

## HOLY WARRIOR—250 points

You fight for what's right – and the gods have your back. You're on a quest to bury Evil six feet deep and make sure it *stays* there. Like the cleric, you carry the flame of Holy Might, but where the cleric wields spells, you prefer the sword, much like the knight. While people who don't know you sometimes think that makes you a generalist, you're a true specialist when it comes to destroying Evil.

**Attributes:** ST 13 [30]; DX 13 [60]; IQ 12 [40]; HT 13 [30].

**Secondary Characteristics:** Damage 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 14 [10]; Per 12 [0]; FP 13 [0]; Basic Speed 6.00 [-10]; Basic Move 6 [0].

**Advantages:** Born War Leader 1 [5]; Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 2 [10]; *and* Shtick (Foes slain personally can't rise as undead) [1]. • 25 points in Holy abilities (p. 22); put leftovers into more advantages. • A further 25 points chosen from among additional Holy abilities or ST +1 or +2 [10 or 20], DX +1 [20], HT +1 or +2 [10 or 20], HP +1 to +3 [2/level], Will +1 to +5 [5/level], Born War Leader 2-4 [5/level], Combat Reflexes [15], Enhanced Block 1 [5], Enhanced Parry 1 (One Melee Weapon skill) [5], Fearlessness [2/level] or Unfazeable [15], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Higher Purpose (different from first) [5], Holiness 3 or 4 [5 or 10], Luck [15], Magic Resistance [2/level], Rapid Healing [5], Recovery [10], Resistant to Disease (+3) or (+8) [3 or 5], Resistant to Poison (+3) [5], Signature Gear [Varies], Striking ST 1 or 2 [5 or 10], or Weapon Bond [1].

**Disadvantages:** *One* of Honesty (12) [-10], Sense of Duty (Good entities) [-10], or Vow (Own no more than horse can carry) [-10]. • Another -15 points chosen from among those traits or Charitable [-15\*], Compulsive Generosity [-5\*], Compulsive Vowing [-5\*], Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Fanaticism [-15], Intolerance ("Evil" religions) or (All other religions) [-5 or -10], Selfless [-5\*], Truthfulness [-5\*], or Vow (Chastity) [-5]. • A further -15 points chosen from either of the two previous lists or Bloodlust [-10\*], Code of Honor (Chivalry) [-15], Easy to Read [-10], No Sense of Humor [-10], Overconfidence [-5\*], Sense of Duty (Adventuring companions) [-5], or Stubbornness [-5].

**Primary Skills:** Exorcism (H) Will [4]-14 *and* Hidden Lore (Demons or Undead) (A) IQ [2]-12. • *One* of Crossbow or Thrown Weapon (Axe/Mace or Spear), all (E) DX+2 [4]-15; or Throwing (A) DX+1 [4]-14. • *One* of these three melee skills packages:

1. *One* of Axe/Mace, Broadsword, or Spear, all (A) DX+3 [12]-16, *and* Shield (E) DX+3 [8]-16.
2. Flail (H) DX+2 [12]-15 *and* Shield (E) DX+3 [8]-16.
3. *One* of Polearm, Spear, or Two-Handed Sword, all (A) DX+5 [20]-18.

**Secondary Skills:** Brawling (E) DX+1 [2]-14; Wrestling (A) DX+1 [4]-14; Leadership (A) IQ [1]-12†; Physiology (monster type) and Psychology (same monster type), both (H) IQ [4]-12; Strategy and Tactics, both (H) IQ [2]-12†; *and* Intimidation (A) Will-1 [1]-13.

**Background Skills:** Religious Ritual and Theology, both (H) IQ-2 [1]-10; Meditation (H) Will-2 [1]-10; *and* Esoteric Medicine (Holy) (H) Per-2 [1]-10. • *Five* of Fast-Draw (any) (E) DX [1]-13; Climbing, Lance, Riding (Horse), or Stealth, all (A) DX-1 [1]-12; First Aid or Gesture, both (E) IQ [1]-12; Interrogation (A) IQ-1 [1]-11; Physiology (other monster type) or Psychology (other monster type), both (H) IQ-2 [1]-10; Hiking (A) HT-1 [1]-12; or Observation (A) Per-1 [1]-11.

\* Multiplied for self-control number; see p. B120.

† Includes +1 for Born War Leader.

## Customization Notes

The whole point of playing a holy warrior is to have Holy abilities, so it makes sense to favor these when choosing advantages. Holy warriors get especially good use out of Blessed (notably the Heroic Feats variant; see p. B41), Resistant to Evil Supernatural Powers, and True Faith with Turning. Some holy warriors are paragons of religious chivalry, others are hard-eyed inquisitors.

Like most fighters, holy warriors should consider sacrificing some of the 5 points from quirks for cash enough to buy good weapons and armor.

**HOLY MIGHT** - This power is granted by the user's patron deity. Its abilities have the Holy limitation. Any rolls necessary to use them receive a bonus equal to the user's Holiness.

**Power Modifier: Holy -10%** - Holy abilities depend on the possessor living a virtuous life. He must adopt a moral code worth -10 points: Honesty (12), Sense of Duty (Coreligionists), a major Vow, etc. If he transgresses, he loses his power – although his god won't endanger him unless the sin is terrible. To recover his power, he must offer significant penance: coin and goods equal to starting money (\$1,000), a full month of fasting, a major quest, etc.

**Holy Abilities** -- Allies (Divine servant of equal points; 12 or less; PM, -10%; Summonable, +100%) [19] or (15 or less) [29]; Blessed (PM, -10%) [9]; Detect (PM, -10%) for evil [18], good [18], or supernatural beings [18]; Healing (Faith Healing, +20%; PM, -10%) [33]; Intuition (PM, -10%) [14]; Oracle (PM, -10%) [14]; Patron (Deity; 6 or less; Highly Accessible, +50%; PM, -10%; Special Abilities, +100%) [36] or (9 or less) [72]; Resistant to Evil Supernatural Powers (+3) or (+8) (PM, -10%) [5 or 9]; Spirit Empathy (PM, -10%) [9]; *and* True Faith (PM, -10%; Turning\*, +65%) [24].

\* Take a Concentrate maneuver and roll a Quick Contest of Will with any undead or evil spirit in sight. If you win or tie, the creature can't come closer than yards equal to your margin of victory (minimum one yard). If it's closer already, it must move away. Effects endure for as long as you concentrate and for 1d seconds afterward.

**Holiness - 5 points/level** - This is the Talent for Holy Might, and is normally bought by holy warriors. Clerics buy Power Investiture instead, at 10 points/level. Each level of Power Investiture both adds to clerical spells and counts as a level of Holiness.

**Holy Skills** - Those with any points in Holy Might can learn Esoteric Medicine (Holy) (p. B192) and Exorcism (p. B193).

## New Talent: Born War Leader—5 points/level

You get +1 per level to Leadership, Strategy, and Tactics – and to Intelligence Analysis and Savoir-Faire (Military), in games that use those skills. You also get +1 per level to reaction rolls made by professional fighters.

## New Perk: Weapon Bond — 1 point

You own a weapon that's uniquely suited to you, and get +1 to effective skill when using it. This has nothing to do with magic or quality – you're just *used* to your weapon. If you lose the weapon, you lose this perk! You may start play with a bond to any kind of weapon you've bought with cash or as Signature Gear.