

DIVINE FAVOR™



the Cleric

By Stefen Styrsky

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

the Cleric

Credits

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The feats in the “New Feats” section and the spells in the “New Spells” section are open content. All other material — including commentary, descriptions, proper names, characters, story elements, designer’s notes, setting material, flavor text, and society information — is product identity.

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Divine Favor: Cleric

The Divine Favor series expands the options available to sacred player characters (PCs). Each entry presents alternative class abilities for divine classes: cleric, druid, paladin, inquisitor, and oracle. A player can use these alternative abilities to customize a PC beyond what is presented in the rules. Additionally, each PDF also discusses how best to utilize a class's strengths and tactics.



Examining the Cleric

The cleric is the backbone of any adventuring party. Although a few groups might consider the paladin, wizard, or rogue optional, few people venture forth without a cleric. Aside from healing other party members, the cleric is expected to ward off undead and act as a backup wizard and backup fighter. This places a burden on the character that few others face. The following suggestions help a cleric fulfill these roles but also allow him to act as something other than a second-rank character.

SPELLS

It might seem obvious that a cleric should act as a combat medic, healing barbarians and fighters as they weather attacks. In terms of overall effectiveness, though, this is most often not the case. A cleric better serves the party if he can use his spells to defeat enemies more quickly. This means the party loses fewer hit points overall because foes are dead or disabled sooner than otherwise. A 3rd-level cleric stepping into combat to heal the party fighter can't make up for the damage an orc with a greataxe will cause the fighter in the next round. It's better if the cleric enhances the fighter with *bull's strength* or hits the orc with *cause fear*. At higher levels, attacking provides an even greater benefit. The damage a cleric can wreak with *blade barrier*, *flame strike*, or *searing light* means he should hit opponents with offensive spells instead of waiting to heal wounded allies.

CHANNEL ENERGY

Channel energy makes prepared healing spells even more redundant than the ability to spontaneously cast such spells. This frees more spell slots for important offensive spells. Though channel energy heals less damage than a healing spell, it targets several creatures at once and can be used at range. Most

importantly, it does not provoke an attack of opportunity and so is safe for use in melee or amid a swarm of undead.

COMBAT AND FEATS

The cleric possesses a single benefit most other characters do not: the ability to wear heavy armor and cast spells without a chance of failure. The best thing a cleric can do is outfit himself with the heaviest armor possible. It will keep him safe while spellcasting and allow him to back up a party's melee combatants.

A cleric should strongly consider taking Combat Casting. It allows him to stay close to foes to make melee attacks if necessary, but it also allows him to cast spells in combat. Many powerful cleric spells, such as *finger of death*, are touch spells. This means the cleric will most likely be near combat when readying such spells. Combat Casting makes sure the spells are cast successfully. Extra Channeling is another essential feat. Since it's assumed a cleric operates close to melee, Quicken Spell allows the cleric to cast offensive magic without provoking an attack of opportunity.

Another feat to consider is Augment Summoning. Having it is like getting *bull's strength* and *bear's endurance* for free. A cleric with Augment Summoning who summons a monster and then casts *bull's strength* on the summoned creature can conjure some truly powerful allies.

MULTICLASSING

The best choices for cleric multiclassing are paladin and inquisitor. The cleric's main ability scores (Wisdom and Charisma) are useful for both of those classes. As well, paladin and inquisitor possess the ability to wear armor and cast spells without chance of failure. Inquisitor also preserves level advancement for the cleric's domain powers.

NEW DOMAINS

Spells marked with an * are new to this supplement.

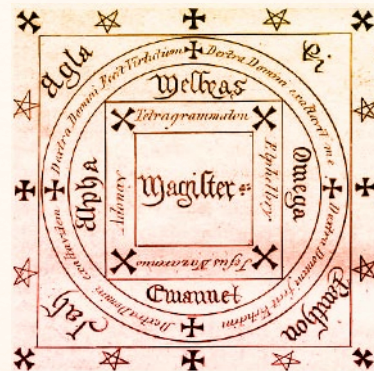
ALCHEMY

Granted Powers: You are the master of transmutation, potions, and elixirs. You receive Brew Potion as a bonus feat.

