

TEMPLAR OF JEHOVAH

Jonah eyed the settlement with grim anticipation. The reports claimed that the inhabitants had reacted violently to his people's innocent request to build a temple there, hanging one of his brethren outside the wooden gates with a sign around his neck that read THIS IS WHAT HAPPENS TO HERETICS IN SHAYVILLE. The gauntlet had been thrown, and it was his duty to see that the challenge was met with appropriate force.

Abraham had placed Jonah in charge of the conversion of Shayville and had given him a contingent of two hundred experienced Templars with orders to crucify every infidel they found here as a reminder to other settlements in the region that attacking a servant of God had consequences.

Jonah wasn't about to let Abraham down.

Carefully chosen are those worthy enough to join the military ranks of the Hand of Jehovah. These soldiers are selected and trained to uphold and protect the religious values of the faction. *Templars* are garrisoned in towns loyal to the Hand of Jehovah, ensuring that the peace is kept and that influence from heretic outsiders is held to a minimum.

In addition to performing "peacekeeping" duties, the Templar is considered to be the vessel of God's vengeance. When a settlement is targeted for forced conversion, the Templar is called to carry out the will of Jehovah in the Twisted Earth.

REQUIREMENTS

To qualify to become a Templar, a character must fulfill the following criteria.

Base Attack Bonus: +1.

Skills: Intimidate 6 ranks, Knowledge (theology and philosophy) 6 ranks.

Allegiance: Hand of Jehovah.

CLASS INFORMATION

The following information pertains to the Templar advance class.

Hit Dice: 1d8.

Action Points: The Templar receives a number of action points equal to 6 + one-half his character level, rounded down, each time he attains a level in this class.

Class Skills: The Templar's class skills are as follows. Concentration (Con), Craft (structural) (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (current events, theology and philosophy) (Int), Listen (Wis), Perform (Cha), Read/Write (any), Research (Int), Sense Motive (Wis), Speak Language (any).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Templar advanced class.

Commanding Tone: The Templar gains the ability to speak with (he believes) the full authority of God. When using this ability, the Templar gains a +1 bonus to Intimidate checks for each level of Templar he has attained.

Blessing: The Templar has the ability to inspire others of the same faith by simply touching them and uttering a prayer. Using the Blessing ability grants to the recipient a +1 morale bonus to attack rolls, damage rolls, and saving throws for a number of rounds equal to 1d4 + the Templar's class level + the Templar's Charisma modifier. Only targets who share the Hand of Jehovah allegiance may receive this blessing.

Bonus Feats: At 3rd, 6th, and 9th level, the Templar receives a bonus feat. The bonus feat must be selected from the following list, and the character must meet all the prerequisites of the feat to select it. Archaic Weapons Proficiency, Attentive, Builder, Confident,



Educated, Exotic Melee Weapon Proficiency, Great Fortitude, Iron Will, Leadership, Power Attack, Renown, Studious, Super Charismatic, Trustworthy.

Frightful Presence: At 4th level, the Templar acquires the Frightful Presence feat. At 8th level, the DC to resist this feat's effects increases by 2.

Craft Holy Weapon: At 5th level, the Templar is able to construct a "holy" weapon. This weapon isn't magical, but the Templar *believes* it is. The weapon must be made of natural materials, and cannot be anything more advanced than a black powder pistol or rifle. To make the weapon "holy," the Templar

TABLE 1-1: THE TEMPLAR OF JEHOVAH

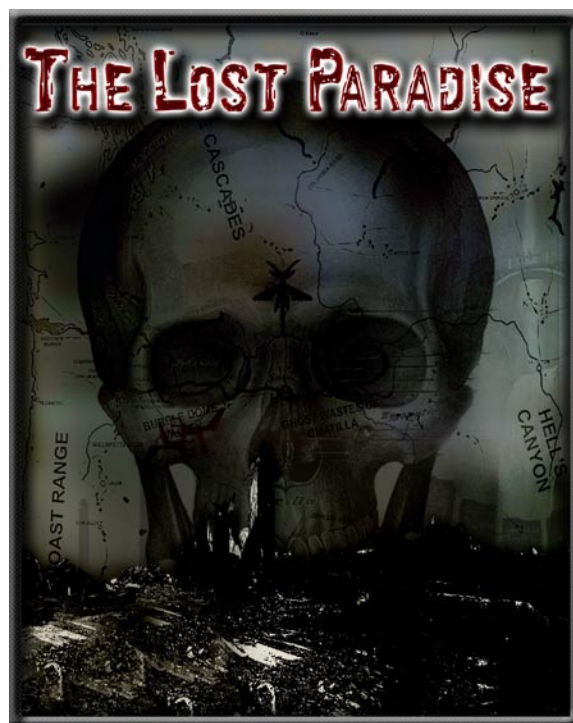
Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+0	+2	Commanding Tone	+1	+1
2	+1	+2	+0	+3	Blessing	+1	+1
3	+2	+2	+1	+3	Bonus Feat	+2	+1
4	+3	+2	+1	+4	Frightful Presence	+2	+2
5	+3	+3	+1	+4	Craft Holy Weapon	+3	+2
6	+4	+3	+2	+5	Bonus Feat	+3	+2
7	+5	+4	+2	+5	Smite the Infidel	+4	+3
8	+6	+4	+2	+6	Frightful Presence +2	+4	+3
9	+6	+4	+3	+6	Bonus Feat	+5	+3
10	+7	+5	+3	+7	Hand of God	+5	+4

must get it blessed by a Hand of Jehovah priest, who performs a special ritual in which the weapon is anointed with holy water/oil and engraved with religious imagery.

When using this weapon in combat, the Templar gains a +1 morale bonus to all attack and damage rolls. Other characters with the Hand of Jehovah allegiance may use *Holy Weapons* crafted by the Templar and receive the same morale bonus.

Smite the Infidel: Using 1 action point, the Templar can harness God's vengeance into a single devastating blow. This provides a bonus to the Templar's attack and damage rolls equal to the number of ranks (not the bonus) he has in Knowledge (theology and philosophy).

Hand of God: At 10th level, the Templar becomes so fanatical in his beliefs that he begins to see himself as an almost indestructible instrument of God's will on Earth. The Templar gains a bonus equal to his Charisma modifier to all attack and damage rolls and to Will saves when combating mutants and enemies officially targeted by the Hand of Jehovah leadership.



THE LOST PARADISE

Before the fall, the Northwestern region of the United States and Lower Canada was one of the most breathtaking areas on the Planet, loved by all who lived amidst the blanket of old growth forests, rivers and mountains. Now the area known, by those who have been there, as “The Lost Paradise” is a poignant reminder of just how much man has lost. The land is more than just ruins and blasted, radiated stretches of land, however. Pureblood human and Mutant alike struggle for survival, eking out a fragile existence in a region rife with dangers ranging from wild beasts, racist and other ideologically intolerant peoples, to inhuman beings bent on the destruction of all who stand in their way.

The Lost Paradise is an excellent sourcebook for players who are new to the Post Apocalyptic game setting and also serves well for advanced players looking to start a new Post Apocalyptic campaign, or just more areas to take their existing characters. Whether you play a Mutant or a Pureblood Human, the Lost Paradise has something for you.