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Black Templars

Space Marine Subclass



Warhammer 40K Edition

Black Templars

No Pity. No Remorse. No Fear.

Black Templars wage eternal crusade in the Emperor's name. Their conviction does not waver, and their zeal carries them through wounds, terror, and sorcery. Before battle, they swear sacred vows—commitments that shape their fighting discipline and bind their conduct until the enemy is defeated.

Primary Role: Zealous Assault
Playstyle Tags: Sacred Vows, Anti-Psyker Pressure, Relentless Assault, Sustained Offense
Complexity: Medium

Crusader's Vow

Starting at 1st level, when you roll initiative, you swear one Sacred Vow available to you, requiring no action. The vow remains active until combat ends, and you cannot replace it during that combat.

You initially have access to **Suffer Not the Unclean to Live**, **Abhor the Witch, Destroy the Witch**, and **Uphold the Honour of the Emperor**. Additional vows become available as you gain levels in this class.

Bound by Conviction

Each vow grants benefits and imposes a restriction.

If you willingly perform an action prohibited by your vow, its benefits are suspended until the start of your next turn. If you violate a restriction concerning where you end your turn, its benefits are suspended immediately after that

turn ends, until the start of your next turn.

Forced movement and actions compelled by another creature do not violate your vows. Restrictions that impose penalties to your statistics continue to apply while a vow's benefits are suspended.

A vow remains active while its benefits are suspended.

Black Templars Save DC

When a Black Templars feature requires a saving throw, its DC equals:

8 + your proficiency bonus + your Constitution modifier

Doctrine Points

You cannot regain Doctrine Points above your maximum. Vows that restore Doctrine Points provide that benefit only once you gain the Doctrine Points feature at 2nd level.

Righteous Fury and Unbreakable Faith are subclass features, rather than Doctrine options. They do not count against the limit on using Doctrine options each turn.

Sacred Vows

Suffer Not the Unclean to Live

Your zeal drives you into the enemy's ranks.

Benefits

- Your speed increases by 10 feet.
- Once on each of your turns, when you hit a creature with a melee weapon attack, you can deal additional damage equal to your proficiency bonus. This damage is of the weapon's damage type.

Restriction

You cannot take the Disengage action.

Abhor the Witch, Destroy the Witch

You advance through sorcery with hatred in your heart and the Emperor's name upon your lips.

Benefits

- You have advantage on saving throws against spells.
- When you succeed on a saving throw against a spell cast by a hostile creature, you can regain 1 Doctrine Point. You can regain a point this way only once per round, and a number of times equal to your proficiency bonus per long rest.

Restriction

At the start of each of your turns, identify the nearest hostile creature you can see. If that creature remains alive and visible to you at the end of your turn, you cannot willingly end your turn farther from it than you were at the start of that turn.

Uphold the Honour of the Emperor

Your resolve hardens as your wounds deepen.

Benefits

- While your current hit points are below half your hit point maximum, you gain a +2 bonus to AC.
- You have advantage on death saving throws.

Restriction

You cannot take the Dodge action.

Accept Any Challenge, No Matter

the Odds

Prerequisite: 6th level in this class

You meet the enemy face to face, trusting your blade and your conviction.

Benefits

While exactly one hostile creature is within 5 feet of you:

- You gain a +1 bonus to melee weapon attack rolls against that creature.
- You gain a +1 bonus to AC.
- Once on each of your turns, when you hit that creature with a melee weapon attack, you can deal additional damage equal to your proficiency bonus. This damage is of the weapon's damage type.

Restriction

While two or more hostile creatures are within 5 feet of you, your speed is reduced by 10 feet, to a minimum of 0 feet.

Vow of the Purifier

Prerequisite: 6th level in this class

Your weapons become instruments of purification, exposing those who seek refuge in darkness.

Benefits

- When you deal damage with a weapon attack, you can change that attack's damage to radiant damage.
- When you hit a creature with a weapon attack, it cannot benefit from the invisible condition until the start of your next turn. This does not end the spell or effect granting that condition.
- You have advantage on saving

throws against poison and disease.

Restrictions

- You cannot take the Hide action.
- You have disadvantage on Dexterity (Stealth) checks.

Vow of the Unyielding

Prerequisite: 6th level in this class

You hold your ground, turning each enemy assault into an opportunity to arrest its advance.

