15+	14+	9+	3	2	-	-	-	-	-
6,000	4	Standard	4d6	9+	12+	15+	14+	9+	4	2	1	-	-	-	-
12,000	5	Bailey	5d6	8+	11+	14+	13+	8+	5	2	2	-	-	-	-
24,000	6	Marshal	6d6	8+	11+	14+	13+	8+	6	2	2	1	1	-	-
50,000	7	Seneschal	7d6	7+	10+	13+	12+	7+	7	2	2	2	1	1	-
100,000	8	Commander	8d6	7+	10+	13+	12+	7+	8	3	3	2	2	1	-
200,000	9	Lord Commander	9d6	6+	9+	12+	11+	6+	9	3	3	3	2	2	-
300,000	10	Lord Commander, 10 th level	9d6+1*	6+	9+	12+	11+	6+	10	3	3	3	2	2	-
400,000	11	Lord Commander, 11 th level	9d6+2*	5+	8+	11+	10+	5+	11	4	4	3	3	2	-
500,000	12	Lord Commander, 12 th level	9d6+3*	5+	8+	11+	10+	5+	12	4	4	4	3	3	-
600,000	13	Lord Commander, 13 th level	9d6+4*	4+	7+	10+	9+	4+	13	5	5	4	4	3	-
700,000	14	Grand Master of the Order	9d6+5*	4+	7+	10+	9+	4+	14	6	5	5	5	4	-

*Hit point modifiers from CON are ignored.

Templars are holy knights belonging to one of the Orders of the Church Militant. While templars are not priests in the Church hierarchy, those templars that have the Theology proficiency are chaplains authorized by the Church to take confession and preside over services for other members of their Order, or for any of the flock when in the wilderness and no actual clergy are available.

Templars are skilled combatants, albeit not as good as fighters. At first level, templars hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every four levels of experience (like clerics). Because their combat training is less intense than that of a fighter, templars can only wear chain mail or lighter armor. Templars are trained in the **weapon and shield fighting style**, and, as such, gain an additional +1 AC bonus when using a shield. Templars are also trained to fight on horseback, and, as such, have the **riding** proficiency. However, templars are not trained to use two-handed weapons or to dual wield weapons. Templars are only trained to use a narrow selection of knightly weapons, including lances, swords, short swords, daggers, maces, and torches.

All templars have the power to **turn undead** as a cleric of the same level. There is no limit to how often a templar may attempt to turn undead each day, but if an attempt to turn undead fails during an encounter, the templar may not attempt to turn undead again for the remainder of that encounter.

Starting at 2nd level, templars may manifest the power of the Lord of Light/Gods Above in the form of divine spells, which are granted through prayer and worship. The power and number of divine spells available to the character are determined by level, according to the spell progression table above. Templars have access to the same spells as clerics.

In order to use spells and turn undead, templars must not be Chaotic, must remain celibate (unmarried, not chaste; though the Lord/Gods and Church frown on sex out of wedlock) and must live the Seven Chivalric Virtues. The Virtues are usually said to be Courage, Courtesy, Faith, Loyalty, Nobility, Prudence, and Strength, However, some Templar Orders teach slightly different sets of Virtues. If a templar ever falls from favor by failing to stay true to these strictures, the Lord/Gods may punish him by withholding spells or other divine blessings until he atones.

When a templar reaches 5th level, he may begin to research spells, scribe scrolls, and brew potions. At 9th level, he is able to create more powerful magic items such as weapons, rings, and staffs. At 11th level, a templar may learn and cast ritual divine spells of great power (6th and 7th level), and craft magical constructs such as golems and animated statues.

Upon attaining 9th level, a templar may establish or build a fortress-monastery. So long as the templar is currently in favor with the Lord/Gods, he may buy or build his fortress-monastery at half the normal price due to divine intervention. Once a fortress-monastery is established, the templar's reputation will spread and he will attract 5d6x10 0th level soldiers armed with various weapons, plus another 1d6 templars of 1st-3rd level to serve the order. They are completely loyal (morale +4). While in the templar's service, his followers must be provided food and lodging, but need not be paid wages. The Judge determines which proportions of followers are archers, infantry, etc.

Templar Proficiency List: Apostasy, Armor Training, Battle Magic, Beast Friendship, Combat Trickery (force back, overrun, sunder), Command, Contemplation, Diplomacy, Divine Blessing, Divine Health, Healing, Knowledge (history), Laying on Hands, Leadership, Loremastery, Magical Engineering, Martial Training, Prestidigitation, Profession (judge), Prophecy, Quiet Magic, Righteous Turning, Sensing Evil, Sensing Power, Theology, Unflappable Casting, Weapon Focus

Priest/Priestess

Prime Requisite: WIS and CHA
 Requirements: None
 Hit Dice: 1d4
 Maximum Level: 14

