

Templar

The Templar Order was created shortly after Aroden's disappearance. They believe that Aroden abandoned Golarian after seeing all the destruction that magic has brought. In that belief they have steeled themselves against magic in effort to scourge the planet of any magic user that uses their magic for only person gain. Magic was a gift, and the citizens of the world have tainted it.

Alignment Restriction: LN or LG

Hit Die: d10

The Templar uses Wisdom for all abilities in place of Charisma.

The Templar gains knowledge (Arcana) in place of knowledge (Nobility)

Aura of Non-detection: The Templar's alignment cannot be detected by any means other than true seeing.

*Replaces Aura of Good

Detect Magic: At will, a paladin can use detect magic, as the spell. A paladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is magic, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the paladin does not detect magic in any other object or individual within range.

*Replaces Detect Evil

Smite Magic: Once per day, a paladin can call out to the powers of the order to aid her in her struggle against magic. As a swift action, the paladin chooses one target within sight to smite. If this target has the ability to cast spells, the paladin adds her Wisdom bonus (if any) to her attack rolls and adds her Templar level to all damage rolls made against the target of her smite. If the target of smite magic is an outsider with the evil subtype, an evil-aligned dragon, or evil spellcaster, the bonus to damage on the first successful attack increases to 2 points of damage per level the paladin possesses. Regardless of the target, smite magic attacks automatically bypass any DR the creature might possess.

In addition, while smite magic is in effect, the paladin gains a deflection bonus equal to her Wisdom modifier (if any) to her AC and SR against any spell or spell-like abilities made by the target of the smite. If the Templar targets a creature that does not have the ability to cast spells, the smite is wasted with no effect.

The smite magic effect remains until the target of the smite is dead or the next time the paladin rests and regains their uses of this ability. At 4th level, and at every three levels thereafter, the Templar may smite magic one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level.

*Alters Smite Evil

Warded Against Magic: The Templar gains Spell Resistance 10 + Templar level

*Replaces Divine Grace

Dispelling Touch: The Templar can touch a creature or object and cast dispel magic using their Templar level as their caster level for the check. They can use this ability $\frac{1}{2}$ their Templar level + Wisdom modifier times per day. Using this ability is a standard action, unless the paladin targets herself, in which case it is a swift action. Despite the name of this ability, a Templar only needs one free hand to use this ability.

*Replaces Lay on Hands

Armor Training – At 3rd level and 7th level the Templar gains the fighter Armor Training class feature. The Templars through rigorous training have learned to move faster in their armor.

*Replaces Mercy gained at 3rd and 6th level