

Umbral Templar

Requirements

BAB: +5

Skills: Knowledge (Arcana) 5 ranks, Knowledge (the Planes) 5 ranks

Mysteries: Must be able to cast apprentice mysteries.

Special: Must be proficient with all martial weapons and all armor.

BAB: Full

HD: d8

Saves: Good Fort & Will

Skills: The umbral templar's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (Arcana/the Planes) (Int), Intimidate (Cha), Jump (Str) and Spellcraft (Int).

Skill Points: 2+Int

Level	Special	Mysteries
1	Armored Casting (Light)	-
2	Umbral Blessing	+1 casting level
3	Shadow Strike 3/day	-
4	-	+1 casting level
5	Armored Casting (Medium)	-
6	Shadow Strike 4/day	+1 casting level
7	-	-
8	Shadowspeed	+1 casting level
9	Shadow Strike 5/day	-
10	Armored Casting (Heavy)	+1 casting level

Mysteries: At 2nd level and every second level afterwards, an umbral templar advances in her mystery casting abilities. She gains additional mysteries, mysteries per day, and caster levels but gains no additional benefit from a higher level (such as bonus feats from completed paths).

Armored Casting (Ex): An umbral templar's mysteries are ingrained into her mind and soul. When she casts a mystery as a spell, she does not suffer armor spell chance in light armor. This only applies to the mystery casting class she chooses to advance with her umbral templar levels. At 5th level this benefit grants the umbral templar to use medium armor without spell failure. At 10th level, she may cast mysteries as spells in heavy armor.

Umbral Blessing (Su): At 2nd level, an umbral templar gains a bonus equal to her Charisma bonus (if any) on all saving throws. This does not stack with similar abilities such as the Hexblade's Arcane Resistance or the blackguard's Dark Blessing.

Shadow Strike (Su): At third level an umbral templar can channel any mystery she can cast into her melee weapon. Using this ability requires a move action, and the umbral templar uses up the mystery just as if she had cast it. The channelled mystery affects the next target the umbral templar successfully attacks with her weapon (spell resistance and saving throws still apply). Even if the mystery normally only affects an area, or is a ray, it affects only the target. An umbral templar can channel her mysteries into only one weapon at a time. Mysteries channelled into a weapon are lost if not used in eight hours.

Shadowspeed (Su): Shadows travel fast and usher those who venerate them. At 8th level an umbral templar gains a +10 enhancement bonus to her land speed as long as she remains in at least shadowy illumination. Apply this bonus to her land speed before determining penalties for armor.