Bomb Thrower (Su): As a standard action, you can manifest an acid bomb in your hand, targeting any foe within 30 ft. of you as a ranged touch attack. The acid bomb deals 1d4 acid damage + 1 point for every 2 cleric levels you possess. Creatures adjacent to the target take 1 acid damage + 1 point for every 4 cleric levels you possess. Treat this ability as an acid flask that can be thrown as a splash weapon. You may do this a number of times per day equal to 3 + your Wisdom modifier.

Mutagenic Potency (Su): At 8th level, you can enhance the strength of any active mutagen within 30 ft. of you. Each bonus the mutagen confers increases by +2. You may do this for a number of rounds equal to 1/2 your cleric level.

Domain Spells: 1st—*polypurpose panacea*, 2nd—*fox's cunning*, 3rd—*eruptive pustules*, 4th—*poison*, 5th—*monstrous physique III*, 6th—*stone to flesh*, 7th—*greater age resistance*, 8th—*iron body*, 9th—*transmute blood to acid*



Potion Subdomain Replacement

Power: The potable transference replaces the mutagenic potency power of the Alchemy domain.

Potion Replacement Domain Spells:

1st—*crafters' fortune*, 2nd—*alchemical allocation*, 3rd—*amplify elixir*

Transmutation Subdomain Replacement

Power: The transmuter's touch replaces the mutagenic potency power of the Alchemy domain.

Transmutation Replacement Domain

Spells: 1st—*youthful appearance*, 5th—*polymorph*

APOCALYPSE

Granted Powers: You herald the end of individuals, societies, nations, and the world.

Glimpse of Doom (Su): As a melee touch attack, you can force a creature to witness its eventual fate. It takes a penalty to attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your cleric level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. This is a mind-affecting fear effect.

Harbinger of Doom (Sp): As a standard action you may target one creature within 30 ft. of you with sudden death. This acts as *finger of doom*. You may do this once per day at 8th level. At 15th level, you may use this ability twice per day.

Domain Spells: 1st—*doom*, 2nd—*death knell*, 3rd—*bestow curse*, 4th—*poison*, 5th—*insect plague*, 6th—*harm*, 7th—*destruction*, 8th—*earthquake*, 9th—*storm of vengeance*

Catastrophe Subdomain Replacement

Power: The deadly weather power replaces the *harbinger of doom* power of the Apocalypse domain.

Catastrophe Replacement Domain

Spells: 2nd—*gust of wind*, 3rd—*call lightning*, 7th—*control weather*

Entropy Subdomain Replacement

Power: The aura of dissolution power replaces the glimpse of doom power of the Apocalypse domain.

Entropy Replacement Domain Spells:

1st—*wind down**, 2nd—*darkness*, 6th—*antilife shell*

PROPHECY

Granted Powers: You see the future, for good or ill.

Forewarned (Su): Your knowledge of the future allows you to anticipate danger. You gain a +1 bonus to Perception checks and a +1 dodge bonus to AC. These bonuses increase by +2 at 8th level and every 3 levels thereafter.

Future Sight (Su): At 8th level, once each day you may declare that an action you have just taken did not happen. You may then take a different action. You can do this after the results of your action are known. The mixing of future and present is disorienting. You are shaken for 1d4 rounds after you use this ability. This does not stack with other fear effects, but nothing can remove this condition.

Domain Spells: 1st—*deathwatch*, 2nd—*augury*, 3rd—*locate object*, 4th—*divination*, 5th—*commune*, 6th—*find the path*, 7th—*prying eyes*, 8th—*moment of prescience*, 9th—*foresight*

Fate Subdomain Replacement Power:

The tugging strands power replaces the future sight power of the Prophecy domain.

Fate Replacement Domain Spells:

3rd—*borrow fortune*

Horoscope Subdomain Replacement

Power: The cast horoscope power replaces the future sight power of the Prophecy domain.

Horoscope Replacement Domain Spells:

1st—*true strike*, 6th—*legend lore*



NEW SUBDOMAINS

The following new subdomains can provide you with some interesting alternatives for your cleric character.

BOOKS SUBDOMAIN

Associated Domain: Rune

Replacement Power: The following replaces the *spell rune* power of the Rune domain.

Spellbook (Ex): At 8th level, you gain a standard spellbook. You may copy into this spellbook any spell you can read from a scroll. Each day you may prepare a number of spells from this book equal to 1/4 your cleric level, but only one spell per level of spells you can cast. These spells are in addition to your normal allotment of prepared spells and domain spells. You cannot give up a spell prepared from your spellbook to spontaneously cast a different spell.

