

TEMPLAR ARCHETYPE

The Templar Order is the military Order of the Orlesian Chantry that hunts abominations, apostates, and maleficar and watches over the mages of the Circle.

2ND LEVEL

TEMPLAR DEDICATION FEAT 2

RARE ARCHETYPE FEAT DEDICATION TEMPLAR

Prerequisites: Trained in Religion, Trained in Martial weapons

This feat gives you knowledge of the ancient art of templars. How you choose to interpret the ancient order is up to you. However, you should never stray too far from the tenets that make up your order.

Whenever you would be affected by magic, even your own magic or that of an ally, the originator of the effect must attempt a DC 3 flat check. On a failure, the magic doesn't affect you (though it still has its normal effects on anyone else). On a success, the magic affects you and there is no need to attempt further flat checks for the same magical effect, even if it affects you again later.

Special You can't select another dedication feat until you have gained two other feats from the Templar archetype.

4TH LEVEL

STEEL SOUL FEAT 4

RARE ARCHETYPE FEAT TEMPLAR

Prerequisites: Templar Dedication

You receive a +4 racial bonus on saving throws against spells and spell-like abilities. This replaces the normal bonus from the dwarf's hardy racial trait.

TEMPLAR TRAINING FEAT 4

RARE ARCHETYPE FEAT TEMPLAR

Prerequisites: Templar Dedication

Whenever you would be affected by magic and fail the flat check from templar Dedication, you must perform a new roll instead of you avoiding the effect.

6TH LEVEL

TEMPLAR KNIGHT FEAT 6

RARE ARCHETYPE FEAT TEMPLAR

Prerequisites: Templar Dedication, Templar Training

The flat check from Templar Dedication becomes a DC 8.

8TH LEVEL

SLAY THE MAGE FEAT 8

RARE ARCHETYPE FEAT TEMPLAR

Prerequisites: Templar Dedication

Trigger: Someone casts a spell within 5 feet of you.

Make a strike with advantage against the target.

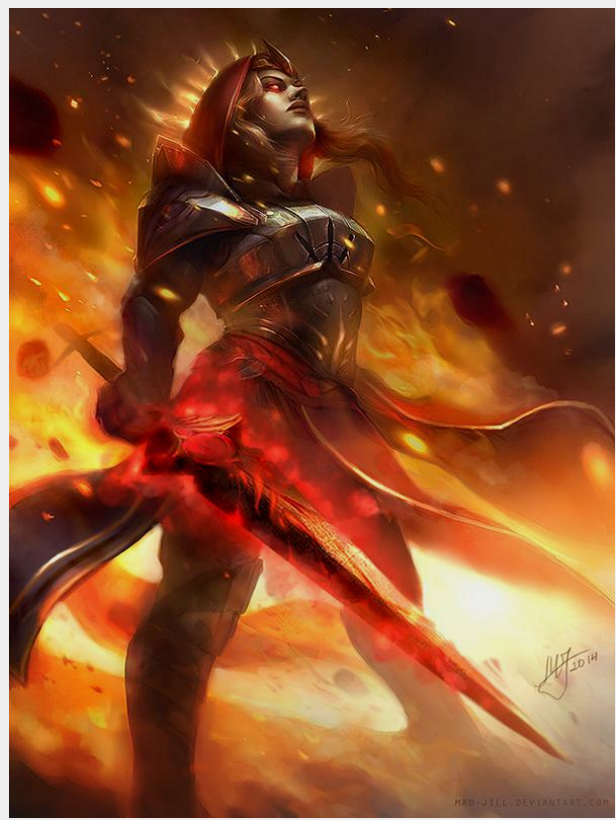
LYRIUM ADDICTION FEAT 8

RARE ARCHETYPE FEAT TEMPLAR

Prerequisites: Templar Dedication, A pouch of Lyrium

Trigger: A spell fails to affect you due to the effects of Templar Decication.

Allies within 10 feet of you gains resistance 10 to any damage the spell might have caused. If they would fail their saves they can roll again with disadvantage.



12TH LEVEL

SUNDER SPELL

FEAT 12

RARE ARCHETYPE FEAT TEMPLAR ATTACK

Prerequisites: Templar Dedication

You draw upon your superstitious belief to destroy a spell. Make a Strike with a melee weapon or an unarmed attack against a creature, object, or a spell manifestation (such as the wall created by wall of fire or the guardian from spiritual guardian). If you're targeting something that doesn't have an AC listed, its AC is usually 10 against this Strike for targets that are very easy to hit, like a wall, or a different AC determined by the GM.

If your Strike hits, you can attempt to counteract (*core pg 458*) a single spell or magical effect on the target. Your counteract level for this attempt is equal to half your level rounded up, and you use the result of your attack roll for the counteract check.

Whether or not you succeed at your Strike, the target becomes temporarily immune to your Sunder Spell for 24 hours.

14TH LEVEL

SUNDER ENCHANTMENT

FEAT 14

RARE ARCHETYPE FEAT TEMPLAR ATTACK

Prerequisites: Templar Dedication, Sunder Spell

You can focus your superstition to break the magic of an item, in addition to destroying freestanding spells and those active on creatures. When you Sunder a Spell, you can instead attempt to counteract either an unattended magic item or one of your target's magic items. If your counteract attempt succeeds, the item becomes a mundane item of its type for 10 minutes. If you target an artifact, an intelligent item, or a particularly powerful item, your counteract attempt automatically fails.

