

SACRED WARRIOR

Alignment: Any Good

Hit Die: d10.

Class Skills: The Sacred Warrior's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Wis), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

Skill Points: 2 + Int bonus

Weapon and Armor Proficiency: A Sacred Warrior is proficient with all simple and martial weapons, all armors, and shields.

Table X-1: The Sacred Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points
1	+1	+2	+0	+0	Category 1 Ability	2
2	+2	+3	+0	+0	Category 1 Ability	3
3	+3	+3	+1	+1	Category 1 Ability	4
4	+4	+4	+1	+1	Category 1 Ability	5
5	+5	+4	+1	+1	Category 2 Ability	8
6	+6	+5	+2	+2	Category 2 Ability	11
7	+7	+5	+2	+2	Category 2 Ability	14
8	+8	+6	+2	+2	Category 2 Ability	17
9	+9	+6	+3	+3	Category 3 Ability	22
10	+10	+7	+3	+3	Category 3 Ability	27
11	+11	+7	+3	+3	Category 3 Ability	32
12	+12	+8	+4	+4	Category 3 Ability	37
13	+13	+8	+4	+4	Category 4 Ability	44
14	+14	+9	+4	+4	Category 4 Ability	51
15	+15	+9	+5	+5	Category 4 Ability	58
16	+16	+10	+5	+5	Category 4 Ability	65
17	+17	+10	+5	+5	Category 5 Ability	74
18	+18	+11	+6	+6	Category 5 Ability	83
19	+19	+11	+6	+6	Category 5 Ability	92
20	+20	+12	+6	+6	Category 5 Ability	101

Abilities from the lists may be taken at every level from the Category indicated or from a lower Category. Each ability can be taken once or twice. Choosing the same ability a second time increases it's function as indicated. Some abilities require the expenditure of Power Points as indicated in the descriptions. Abilities indicated to be Auras can only be used one at a time. When a second Aura ability is triggered while another is in effect, the first one is ended.

Category 1 Abilities

Might (Aura)

1: For 1 Power Point, the Sacred Warrior calls upon the power of his faith to increase his strength and that of his allies as a standard action. The Sacred Warrior and all allies within 10 feet gain a +2 sacred bonus to Strength for 1 round per 2 class levels.

2: For an additional Power Point, the radius is increased to 15 feet and the Strength bonus is increased to +4.

Prayer (Aura)

1: For 1 Power Point, the Sacred Warrior calls upon his faith to heal himself and all as a full-round action. The Sacred Warrior and all allies within 5 feet heal 1 hit point per round for 1 round per 2 class levels.

2: For an additional Power Point, the radius is increased to 10 feet and the healing is increased to 2 hit points per round.

Resist Fire (Aura)

1: For 1 Power Point, the Sacred Warrior calls upon his faith to protect himself and his allies from fire as a standard action. The Sacred Warrior and all allies within 10 feet each take 4 fewer points of damage per round from fire-based attacks and effects for 1 round per 2 class levels.

2: For an additional Power Point, the radius is increased to 15 feet and the resistance is increased to 8 points per round.

Sacrifice

1: The Sacred Warrior can channel his own life energy to deal greater damage to his opponents. Any attack can be chosen to be a Sacrificial hit (chosen before the attack roll, but if the attack misses, there is no expenditure of hit points). If the melee attack hits the Sacred Warrior loses 2 hit points and deals an additional 1d6 sacred damage with the attack.

2: For a cost of 4 hit points, the Sacred Warrior can deal 2d6 sacred damage with an attack.

Smite

1: The Sacred Warrior gains the benefits of the feats of Two-Weapon Fighting and Ambidexterity, but only when attacking with a one-handed weapon and a shield.

2: For 1 Power Point the Sacred Warrior can attempt to knock his foe back with a shield bash. If the attack hits, the Sacred Warrior and the defender make opposed Strength checks. The Sacred Warrior adds a +4 bonus for each size category that he is above the defender or a -4 penalty for each size category that he is below the defender. The defender gets a +4 stability bonus if he has more than two legs or is otherwise exceptionally stable. If the Sacred Warrior beats the defender, he pushes the defender back 5 feet. If the Sacred Warrior fails to beat the defender's Strength check, nothing additional occurs.

Category 2 Abilities

Defiance (Aura)

- 1: For 3 Power Points the Sacred Warrior can channel his faith into a defensive ward for him and his allies as a standard action. The Sacred Warrior and all allies within 10 feet each gain a +2 deflection bonus to AC for 1 round per 2 class levels.
- 2: For 2 more Power Points, the range of the Defiance Aura is increased to 20 feet.

