

# THE HOLY WARRIOR'S HANDBOOK



By Aaron Loeb

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A MASTER CLASS FOR THE D20 SYSTEM

# THE HOLY WARRIOR'S HANDBOOK



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# INTRODUCTION

In 2002, Green Ronin Publishing produced the definitive sourcebook on fantasy religions with *The Book of the Righteous*. At its most basic level, this mammoth tome offered a completely realized pantheon for use in fantasy gaming, covering mythology, organizations, a spectrum of divine servants, and all the supplementary rules needed to incorporate the material into just about any campaign. Of course, this was just the basics. *The Book of the Righteous* was far more than just a book of gods though. It was adaptable and flexible enough to allow GMs and players to take the material and make it their own. Changing the names to match those in the *PHB* offered gaming groups a deeper look at the meaning and function of the gods, giving them a stronger place within a campaign setting. You could keep the elements you liked, lose what you didn't. You could adapt the information or inject it whole cloth into your campaign. In short, *The Book of the Righteous* offered a logical cosmology that could be used to support or to replace that of any fantasy setting.

The Book of the Righteous supported the deity information with equally flexible mechanics, in particular, the holy warrior base class. Up until its release, the paladin was, more or less, the only expression of divine warrior. The holy warrior expanded the paladin archetype, giving players and GMs the means to create divine champions of any patron god—not just the lawful good ones. A holy warrior is functionally similar to a paladin, but may swap the traditional class features for ones more appropriate to his heavenly patron. To achieve this, *The Book of the Righteous* presented holy warrior domains, which were in effect packets of thematically tied abilities. A holy warrior of the strength god, for instance might gain the Body and Champion domains, giving him the ability to sense and smite evil and heal with a touch, but also granting

resistance to disease, extra hit points and more. These domains provided unprecedented flexibility in class features, giving the tools to create countless variations all under the umbrella of a single base class.

The holy warrior class was so successful and popular that Green Ronin soon after published the *Unholy Warrior's Handbook*. This Master Class sourcebook revealed the holy warrior's antithesis. Like its inspiration, the unholy warrior gained access to domains that defined his class features, but tied to the interests and portfolio of his sinister master. Later, the 3.5 rules revision saw the unholy warrior revisited in Green Ronin's *Book of Fiends*, but until now, the holy warrior class remained unchanged since its first presentation in *The Book of the Righteous*.

After years of demand, Green Ronin is proud to present the official 3.5 update to the holy warrior class. In this short PDF, the holy warrior is updated to reflect the rules revisions, giving you everything you need to create holy warrior characters. As with the original class, the class selects two domains from those offered by his patron deity. However, instead of gaining them over 1st and 2nd level, the domain abilities are spread over the first three levels. Adjustments have been made to reflect the changes in the paladin's summoned mount, and the Gift of God ability has been revised to offer concrete options based on the domains you select. Finally, the ability to re-create the paladin from the *PHB* is preserved here, ensuring this class's usability in any campaign.

Armed with the *Holy Warrior's Handbook*, divine heroes have more options than ever before. So be firm in your faith, take up sword and shield, and wage war against evil in the name of your holy master!



# HOLY WARRIOR

In great cities, they can be seen walking in pairs, discussing the politics of their order or even weightier matters. They stand guard at temple doors. They relentlessly pursue the enemies of their church and blasphemies against their gods. They are the champions of the gods, warriors dedicated to the protection and advancement of the faith through strength of arms. While clerics speak to the gods and channel their will through spells, the holy warrior honors her god through deeds and strength. Her connection to her deity is far more private than is the cleric's—she does not perform religious ceremonies, rarely leads churches, and seldom advises the faithful on matters of sin and redemption. Beware her wrath, for when she faces the enemies of the faith, she is indeed terrible to behold.

## ADVENTURERS

All holy warriors serve their god first—it is their defining characteristic. It is therefore not possible to find a holy warrior out on an adventure for petty personal gain. Everything a holy warrior does is in service to her deity. Service takes many forms and can even include treasure hunts; however, if an adventure is directly counter to the will of her god or church, she will not go.

## CHARACTERISTICS

The holy warrior is defined by dedication to the will of her god and church. She is, for whatever reason, one of her god's chosen people. She is made strong by the power of her god,

and able to channel that power to achieve ends great and small. Holy warriors of the various churches have different abilities, granted to them by their patron deity based on their faith's ethos. Depending the nature of their church, holy warriors may turn or rebuke undead and receive some form of divine companion to aid them in their service. Most often, this companion is a mighty steed.

## ALIGNMENT

To receive such great blessings from a god, a holy warrior's outlook must be in tune with the divine—more so even than a cleric's. Holy warriors are always of the same alignment of their deity. Holy warriors who follow a lawful god are always lawful good. In the case of those who serve neutral deities, the essential nature of a holy warrior is to do good deeds in the name of their god, and so, even these holy warriors are good.

## RELIGION

Holy warriors are singularly devoted. People who don't care much about religion and assume an "I don't bother the gods and they don't bother me" attitude find holy warriors annoying at best, dangerous at worst. They are wholly dedicated to the teaching and service of one god—and often gods want things that don't make sense to mortals. The exception to this singular devotion is the paladin (the holy warrior of an entire pantheon); she is dedicated to goodness in general, and need not follow the strictures of a single deity.

## NEUTRAL AND EVIL HOLY WARRIORS

With the rules presented here, it is possible to create neutral or even evil holy warriors (or unholy warriors). Green Ronin's *Unholy Warrior's Handbook* and *The Book of Fiends* go into great detail describing the various forms of these anti-paladins. If you lack either of these resource, you can adapt the abilities presented here to meet your needs. Unholy warriors should have the inversion of holy warrior abilities (such as *inflict light wounds* instead of *cure light wounds* or *desecrate* instead of *consecrate*). If the unholy warrior gains an ability to help allies against fear, he instead spreads fear, and so on.

