

Exorcist

The exorcist travels far and wide to root out possessions, hauntings, and hidden evils. The exorcist extracts unruly spirits from not only victims of possession, but also haunted sites and accursed items.

The exorcist is an archetype of the cleric class.

Prerequisite: Must be a good and neutral aligned.

Dedicated Wanderer: An exorcist is dedicated to her cause and affords no time to other pursuits typical of clerics. An exorcist must choose to channel positive energy.

Unseen Revealed (Ex): At 1st level, an exorcist gains a bonus equal to half her cleric level (minimum +1) on Perception checks to detect haunts and incorporeal creatures and on Sense Motive checks to determine whether a creature is possessed, under the effects of an enchantment or curse, or otherwise magically controlled.

This ability replaces of aura of resolve.

Spirit Sleuth (Ex): At 4th level, upon interacting with a rejuvenating spirit or haunt for the first time (such as by attacking the spirit or channeling energy to damage the haunt), an exorcist can attempt a Sense Motive check as a free action to determine the specific course of action required to permanently neutralize the spirit or haunt (DC = 10 + the undead creature's Hit Dice or the haunt's CR).

This ability replaces blessing of the faithful.

Dispossession (Su): At 7th level, an exorcist can expend one use of her channel energy ability to force a possessing creature from its host body. The exorcist must make a melee touch attack against the possessed creature; if successful, the exorcist deals damage to the possessing creature as if it were targeted by the exorcist's channel energy ability (regardless of the possessing creature's creature type), and the possession effect ceases as the possessing creature is ejected from the host body. A successful Will save (DC = the exorcist's channel energy DC) halves the damage taken, and the possessing creature resists being ejected from its host.

This ability replaces prayer.

Curse Eater (Su): At 13th level, an exorcist gains Improved Disarm as a bonus feat, regardless of whether she meets the feat's prerequisites. The exorcist gains a +2 bonus on combat maneuver checks to disarm a creature of a magic item she knows to be cursed. If the exorcist successfully disarms a creature of a cursed item without using a weapon, she may automatically pick up the disarmed cursed item without immediately succumbing to the item's curse. She may wield or hold this cursed item for a number of rounds equal to her Charisma modifier (minimum 1 round)—during which time she may use the item normally, as if it were not cursed—before the item's curse manifests again. If the exorcist already has this feat, she may pick another Combat feat for which she must meet the prerequisites for.

This ability replaces aura of war revelry.