Replacement Domain Spells: 1st—*reading aid**, 3rd—*illusory script*, 6th—*manipulate symbol**

ENTROPY SUBDOMAIN

Associated Domain: Apocalypse

Replacement Power: The following replaces the herald of doom power of the Apocalypse domain.

Aura of Dissolution (Su): At 8th level, you can emit a 30-foot aura of entropy and decay for a number of rounds equal to your cleric level. While in this aura, bleed effects cannot be stopped, creatures take a –10 penalty to stabilization saving throws, and healing spells must succeed on a caster level check to be effective.

Replacement Domains Spells: 1st—*wind down**, 2nd—*darkness*, 6th—*antilife shell*

EXORCISM SUBDOMAIN

Associated Domain: Good, Protection

Replacement Power: The following replaces the holy lance power of the Good domain or the aura of protection of the Protection domain.

Cast Out (Su): As a swift action, you can sacrifice a use of your channel energy to increase the saving throw DC of an abjuration spell you cast against an evil outsider. The saving throw DC increases by +1 for every 2d6 of your channel energy ability.

Replacement Domain Spells: 2nd—*spear of purity* (UM), 6th—*banishment*, 9th—*miracle*

GAMBLING SUBDOMAIN

Associated Domain: Luck

Replacement Power: The following replaces the *bit of luck* power of the Luck domain.

Go for it All (Su): As you roll a d20, call out a number between 2 and 12, then roll 2d6. If you roll this number on the d6s, you add that

amount as a bonus to the d20 roll. If any other number comes up, you subtract one-half that number (minimum 1) from the d20 roll. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*fortune's favor**, 3rd—*lucky break**, 6th—*lucky totem**

HOROSCOPE SUBDOMAIN

Associated Domain: Prophecy

Replacement Power: The following replaces the future sight power of the Prophecy domain.

Cast Horoscope (Su): Once per day at 8th level, you may tell another creature about its future, granting it one of the following: a +2 insight bonus to Initiative checks; a +2 dodge bonus to AC; +2 insight bonus to Reflex saving throws; or a +2 insight bonus to one skill. This bonus lasts for 24 hours. You may use this ability twice per day at 15th level.

Replacement Domain Spells: 1st—*true strike*, 6th—*legend lore*

LIES SUBDOMAIN

Associated Domain: Trickery

Replacement Power: The following replaces the *copycat* power of the Trickery domain.

Lasting Illusion (Su): Illusion spells you cast extend their duration by 50%. This stacks with the Extend Spell feat.

Replacement Domain Spells: 1st—*innocence* (APG), 2nd—*misdirection*, 4th—*hallucinatory terrain*, 8th—*shadow conjuration*



POTION SUBDOMAIN

Associated Domain: Alchemy

Replacement Power: The following replaces the mutagenic potency power of the Alchemy domain.

Potable Transference (Su): Once per day at 8th level, you may drink a potion to gain its benefits and then touch another creature as a swift action. That creature also gains the potion's benefits as if had drunk the potion. You may do this twice per day at 15th level.

Replacement Domain Spells: 1st—*crafters' fortune*, 2nd—*alchemical allocation*, 3rd—*amplify elixir*

TRANSMUTATION SUBDOMAIN

Associated Domain: Alchemy

Replacement Power: The following replaces the mutagenic potency power of the Alchemy subdomain.

Transmuter's Touch (Su): Once per day at 8th level, you can touch a creature as a standard action to grant it an enhancement bonus to one physical skill (Strength, Dexterity, or Constitution) equal to your Wisdom modifier. This effect lasts for a number of rounds equal to 1/2 your cleric level. You may do this twice per day at 15th level.

Replacement Domain Spells: 1st—*youthful appearance*, 5th—*polymorph*

TRUTH SUBDOMAIN

Associated Domain: Knowledge

Replacement Power: The following replaces the *remote viewing* power of the Knowledge domain.

Interrogator (Su): At 8th level, when you make

an Intimidate or Sense Motive check, you can roll twice and take the higher result. Using this ability is a free action. You can use this ability once per day at 8th level, plus one additional time per day for every 2 levels beyond 8th.