Neutral holy warriors are a special case. They, like other holy warriors, follow the interests of their deity. Neutral gods tend to have good and evil aspects, or leanings. If the god leans towards good, treat the holy warrior as any other holy warrior and if evil, build her as an unholy warrior.

### BACKGROUND

Holy warriors are born, not made. There is no way to “decide” to become a holy warrior. In all cases, one feels a compelling call to dedicate oneself wholly to the life of devotion and holiness necessary.

### RACES

All races feel religious devotion, but some are less likely to feel the call to the path of the holy warrior—particularly of those less warlike nature. Halflings and gnomes are rarely holy warriors; elves, more attuned to magic than religion, are less likely to take up the sword in the name of religion. The broadest spectrum of holy warriors is made up of humans and half-elves. Half-orcs tend towards unholy warriors as often as they follow holy warrior path.

### OTHER CLASSES

Holy warriors' companions vary as widely as holy warriors themselves. It is certainly a common sense rule, though, that a holy warrior is unlikely to choose companions that scoff at the gods, commit acts opposed to the holy warrior's faith, or consort with enemies of their patron deity.

### ROLE

Holy warriors fill the same niche as paladins in the *PHB*. In fact, paladins are the most common type of holy warrior. Where this class differs from the paladin of the core rulebooks in that it allows the whole spectrum of alignments, each dedicated to a particular power. Holy

warriors are often the best spokesmen for a party of adventurers, having natural Charisma and the ability to sway others to their way of thinking. As a result, many holy warriors are party leaders.

### ADAPTATION

One great benefit of the holy warrior class is its inherent adaptability. You can easily adapt the holy warrior to work in any setting, selecting domains appropriate to their patron deities. With a little work, you can develop an order for these holy warriors, further grounding them in your setting. Holy warriors are especially appropriate for settings where the gods are prominent, such as Green Ronin's *Testament*, *Egyptian Adventures: Hamunaptra*, or *Trojan War*.

## GAME RULE INFORMATION

Holy warriors have the following game statistics.

**Abilities:** Charisma is the key ability for most holy warrior special abilities received from chosen domains.

Strength is also important for a holy warrior, as she will often find herself in combat. A Wisdom score of 14 or higher is required to access the most powerful holy warrior spells; a score of at least 11 is necessary to be able to cast any holy warrior spells at all.

**Alignment:** A holy warrior's alignment must be the same as his deity's. Thus, a holy warrior whose deity is lawful good, must be himself lawful good.

**Starting Gold:** 6d4 × 10 (150 gp).

**Starting Age:** As paladin.

**Hit Die:** d10.

## CLASS SKILLS

The holy warrior's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

**Skill Points at 1st Level:** (2 + Int modifier) × 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

## CLASS FEATURES

All of the following are class features of the holy class.

### WEAPON AND ARMOR PROFICIENCY

Holy warriors are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

### AURA (EX)

All good holy warriors emit a good aura. The power of this aura equals his holy warrior level, just like a cleric of a good deity.

## DOMAINS

A holy warrior is an initiate of his god and may select two domains granted by the power he serves. Each domain offers three tiers of abilities. At 1st level, he gains the 1st-tier abilities granted by each domain. Unlike cleric domains, these abilities are not enhanced spell lists and granted powers. Instead, they reflect the holy warrior's martial qualities, granting extraordinary, spell-like, and supernatural abilities. See **Holy Warrior Domains** starting on page 7 for details on the particular domains. The default holy warrior (e.g. the paladin) gains the Champion and Guardian domains and corresponding abilities of each.

## DISCIPLE

At 2nd level, a holy warrior gains the second tier of domain abilities as granted by each selected domain.

## APOSTLE

At 3rd level, the holy warrior gains the third tier of domain abilities as granted by each selected domain.

## CHANNEL ENERGY

At 4th level, the holy warrior gains the supernatural ability to channel positive energy if good or positive or negative

energy if neutral. If he channels positive energy, he can turn or destroy undead. Or, if he channels negative energy, he can rebuke, command, or bolster undead. In any event, he turns or rebukes as a cleric three levels lower than his holy warrior levels. A holy warrior may use this ability a number of times per day equal to 3 + his Charisma modifier.

## ALLY

At 5th level, the holy warrior's patron grants him an ally. Normally, this ally takes the form of a celestial warhorse, but depending on the holy warrior's particular master, the character may gain a different mount. Furthermore, holy warriors may wait to accept this boon until they feel they are worthy of it. The longer they wait, the greater the reward (for details, see **Unusual Mounts** in **Chapter Six: Characters** of the *DMG*).

Once per day, as a full-round action, a holy warrior may magically call his ally from the planar realms in which it resides. This ability is the equivalent of a spell of a level equal to one-third the holy warrior's level. The ally immediately appears adjacent to the holy warrior and remains for 2 hours per holy warrior level; it may be dismissed at any time as a swift action. The ally is the same creature each time it is summoned, though the holy warrior may release a particular ally from service.

