

## • TEMPLAR'S SKILLS •

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The Templar has the following skills available to him as he goes up his Battle-levels. To determine which specific skill he learns when given the opportunity roll 2D6.

### 2 RESIST MAGIC

*The Chaos Sorcerer sends a bolt of screaming energy straight for your heart. You steel yourself, confident in your virtue to defend you against this power of corruption.*

Your Warrior may resist the effects of magic, taking no effect on a roll of 4+ on 1D6 (though this does not offer any protection to others hit by the same spell). If he uses this resistance, however, the concentration required means that he must forfeit any attacks he would otherwise be able to make during the next turn.

### 3 ENDURE

*The Monster's attack carves a wound in your chest an inch deep, but, summoning your reserves of willpower, you grit your teeth and ignore the terrible pain.*

This skill allows your Warrior to ignore the Wounds from a single blow that might otherwise kill him.

This skill may be used once per adventure.

### 4 COURAGE

*Despite the horrific visage of the foul spawn of Chaos that looms before you, something stirs within you, suppressing your fears as you remind yourself of your goal.*

Your Warrior may re-roll any failed Fear or Terror test, though the result of the second roll must still be kept, whether successful or not.

### 5 LORE

*As you examine the sword, you recall an illustration you once saw in one of the priest's illuminated manuscripts. . . .*

Upon encountering a magical item (or other artifact of possible importance) for the first time, you may use this skill to automatically identify it, unless the rules for that item state otherwise. This ability may only be used once per dungeon.

### 6 HOLY WARRIOR

*The spirit cackles as your comrades' blades sweep through its form, doing no more damage than to the air itself. Its cackling stops momentarily as you reach out with your gauntlet and grab it solidly by the throat.*

Your Warrior's attacks against undead or daemonic monsters are treated as if you were using a magical weapon, whether in hand-to-hand or ranged. Ethereal creatures are subject to pinning rules when in combat with your Warrior.

### 7 TURN UNDEAD

*As you slice through yet another of the walking dead, its comrades' eyes show a glint of fear -- something not normally reserved for such mindless blasphemies. They turn and flee, some crumbling to dust as the magicks which held them together disperse into the ether.*

Undead monsters are subject to Break tests while fighting your Warrior.

### 8 RESIST CORRUPTION

*The sludge drips off of your armor, not even a drop clinging to you. In seconds, your armor gleams once more as if it had just been brightly polished.*

Disease and filth cannot touch your Warrior. Plague, Tomb Rot, Vomit and any magicks that involve disease or filth have no effect on your Warrior.

### 9 HEALING TOUCH

*With fervent prayers, you call upon your Deity to heal your wounded comrade.*

Once per adventure, the Warrior may attempt to heal himself or one other Warrior. This takes one turn, and may not be used while either he or the recipient is involved in combat. This heals 1 Wound per Battle-level of the Warrior using this power.

### 10 HOLY AURA

*A light from some unknown source momentarily bathes your Warrior as he enters the chamber, and the foul creatures of darkness shrink back in fear.*

Once per adventure, the Warrior may invoke his Deity to strike fear in the hearts of his enemies. All Monsters present are at -1 to hit the Warrior for this combat.

### 11 FAVOR

*Your Deity must be smiling upon you, for this journey has presented fewer hazards than you expected.*

Once per journey out of the Dungeon, one unfavorable roll on the Hazards Table may be re-rolled, though the second result must be kept, whether better or worse.

### 12 HATRED OF UNDEAD

*You feel a burning in your soul as you spy these foul blasphemies, and know that you must end their existence.*

Your Warrior Hates all undead monsters (see the Psychology section). Every time he kills one of these Monsters, he gains an extra 5 gold on top of the Monster's Gold Value.