Replacement Domain Spells: 1st—*interrogation (UM)*, 3rd—*tongues*, 4th—*discern lies*, 7th—*greater scrying*

WEAPONS SUBDOMAIN

Associated Domain: War

Replacement Power: The following replaces the *battle rage* power of the War domain.

Weapon Expert (Ex): Choose one weapon group from the weapons groups listed on page 56 of the *Pathfinder Roleplaying Game Core Rulebook*. One of the weapons in the group must be your deity's favored weapon. You gain proficiency with all the weapons listed in the group. Whenever you use your deity's favored weapon, you can, as a swift action, imbue it with special properties as per the *versatile weapon* spell for 1 round. This is a spell-like ability. You may do this a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*magic weapon*, 3rd—*greater magic weapon*, 4th—*keen edge*



NEW CLERIC

ARCHETYPES

You can use the following cleric archetypes to customize your character concept with some rules-based elements.

ASCEPIC

The ascetic believes faith and devotion are best expressed through denial of bodily needs. Ascetics temper their flesh and their wills with physical deprivation and rituals meant to inure them to pain and gain complete control of their physical form. The extreme testing often breaks lesser creatures, but those who endure it can achieve a level of physical resiliency and perfection that is almost supernatural.

Weapon and Armor Proficiency: An ascetic is proficient with the club, dagger, handaxe, javelin, quarterstaff, shortspear, short sword, sling, spear, and temple sword. An ascetic is not proficient with any type of armor or shields.

Class Skills: Acrobatics (Dex), Climb (Str), Diplomacy (Cha), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Str)

Skill Ranks per Level: 6 + Int modifier

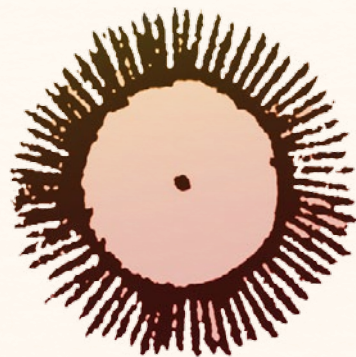
Bonus Feats: The ascetic gains Toughness as a bonus feat at 1st level. At every even level, she may select a bonus feat from the following list: Acrobatics, Agile Maneuvers, Alertness, Athletic, Blind-Fight, Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Defensive Combat Training, Diehard, Endurance, Fleet, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Nimble Moves, Run, Self-Sufficient, Skill Focus, and Toughness. She must meet the prerequisites for these feats.

Bodily Manipulation (Sp): An ascetic does not gain the ability to spontaneously cast cure or inflict spells by sacrificing prepared spells. However, she can spontaneously cast the following spells by sacrificing a prepared spell of the noted level or above. As an additional limitation, only the ascetic can be the target of these spells.

- 1st level—endure elements*
- 2nd level—bear's endurance*
- 3rd level—haste*
- 4th level—stoneskin*
- 5th level—polymorph*
- 6th level—transformation*
- 7th level—ethereal jaunt*
- 8th level—iron body*
- 9th level—astral projection*

Mind is Body (Ex): The ascetic can grant a total number of enhancement bonuses to any of her physical abilities (Strength, Dexterity, or Constitution) equal to her Wisdom modifier. She may divide the bonuses in any way between these three ability scores. She can change the distribution of these bonuses when she prepares spells.

Wise Defense: When unarmored, an ascetic adds her Wisdom bonus (if any) to her AC and her CMD. These bonuses apply to AC even against touch attacks or when the ascetic is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, or when she carries a shield.



CHARISMATIC

A charismatic exerts a supernatural influence on others merely through the sound of his voice. He can exhort allies to great feats of courage and daring, and bolster the weak of heart and hand. Most charismatics travel the land, preaching their faith and urging others to convert. A few charismatics lead crusades against unbelievers. Others attempt to use their powers of persuasion to urge congregations to do good.

Inspiring Word (Sp): The charismatic receives the *inspiring word* power of the Nobility domain even if he does not choose that domain. A charismatic with the Nobility domain can use *inspiring word* an additional 2 times per day and gains a +4 bonus to his leadership score at 8th level.

Spontaneous Casting: A charismatic does not gain the ability to spontaneously cast cure or inflict spells by sacrificing prepared spells. However, a charismatic can spontaneously cast the following spells by sacrificing a prepared spell of the noted level or above.

