

Cleric

In faith and the miracles of the divine, many find a greater purpose. Called to serve powers beyond most mortal understanding, all priests preach wonders and provide for the spiritual needs of their people. Clerics are more than mere priests, though; these emissaries of the divine work the will of their deities through strength of arms and the magic of their gods. Devoted to the tenets of the religions and philosophies that inspire them, these ecclesiastics quest to spread the knowledge and influence of their faith. Yet while they might share similar abilities, clerics prove as different from one another as the divinities they serve, with some offering healing and redemption, others judging law and truth, and still others spreading conflict and corruption. The ways of the cleric are varied, yet all who tread these paths walk with the mightiest of allies and bear the arms of the gods themselves.

Role: More than capable of upholding the honor of their deities in battle, clerics often prove stalwart and capable combatants. Their true strength lies in their capability to draw upon the power of their deities, whether to increase their own and their allies' prowess in battle, to vex their foes with divine magic, or to lend healing to companions in need. As their powers are influenced by their faith, all clerics must focus their worship upon a divine source.

Alignment: A cleric's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis.

Hit Die: d8.

Starting Wealth: $4d6 \times 10$ gil (average 140 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The cleric's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points Per Level: 4 + Int modifier.

Table: The Cleric							
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 st	+0	+2	+0	+2	Deific Order, Deity ability, Domains, Aura of Resolve (+2/+1), Faith, Spell Proficiency, Cantrips, Limit Breaks	1	1 st
2 nd	+1	+3	+0	+3	Channel Energy (1d6), Sense Alignment	2	1 st
3 rd	+2	+3	+1	+3	Deity ability, Armored Mage (Light)	3	1 st
4 th	+3	+4	+1	+4	Channel Energy (2d6), Blessing of the Faithful	4	2 nd
5 th	+3	+4	+1	+4	Clear Mind I, Aura of Resolve (+3/+2)	6	2 nd
6 th	+4	+5	+2	+5	Channel Energy (3d6), Deity ability	8	2 nd
7 th	+5	+5	+2	+5	Prayer, Armored Mage (Medium)	10	3 rd
8 th	+6/+1	+6	+2	+6	Channel Energy (4d6)	14	3 rd
9 th	+6/+1	+6	+3	+6	Deity ability, Aura of Resolve (+4/+3)	17	3 rd
10 th	+7/+2	+7	+3	+7	Channel Energy (5d6), Clear Mind II, Armored Mage (Shield)	20	4 th
11 th	+8/+3	+7	+3	+7	Legion's Blessing	25	4 th

12 th	+9/+4	+8	+4	+8	Channel Energy (6d6), Deity ability	29	4 th
13 th	+9/+4	+8	+4	+8	Aura of War Revelry (+2), Aura of Resolve (+5/+4)	33	5 th
14 th	+10/+5	+9	+4	+9	Channel Energy (7d6)	40	5 th
15 th	+11/+6/+1	+9	+5	+9	Clear Mind III, Deity ability	46	5 th
16 th	+12/+7/+2	+10	+5	+10	Channel Energy (8d6), Aura of War Revelry (+3)	50	6 th
17 th	+12/+7/+2	+10	+5	+10	True Healer, Aura of Resolve (+6/+5)	59	6 th
18 th	+13/+8/+3	+11	+6	+11	Channel Energy (9d6), Deity ability	66	6 th
19 th	+14/+9/+4	+11	+6	+11	Aura of War Revelry (+4)	74	6 th
20 th	+15/+10/+5	+12	+6	+12	Channel Energy (10d6), Clear Mind IV, Deific Capstone	79	6 th

Class Features

The following are class features of the cleric.

Weapon and Armor Proficiency: Clerics are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields) but can cause his spells with somatic components to fail. Clerics are also proficient with the favored weapon of their deities.

Limit Breaks (Su): At 1st level, the cleric receives Limit Breaks based on his deity.

Spellcasting: A cleric learns to cast spells depending on which deity grants him the ability.

Spell Proficiency (Ex): Clerics are considered to have the Precise Shot feat while casting spells, using class features that require ranged touch or using any magical items that require ranged touch.

Cantrips: Clerics learn a number of cantrips, or 0-level spells, based on their deity. These spells are cast like any other spell, but they do not consume MP and may be used again. Clerics begin with 2 0-level spells and gain an additional 0-level spell every three levels after 1st level.

Deific Order (Su): At 1st level, a cleric must worship a specific deity. The deity grants the cleric a number of special abilities and domains. A cleric cannot change his deity without undertaking a lengthy process to dedicate himself to a new deity. When this choice is made, he immediately loses all of the benefits from his old deity.

