

## Bastion of Faith (Hero)

### Bastion of Faith

**Background:**

The Bastion of Faith relies heavily on his faith to see him and those like minded through the tough times. This monastery teaches clerics of good to be a bastion of hope and courage for those followers of good. This monastery is run by The Great Church. Most churches have at least one High Priest who can pass on these precepts of faith. Priests and clerics from all of the gods of the tree are welcome. This is a pact enacted via the great church between the cleric and his god. It is a promise of faith to your god for certain privileges not given to most clerics.

**Characteristics:** The Life of those priest heroes that venture into all of the dark places is very dangerous and a priest must be a light to those around him as well as to those he may meet in battle.

### Membership Requirements

Bastions are screened with magic to verify their morality before joining. It is required to have all your Morality numbers be 7 and above.

- 500 gc donation to the Church of Light,
- Each rank requires 1 week of training and 4 CP
- +2 AB is also required

### Path Requirements & Benefits

Path Rank	Requirements	Benefit
1	See Above	Blessings of faith
2	200 gc donation to the Hearth of Scyndar	Hands of Faith
3	800 gc donation to the Wayhouse of Dara	Call of Faith, Resolve
4	1,600 gc donation to the Vestry of Andor	Faith in Death
5	3,200 gc donation to the Courts of Ahk	Bastion of Faith

**Blessings of Faith (Su):** You may can a free action bless 1/d bless those around you. Everyone gains a +1 to defense = to your path rank.

**Hands of Faith (Su):** Your touch, as a free action can heal lost vitality. You can heal a # of vitality per day = to the total of your morality numbers. This is a standard action.

**Call of Faith (Su):** Any creature that needs to make a Resist, may call on the faith of the Bastion to aid him. The Bastion has final say if he allows its use. If the Bastion is within

sight, that creature can use the bastions skill in that resist instead of his own. This is usable 3/day.

**Resolve:** You gain a +3 to your Resolve skill. Further, you gain a +1 to your Critical Success range with all those specific skills.

**Faith in Death (Su):** You can cast the Resurrection Rite at  $\frac{1}{2}$  the cost and  $\frac{1}{2}$  the time.

**Bastion of Faith (Su):** Your mana regeneration rate doubles and you gain +10 mana.