1st level—*bless*

2nd level—*aid*

3rd level—*prayer*

4th level—*sending*

5th level—*atonement*

6th level—*heroes' feast*

7th level—*mass hold person*

8th level—*mass charm monster*

9th level—*mass hold monster*

Leadership (Ex): At 7th level, a charismatic gains Leadership as a bonus feat

ENTHUSIAST

Enthusiast means one filled with the god. An enthusiast displays an immense fervor for her faith and her deity. She is often so consumed with the spirit that she loses all sense of herself. The enthusiast can fly into a holy rage, disdaining fear and injury.



Weapon and Armor Proficiency: An enthusiast is proficient with all simple weapons and the weapon of her deity, but not with any armor or shields.

AC Bonus (Ex): When unarmored, an enthusiast adds her Charisma bonus (if any) to her AC and her CMD. These bonuses apply to AC even against touch attacks or when the enthusiast is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, or when she carries a shield.

General Devotion: The enthusiast worships a god or concept in a generalized way and is often outside the mainstream of a faith. As such, she can select only one domain and she gains only the domain's powers. She does not gain domain spells.

Spellcasting: The enthusiast does not possess the focus to study spellcasting. As such she does not gain the ability to cast domain spells or cleric spells. She does not have a caster level and cannot use spell trigger or spell completion magic items.

Holy Fervor (Su): The enthusiast's extreme devotion allows her to enter combat without fear. She may go into a holy fervor a number of rounds per day equal to 4 + her Charisma modifier. She adds 2 rounds to this duration for every cleric level attained after 1st. While in a holy fervor, the enthusiast gains a +4 divine bonus to Strength, Constitution, and Charisma, and a +2 morale bonus to Will saving throws. In addition, for the duration of the fervor, the enthusiast's base attack bonus is equal to her cleric level, also modifying her CMB and CMD. At 11th level, the bonus to Strength, Constitution, and Charisma increases to +6, and the bonus to Will saving throws increases to +3. At 20th level, the ability bonuses increase to +8 and the morale bonus to Will saving throws increases to +4.

Divine Defense (Su): At 5th level, the enthusiast trusts in the power of her beliefs to keep her safe. As a standard action, an enthusiast can enhance her flesh by channeling the power of her god. This lasts for 1 minute per cleric level. When channeled, the divine energy causes the enthusiast to shed light like a torch. At 5th level, the energy grants her skin a +1 enhancement bonus. For every 3 levels beyond 5th, the enthusiast gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be used to add any of the following properties to

the enthusiast's flesh: *champion*, *ghost touch*, *heavy fortification*, *invulnerability*, *light fortification*, *moderate fortification*, *spell resistance* (13, 15, 17, or 19). Adding these properties consumes an amount of bonus equal to the property's cost (see Table 15–4 of the *Pathfinder Roleplaying Game Core Rulebook*). In addition, the bonuses can be consumed at the listed amount to add any of the following armor properties: *energy resistance* for +3 bonus, *improved energy resistance* for +5 bonus, or *righteous* for +4 bonus. These bonuses do not function if the enthusiast wears any type of armor. At least a +1 bonus must be kept as an enhancement bonus before any other properties can be added to the enthusiast. The bonus and properties granted by a deity's energy are determined when an enthusiast channels the energy and cannot be changed until the energy is channeled again. The energy imparts no bonuses if the enthusiast falls unconscious or dies, but it resumes giving bonuses if the enthusiast recovers before the duration runs out. An enthusiast can use this ability once per day at 5th level, and one additional time per day for every 4 levels beyond 5th, to a total of four times per day at 17th level.



EXORCIST

Possession is a real threat. Devils and demons constantly tear at weak creatures, hoping to find a body to inhabit and a spirit to exploit. Exorcists war against outsiders who would claim what is not their own.

Focused Domain: An exorcist focuses on combating evil outsiders and their influence on mortals. As such, he gains either the Good or Protection domain. He must also select the Exorcism subdomain if it is available.

Abjurer Caster: An exorcist does not gain the ability to spontaneously cast cure or inflict spells by sacrificing prepared spells. However, an exorcist can spontaneously cast the following spells by sacrificing a prepared spell of the noted level or above:

- 1st level—*protection from evil*
- 2nd level—*shield other*
- 3rd level—*remove curse*
- 4th level—*dismissal*
- 5th level—*dispel evil*
- 6th level—*banishment*
- 7th level—*repulsion (evil creatures only)*
- 8th level—*holy aura*
- 9th level—*dimensional lock*

Demon Hunter (Sp): The exorcist can *detect evil* at-will as a spell-like ability but only to detect the presence of evil outsiders.

