

Templar



You are a templar knight, proud, disciplined and brave. You have sworn an oath never to retreat in the eye of the enemy, how strong and numerous they might be. During your journeys you have gained knowledge concerning herbs and the healing potions you can brew with them.

Attack:
3 white dice

Defense:
2 white dice

Move:
2d6

Mind: 4
Body: 6



Ingredients for healing potions



Not many have knowledge about brewing healing potions. Two ingredients are exclusively known to Templar knights: The flowers of the autumnnight shade and the redleaved swampweed.



To brew a healing potion strong enough to recover 4BP you need 2 stalks of autumnnight shade and 1 leaflet of the swampweed. You will find them instead of other ingredients when you search for treasure.



The templar is, more than his comrades, resistant to the influences of Chaos. This shows particularly during combat.

When defending against undead or chaos warriors, the templar may roll 2 extra W.D.



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