

Planar Emissary

A planar emissary worships [Maduin](#), the Guardian of Astrals. They seek to quell the greed and hatred that is in the hearts of mortals, which they believe drove Maduin's mortal bride from her home plane. To that end, they travel to every corner of the world, frequently assisting in the work of other cleric deific orders and the populaces those orders serve. A planar emissary strives for the betterment of mortalkind, so that one day there may be peaceful co-existence between man and deity.

The planar emissary is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the planar emissary receives the Limit Breaks (Chaos Wave and Maduin's Call).

Chaos Wave (Su): This Limit Break causes reality to bend for but a few moments, causing misfortune and unpredictability. All enemies within 30 ft. of the planar emissary must make a Will save (DC 10 + half of her cleric level + her Charisma modifier). Enemies that fail this save must roll twice for any d20 roll and take the less favorable result. This effect lasts for 1 round + 1 round per four cleric levels after 1st.

Maduin's Call (Su): This Limit Break calls upon the power of astrals, allowing the planar emissary to gain 1 Limit Break of a summoner [Avatar](#) to use as a summoner of the same level as her cleric level. The associated [deity](#) of this avatar must be within a total of one step of the planar emissary's alignment, moving along the law/chaos axis and/or the good/evil axis. Only a True Neutral planar emissary may choose any avatar's Limit Break.

Spells: A planar emissary casts summon spells which are drawn from the [summoner spell list](#). A planar emissary begins play with 3 1st level summon spells of his choice. The planar emissary 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 free spells must be of spell levels she can cast. Like most mages, a planar emissary can purchase or find scrolls to add spells to her spells known list and she can also learn new summon spells from another cleric.

To learn or cast a summoner spell, the planar emissary 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 planar emissary's spell is 10 + the spell level + the planar emissary's Wisdom modifier. In addition, a planar emissary gains additional MP for having a high attribute (Wisdom—see **Table: Bonus MP per Day (by Spell Level)** on the [MP System page](#)). All summoner spells learned by the planar emissary use her Wisdom modifier instead of Charisma for all spells' effects.

Class Skills: A planar emissary adds Use Magic Device to her list of class skills. In addition, she gains a bonus on Knowledge (Planes) checks equal to half her cleric level.

Favored Weapon: A planar emissary adds power staves to her list of weapon proficiencies.

Domains: A planar emissary gains access to two of the following [domains](#): Fire, Ice, Law, Lightning.

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

Planar Ambassador (Ex): At 1st level, a planar emissary gains a bonus on Diplomacy checks equal to half of her cleric level (minimum 1) when interacting with outsiders and beings not from her home plane.

Augment Summoning: At 3rd level, a planar emissary gains [Augment Summoning](#) as a bonus feat. She does not have to meet the requirements for this feat. If she already has this feat, she may pick another Non-Combat feat for which she meets the prerequisites.

Efficient Summoning (Su): At 6th level, whenever the planar emissary casts a summon spell that summons a creature (such as *summon monster*), she may cast the spell as a standard action and the creatures remain for 1 minute per cleric level (instead of 1 round per level).

Superior Summoning: At 9th level, a planar emissary gains [Superior Summoning](#) as a bonus feat. She does not have to meet the requirements for this feat. If she already has this feat, she may pick another Non-Combat feat for which she meets the prerequisites.

Faster Summoning (Ex): At 12th level, a planar emissary can now cast any [summoning school](#) spells with a full-round action as a standard action instead. Summoning spells with a longer casting time than a full-round action are unaffected.

Madeline's Exodus (Sp): At 15th level, a planar emissary can use [plane shift](#) as per the spell a number of times per day equal to her Charisma modifier (minimum 1).

Paragon Summons (Ex): At 18th level, 3 times per day, the planar emissary can take the maximum for all hit dice of a single creature summoned when determining starting hit points. This affects any spell that summons a creature (such as *summon monster*).

Astral Body (Su): At 20th level, a planar emissary becomes a magical creature. She is forevermore treated as an outsider rather than a humanoid (or whatever her original creature type was) for the purpose of spells and magical effects. Additionally, the planar emissary gains DR 10/evil if she chooses to channel light energy, or DR 10/good if she chooses to channel dark energy. If using an archetype that replaces channel energy, she gains DR 10/an opposite alignment (a True Neutral planar emissary chooses one alignment that can get around this damage resistance in this case). Once this choice is made, it cannot be changed. Unlike other outsiders, the planar emissary can still be brought back from the dead as if she were a member of her previous creature type. Finally, the planar emissary gains a 30 ft. fly speed with average maneuverability. If she gains a fly speed from another source, it increases this fly speed as a bonus.