Hallowed Beacon (Su): At 5th level, the exorcist gains Alignment Channel against evil outsiders as a bonus feat.

FLAGELLANT

A flagellant believes pain and suffering lead to the realization of the divine. A common method of flagellation is to whip a leather strap across her shoulders while praying. Other flagellants scour their limbs with blades. Their wounds proclaim their devotion, and the self-inflicted agony focuses their belief.



Weapon and Armor Proficiencies:

Flagellants are proficient with light armor and shields and with the following weapons: club, dagger, heavy mace, light mace, quarterstaff, spiked chain, sling, and whip.

Skill Ranks per Level: 4 + Int modifier

Mortified Spellcasting (Ex): A flagellant powers spellcasting through her own blood. As a swift action, she may inflict 1 damage on herself per level of a spell she wants to increase in power. If she does so, she can cast a spell in the same round as if she is 1 level higher or she can increase the spell's saving throw DC by +1 without increasing its casting time. This stacks with the Heighten Spell and Spell Focus feats. She cannot use temporary hit points to power spells in this way.

Inured to Pain (Ex): At 2nd level, the flagellant becomes accustomed to physical pain. She gains Diehard as a bonus feat.

Deadened Flesh (Ex): At 7th level, the flagellant becomes so used to physical injury that she gains DR 1/—. At 10th level, and every 3 cleric levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. This damage reduction does not negate self-inflicted damage from mortified spellcasting or greater mortified spellcasting.

Greater Mortified Spellcasting (Ex): At 11th level, the flagellant can spend 2 damage per spell level of a spell she wants to increase in power, raising her caster level by +2 or the saving throw DC by +2. This stacks with the Heighten Spell and Spell Focus feat. She cannot use temporary hit points to power spells in this way.

THEOSOPHIST

The theosophist believes that formal study and learning leads to wisdom and knowledge of the divine. He approaches his faith as a student rather than a devotee. As such, the theosophist gains an intellectual understanding of his religion. This allows him a more nuanced view of divine powers.

Slow Base Attack Bonus: Theosophists devote their time to study and introspection. As such, they are not capable combatants. A theosophist uses a d6 for Hit Dice and has a slow base attack bonus progression. His base saving throws remain those of a normal cleric.

Weapon and Armor Proficiencies: The theosophist is proficient with the club, dagger, heavy mace, light mace, quarterstaff, and sling, but not with any type of armor or shield.

Domains: The theosophist's intense study grants him access to three domains, two of which must be domains his deity possesses. The third can be any domain available to the character. He gains access to all three domain powers and domain spells.



Class Skills: Appraise (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int)

Skill Ranks per Level: 4 + Int modifier

Scholar (Ex): The theosophist gains a +2 bonus to Knowledge (religion), Linguistics, and Spellcraft checks.

Versatile Channeling (Ex): The theosophist's study allows him to utilize divine energy more effectively. At 1st level, he must choose to channel either positive or negative energy for his channel energy class ability. However, at 3rd level, he gains the Versatile Channeler feat no matter the alignment of his deity. He does not need to meet the feat's prerequisites.

Studied Spellcasting (Ex): The theosophist's study of magic allows him to recall spells even if he has not prepared them. At 8th level, the theosophist can choose one domain. He may lose any prepared spell that is not an orison or a domain spell so that he can spontaneously cast any domain spell of the chosen domain of the same level or lower.

VATIC

The vatic sees the future and distant places. Unlike oracles or seers, the vatic's glimpses are not random, uncontrolled revelations of the future but focused visions brought about by prayer and devotion.

Domains: The vatic must select the Prophecy domain. She does not gain access to a second domain.

Spells: The vatic gains access to divination spells far in excess of other clerics. She adds all sorcerer/wizard divination spells to her spell list and can cast these spells as divine spells.

Divination's Master (Su): The vatic can lose a prepared spell to spontaneously cast any divination spell. The sacrificed prepared spell must be equal to or greater in level than the one she spontaneously casts. She retains the ability to spontaneously cast heal or inflict spells.



