

Mist Invoker

Some sensitive souls feel magic on a deeply intuitive level, beyond its expression in spells or other effects. These individuals can immerse themselves in the aetheric energies which connect all things in the world: whether it is called the Lifestream or simply Mist, this magical energy field guides the Mist Invoker in all his actions. Over time, he grows so attuned to this ambient and underlying force that he may even use it to supplement his mind or body with mystic powers, pushing them beyond their normal limitations. Such energies may be light or dark, though, and the mist invoker faces critical choices in how he will use them.

The mist invoker is an archetype of the cleric class.

Alignment: The mist invoker may be any alignment.

Class Skills: The mist invoker adds Bluff (Cha), Disguise (Cha), Intimidate (Cha), Perception (Wis), and Use Magic Device (Cha) to his class skills. The mist invoker loses Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), and Linguistics (Int) from his class skills.

Weapon and Armor Proficiencies: Mist invokers are proficient with all simple weapons, plus the hand crossbow, rapier, shortbow, and shortsword. Mist invokers are proficient with light armor, but not with any type of shields.

This ability modifies the cleric's normal weapon and armor proficiencies.

Limit Breaks (Su): At 1st level, the mist invoker receives the Limit Breaks (Immersion and Mystic Guidance).

Immersion (Su): This Limit Break allows the mist invoker to use his abilities without expending mist pool points or uses of channeling the current. This lasts for a duration of 1 round + 1 round per four cleric levels after 1st. This limit break requires only a swift action.

Mystic Guidance (Su): This Limit Break allows the mist invoker to call on aetheric energies to guide his actions, surrendering his own control and following their path for him. For a duration of 1 round + 1 round per four cleric levels after 1st, the mist invoker gains a +1 competence bonus to attack and damage rolls, and a damage reduction of 2/-. For every four cleric levels after 1st, he gains an additional +1 competence bonus to attack and damage rolls, and damage reduction of 2/-. This limit break requires only a swift action.

These abilities replace the cleric's standard Limit Breaks.

Mist Pool (Su): Starting at 1st level, a mist invoker draws power from a reserve of magical energy to strengthen his mind and body, as well as enhance his weapon. This mist pool has a number of points equal to his cleric level + his Wisdom modifier. The pool refreshes once per day when the mist invoker rests for 8 full hours.

At 2nd level, a mist invoker can expend 1 point from his mist pool as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 1st the weapon gains another +1 enhancement bonus, to a maximum of +5 at 18th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 6th level, these bonuses can be used to add any of the following weapon properties: dancing, earthen, earthen burst, flaming, flaming burst, frost, icy burst, jetstream, jetstream burst, keen, roaring, roaring burst, shock, shocking burst, speed, or vorpal.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at

least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the mist pool point is spent and cannot be changed until the next time the mist invoker uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the mist invoker.

This ability replaces spell proficiency, spells, and MP Pool. Mist invokers do not gain any spells or spellcasting ability, do not have a caster level, and cannot use spell trigger and spell completion magic items.

Course of the Current (Ex): Also at 1st level, the mist invoker must choose between two paths: the Way of the Body or the Way of the Soul. Once the mist invoker makes his choice, he cannot change it.

- **Way of the Body:** The mist invoker adds Acrobatics (Dex), Climb (Str), and Swim (Str) to his list of class skills and three martial weapons of his choice to his weapon proficiencies. Also, the mist invoker may add up to his Wisdom modifier to Dexterity and Strength-based skill checks by expending an equal number of mist pool points as an immediate action.
- **Way of the Soul:** The mist invoker adds Knowledge (Planes) and Knowledge (Religion) to his list of class skills; he also adds his Charisma modifier to his mist pool, in addition to his Wisdom modifier. Also, the mist invoker may add up to his Wisdom modifier to Charisma-based skill checks by expending an equal number of mist pool points as an immediate action.

This ability replaces cantrips, domains, and a deity ability gained at 1st level.

Aura of the Current (Su): At the beginning of 1st level, a mist invoker emits a protective aura that grants the mist invoker a +2 sacred or profane bonus either to Reflex saves (if the mist invoker has chosen the Way of the Body) or to Will saves (if the mist invoker has chosen the Way of the Soul). All allies within 20 feet of the mist invoker gain a +1 sacred or profane bonus under the same conditions. The bonus granted to both the mist invoker and his allies increases by +1 at 6th level and every five levels thereafter (max of +5 for the mist invoker and max of +4 for his allies at 16th level).

The good-aligned mist invoker treats this bonus as a sacred bonus, while evil-aligned mist invokers treat this bonus as a profane bonus. A neutral-aligned mist invoker 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; once this choice is made, it cannot be reversed.