Holy Bolt

- 1: For 3 Power Points the Sacred Warrior can channel his faith into a spell-like bolt of divine energy up to 20 feet as a ranged attack. An undead creature struck by the bolt is dealt 1d8 damage plus 1 point per 2 Sacred Warrior levels (max of 1d8+5 damage)
- 2: For 2 more Power Points, the damage bonus is increased to a max of 1d8+10 and range is increased to 40 feet.

Holy Fire

- 1: For 3 Power Points the Sacred Warrior can spend a standard action to concentrate and a burst of divine flame leaps from his body. The burst automatically strikes the nearest opponent within 10 feet, dealing 2d6 fire damage. (Prerequisite: Might ability)
- 2: For an additional 2 power points, range is increased to 20 feet and damage to 3d6.

Resist Cold (Aura)

- 1: For 3 Power Points, the Sacred Warrior calls upon his faith to protect himself and his allies from cold as a standard action. The Sacred Warrior and all allies within 10 feet each take 4 fewer points of damage per round from cold-based attacks and effects for 1 round per 2 class levels.
- 2: For an additional 2 Power Points, the radius is increased to 15 feet and the resistance is increased to 8 points per round.

Thorns (Aura)

- 1: For 3 Power Points, the Sacred Warrior can create an aura of thorns for himself and all allies within 5 feet as a standard action. Any foe making a successful melee attack against someone protected by the aura of thorns takes one quarter of the damage inflicted upon itself.
- 2: For an additional 2 Power Points, the range is increased to 10 feet and the damage is increased to one third of the damage inflicted.

Category 3 Abilities

Blessed Aim (Aura)

- 1: For 5 Power Points, the Sacred Warrior can bless his aim and that of his allies as a standard action. For half his class level in rounds, he and all allies within 10 feet gain a +2 divine attack bonus. (Prerequisite: Might ability)
- 2: For an additional 3 Power Points, the range increases to 15 feet and the attack bonus increases to +3.

Cleansing (Aura)

- 1: For 5 Power Points, the Sacred Warrior can protect himself and his allies as a standard action. For half his class level in rounds, he and all allies within 10 feet gain a +2 divine bonus on saving throws against poison, and all secondary damage from poisons is halved. (Prerequisite: Prayer ability)
- 2: For an additional 3 Power Points, the range increases to 15 feet, the save bonus increases to +3 and all secondary damage from poisons is negated completely.

Resist Lightning (Aura)

- 1: For 5 Power Points, the Sacred Warrior calls upon his faith to protect himself and his allies from lightning as a standard action. The Sacred Warrior and all allies within 10 feet each take 4 fewer points of damage per round from lightning-based attacks and effects for 1 round per 2 class levels.
- 2: For an additional 3 Power Points, the radius is increased to 15 feet and the resistance is increased to 8 points per round.

Righteous Charge

- 1: During a charge action, a Sacred Warrior can attack once with his normal weapon and attack with his shield as per the Smite ability. (Prerequisite: Smite ability)
- 2: As above, but for 3 Power Points, the damage from the Smite attack is increased by 1d6 and gains a +2 divine bonus to the Strength Test (if the Sacred Warrior has the second level of Smite, or is using his shield attack in an overrun or bull rush maneuver).

Zeal

- 1: For 5 Power Points the Sacred Warrior can attack each foe within reach as a full round action. Each attack (in whatever order the Sacred Warrior chooses) is at a cumulative -2 penalty to hit. Successful attacks have a cumulative -1 damage modifier. All successful attacks deal at least 1 point of damage. (Prerequisite: Sacrifice ability)
- 2: For an additional 2 Power Points, the penalty to hit is reduced to a cumulative -1 penalty.

Category 4 Abilities

Blessed Hammer

- 1: For 7 Power Points, the Sacred Warrior can take a full round action to summon a spiritual weapon and send it smashing through his foes in a spiral pattern. Every opponent within 20 feet takes 1d8 points of bludgeoning damage, plus 1 point per five class levels. Undead creatures take an additional 1d8 damage. (Prerequisite: Holy Bolt ability)
- 2: For 5 additional Power Points, the range increases to 30 feet and the damage increases by 1d8.