WEAPON-SWORN

The weapon-sworn cleric believes devotion comes through the study and use of his deity's favored weapon. This does not necessarily include violence, since many weapon-sworn achieve a meditative clarity through martial exercises. A few weapon-sworn, especially those of evil deities, find dogmatic expression in the expert cut and the perfect kill. These weapon-sworn live to fight, especially by participating in duels against other weapon experts.

Weapon and Armor Proficiency: A weapon-sworn cleric is proficient only in his deity's favored weapon as well as light armor, medium armor, and shields (except tower shields).

Single-Minded: The weapon-sworn cleric devotes his time to the study of his deity's weapon. He may select one domain. However, the weapon-sworn does not gain domain spells or spellcasting abilities, does not have a caster level, and cannot use spell trigger or spell completion magic items.

Favored Weapon (Ex): The skill with which a weapon-sworn wields his deity's favored weapon makes him deadly in its use. When wielding his deity's favored weapon, the weapon-sworn uses his cleric level as his base attack bonus. This also applies to his CMB and CMD when making or defending against combat maneuvers involving the weapon (such as disarm or Sunder).

Martial Expert (Ex): The weapon-sworn studies the ways of combat. He gains bonus combat feats as a fighter equal to his cleric level. He may take any combat feat with fighter as a prerequisite as long as he is high enough level and meets the feat's other prerequisites. For purposes of BAB, use the weapon-sworn's cleric level as his BAB. The weapon-sworn can use only feats that apply to the use of a weapon, such as Improved Critical or Blinding Critical, when wielding his deity's weapon.



Divine Weapon Training (Ex): Starting at 5th level, as a standard action, a weapon-sworn can focus divine energy into his deity's weapon for 1 minute per cleric level. This grants the weapon a +1 enhancement bonus. For every 3 cleric levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level.

These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add five of the following weapon properties: *axiomatic*, *chaotic*, *disruption*, *flaming*, *flaming burst*, *frost*, *holy*, *icy burst*, *keen*, *shock*, *shocking burst*, *unholy*, and *wounding*. A weapon-sworn cannot enhance his weapon with a property based on an alignment contrary to his own or his deity's alignment. All other enhancements are also subject to the GM's permission. Once chosen, they cannot be changed. Adding these properties consumes an amount of bonus equal to the property's cost (see Table: Melee Weapon Special Abilities). These bonuses are

added to any properties the weapon already has, but duplicate abilities 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. The bonus and properties granted are determined when the ability is activated and cannot be changed until another activation. The divine energy imparts no bonuses if the weapon is held by anyone other than the weapon-sworn but resumes giving bonuses if returned to him. These bonuses apply to only one end of a double weapon.

A cleric can use this ability once per day at 5th level, and one additional time per day for every 4 levels beyond 5th, to a total of four times per day at 17th level. If a weapon infused with divine energy is destroyed, the weapon-sworn cleric loses the use of this ability for thirty days, or until he gains a level, whichever comes first. During this thirty-day period, the cleric takes a -1 penalty to attack rolls and weapon damage rolls.

WONDER WORKER

The wonder worker possesses the ability to channel divine power without the need to study long hours in a temple, memorize a faith's dogma, or apprentice to a spiritual teacher. Their powers seem innate except that wonder workers believe their abilities come from their strong devotion to a deity or fundamental idea.

Single Devotion: A wonder worker chooses only one domain from her deity's portfolio rather than the normal two domains.

Healing Hands: A wonder worker does not gain the ability to spontaneously cast cure or inflict spells by sacrificing prepared spells (except as noted below). However, a wonder worker can spontaneously cast the following spells by sacrificing a prepared spell of the noted level or above:

- 1st level—remove sickness (UM)
- 2nd level—remove paralysis
- 3rd level—remove blindness/deafness
- 4th level—neutralize poison
- 5th level—raise dead
- 6th level—heal
- 7th level—greater restoration
- 8th level—mass cure critical wounds
- 9th level—true resurrection

Miracle (Sp): At 5th level, the wonder worker chooses one domain spell she can cast. She may cast this spell once per day as a spell-like ability. At 8th level and every 3 levels thereafter, she may choose another domain spell she can cast once per day as a spell-like ability.



VARIANT CHANNELING

Alchemy/Potions: *Heal*—Potions and elixirs imbibed before the end of your next turn last for an extra number of rounds equal to one-half your channel bonus (minimum 1). Liquids without a duration instead act as if the creator was 1 level higher. *Harm*—All potions and elixirs are affected as if you had cast a targeted *dispel magic* on them. If you succeed on your caster level check, the potion or elixir is destroyed.