TABLE 1-1: THE HOLY WARRIOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	— Spells per Day —			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura, domains	—	—	—	—
2nd	+2	+3	+0	+0	Disciple	—	—	—	—
3rd	+3	+3	+1	+1	Apostle	—	—	—	—
4th	+4	+4	+1	+1	Channel energy	0	—	—	—
5th	+5	+4	+1	+1	Ally	0	—	—	—
6th	+6/+1	+5	+2	+2	<i>Divine gift</i> 1/week	1	—	—	—
7th	+7/+2	+5	+2	+2	—	1	—	—	—
8th	+8/+3	+6	+2	+2	—	1	0	—	—
9th	+9/+4	+6	+3	+3	<i>Divine gift</i> 2/week	1	0	—	—
10th	+10/+5	+7	+3	+3	—	1	1	—	—
11th	+11/+6/+1	+7	+3	+3	—	1	1	0	—
12th	+12/+7/+2	+8	+4	+4	<i>Divine gift</i> 3/week	1	1	1	—
13th	+13/+8/+3	+8	+4	+4	—	1	1	1	—
14th	+14/+9/+4	+9	+4	+4	—	2	1	1	0
15th	+15/+10/+5	+9	+5	+5	<i>Divine gift</i> 4/week	2	1	1	1
16th	+16/+11/+6/+1	+10	+5	+5	—	2	2	1	1
17th	+17/+12/+7/+2	+10	+5	+5	—	2	2	2	1
18th	+18/+13/+8/+3	+11	+6	+6	<i>Divine gift</i> 5/week	3	2	2	1
19th	+19/+14/+9/+4	+11	+6	+6	—	3	3	3	2
20th	+20/+15/+10/+5	+12	+6	+6	—	3	3	3	3

Each time the holy warrior's ally is called, it appears in full health, regardless of any damage it may have taken previously. The ally appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect.

Should the holy warrior's ally die, it immediately disappears, leaving behind any equipment it carried. The holy warrior may not summon another for thirty days or until he gains a holy warrior level, whichever comes first, even if the ally is somehow returned from the dead. During this thirty-day period, the holy warrior takes a -1 penalty on attack and weapon damage rolls.

### DIVINE GIFT (SP)

At 6th level, the holy warrior gains a spell-like ability from his divine patron. The nature of the gift depends on the holy warrior's domains, of which each lists a spell-like ability. Select one. At each level indicated on **Table 1-8: The Holy Warrior**, the character gains an extra use of his divine gift per week.

### EX-HOLY WARRIORS

A holy warrior who changes alignment, who willfully commits an evil act, or who grossly violates the code of conduct loses all holy warrior spells and abilities (including the service of the ally, but not weapon, armor, and shield proficiencies). She may not progress any farther in levels as a holy warrior. She regains her abilities and advancement potential if she atones for her violations (see the *atonement* spell description), as appropriate.

Like a member of any other class, a holy warrior may be a multiclass character, but multiclass holy warriors face a special restriction. A holy warrior who gains a level in any class other than holy warrior may never again raise her holy warrior level, though she retains all her holy warrior abilities.

## HUMAN HOLY WARRIOR STARTING PACKAGE

**Armor:** Scale mail (+4 AC, armor check penalty -4, speed 20 ft., 30 lb.).

Heavy wooden shield (+2 AC, armor check penalty -2, 10 lb.).

**Weapons:** Longsword (1d8, crit 19-20/x2, 4 lb., one-handed, slashing).

Shortbow (1d6, crit x3, range inc. 60 ft., 2 lb., piercing).

**Skill Selection:** Pick a number of skills equal to 3 + Int modifier. Note this holy warrior has access to the Champion and Guardian domains.

The holy warrior's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Profession (Wis), Ride (Dex), and Sense



Motive (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

**Domains and Class Skills:** A holy warrior gains additional class skills based on the domains he selects. See **Holy Warrior Domains** starting on page 7 for details. The domains of the default holy warrior include Champion and Guardian, which provide Diplomacy and Knowledge (nobility and royalty) as bonus class skills.

Skill	Ranks	Ability	Armor Check Penalty
Handle Animal	4	Cha	—
Ride	4	Dex	—
Diplomacy	4	Cha	—
Knowledge (nobility and royalty)	4	Int	—
Sense Motive	4	Wis	—
Heal	4	Wis	—
Concentration	4	Con	—

**Feat:** Mounted Combat.

**Bonus Feat:** Weapon Focus (longsword)

**Gear:** Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, hooded lantern, three pints of oil, quiver with 20 arrows, wooden holy symbol.

**Gold:** 6d4 gp.



# HOLY WARRIOR DOMAINS

Holy warriors select two domains offered by their deity at 1st level. They gain the indicated 1st level ability of both domains. At 2nd level, they gain both 2nd-level abilities, and the same at 3rd level. In addition, each holy warrior domain includes a gift of the gods. The holy warrior may select one of these two spells as his gift of the gods, not both.

## AIR

Holy warriors with this domain seems to be always surrounded by a light breeze that tousles their hair and clothing.

### 1ST LEVEL: REBUKE AIR

The holy warrior may rebuke or command creatures with the air subtype as an evil cleric rebukes undead. She may use this ability a number of times per day equal to 1 + her Charisma bonus (if any). At 5th level, the holy warrior gains an additional use of this ability and another every five levels thereafter.

### 2ND LEVEL: AIR KEN (EX)

The holy warrior gains Auran as a bonus language. In addition, she gains a +2 bonus to initiative checks and a +1 dodge bonus to AC.

### 3RD LEVEL: COLD RESISTANCE (EX)

The holy warrior gains resistance to cold equal to her Charisma modifier (minimum 1). This resistance stacks with other forms of cold resistance.

### GIFT OF THE GODS

*Gaseous form* once per week, with additional uses as indicated on **Table 1-1: The Holy Warrior**.

## BODY

Holy warriors of the body domain are deeply rooted in the physical.

### 1ST LEVEL: IMPRESSIVE STATURE (SU)

The holy warrior grows over the course of a month to attain the maximum height for her race (see **Table: Random Height and Weight** in the *Player's Handbook*). She gains a bonus to Fortitude saves equal to her Charisma modifier, the Toughness feat, and a +1 bonus to Intimidate skill checks. If the holy warrior loses her class abilities for any reason, she loses the benefits of her impressive stature, but her size does not change; instead, she seems drawn, awkward, or gaunt.

### 2ND LEVEL: DIVINE HEALTH (SU)

The holy warrior gains immunity to all diseases, including supernatural and magical diseases (such as mummy rot and lycanthropy).