Benefits

- You have advantage on saving throws to avoid being pushed or knocked prone, and on saving throws to avoid or end the restrained condition.
- When a hostile creature hits you with a melee attack, its speed is reduced by 10 feet, to a minimum of 0 feet, until the start of your next turn. Multiple hits do not increase this reduction.

Restriction

You cannot take the Disengage action.

Vow of the Condemned

Prerequisite: 10th level in this class

You name an enemy whose defeat becomes your sacred duty.

When you swear this vow, choose one hostile creature you can see within 60 feet of yourself as your **Condemned Foe**. If no eligible creature is visible, you can designate one as a bonus action once you can see it within that range.

You can have only one Condemned Foe at a time.

Benefits

- You gain a +1 bonus to melee weapon attack rolls against your Condemned Foe.
- Once on each of your turns, when you hit your Condemned Foe with a melee weapon attack, you can deal additional damage equal to your proficiency bonus. This damage is of the weapon's damage type.
- You have resistance to damage dealt by your Condemned Foe's attacks.

When your Condemned Foe is reduced to 0 hit points, its designation ends. You can designate another hostile creature you can see within 60 feet of yourself as a bonus action.

Restriction

If your Condemned Foe is alive and visible to you at both the start and end of your turn, you cannot willingly end your turn farther from it than you were at the start of that turn.

If you designate a Condemned Foe during your turn, use your distance from it when you designate it instead of your distance at the start of that turn.

Vow of Unquestioning Faith

Prerequisite: 14th level in this class

When flesh falters, your faith carries you onward.

Benefits

- You have advantage on saving throws against being stunned.
- When you fail a saving throw, you can reroll it, requiring no action. You must use the new

result. Once you use this benefit, you cannot use it again until you finish a long rest, even if you swear this vow in another combat.

- While your current hit points are below half your hit point maximum, your melee weapon attacks deal additional damage equal to your proficiency bonus. This damage is of the weapon's damage type.

Restrictions

- You cannot take the Dodge action.
- You cannot take the Disengage action.

Zealous Onslaught

At 6th level, your enemies' defeat drives you onward.

Once on each of your turns, when you reduce a hostile creature to 0 hit points with a melee weapon attack, you can immediately move up to half your speed without provoking opportunity attacks.

After triggering this feature, you can make one melee weapon attack as a bonus action before that turn ends.

In addition, while you are benefiting from at least one Sacred Vow, you are immune to the frightened condition.

Righteous Fury

Starting at 10th level, your strikes punish the enemy and disrupt the practice of sorcery.

Once on each of your turns, when you hit a creature with a melee weapon attack, you can expend one

use of this feature to deal an additional **1d8 radiant damage**.

Any Constitution saving throw the target makes to maintain concentration because of this attack is made with disadvantage.

If the target has cast a spell since the start of its last turn, it must also succeed on a Constitution saving throw against your Black Templars save DC or be unable to take reactions until the start of your next turn. Resolve this saving throw after the attack's damage.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Unbreakable Faith

At 14th level, your devotion shields you from sorcery, and those who wield it within your reach invite your wrath.

You have resistance to damage dealt by spells.

Immediately after a hostile creature you can see casts a spell, if it is within your melee weapon's reach, you can use your reaction and expend **1 Doctrine Point** to make one melee weapon attack against it.

If the attack hits, any Constitution saving throw the creature makes to maintain concentration because of that attack is made with disadvantage.

The triggering spell resolves before this reaction. This feature does not interrupt or prevent its casting.

Eternal Crusade

At 18th level, your conviction sustains you beyond mortal endurance.

Twofold Devotion

When you roll initiative, you gain temporary hit points equal to twice your proficiency bonus.

You can also swear **two different Sacred Vows** available to you instead of one. Both remain active until combat ends, and you must obey both restrictions.

If you violate one vow's restriction, only that vow's benefits are suspended, unless your conduct also violates the other vow's restriction.

The Crusade Continues

Once per long rest, when damage would reduce you to 0 hit points without killing you outright, you can instead drop to **1 hit point** and immediately make up to **three melee weapon attacks**, requiring no action.

These attacks do not constitute the Attack action and therefore do not trigger Overcommit.

If both this feature and Gene Wrought Resilience are available when you would drop to 0 hit points, you choose which feature to use. Using one does not expend the other.