

Arcane Templar

Hit Die: d10

Requirements

To qualify to become an Arcane Templar, a character must fulfill all of the following criteria.

Alignment: Lawful Good

Skills: Knowledge Religion 5 ranks Knowledge Arcana 5 ranks

Spells: Able to cast and prepare arcane spells of 2nd level or higher. and an Arcane Bond to a Weapon or a Familiar

Special: Lay on Hands 2d6+.

Class Skills

The Arcane Templar's class skills (and the key ability for each skill) are, Appraise (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), (all skills taken individually)

Skill Ranks at Each Level: 2 + Int modifier.

Table: Arcane Templar

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+1	+0	+1	Arcane Armor Training Diverse Training, Templar's Bond.	
2nd	+2	+1	+1	+1	Templar's Mercy	+1 level of existing class
3rd	+3	+2	+1	+2	+1 Smite evil/day	+1 level of existing class
4th	+4	+2	+1	+2	Lay on Hands	
5th	+5	+3	+2	+3	Arcane Armor Mastery	+1 level of existing class
6th	+6	+3	+2	+3	+1 Smite evil/day	+1 level of existing class
7th	+7	+4	+2	+4	Greater Templar's Mercy	
8th	+8	+4	+3	+4	Lay on hands	+1 level of existing class
9th	+9	+5	+3	+5	+1 Smite level/day	+1 level of existing class
10th	+10	+5	+3	+5	Arcane Smite	+1 level of existing class

Arcane Armor Training - Arcane Templars gain this feat as a bonus feat 1st level

Diverse Training - Arcane Templar levels count as paladin levels for the purposes of smite evil damage.

Templar's Bond - Templar's Bond comes in two forms the first allows an Arcane Templar to, either use Divine bond as a paladin of one half his Class level + his paladin level on his arcane bonded weapon. The second form allows a wizard with a familiar to count Arcane Templar levels as wizard levels for the purposes of familiar abilities.

Templar's Mercy - An Arcane Templar's Mercy can be used to attempt to dispel as per the dispel magic spell 1 negative magical effect on the target in place of the usual healing effects. This dispel uses the Arcane Templar's Class level and stacks with his paladin and wizard levels to determine it's caster level (i.e a level 4 paladin, level 3 wizard, level 2 arcane templar is caster level 9 for this ability)

Arcane Armor Mastery - At 5th level an Arcane Templar gets this as a bonus feat.

Greater Templar's Mercy - Templar's Mercy can now be used as a break enchantment spell in place of dispel

Lay on Hands - The Arcane Templar gains 1 use of Lay on hands per day and an increase in healing by 1d6

Arcane Smite - The Arcane Templar when using smite evil can add his bonus to hit to his caster level for the purposes of bypassing SR and half this bonus to the save dc