### 3RD LEVEL: TEMPLE OF THE BODY (SU)

The holy warrior's body is divinely purified and protected as a living temple. As she gains in power, her body becomes increasingly immune to mundane concerns. To determine the holy warrior's protection, add her holy warrior level and Charisma modifier and consult the following table. She receives all protections at and below her total value.

#### TEMPLE OF THE BODY PROTECTION

Value	Protection
2	Immune to scarring
5	Immune to intoxication
8	Immune to natural poisons
11	Immune to mineral poisons
14	Immune to poison gases
16	Immune to starvation (no need to eat)
18	Immune to <i>polymorph</i>
20	Immune to petrification and disintegration
22	Immune to dehydration (no need to drink)
24	Immune to massive damage (no Fortitude save required)
26	Immune to suffocation (no need to breathe)

### GIFT OF THE GODS

*Remove Disease* once per week, with additional uses as indicated on **Table 1-1: The Holy Warrior**.

## CHAMPION

A holy warrior with the Champion domain is on the forefront of the battle against the force of evil.

### 1ST LEVEL: SMITE EVIL (SU)

Once per day, the holy warrior may attempt to smite evil with one normal melee attack. She adds her Charisma

## DETERMINING DOMAINS

Obviously, the deities described in the *PHB* do not include holy warrior domains, and it may be tricky determining the exact holy warrior domains appropriate to the specific deity. Try to find two to four holy warrior domains that reflect the character of the god in question. For instance, a god of strength probably has access to Body, Champion, and Might, while a god of healing might have Compassion, Creation and Guardian.

bonus (if any) to her attack roll and deals 1 extra point of damage per holy warrior level. If the holy warrior accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the holy warrior may smite evil one additional time per day, to a maximum of five times per day at 20th level.

### 2ND LEVEL: LAY ON HANDS (SP)

A holy warrior with this ability and a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her holy warrior level × her Charisma bonus. A holy warrior may choose to divide her healing among multiple recipients, and doesn't have to use it all at once. Using *lay on hands* is a standard action.

Alternatively, a holy warrior can use any or all of this healing power to deal damage to undead creatures. Using *lay on hands* in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The holy warrior decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

### 3RD LEVEL: AURA OF COURAGE (SU)

The holy warrior is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the holy warrior is conscious, but not if she is unconscious or dead.



## DIVINE GIFT

*Magic circle against evil* once per week, with additional uses as indicated on **Table 1–1: The Holy Warrior**.

## COMPASSION

Perhaps the greatest gift of the gods is compassion; holy warriors of this domain temper their fierce devotion to their faith with an understanding of the suffering of others.

### 1ST LEVEL: AID HEALING (SU)

As a full-round action, the holy warrior can call upon her deity's blessing to aid in the casting of a healing spell—her own or another's. The affected healing spell is maximized like an application of the Maximize Spell feat, and heals 1 additional hit point per holy warrior level on top of its maximized total.

The holy warrior can aid healing once per day. At 5th level, and every 5 levels thereafter (10th, 15th, and 20th), the holy warrior can aid healing an additional time per day.

### 2ND LEVEL: CONFER BLESSING (SU)

A holy warrior with a Charisma score of 12 or higher can grant the blessings of her deity with a touch. She can grant a total number of temporary hit points per day equal to her holy warrior level times her Charisma bonus. These temporary hit points last for 24 hours or until lost.

The subject of the blessing also receives a +4 morale bonus to saves against fear effects for a number of minutes equal to the number of temporary hit points granted. The holy warrior may divide her blessings among multiple recipients, and she need not use all of it at once. Confer blessing is a standard action.

### 3RD LEVEL: SACRIFICE (SP)

As a standard action, the holy warrior may touch a wounded subject and take on his pain and injuries. The holy warrior may take on total hit points in injuries per day equal to her maximum hit points plus 10. The subject is healed of any damage the holy warrior chooses to take on, while the holy warrior suffers the damage. The holy warrior can divide her *sacrifice* among multiple recipients and need not use all of it at once. A holy warrior with the *lay on hands* ability can combine it with *sacrifice* as a single standard action. The healing from *lay on hands* takes effect first.

The holy warrior suffers the normal effects of any damage she takes on, meaning she is disabled at 0 hit points, dying at –1 hit point, and dead at –10 hit points (unless she has some abilities that change these thresholds). Even if the holy warrior has already lost hit points, she can take on up to her full allotment of sacrifice damage, although this is likely to result in the holy warrior's death.

## GIFT OF THE GODS

*Shield other* once per week, with additional uses as indicated on **Table 1–1: The Holy Warrior**.

## CREATION

Holy warriors with this domain are devoted to the creative aspects of divinity, inspired by the wonders of creation.

### 1ST LEVEL: DIVINE INSPIRATION (EX)

The holy warrior gains a sacred bonus equal to 2 + her Charisma bonus on two of the following skills: Appraise, Craft, Knowledge, Perform, or Survival.

### 2ND LEVEL: CHERISHED BOND (SU)

The holy warrior's bond with creation and the material world is strong enough to overcome the effects of illusions. Upon encountering an illusion, the holy warrior gets an immediate Will save against it, even before interacting with the illusion, with a bonus on the save equal to her Charisma bonus.

Unlike other saves, the holy warrior can take 10 on this save if desired.

This ability does not affect illusions concealing things (such as *invisibility*) or effects drawing upon illusion that do not trick the senses (such as *hypnotic pattern*), only illusory creations.

### 3RD LEVEL: CREATION'S GUARDIAN (SU)

Once per day, the holy warrior can take up the defense of creations of her deity. Because creation takes many forms, the kinds of things the holy warrior can defend vary based on her deity: holy warriors of a forge god can defend forges and metalwork, holy warriors of a city god can defend urban fortifications, holy warriors of river gods protect riverbanks and deltas, and so forth. Any holy warrior can use this ability to protect a temple or holy site dedicated to her deity.