Level Progression									Spell Progression						
Experience	Level	Title	Hit Dice	CON	STR	DEX	WIS	Attack	CL	1	2	3	4	5	6
0	1	Catechist	1d4	10+	13+	16+	15+	10+	1	1	-	-	-	-	-
2,000	2	Acolyte	2d4	10+	13+	16+	15+	10+	2	2	-	-	-	-	-
4,000	3	Priest/Priestess	3d4	9+	12+	15+	14+	10+	3	3	-	-	-	-	-
8,000	4	Curate	4d4	9+	12+	15+	14+	9+	4	3	2	-	-	-	-
16,000	5	Vicar	5d4	8+	11+	14+	13+	9+	5	3	3	-	-	-	-
32,000	6	Rector	6d4	8+	11+	14+	13+	9+	6	3	3	2	2	-	-
65,000	7	Prelate	7d4	7+	10+	13+	12+	8+	7	3	3	3	2	2	-
130,000	8	Bishop	8d4	7+	10+	13+	12+	8+	8	5	5	3	3	2	-
230,000	9	Patriarch/Matriarch	9d4	6+	9+	12+	11+	8+	9	5	5	5	3	3	-
330,000	10	Patriarch/Matriarch, 10 th level	9d4+1*	6+	9+	12+	11+	7+	10	6	6	5	5	3	-
430,000	11	Patriarch/Matriarch, 11 th level	9d4+2*	5+	8+	11+	10+	7+	11	6	6	6	5	5	-
530,000	12	Patriarch/Matriarch, 12 th level	9d4+3*	5+	8+	11+	10+	7+	12	8	8	6	6	5	-
630,000	13	Patriarch/Matriarch, 13 th level	9d4+4*	4+	7+	10+	9+	6+	13	8	8	8	6	5	-
730,000	14	Theocrat	9d4+5*	4+	7+	10+	9+	6+	14	9	8	8	8	6	-

*Hit point modifiers from CON are ignored.

Priests and priestesses are the clergy of the Church; men and women who devote their life to the study and spreading of the faith of the Lord of Light/Gods Above. Unlike templars, priests are dedicated to spellcasting, ministry, and prayer. Most priests do not become adventurers, but every year the Church sends forth a few of them into the world to spread the faith beyond civilization's edge. Most of them fall prey to the world or its temptations, but a few rise in power and broaden the reach and influence of the Church.

Priests receive little combat training. At first level, priests hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws only two points every six levels of experience (i.e. the same as mages), but they advance in saving throws by two points every four levels of experience (i.e. as clerics). Priests may only fight with daggers, slings, staffs (one handed only), and torches. They are unable to use shields, fight with two weapons, fight with two-handed weapons, or wear any kind of armor.

All priests have the power to **turn undead** as a cleric of the same level. There is no limit to how often a priest may attempt to turn undead each day, but if an attempt to turn undead fails during an encounter, the priest may not attempt to turn undead again for the remainder of that encounter.

Starting at 1st level, priests may manifest the power of the Lord of Light/Gods Above in the form of **divine spells**, which are granted through prayer and worship. The power and number of divine spells available to the character are determined by level, according to the spell progression table above. Priests have access to the spells on the priestess spell list in the ACKS Companion.

In order to use spells and turn undead, priests must not be Chaotic, must always wear their clerical vestments when in public, must remain celibate and chaste, must always obey their superiors in the clergy, and must hold to a vow of poverty. The priest may keep any magic items that he finds and can carry, but must turn over all other wealth he acquires to the Church. Money given to the Church increases the priest's XP reserve as normal. The Church will provide him with clothing and enough money to cover a standard of living one category more modest than normal for an adventurer of his level. If the priest is unable to turn his wealth over to the Church (if, for example, he is traveling extensively in the wilderness, or in a foreign land where the Church has no presence) he may keep his vow of poverty by spending no more of his money than would be required to cover a standard of living one category more modest than normal for an adventurer of his level, and either saving the rest until he can return to a representative of the Church, or donating it to causes of which the Church would approve. If a priest ever falls from favor by failing to stay true to these strictures, the Lord/Gods may punish him by withholding spells or other divine blessings until he atones.

As members of the clergy, priests are trained in **theology**. They can automatically identify religious symbols, spell signatures, trappings, and holy days of his own faith, and can recognize those of other faiths with a proficiency throw of 11+. Rare or occult cults may be harder to recognize (Judge's discretion).

When a priest reaches 5th level, he may begin to research spells, scribe scrolls, and brew potions. At 9th level, he is able to create more powerful magic items such as weapons, rings, and staffs. At 11th level, a priest may learn and cast ritual divine spells of great power (6th and 7th level), and craft magical constructs such as golems and animated statues.

Upon attaining 9th level, a priest may establish a cathedral. So long as the priest is currently in favor with the Lord/Gods and

the Church, the Church will pay for 100% of a modest cathedral. Technically, the priest does not own the cathedral or any associated domain or incomes, but rather manages it on behalf of the Church. A priest with a cathedral may invest treasure or other personal income into his domain in lieu of donating it to the Church, but such funds do not contribute to his XP reserve.

A priest who founds a cathedral will be joined by 1d2x10 1st level priests and 1d6x30 normal men and women who want to become priests. Every year 80% of the previous year's trainees will leave in frustration or find they lack the discipline for a life of faith, and 1d6x20 normal men and women will come in to replace them. A normal man or woman in training typically takes 2 years to become a 1st level priest or priestess.

Priest Proficiency List: Alchemy, Animal Husbandry, Apostasy, Arcane Dabbling, Beast Friendship, Contemplation, Diplomacy, Divine Blessing, Divine Health, Healing, Illusion Resistance, Knowledge, Laying on Hands, Language, Loremastery, Magical Engineering, Magical Music, Mystic Aura, Naturalism, Performance, Prestidigitation, Profession, Prophecy, Quiet Magic, Righteous Turning, Sensing Evil, Sensing Power, Unflappable Casting