

Pilgrim

Those who serve the Sky Soarer, Valefor, must take on a pilgrimage to various Astral temples across the land. These pilgrims tend to resemble animal trainers and summoners rather than traditional healers.

The pilgrim is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the pilgrim receives the Limit Breaks (Glorious Ascent and On Golden Wings).

Glorious Ascent (Su): This Limit Break allows the pilgrim to channel Valefor's power directly into a summoned avian creature, granting it the likeness and some measure of the strength of the Sky Soarer herself. For 1 round + 1 round per four cleric levels after 1st, a creature summoned with the pilgrim's wings of liberation ability takes on the aspect of Valefor, gaining the elemental (wind) subtype and various cosmetic changes, generally bringing it closer to her in appearance. It gains a +2 natural armor bonus to AC plus an additional +2 bonus for every four cleric levels after 1st. This limit break requires only a swift action.

On Golden Wings (Su): This Limit Break grants the pilgrim Valefor's speed for a brief burst of movement. For 1 round + 1 round per four cleric levels after 1st, the pilgrim's fly or glide speed is replaced with a fly speed equal to 40 feet plus 10 feet per four cleric levels after 1st. This limit break requires only a swift action.

Spells: A pilgrim casts summoner spells which are drawn from the [summoner spell list](#). A pilgrim begins play with 3 1st level summoning spells of her choice. The pilgrim also selects a number of additional 1st-level spells equal to her Wisdom modifier to add to her list of spells. Each time a character attains a new cleric level, she gains two spells of her choice to add to her list of spells. The two free spells must be of spell levels she can cast. Like most mages, a pilgrim can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a summoning spell, the pilgrim must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a pilgrim's spell is 10 + the spell level + the pilgrim's Wisdom modifier. In addition, a pilgrim gains additional MP for having a high attribute (Wisdom). All summoner spells learned by the pilgrim use her Wisdom modifier instead of Charisma for all spells' effects.

Class Skills: A pilgrim adds Fly to her list of class skills. In addition, she gains a bonus on Knowledge (Nature) skill checks equal to half her cleric level (minimum 1).

Favored Weapon: A pilgrim adds whips to her list of weapon proficiencies.

Domains: A pilgrim gains access to two of the following [domains](#): Air, Animal, Glory, Liberation.

Deity Abilities: A pilgrim gains the following abilities from her deity as she increases in level.

Sky Glider (Su): At 1st level, the pilgrim is constantly surrounded by moving air currents. She gains a glide speed of 30 ft., allowing her to safely ride these air currents rather than falling.

Sonic Wings (Su): Starting at 3rd level, if the pilgrim begins her turn in the air and has not landed this turn, she may channel Valefor's power as a blast of wind. By expending a use of channel energy as a standard action, she deals wind damage equal to the pilgrim's channel energy dice against each creature in a 15-ft.-cone, plus 5 feet for every three cleric levels she possesses. Creatures in the area of effect can make a Reflex save (DC 10 + half her cleric level + her Charisma modifier) to halve the damage. The pilgrim can use this ability a number of times per day equal to her Charisma modifier.

Wings of Liberation (Su): Starting at 6th level, whenever the pilgrim casts a summoning spell to summon a single creature with the [avian](#) subtype, she may increase its casting time by one step to grant one of the following effects:

- **Liberated Senses:** Gain the bond senses ability as a summoner, as if the summoned creature were her avatar.
- **Liberated Talons:** Increase the damage die of one of the summoned creature's natural weapons by one size.
- **Liberated Wings:** Increase the summoned creature's fly speed by 50%.

The pilgrim can use this ability a number of times per day equal to 3 + her Charisma modifier, but cannot activate it again while the creature remains summoned.

Improved Sky Glider (Su): Starting at 9th level, the sky glider ability improves and becomes a fly speed of 30 feet, with clumsy maneuverability. At 12th level and every three cleric levels thereafter, the pilgrim increases her fly speed by 10 feet and her maneuverability increases by 1 step.

Wings of Freedom (Su): Starting at 12th level, whenever the pilgrim activates her wings of liberation ability, she may spend an additional daily use to choose two items from the list instead of one. If she does, she also adds the following effects to the list:

- **Unchained Bond:** Double the duration of the summoning spell.
- **Unchained Talons:** Increase the damage die of one of the summoned creature's natural weapons by one size. The pilgrim cannot choose the same natural weapon as liberated talons.
- **Unchained Wings:** Increase the summoned creature's fly speed by 50%. This stacks with liberated wings, to a 100% increase.

Energy Blast (Su): Starting at 15th level, when using her sonic wings ability, the pilgrim may spend two additional uses of channel energy to make two ranged touch attacks against a number of creatures equal to her Charisma modifier up to 50 feet away, no two of which are more than 30 feet apart. Enemies struck take non-elemental damage equal to the pilgrim's channel energy dice per hit, and any enemies struck by both attacks must make a Reflex save (DC 10 + half her cleric level + her Charisma modifier) or take additional wind damage equal to half her channel energy dice.

Wings of Glory (Su): Starting at 18th level, whenever the pilgrim activates her wings of liberation ability, she may spend 2 additional daily uses to choose three items from the list instead of one. If she does, she also adds the optional effects from wings of freedom to the list, as well as the following effects:

- **Glorious Enhancement:** Increase the summoned creature's size by one step. This grants a +2 size bonus to its Strength, Dexterity, and Constitution, and increases the damage dice of each of its natural weapons as normal.
- **Glorious Talons:** Increase the damage die of one of the summoned creature's natural weapons by one size. The pilgrim must have also chosen unchained talons or liberated talons, and must choose the same natural weapon as one of those.
- **Glorious Wings:** Increase the summoned creature's fly speed by 100%. This does not stack with unchained wings or liberated wings.

Nirvana (Su): At 20th level, the pilgrim's wings of glory ability summons a second creature, allowing her to choose items from the list separately for each (these need not be the same choices). Finally, she chooses two items instead of one.