Aura of Resolve (Su): At 1st level, a cleric emits a protective aura that grants the cleric a +2 sacred or profane bonus to Will saves. All allies within 20 feet of the cleric gain a +1 sacred or profane bonus to Will saves. The bonus granted to both the cleric and his allies increases by +1 at 5th level and every four levels thereafter (max of +6 for the cleric and max of +5 for his allies at 17th level).

The good-aligned cleric treats this bonus as a sacred bonus, while evil-aligned cleric treats this bonus as a profane bonus. A neutral-aligned cleric treats this bonus as a sacred bonus if he chooses to channel light energy, or treats this bonus as a profane bonus if he chooses to channel dark energy.

Faith (Su): A cleric's power is drawn from his faith, a deep and powerful belief in a deity. At 1st level, the cleric's faith manifests itself in a pool of points which fuel his powers. The cleric's faith pool is equal to half his cleric level plus his Charisma modifier (minimum 1). When casting a spell, he can expend 1 point of faith to increase his effective caster level by 1 or increase the DC of the spell by 1. The cleric regains all expended faith when he regains MP each day.

Channel Energy (Su): Regardless of alignment, any cleric can release a wave of energy by channeling the power of his faith through his holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels light energy and can choose to deal holy damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels dark energy and can choose to deal shadow damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether he channels light or dark energy. Once this choice is made, it cannot be reversed.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage (holy or shadow) dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 2nd (2d6 at 4th, 3d6 at 6th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + half of the cleric's level + his Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + his Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include himself in this effect. A cleric must be able to present his holy symbol to use this ability.

Sense Alignment (Su): At 2nd level, at will, a cleric can, as a move action, concentrate on a single item or individual within 30 feet and determine what the alignment is, with a successful Sense Motive skill check. The DC for an item is equal to 10 + the caster level of the item. The DC for an individual is equal to 10 + the CR of the creature.

Armored Mage (Ex): At 3rd level, normally, armor of any kind interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component. A cleric's limited focus and specialized training, however, allows him to avoid spell failure so long as he sticks to light armor and light shields. This training does not extend to medium armor or to heavy shields. This ability does not apply to spells gained from a different spell-casting class. At 7th level, a cleric learns to use medium armor with no chance of spell failure. At 10th level, a cleric learns to use heavy shields with no chance of spell failure.

Blessing of the Faithful (Su): At 4th level, as a swift action, the cleric can bless one ally within close range (25 ft. + 5 ft./2 levels). A blessed ally gains a +2 sacred or profane bonus (depending on whether the cleric channels positive or negative energy) on attack rolls, skill checks, ability checks, or saving throws or to AC until the cleric's next turn. The cleric can expend 1 use of channel energy when activating this ability to increase the duration to a number of rounds equal to the number of dice of his channel energy.

Clear Mind (Ex): At 5th level, a cleric can regain his MP quicker. The cleric must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. For example, he could be riding in the back of a carriage and benefit from this ability. The cleric does not gain this recovery if he is asleep or unconscious. The cleric regains 1 MP per hour. This increases by 1 for every five cleric levels after 5th.

Prayer (Su): At 7th level, by spending 1 minute praying, a cleric can spend one use of channel energy to give living or undead creatures in the channel burst temporary hit points equal to the amount that ability normally heals. These temporary hit points last for no more than 1 hour.

Legion's Blessing (Su): At 11th level, a cleric gains the ability to confer beneficial magic to a large group of allies surrounding the cleric. As a full-round action, the cleric may confer the effects of a single-targeted spell or song to all allies within 10 feet of the cleric. The spell or song must have a cast time of standard or less, must be harmless enhancing, and must not have a range of Personal. Using Legion's Blessing expends the MP of the spell, and an additional 3 MP without increasing the spell level. Metamagic may be added as normal. The cleric

can use this ability a number of times equal to 3 + his Charisma modifier. If Legion's Blessing is used with a Song, its effects reapply at the start of every round to its initial targets as long as they are within the song's range.

Aura of War Revelry (Su): Starting at 13th level, the cleric begins to emit an aura that bolsters his combat prowess when he receives damage. Whenever the cleric receives damage in combat, he gains a +2 morale bonus to attack and damage rolls for one round. This bonus increases to +3 at 16th level and to +4 at 19th level. Whenever he takes damage in combat, allies within 20 feet of the cleric gain a morale bonus equal to half the bonus this ability grants the cleric.

True Healer (Su): At 17th level, when a cleric channels energy, she can choose to reroll any 1s or 2s when determining how much damage she heals with the energy.