

TEMPLAR

Character: _____

Race: _____

LEVEL 1:	
Racial Trait:	
Background Trait:	
Level 1 skill for first profession:	
Level 1 skill for second profession:	
Choose 1 General Skill	
Choose 1 General Skill	
Choose 1 Aspect:	

Anchor - The templar is able to resist any knockback effect. Must call 'Resist' when hit. Usable two (2) times per day.

Elemental Mastery I - The templar may learn one Level 1 spell from any elemental magic trees or the Life tree.

Toughness -The templar is able to withstand more damage and has gained one (1) extra hit point to their base HP, bringing the total base to four (4) HP.

Magic: *Choose one spell.*

4 uses available per Life

Earth	Air	Fire	Water	Arcane	Shadow	Life
Root	Stun	Scorch	Frost Armor	Shield	Bind	Lesser Heal

LEVEL 2:	Event:	Event:	Event:	Event:	Event:	Event:
Level 2 skill for first profession:						
Level 2 skill for second profession:						
Choose 1 General Skill						
Choose 1 General Skill						

Formal Mastery I - The templar may learn the Level 1 Formal Magic spell.

Spell Breaker - The templar is able to resist damaging magic spells. Usable up to three (3) times per day. Five (5) minute cooldown between uses.

Toughness -The templar is able to withstand more damage and has gained one (1) extra hit point to their base HP, bringing the total base to five (5) HP.

Magic: *Templars may learn Formal Magic.*

4 spells available per Life

Formal

Silence

LEVEL 3:	Event:	Event:	Event:	Event:	Event:	Event:
Level 3 skill for first profession:						
Level 3 skill for second profession:						
Choose 1 General Skill:						
Choose 1 General Skill:						

Elemental Mastery II - The templar may learn one Level 2 spell from their previously selected elemental magic tree or the Life tree.

Second Wind - When the templar is bleeding out, they gain a “second wind” and can fight through any melee damage for a duration of 10 seconds. Magic attacks will still affect the templar. After 10 seconds is over, the templar immediately dies. Usable up to two (2) times per day. 30 minute cooldown between uses.

Toughness -The templar is able to withstand more damage and has gained one (1) extra hit point to their base HP, bringing the total base to six (6) HP.

Magic: *Choose one spell.*

3 uses available per Life

Earth	Air	Fire	Water	Arcane	Shadow	Life
Acid Blast	Lightning Blast	Fire Blast	Ice Blast	Force Push	Raise Dead	Greater Heal

LEVEL 4:	Event:	Event:	Event:	Event:	Event:	Event:
Level 4 skill for first profession:						
Level 4 skill for second profession:						
Choose 1 General Skill:						
Choose 1 General Skill:						

Formal Mastery II - The templar may learn the Level 2 Formal Magic spell.

Toughness -The templar is able to withstand more damage and has gained one (1) extra hit point to their base HP, bringing the total base to seven (7) HP.

Magic: *Merchants may learn Formal Magic.*

3 spells available per Life

Formal

Spell Block