This ability replaces aura of resolve.

Channeling the Current (Su): At 2nd level, a mist invoker can release a wave of energy by channeling the power of mist. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good-aligned mist invoker channels light energy and can choose to deal holy damage to undead creatures or to heal living creatures. An evil-aligned mist invoker channels dark energy and can choose to deal shadow damage to living creatures or to heal undead creatures. A neutral mist invoker channels light energy or dark energy, depending on his 1st level choice made with the Aura of the Current ability.

Channeling mist energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the mist invoker. 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 mist 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 Wisdom modifier. Creatures healed by channeling the current cannot exceed their maximum hit point total—all excess healing is lost. A mist invoker may use channeling the current as a burst a number of times per day equal to 3 + his Wisdom modifier; if the

mist invoker has chosen the Way of the Soul, his limit is instead 3 + his Wisdom modifier + his Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A mist invoker can choose whether or not to include himself in this effect, even if he would not otherwise benefit from the healing effect.

Alternatively, the mist invoker may use channeling the current as a ray attack, with a range of 30 feet + 5 feet every two cleric levels after 2nd. Doing so requires a ranged touch attack and spending 1 mist pool point, but does not count toward the number of times per day that the mist invoker may use channeling the current in a burst. Channeling the Current can be used by deific order abilities that require channel energy.

This ability replaces channel energy.

Reading the Current (Su): At 3rd level, the mist invoker adds a +1 insight bonus to his AC, Initiative, Reflex saves, and attack rolls so long as he has at least one mist pool point. This bonus increases by +1 for every four cleric levels thereafter, but can't exceed the mist invoker's current number of mist pool points. Multiple insight bonuses do not stack with each other.

This ability replaces armored mage.

Inspiration (Su): At 3rd level, the mist invoker learns how to draw on the world's aetheric energies to guide his actions. By expending a mist pool point as an immediate action, he may add a 1d4 to any Wisdom-based skill check. This ability must be used after he makes the check but before the results are revealed. He may do this a number of times per day equal to 3 + his Wisdom modifier; if the mist invoker has chosen the Way of the Soul, his limit is instead 3 + his Wisdom modifier + his Charisma modifier.

At 6th level, the mist invoker may spend an additional mist pool point to add an additional die of one level below his current capacity. If he adds a 1d4, the additional die is a 1d2; if a 1d6, the additional die is a 1d4; etc. He may do this a number of times per day equal to his Wisdom modifier.

At 9th level, the die added increases to 1d6. At 15th level, it increases to 1d8.

At 12th level, the mist invoker may choose to take the average of one die value (2 for 1d4, 3 for 1d6, and 4 for 1d8) a number of times per day equal to his Wisdom modifier.

At 18th level, the mist invoker may maximize one die value a number of times per day equal to his Wisdom modifier.

This ability replaces a deity ability gained at 3rd level.

Blessing of Mist (Su): At 4th level, as a swift action, the mist invoker 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 mist invoker channels light or dark energy) on attack rolls, skill checks, ability checks, or saving throws or to AC until the mist invoker's next turn. The mist invoker can expend 1 use of channeling the current when activating this ability to increase the duration to a number of rounds equal to the number of dice of his channeling the current.

This ability replaces blessing of the faithful.

Stream of Consciousness (Su): At 5th level, the mist invoker grows more skilled in his meditative practices. The mist invoker must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. Once per day, after spending an hour in silent contemplation, the mist invoker regains mist pool points equaling his Wisdom modifier, subject to the conditions below:

- If the mist invoker has chosen the Way of the Body, he also regains hit points equal to his Wisdom modifier and may recover from up to that many points of ability damage.
- If the mist invoker has chosen the Way of the Soul, he regains mist pool points equal to his Wisdom modifier + his Charisma modifier.

This ability replaces clear mind.

Battle Meld (Su): At 6th level, the mist invoker's attunement to ambient energies allows him to use them to influence others. He may spend 1 mist pool point as an immediate action in order to produce the following effects with a range of 25 ft. +5 feet./2 levels:

- If the mist invoker has picked the Way of the Body, he may grant one ally within 30 feet an immediate action to move. If this ally moves into a flanking position, his ally gains an insight bonus to AC equal to the mist invoker's Wisdom modifier until the start of the mist invoker's next turn; if this ally was already in a flanking position, he gains an insight bonus to attack rolls equal to the mist invoker's Wisdom modifier until the start of the mist invoker's next turn.
- If the mist invoker has picked the Way of the Soul, he may force one opponent to make a Will save with a DC of 10 + half the cleric's level + his Wisdom modifier. If the target fails the save, it is dazed for 1 round.