The holy warrior must stand steadfast, not moving from the spot where she chooses to take her stand. For 3 rounds + her holy warrior level, she adds her Charisma bonus to her Strength, Constitution, and all saving throws (the latter stacks with the benefits of Divine Grace). The increased Constitution grants additional hit points, but these are not temporary hit points and are not lost first. The holy warrior also gains a +4 dodge bonus to AC.

The holy warrior must focus entirely on defending her charge and uttering prayers to her god. She cannot move from the spot without ending the effects of Creation's Guardian, and may not cast spells with verbal components or do anything else requiring speech.

## DIVINE GIFT

*Consecrate* once per week, with additional uses as indicated on **Table 1-1: The Holy Warrior**.

## DEATH

Unlike their unholy counterparts, holy warriors of death stand as guardians at death's door. They are implacable foes of the undead, saviors of souls, and bring aid and comfort to the dying.

### 1ST LEVEL: SAVE SOUL (SU)

Any ally within 10 times the holy warrior's Charisma modifier in feet (minimum of 10 feet) is under a veil of protection and does not truly cross over into death.

When a protected character dies, the spirit does not depart. Instead, it remains dormant within the corpse for as long as the holy warrior remains within range and its body is intact. If a subject's body is destroyed (*disintegrated* or burnt to ash, for example) then the spirit departs normally.

A corpse retaining its spirit cannot become undead. If *raise dead* or another spell is cast on the corpse to restore it to life, the spirit within may choose whether or not the spell succeeds. If it chooses to return to life, it does so without any trauma or loss of ability scores, levels, or the like. If no restoration of life is possible, the holy warrior knows this automatically and can choose to release the spirit into death.

The spirit may manifest and even speak briefly before it goes on to its final reward, but such occasions are rare and entirely at the GMs discretion.

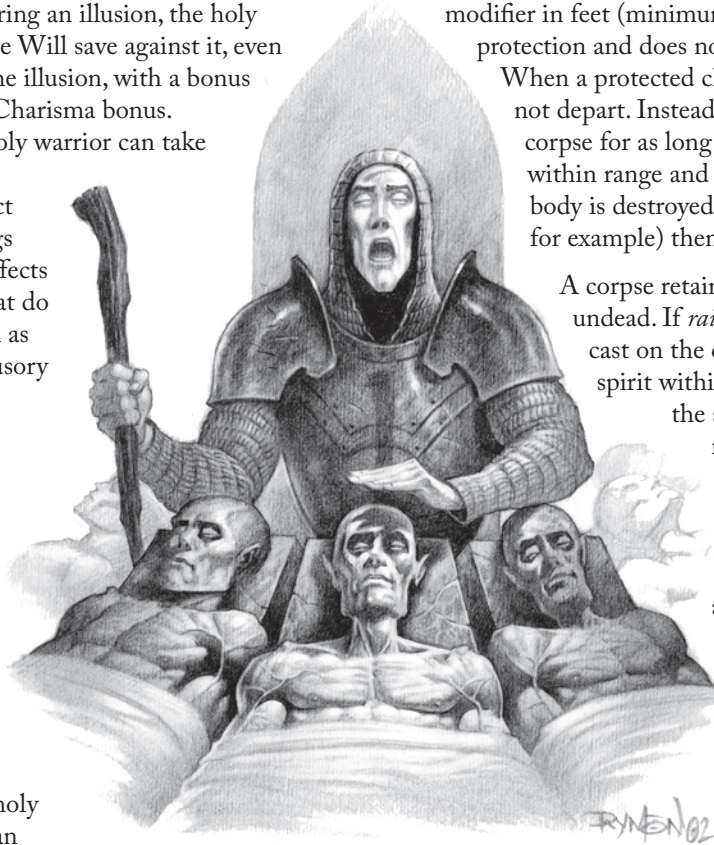
### 2ND LEVEL: CHANNEL

#### ENERGY (SU)

The holy warrior gains the supernatural ability to channel positive energy if good, or positive or negative energy if neutral. If she channels positive energy, she can turn or destroy undead. Or, if she channels negative energy, she can rebuke, command, or bolster undead.

In any event, the holy warrior turns or rebukes as a cleric three levels lower than her class level. Note this imposes a negative modifier at 2nd level and a +0 modifier at 3rd level. A holy warrior may use this ability a number of times per day equal to 3 + her Charisma modifier.

When a holy warrior with this ability attains 4th level and gains the normal channel energy class feature, she gains two additional benefits: First, she gains Extra Turning as a bonus feat, allowing her to channel energy an additional four times per day. Second, she gains the ability of retributive rebirth.



Whenever the holy warrior has twice as many (or more) levels than the affected undead's hit dice, she may call upon the buried spirit of the undead's living self. If the undead's creator is within one mile per holy warrior level, the undead seek and pursue him tirelessly until they are destroyed or he is. Once the undead's creator is destroyed, the creature turns to dust and its spirit may rest. The undead's creator may not turn, rebuke, or in any way control undead under the effect of retributive rebirth, although his allies may.

If the undead's creator is not within range, then the holy warrior destroys or controls the undead normally.

### 3RD LEVEL: NECROMANTIC WARD (SU)

The holy warrior can channel energy (positive or negative) to protect against death-magic, requiring a standard action and one of the holy warrior's daily uses of channel energy. The holy warrior and all allies within 30 feet receive a bonus on saving throws against necromantic spells and effects equal to the holy warrior's Charisma bonus for a number of rounds equal to the holy warrior's class level.

Additionally, any spell with the death descriptor cast on a subject protected by the necromantic ward rebounds and affects the caster if the subject successfully saves, resulting in no effect on the protected subject. If the subject's save fails, the death spell has its normal effects. The caster gets a normal saving throw against the reflected spell.

### GIFT OF THE GODS

*Searing light* once per week, with additional uses as indicated on **Table 1-1: The Holy Warrior**.

### EARTH

Holy warriors with the Earth domain are steadfast and implacable defenders of earth and stone.