Concentrate Attack

- 1: If the Sacred Warrior uses no other special abilities in a round, he may choose a single creature to attack in melee. The Sacred Warrior gains a +2 competence bonus to all melee attacks against this creature. Also, until his next turn, the Sacred Warrior gains a +2 dodge bonus against any other creature that makes a melee attack against him and suffers a -2 dodge penalty against melee attacks by the creature he is concentrating on. (Prerequisite: Blessed Aim ability)
- 2: As above, except the Sacred Warrior bonus to hit increases to +4

Holy Freeze (Aura)

- 1: For 7 Power Points, the Sacred Warrior creates an aura that slows enemy movement as a standard action. All enemy movement within 15 feet of the Sacred Warrior is halved. Thus, to move 10 feet inside the aura requires 20 feet of movement. This also nullifies any 5 foot steps, as it takes 10 feet of movement to move 5 feet, which therefore provokes an attack of opportunity. The aura lasts 1 round per 2 class levels. (Prerequisite: Holy Fire ability)
- 2: For an additional 4 Power Points, the aura is increased to 30 foot range.

Vengeance

- 1: For 7 Power Points, the Sacred Warrior can make a single attack that carries with it the full power of his faith as a full-round action. If the melee attack hits, it deals its normal damage in addition to 1d6 each of cold, fire and electrical damage. (Prerequisite: Zeal ability)
- 2: For an additional 5 Power Points, the damage is increased to 1d10 each of cold, fire, and electrical damage.

Vigor (Aura)

- 1: For 7 Power Points, the Sacred Warrior can channel his faith into an aura that speeds travel as a standard action. The Sacred Warrior and all allies within 10 feet gain 10 feet to their base movement for 1 minute per class level. (Prerequisites: Defiance and Cleansing abilities)
- 2: For an additional 4 Power Points, the range is increased to 20 feet, and the movement increase becomes +15 feet.

Category 5 Abilities

Conversion

- 1: For 15 Power Points, the Sacred Warrior can call down the beauty and glory of the Light upon one demonic (evil outsider) or undead entity within 20 feet as a full-round action. The chosen foe must make a Will save (DC 10 + $\frac{1}{2}$ Class level + Cha bonus), or become of lawful good alignment. Outsiders and undead converted will fight for the Sacred Warrior for a maximum of 1 hour. At the end of this time the outsider departs to seek surcease from the conflict in order to come to grips with its new frame of mind (and it can then make another 2 saving throws versus the effect to prevent it from becoming permanent). Undead on the other hand are destroyed by the power of the Light at the end of the hour. (Prerequisite: Vengeance ability)
- 2: For an addition 6 Power Points, the range is increased to 30 feet and the DC is increased by 2.

Holy Shield

- 1: For 9 Power Points, the Sacred Warrior's shield gains a divine bonus to AC equal to its normal armor bonus (including magical enhancement bonuses). Also, the shield deals an additional die of damage when used as a weapon in combat (such as with the Smite or Righteous Charge abilities). This lasts for 1 round per class level and is a move-equivalent action.
- 2: For an additional 6 Power Points, the duration is increased to 1 minute per class level.

Holy Shock

- 1: For 9 Power Points, the Sacred Warrior spends a standard action to concentrate, and a bolt of divine lightning leaps from his body. The burst automatically strikes the nearest opponent within 15 feet, dealing 4d6 points of electrical damage. (Prerequisite: Holy Freeze ability)
- 2: For an additional 6 Power Points, the range is increased to 25 feet and the damage to 6d6.

Meditation

- 1: Using a full-round action to concentrate, the Sacred Warrior and all allies within 5 feet can make a Charisma check (DC 15) to recover a single spell of 4th level or less (as chosen by the individual) or up to 10 Power Points. The Sacred Warrior can use this ability up to 3 times per day plus his Cha bonus. (Prerequisite: Cleansing)
- 2: Increase range to 10 feet and gain one additional use per day.

Sanctuary (Aura)

- 1: For 9 Power Points, the Sacred Warrior spends a partial action to surround himself with an aura of holy light that repels the undead and outsiders. Undead and outsiders within 10 feet of the Sacred Warrior must make a will save (DC 10 + $\frac{1}{2}$ class level + Cha bonus). Those who fail immediately flee the affected area. Affected creatures can't voluntarily re-enter the area. If forced to by some outside effect (such as the Sacred Warrior moving closer to them), they are allowed another Will save. (Prerequisites: Holy Freeze and Thorns abilities)
- 2: For an additional 6 Power Points, the aura increases to a 20 foot range and the save is at +2 DC.