At 10th, 14th, and 18th levels, the number of possible targets affected by battle meld increases by one, to a maximum of 4 at 18th level. The mist invoker must spend an additional mist pool point for each target he chooses to affect. The mist invoker may use this ability a number of times per day equal to his Wisdom modifier.

This ability replaces a deity ability gained at 6th level.

Healing Trance (Su): At 7th level, by spending 1 minute meditating a mist invoker can spend one use of channeling the current to give living or undead creatures in the current burst temporary hit points equal to the amount that ability normally heals. These temporary hit points last for no more than 1 hour. The mist invoker may choose whether or not to include himself in this effect, even if he would not otherwise benefit from the healing effect.

This ability replaces prayer.

Touch of Mist (Su): At 9th level, the mist invoker gains the ability to affect the world around him in a tangible way through his mystical connections. He may cast *Telekinesis* as a spell-like ability by spending one mist pool point a number of times per day equal to his Wisdom modifier.

- If the mist invoker has picked the Way of the Body, he may add his Wisdom modifier to his checks for Telekinesis' combat maneuvers and violent thrust attack rolls.
- If the mist invoker has picked the Way of the Soul, he may use this ability a number of times per day equal to his Wisdom modifier + his Charisma modifier.

This ability replaces a deity ability gained at 9th level.

Shatterpoint (Su): At 12th level, ambient energies direct the mist invoker to weak points in either objects or people. By expending a mist pool point as a swift action, he may produce the following effects with a range of 25 ft. +5 feet./2 levels:

- If the mist invoker has chosen the Way of the Body, he may attempt to break a given object within range (whether it is a weapon, armor, item, etc.). If the object fails its Fortitude save (DC 10 + half the cleric's level + his Wisdom modifier), it gains the broken condition. If used on a broken object, that object is destroyed. A critical fail on the Fortitude save results in automatic destruction. This ability also deals 1d6 points of damage per 2 cleric levels (maximum 10d6) to constructs, no save.
- If the mist invoker has chosen the Way of the Soul, he may add half his cleric level to a Bluff, Diplomacy, or an Intimidate skill check. In addition, using Intimidate on an opponent with the Shaken condition results in the Frightened condition for 1d4 rounds, and using it on an opponent with the Frightened condition results in the Panicked condition for 1d3 rounds.

This ability replaces a deity ability gained at 12th level.

Imbued Current (Su): At 13th level, the mist invoker finds solid materia as easy to work with as aethereal mist. He may add his Wisdom modifier to Use Magic Device checks made to cast spells from materia. He also gains an extra use of any materia that grants spells, and an additional use for every two levels beyond 13th.

This ability replaces aura of war revelry.

Flow-Walking (Su): At 15th level, a number of times per week equal to his Wisdom modifier and no more than once per day, the mist invoker can briefly use aetheric energies to tread into the future—and, by returning with that knowledge, alter its events. By expending a mist pool point, he can effectively shift time back no further than 1 combat round or 1 minute of noncombat time. Any actions that took place during the time the mist invoker shifts back before are considered to have not taken place yet, and all actions pick up at the point he shifts back.

This ability replaces a deity ability gained at 15th level.

Riptide (Su): At 18th level, the mist invoker can unleash a torrent of mystical energy as though breaking a dam. Once per day, by expending a number of mist pool points equal to his Wisdom modifier, he may cause an explosion within a range of 50 feet + 5 feet per mist pool point expended. This attack deals holy or shadow damage (depending on whether he channels light or dark energy) in a 30 ft.-radius burst equaling 3d10 damage for every mist pool point expended. Creatures within the area of effect may roll a Reflex save (DC 10 + half of the cleric's level + his Wisdom modifier) for half damage. After using this ability, the mist invoker becomes fatigued for a number of minutes equal to his Wisdom modifier.

This ability replaces a deity ability gained at 18th level.

Enlightened Immersion (Su): At 20th level, the mist invoker is forevermore treated as an outsider rather than a humanoid (or whatever his original creature type was) for the purpose of spells and magical effects. Additionally, the mist invoker gains damage reduction 10/shadow (if he channels light energy) or 10/holy (if he channels dark energy), which allows him to ignore the first 10 points of damage from any attack made by a weapon or spell without the corresponding magic element. Unlike other outsiders, the mist invoker can still be brought back from the dead as if he were a member of his previous creature type. Finally, the mist invoker gains the ability to enter a state of perfect calm. During this time, the mist invoker can take no actions, but he does regain mist pool points at the rate of 1 point per 10 minutes spent at calm. He cannot use this ability to gain an amount of mist pool points in excess of his maximum.

This ability replaces the deific capstone gained at 20th level.