#### 1ST LEVEL: REBUKE EARTH

The holy warrior may rebuke or command creatures with the earth subtype as an evil cleric rebukes undead. She may use this ability a number of times per day equal to 1 + her Charisma bonus (if any). At 5th level, the holy warrior gains an additional use of this ability and another every five levels thereafter.

#### 2ND LEVEL: EARTH KEN (EX)

The holy warrior gains Terran as a bonus language. In addition, the holy warrior gains a natural armor bonus equal to her Charisma bonus (minimum +1). This bonus improved existing natural armor.

#### 3RD LEVEL: DAMAGE REDUCTION (SU)

As a swift action, for a number of times per day equal to the holy warrior's Charisma bonus (minimum 1/day), the holy warrior gains damage reduction 2/adamantine and good for a number of rounds equal to 3 + the holy warrior's level.

### GIFT OF THE GODS

*Spike stones* once per week, with additional uses as indicated on **Table 1-1: The Holy Warrior**.

### EMOTION

Holy warriors are often driven by their hearts rather than their heads, the warriors of this domain even more so. They wield the power of an untamed heart and boundless faith in the divine.

#### 1ST LEVEL: UNTAMED HEART (EX)

The holy warrior is immune to any spell-like or supernatural effect that alters her emotions, including *calm emotions*, *charm*, *fear*, and *suggestion*, but extending to any mind-influencing effect that changes emotions. In addition, the holy warrior may add her Charisma bonus (if any) to any saves made to resist Intimidate and adds this bonus to the DC made to change her attitude through Bluff or Diplomacy.

#### 2ND LEVEL: CHARMING DEMEANOR (EX)

The holy warrior adds Bluff and Diplomacy as class skills and receives a competence bonus on all checks with those skills equal to her Charisma bonus (if any).

#### 3RD LEVEL: AURA OF HOPE (SU)

The holy warrior projects an aura of hope and possibility, setting hearts at ease. All allies within 10 feet gain a +1 morale bonus to all saving throws and attack rolls. While the holy warrior herself does not gain these bonuses, she is immune to all forms of fear, magical or otherwise.

### DIVINE GIFT

*Calm Emotions* once per week, with additional uses as indicated on **Table 1-1: The Holy Warrior**.

### FIRE

Holy warriors with the Fire domain are hot tempered and zealous.

#### 1ST LEVEL: REBUKE FIRE

The holy warrior may rebuke or command creatures with the fire subtype as an evil cleric rebukes undead. She may use this ability a number of times per day equal to 1 + her Charisma bonus (if any). At 5th level, the holy warrior gains an additional use of this ability and another every five levels thereafter.

#### 2ND LEVEL: FIRE KEN (EX)

The holy warrior gains Ignan as a bonus language.

In addition, once per day, the holy warrior may wreathe her melee weapon with holy fire. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of fire damage per holy warrior level. At 5th level, and at every five levels thereafter, the holy warrior may use holy fire one additional time per day, to a maximum of five times per day at 20th level.

### 3RD LEVEL: FIRE RESISTANCE

The holy warrior gains resistance to fire equal to her Charisma modifier (minimum 1). This resistance stacks with other forms of fire resistance.

### GIFT OF THE GODS

*Fireball* once per week, with additional uses as indicated on **Table 1-1: The Holy Warrior**.

### FREEDOM

Holy warriors of freedom consider liberty and individual responsibility sacred gifts to be protected and fought for at all costs.

### 1ST LEVEL: SMITE TYRANNY (Su)

Once per day, the holy warrior may attempt to smite tyranny with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per holy warrior level.

Smite tyranny is effective against slavers, soldiers of a totalitarian empire, unlawful conquerors, and other forces of tyranny. If the holy warrior accidentally smites a creature that is not an instrument of tyranny, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the holy warrior may smite tyranny one additional time per day, to a maximum of five times per day at 20th level.

### 2ND LEVEL: BREAK BONDS (Su)

The holy warrior cannot be easily bound. When making an attempt to burst any sort of bonds (ropes, manacles, webs, etc.) or even to break down confining barriers like prison doors, the holy warrior adds her class level as a bonus to her Strength check. High-level holy warriors of freedom can snap iron chains as if they were thread. This bonus applies to any bonds or imprisoning barriers, not just those directly binding the holy warrior.

### 3RD LEVEL: INDOMITABLE WILL (Su)

The holy warrior gains a bonus to her Will saving throws equal to her Charisma modifiers. Additionally, she cannot be forced to act against her will in any way. So while spells like *dominate* can affect the holy warrior, any command to do anything she would not normally do is automatically ignored.

### GIFT OF THE GODS

*Remove Curse* once per week, with additional uses as indicated on **Table 1-1: The Holy Warrior**.

### GUARDIAN

Holy warriors of the guardian domain are sworn protectors of all they uphold, relentless warriors in the fight against evil.



### 1ST LEVEL: DETECT EVIL (Sp)

The holy warrior can use the *detect evil* spell at will as a spell-like ability.

### 2ND LEVEL: DIVINE GRACE (Su)

The holy warrior gains a bonus equal to her Charisma modifier (if positive) on all saving throws.

### 3RD LEVEL: DIVINE HEALTH (Su)

The holy warrior gains immunity to all diseases, including supernatural and magical diseases (such as mummy rot and lycanthropy).

### GIFT OF THE GODS

*Remove disease* once per week, with additional uses as indicated on **Table 1-1: The Holy Warrior**.

### HUNT

Holy warriors of the hunt domain are relentless pursuers of the enemies of their faith.

### 1ST LEVEL: DEAD SHOT (Su)

Once per day, the holy warrior may attempt a dead shot against target she is hunting with one normal ranged attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per holy warrior level.

The holy warrior can only hunt one target at a time. If the holy warrior accidentally shoots another creature, the dead shot has no effect, but the ability is still used up for that day.

