

## Paragon

*These believers are less concerned with enforcing their beliefs onto the world via martial prowess, and instead try to strengthen their connection with their god. Some see themselves as mere conduits through which their god acts, while others see themselves as having a stronger and more personal bond with their deity. They walk a harsh road, but those that prevail truly deserve to be called paragons of their faith.*

The paragon is an archetype of the cleric class.

**Archetype Main Ability Scores:** The paragon primarily focuses on WIS for their spells, and secondarily on DEX and CHA.

**Archetype Feature Replacements:** **3rd** – [Armored Mage \(Light\)](#). **7th** – [Armored Mage \(Medium\)](#). **10th** – [Armored Mage \(Shield\)](#). **13th** – [Aura of War Revelry](#). **17th** – [True Healer](#).

**Limited Prowess:** A paragon's base attack bonus decreases by one step (from 3/4 BAB to 1/2 BAB). Also decreases paragon's hit dice from d8 to d6. In addition, the paragon's Fortitude save progression becomes poor.

**Weapon and Armor Proficiency:** The paragon loses proficiency with all armor and shields, but gains proficiency with power rods and power staves.

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

**Enhanced Spellcasting:** A paragon gains extra MP and may learn up to 9th level spells, as noted below. Like the cleric class, a paragon learns to cast spells depending on which deity grants him the ability.

If the paragon's deific order casts from a spell or song list that does not have 7th to 9th-level spells, he gains the ability to spend one additional MP on his spells or songs for the purpose of metamagic or metasong feats as if he was a normal full-caster at 13th, 15th, and 17th level instead. At each of those levels, he also gains a metamagic or metasong feat that he qualifies for as a bonus feat.

Level	Base MP	Spell Level
1st	3	1st
2nd	4	1st
3rd	5	2nd
4th	6	2nd
5th	8	3rd
6th	11	3rd
7th	15	4th
8th	20	4th
9th	26	5th
10th	32	5th
11th	39	6th

12th	47	6th
13th	56	7th
14th	65	7th
15th	75	8th
16th	86	8th
17th	98	9th
18th	110	9th
19th	122	9th
20th	135	9th

This ability modifies spellcasting and replaces armored mage, aura of war revelry, and true healer.