

# Holy Warrior

The OGL for this document is titled "OGL License.pdf".

**Table: Holy Warrior**

Lvl	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2		-	-	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3		-	-	-	-	-	-	-	-	-	-
3	+2	+1	+1	+3	1 Domain	3	1	-	-	-	-	-	-	-	-
4	+3	+1	+1	+4		3	1	-	-	-	-	-	-	-	-
5	+3	+1	+1	+4		4	2	-	-	-	-	-	-	-	-
6	+4	+2	+2	+5		4	2	-	-	-	-	-	-	-	-
7	+5	+2	+2	+5		4	2	1	-	-	-	-	-	-	-
8	+6	+2	+2	+6		4	2	1	-	-	-	-	-	-	-
9	+6	+3	+3	+6		5	3	2	-	-	-	-	-	-	-
10	+7	+3	+3	+7	2 Domains	5	3	2	-	-	-	-	-	-	-
11	+8	+3	+3	+7		5	3	2	1	-	-	-	-	-	-
12	+9	+4	+4	+8		5	3	2	1	-	-	-	-	-	-
13	+9	+4	+4	+8		5	3	3	2	-	-	-	-	-	-
14	+10	+4	+4	+9		5	3	3	2	-	-	-	-	-	-
15	+11	+5	+5	+9		6	4	3	2	1	-	-	-	-	-
16	+12	+5	+5	+10		6	4	3	2	1	-	-	-	-	-
17	+12	+5	+5	+10		6	4	3	3	2	-	-	-	-	-
18	+13	+6	+6	+11		6	4	3	3	2	-	-	-	-	-
19	+14	+6	+6	+11		6	4	4	3	2	1	-	-	-	-
20	+15	+6	+6	+12		6	4	4	3	2	1	-	-	-	-

## Description

The holy warrior represents the rank and file of most churches, the militant orders and divinely inspired grunts that provide any religious institution with the manpower to survive in a violent, dangerous world. They are the "ordinary" cleric, a militant individual who worships (and draws power from) one or more gods.

**Holy Warrior (new NPC class):** This is a new class which was added as an NPC version of the cleric, just as the warrior is an NPC version of the fighter.

## Class Features

**Hit Die:** d8.

**Skill Points:** 2 + INT bonus, x4 at 1<sup>st</sup> level.

**Class Skills:** The holy warrior's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Swim (Str). Note: Some domains modify the holy warrior's skill set somewhat. *Animal*, *Plant* and *Travel* add Wilderness Lore as a class skill. *Knowledge* adds all Knowledge skills as class skills, and adds 4 skill points at 1<sup>st</sup> level and adds 1 skill point per level thereafter, which can only be put in knowledge skills. *Trickery* adds Bluff, Disguise and Hide as class skills.

**Armor and Weapon Proficiency:** Holy warriors are proficient in two weapons groups, all armor and shields. One of the

weapon groups must be the favored weapon (group) of the holy warrior's deity, if there is one. Holy warriors who take the War domain also gain Weapon Focus in that weapon group for free. A deity without a favored weapon (group) does not restrict the holy warrior's choices.

## Spells

A holy warrior casts divine spells. He is limited to a certain number of spells of each spell level per day, according to his class level. Each holy warrior must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a holy warrior can prepare spells.

While praying, the holy warrior decides which spells to prepare. To learn, prepare, or cast a spell, a holy warrior must have a Wisdom score of at least 10 + the spell's level. A holy warrior's bonus spells are based on Wisdom. The Difficulty Class for saving throws against holy warrior spells is 10 + the spell's level + the holy warrior's Wisdom modifier. The holy warrior's caster level is equal to half his holy warrior level, and this stacks with cleric levels.

Holy warriors select spells from the cleric list.

## Deity, Domains, and Domain Spells

When a character becomes a holy warrior, he may choose to serve a specific deity. The holy warrior's deity influences his alignment, what magic he can perform, his values, and how others see him.

At 3<sup>rd</sup> level, choose one from among the deity's domains for the holy warrior's domains. You can only select an alignment domain (such as Good) for the holy warrior if his alignment matches that domain. If he is not devoted to a particular deity, you still select a domain to represent his spiritual inclinations and abilities (but the restriction on alignment domains still applies). Each domain grants a holy warrior a power, and he gets the granted powers of all the domains selected. At 10<sup>th</sup> level, the holy warrior may choose a second domain.

### **Spontaneous Casting**

Holy warriors can channel stored spell energy into domain spells that they haven't prepared ahead of time. The holy

warrior can "lose" a prepared spell in order to cast any domain spell of the same level or lower.

### **Bonus Languages**

A holy warrior may substitute Abyssal, Celestial or Infernal for one of the bonus languages available to the character.

### **Ex-Holy warriors**

A holy warrior who grossly violates the code of conduct expected by his god (generally acting in ways opposed to the god's alignment or purposes) loses all spells and magical class features and cannot gain levels as a holy warrior of that god until he atones.