At 5th level, and every five levels thereafter, the holy warrior may use dead shot one additional time per day, to a maximum of five times per day at 20th level.

### 2ND LEVEL: TRACKER (EX)

The holy warrior gains Knowledge (nature) and Survival as class skills and gains Track as a bonus feat.

### 3RD LEVEL: SILENT STALKER (SU)

The holy warrior gains Hide and Move Silently as class skills and gains a bonus with those skills equal to her Charisma bonus when stalking prey.

### GIFT OF THE GODS

*Locate Object* once per week, with additional uses as indicated on **Table 1–1: The Holy Warrior**.

## JUSTICE

While most holy warriors believe in justice, holy warriors of this domain consider justice a divine quality transcending mortal laws, and they are its agents.

### 1ST LEVEL: RIGHTEOUS FURY (SU)

Once per day, the holy warrior may attempt to smite a lawbreaker with righteous fury using one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per holy warrior level.

Righteous fury is effective against any intelligent creature that has knowingly violated the law. If the holy warrior accidentally smites a creature that is not a law-breaker, her righteous fury has no effect, but the ability is still used up for that day.

At 5th level, and every five levels thereafter, the holy warrior may use righteous fury one additional time per day, to a maximum of five times per day at 20th level.

### 2ND LEVEL: EYES OF JUSTICE (SU)

The holy warrior develops a keen sense for guilt and innocence along with a steely stare. She gains Intimidate and Sense Motive as class skills and gains a bonus with them equal to her Charisma bonus.

### 3RD LEVEL: SHIELD OF RIGHTEOUSNESS (SU)

When dealing with law-breakers, the holy warrior gains a sacred bonus to her Armor Class and all saving throws equal to her Charisma bonus.

### GIFT OF THE GODS

*Zone of truth* once per week, with additional uses as indicated on **Table 1–1: The Holy Warrior**.

## LEADERSHIP

Holy warriors of Leadership are called to guide others toward the right path.

### 1ST LEVEL: BATTLE CRY (SU)

As a move action, a holy warrior can loose a powerful cry. The holy warrior and all allies within 10 feet gain a bonus to initiative equal to the holy warrior's Charisma bonus, improving their places in the initiative order for the rest of the combat. Obviously, the holy warrior cannot use this ability when surprised.

### 2ND LEVEL: SHINING CAPTAIN (SU)

When commanding a force of soldiers, the holy warrior seems to shine with divine power. Allies can see and hear her from anywhere on the field of battle as long as they have a line of sight. The holy warrior's presence inspires her troops, giving them a morale bonus on saves against fear equal to her Charisma modifier. If the holy warrior commands a force larger than 50 times her class level, this ability only affects that number of troops closest to her.

### 3RD LEVEL: AURA OF COURAGE (SU)

The holy warrior is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

### DIVINE GIFT

*Helping hand* once per week, with additional uses as indicated on **Table 1–1: The Holy Warrior**.

### ALLY

A holy warrior of this domain may choose to forgo the ally class ability at 5th level and instead take Leadership as a bonus feat, ignoring any prerequisites, and gaining a bonus to leadership score equal to her Charisma bonus (in essence the holy warrior adds twice her Charisma bonus to her level rather than just her Charisma bonus). This choice is permanent, meaning the holy warrior never gains the ally ability.

## LIFE

A holy warrior of Life fights against death, whether to save the sick and injured or to destroy abominations like the undead.

### 1ST LEVEL: HAND OF LIFE (SU)

The holy warrior's melee attacks (armed or unarmed) are considered good and magical for the purposes of overcoming the damage reduction of undead creatures.

Additionally, once per day, the holy warrior can make her weapon flare with a burst of positive energy, doing an additional 1d6 points of holy damage to any undead or negative energy creature she hits during that round, or even a creature within 30 feet she hits with a missile weapon.

At 5th level, and at every five levels thereafter, the holy warrior may use positive energy burst one additional time per day, to a maximum of five times per day at 20th level.

## 2ND LEVEL: LAY ON HANDS (SP)

A holy warrior with this ability and a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her holy warrior level × her Charisma bonus. A holy warrior may choose to divide her healing among multiple recipients, and doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a holy warrior can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The holy warrior decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

## 3RD LEVEL: ABUNDANT LIFE (SU)

The holy warrior has a number of "positive levels" equal to her Charisma bonus. Positive levels counteract negative levels, as well as ability drain from negative energy creatures. When a holy warrior acquires a negative level, she loses one of her positive levels rather than suffering the negative level's effects. Whenever the holy warrior is affected by an ability draining attack from a negative energy creature (like the undead), the entire attack is canceled by the loss of one positive level. Lost positive levels are restored after a night's rest.

## DIVINE GIFT

*Lesser Restoration* once per week, with additional uses as indicated on **Table 1-1: The Holy Warrior**.

## MAGIC

Holy warriors of Magic blend their familiarity with sorcery with martial prowess to best handle magical foes.

## 1ST LEVEL: READ & DETECT MAGIC (SP)

The holy warrior may cast *detect magic* and *read magic* both once per day. She gains an additional use per day at 5th level, and another every 5 levels thereafter.

## 2ND LEVEL: SPELL RESISTANCE

The holy warrior gains spell resistance equal to 5 + the holy warrior's class level.

## 3RD LEVEL: AURA OF ANTMAGIC (SU)

Spells cast from evil sources or from profane items have difficulty affecting this holy warrior. Whenever magic from an explicitly evil source (such as profane magic items or spells with the evil descriptor) is used against the holy warrior, she may add twice her Charisma modifier to her saving throws (minimum +2). In addition, all allies within 10 feet gain a +2 sacred bonus to their saves.

## GIFT OF THE GODS

*Dispel magic* once per week, with additional uses as indicated on **Table 1-1: The Holy Warrior**.

