

Templar (Fighter Sub-Class)

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

Release 1.5

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INTRODUCTION

This supplement provides information for playing Templars, a Fighter “Sub-Class”, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASS

The new class described in this supplement is considered a subclass of the Fighter. As such, it has the same attack bonus and saving throws as a Fighter of the same level. It should be treated as a Fighter for all purposes, unless otherwise noted.

Templar

Level	Exp. Points	Hit Dice	Analyze Object	Magical Limit
1	0	1d8	15%	3
2	2,250	2d8	20%	4
3	4,500	3d8	20%	4
4	9,000	4d8	25%	5
5	18,000	5d8	30%	5
6	36,000	6d8	30%	6
7	70,000	7d8	35%	6
8	135,000	8d8	40%	7
9	270,000	9d8	40%	8
10	400,000	9d8+2	45%	9
11	540,000	9d8+4	50%	9
12	670,000	9d8+6	50%	10
13	810,000	9d8+8	55%	11
14	940,000	9d8+10	60%	12
15	1,080,000	9d8+12	60%	12
16	1,210,000	9d8+14	65%	13
17	1,350,000	9d8+16	70%	14
18	1,480,000	9d8+18	70%	15
19	1,600,000	9d8+20	85%	15
20	1,700,000	9d8+22	90%	15

The Templars are fighters who work for a Templar Institution searching, retrieving, concealing and even destroying magical artifacts so they can't fall in unworthy hands.

In order to become a Templar a character needs both a Strength and Intelligence of no less than 9, they are able to wear any kind of armor, shield and weapon and benefits from the following special abilities:

Detect Magic: They are able to detect magical objects and ongoing magical effects caused by these on a 30 feet radius by concentrating for one minute.

Analyze Object: A Templar has a probability of knowing if a magical object is one of renown along with some of its supposed effects. Note that the Templar won't know if a hammer has a +1 bonus or if its an “energy draining” one but he can know if it is “The Hammer Of Tormus” and that “legend and lore says that strikes with the power of one hundred raging bulls”.

Disrupt Magical Object: One of the Templar's greatest abilities, it allows them to emulate the effects of a Dispel Magic spell with the following modifications:

1-The Templar can permanently cancel any spell-effect caused by a magical object or temporary cancel de properties of a magical object.

Any magical object disrupted by the Templar will remain in this state for a number of days equal to the Templar's level.

2-The Templar can try to cancel any amount of magical objects or related magical effect but he is limited to only one try per effect per day.

3-He has an 80% probability base.

4-The Templar add his Intelligence bonus to his level and each level the object is above the Templar there is a cumulative -10% penalty.

5-The final percentage value is used against temporary effects, against permanent ones the chances are halved.

A BASIC FANTASY SUPPLEMENT

TEMPLARS

Magic Resistance: The Templar receives a +2 bonus on any Saving Throw caused by hostile magics, furthermore they add an extra bonus to the Saving Throw equal to their Intelligence bonus when attempting to overcome the effects of magical devices.

Evaluate Person: At level 9 a Templar is able to discern an individual "worthiness" from the Templar's point of view and standards.

Templar's code of conduct

All Templars must abide by the code of the Templar Institution and as such:

- They must live with honor, courage, goodness, piety, humility and charity.

- They can only retain enough wealth to live a humble life. Half of the extra incomes must go to the Templar

Institution while the remainder can be donated freely.

- They can carry a limited number of "non-named" magical objects as shown on the Table above.

- They must safe-keep "named" magical objects even to the point of breaking his contract if the employer doesn't stand up to the Templar's code of conduct.

The Templar Institution

This institution was created with the purpose of retrieving stolen or lost magical objects to its rightful owner, they work by accepting contracts from other institutions such as clerical, magical, social or political ones.

After acquiring the object the Templars Chief Hierarchy will judge if the object must be destroyed, given or concealed until a worthy person appears.

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