

Celebrant

Some clerics are called to lead great armies and face legions of foes. These celebrants live for war and fight for glory. Their hearts quicken at battle cries, and they charge forth with their deity's symbol held high. These leaders of armies do so to promote the agenda of their faith, and lead armies of devoted followers willing to give their lives for the cause.

The celebrant is an archetype of the cleric class.

Class Skills: The celebrant loses Knowledge (Engineering) and Knowledge (Technology) but gains Handle Animal and Ride as class skills.

Mount (Ex): At 1st level, a celebrant gains the service of a loyal and trusty steed to carry her into battle. This mount functions as a beastmaster's animal companion, using the cleric's level as her effective beastmaster level. The creature must be one that she is capable of riding and must be suitable as a mount. A medium celebrant can select a chocobo or a horse. A small celebrant can select a pony or wolf, but can also select a boar or a dog if she is at least 4th level. (The GM might approve other animals as suitable mounts.)

A celebrant does not take an armor check penalty on Ride checks while riding this mount. The mount is always considered combat trained, and begins play with Light Armor Proficiency as a bonus feat. A celebrant's mount does not gain the share rage special ability. Should a celebrant's mount die, she can find another mount to serve her after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the celebrant gains a level.

This ability replaces aura of resolve.

Battle Tactician (Ex): At 4th level, a celebrant gains a teamwork feat as a bonus feat. She must meet the prerequisites for this feat. As a standard action, the celebrant can grant this feat to all allies within 30 feet who can see and hear her. Allies retain the use of this bonus feat for 4 rounds, plus 1 round for every 2 levels beyond 4th that the celebrant possesses. Allies do not need to meet the prerequisites of this bonus feat. The celebrant can use this ability once per day at 4th level, plus one additional time per day at 10th and 16th levels.

This ability replaces blessing of the faithful.

Blessed Mount (Su): At 7th level, a celebrant's mount becomes a creature blessed by his deity. The celebrant's mount gains either the celestial, entropic, fiendish, or resolute template, matching the alignment of the cleric's deity (celestial for good, entropic for chaotic, fiendish for evil, and resolute for lawful). If the deity matches more than one alignment, the celebrant can select which of the two templates the mount receives. Once the type of template is selected, it cannot be changed. Any energy resistances to (Cold, Acid, or Electricity) are changed to (Ice, Earth, or Lightning.)

If the celebrant's deity is neutral with no other alignment components, the mount receives spell resistance equal to the celebrant's level + 5, as well as resistance 10 against two types of energy damage of the celebrant's choice.

If a celebrant's mount dies and the celebrant finds another mount, the new mount becomes a blessed mount the next time the celebrant gains a level.

This ability replaces prayer and legion's blessing.

Greater Battle Tactician (Ex): At 13th level, the celebrant gains an additional teamwork feat as a bonus feat. She must meet the prerequisites for this feat. The celebrant can grant this feat to her allies using the battle tactician ability. Additionally, using the battle tactician ability is now a swift action.

This ability replaces aura of war revelry.