## MIGHT

Holy warriors of Might embody both physical strength and great strength of will.

## 1ST LEVEL: FEAT OF STRENGTH (SU)

Once per day, the holy warrior can call upon her god for might, allowing her to perform a great feat of strength. The holy warrior receives an enhancement bonus to her Strength score equal to her holy warrior level plus her Charisma modifier. The enhancement to Strength lasts for one round. Using this ability is a swift action.

At 5th level, and at every five levels thereafter, the holy warrior may perform a feat of strength one additional time per day, to a maximum of five times per day at 20th level.

## 2ND LEVEL: UNYIELDING (SU)

The holy warrior adds her Charisma modifier (if positive) to her Fortitude saving throws. Her condition does not become dying until her hit points are reduced to 0 minus her Charisma bonus (she remains disabled), and she does not die until her hit points are reduced to 10 minus her holy warrior level. So a 5th-level holy warrior of Might with Charisma 18 (a +4 bonus) is disabled from 0 to -4 hit points, dying at -5 hit points, and doesn't die until she reaches -15 hit points.

## 3RD LEVEL: WARRIOR'S HEART (EX)

Once per day as a swift action, the holy warrior can call upon her god for might and fierce power. For a number of rounds equal to 3 + her Charisma modifier, the holy warrior receives a +6 bonus to her Strength and Constitution scores. The increased Constitution grants an additional 3 hit points per character level. These are not lost first like temporary hit



points. She fights without regard for her safety, taking a -4 penalty to Armor Class. The holy warrior feels no pain in this state; she is immune pain effects, massive damage, and disablement. She can continue fighting unabated until she reaches negative hit points equal to 10 + her holy warrior level.

### DIVINE GIFT

*Bull's strength* once per week, with additional uses as indicated on **Table 1-1: The Holy Warrior**.

### MIND

Holy warriors of the Mind are thoughtful, reflective, and often quite stubborn, possessed of great mental discipline.

#### 1ST LEVEL: IMPERVIOUS MIND (EX)

The holy warrior is immune to all mind-affecting effects. She cannot be driven mad by any force short of her god abandoning her, cannot lose her memory, have a memory implanted, or in any way have the integrity of her mind altered. She is not, however, immune to fear, illusions, charms, or other effects that play on her perceptions or emotions.

#### 2ND LEVEL: CLARITY (SP)

With a touch and a standard action, the holy warrior can cut through anything altering the mental capacity of another. *Clarity* removes insanity, confusion, charms, loss of mental ability scores, or other mind-influencing effects for one round per holy warrior level. At the end of this time, permanent effects and those with any remaining duration reassert themselves. However, if a mind-influencing effect allows a saving throw, the subject gets another save, with a bonus equal to the holy warrior's Charisma modifier. *Clarity* can overcome natural conditions like drunkenness or insanity. It does not aid against alterations involving emotional state or perception (including illusions).

#### 3RD LEVEL: INSIGHT (EX)

The holy warrior gains divine insight. When this ability is gained, choose one of the following options:

- An insight bonus to one skill equal to twice the holy warrior's Charisma bonus.
- Ranks in a new skill equal to the holy warrior's Charisma bonus. This skill also becomes a class skill.
- A +1 insight bonus to attack rolls with a particular weapon, like the Weapon Focus feat.

Once chosen, the benefit of Insight is permanent. The insight bonus to a skill changes as the holy warrior's Charisma bonus changes, but the other benefits of this ability are fixed.

### DIVINE GIFT

*Remove blindness/deafness* once per week, with additional uses as indicated on **Table 1-1: The Holy Warrior**.

### TRAVEL

Holy warriors of travel are often rootless wanderers, traveling from place to place doing good.

#### 1ST LEVEL: RELENTLESS RUNNER (EX)

The holy warrior gains Run as a bonus feat. Further, the length of time a holy warrior can run before making Constitution checks is multiplied by her Charisma bonus, and she adds her holy warrior level as a bonus to those checks. So a 12th-level holy warrior with Con 14 and Cha 20 can run for 70 rounds (14 for her Constitution, multiplied by her Charisma bonus of +5). After 70 rounds, she starts making Constitution checks with a +12 bonus (for her level).

#### 2ND LEVEL: WINGED FEET (SU)

The holy warrior gains a bonus of +10 feet to her movement speed. She ignores all armor penalties to movement for medium or lighter armor, and movement penalties for heavier armor are halved. Carrying a medium load does not slow her at all, but a heavy load reduces her speed by 5 feet.

#### 3RD LEVEL: TIRELESS TRAVELER (EX)

The holy warrior can go for days without food, water, or rest, operating purely on faith. The holy warrior may go without sleep or water for days equal to her class level. She may go without food for days equal to her Charisma modifier times her holy warrior level.

### DIVINE GIFT

*Water Walk* once per week, with additional uses as indicated on **Table 1-1: The Holy Warrior**.

### WATER

These holy warriors are defenders of water and its creatures.

#### 1ST LEVEL: REBUKE WATER

The holy warrior may rebuke or command creatures with the water subtype as an evil cleric rebukes undead. She may use this ability a number of times per day equal to 1 + her Charisma bonus (if any). At 5th level, the holy warrior gains an additional use of this ability and another every five levels thereafter.

#### 2ND LEVEL: WATER KEN (EX)

The holy warrior gains Aquan as a bonus language. In addition, she may add her Charisma bonus (if any) as a bonus to her Swim checks and these holy warriors never take an armor check penalty to their Swim checks. Finally, she may breathe underwater once per day for a number of minutes equal to 3 + her Charisma modifier.

#### 3RD LEVEL: ACID RESISTANCE

The holy warrior gains resistance to acid equal to her Charisma modifier (minimum 1). This resistance stacks with other forms of acid resistance.

### GIFT OF THE GODS

*Control water* once per week, with additional uses as indicated on **Table 1-1: The Holy Warrior**.



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