Apocalypse: *Heal*—Creatures gain a channel bonus to one d20 roll made before the end of your next turn. The bonus must be used before the result of the roll is known. *Harm*—The harmful effect is enhanced for humanoids.

Books: *Heal*—Creatures gain a channel bonus on all Knowledge and Linguistics checks for 1 minute. *Harm*—Creatures



become illiterate for 1d10 days. A successful save negates this effect.

Exorcism: *Heal*—Good creatures gain a channel bonus to saving throws against fear and compulsion effects for 1 minute. *Harm*—The harmful effect is enhanced for evil outsiders.

Gambling: *Heal*—Creatures gain a channel bonus or luck bonus (creature's choice) to one roll (attack roll, CMB check, saving throw, or skill check) made before the end of your next turn. They may choose to call out a number between 1 and 6 and roll a d6. If the number comes up, the channel bonus can be added to all d20 rolls made before the end of your next turn. If the number doesn't come up, the creature does not gain the bonus to one roll and instead takes a channel penalty on all d20 rolls until the end of your next turn. *Harm*—Creatures take a channel penalty to all d20 rolls until the end of your next turn. A target may choose to call out a number between 1 and 6 and roll a d6. If the number comes up, this effect is negated. If the number doesn't come up, the creature instead takes a channel penalty

plus the number on the d6 to all d20 rolls until the end of your next turn.

Lies: As Trickery in *Ultimate Magic*.

Prophecy: *Heal*—Creatures can reroll their initiative checks and act on the new result if it is higher than their original initiative roll. This does not allow a creature to act twice in 1 round. *Harm*—Creatures must reroll their initiative checks and act on their next turn at this result if it's lower than their original initiative roll.

Truth: *Heal*—Creatures gain a channel bonus to Perception and Sense Motive checks until the end of your next turn. *Harm*—Sentient creatures (Intelligence 3+) who fail their saving throws take 1d2 Wisdom damage. A successful save negates this Wisdom damage.

Weapons: *Heal*—Creatures gain a channel bonus to critical confirmation rolls until the end of your next turn. This does not stack with the Critical Focus feat. *Harm*—Until the end of your next turn, affected creatures automatically miss on all natural d20 rolls of 9 or less.

NEW SPELLS

Does your cleric like to meddle with luck or does she favor a luck-based deity? Perhaps she wants to have a better chance to read something. The new spells below give you these options and more.

FORTUNE'S FROWN

School transmutation; **Level** bard 1, cleric 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 min/level (D) (see text)

Saving Throw Will negates; **Spell Resistance** yes

The affected creature becomes unlucky. Any luck bonuses the target possesses are immediately dispelled for the duration of the spell. In addition, when the target rolls a d20, it must roll two d20s and take the worse result. This effect lasts for the duration of the spell or after 1d4 rolls, whichever comes first.

LUCKY BREAK

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, cleric 1

Casting Time 1 standard action

Components V, S, M/DF

Area 40-foot radius burst centered on you

Targets all allies within the 40-foot radius burst

Duration permanent until triggered

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

One of the next failed rolls made by one of the targets of the spell becomes a success. The gods of luck choose what type of roll is transformed, rather than the caster. The GM should roll 1d10 and consult this table.



d10 Roll Transformed

1–2 *Saving throw*

3–5 *Skill check*

6–10 *Attack roll*

The GM should also roll 1d4 to determine which roll is improved among those that immediately follow the casting of the spell. That is, a roll of 1 means the very next failed roll of the indicated type is improved, while a roll of 4 means that three full rolls fail before one is changed. The subjects cannot be under the effect of more than one *lucky break* spell at a time.

LUCKY TOTEM

School transmutation; **Level** cleric 6

Casting Time 1 standard action

Components V, S, M, DF (1,000 gp of crushed gems and powdered sprite wings)

Range touch

Target object touched (see text)

Duration permanent

Saving Throw no; **Spell Resistance** no

You make a spell item weighing less than 1 lb. into a permanent *lucky totem*, infused with your own power of luck. The lucky totem grants you a +1 luck bonus to all skill checks and concentration checks. In addition, you gain a +2 luck bonus to critical confirmation rolls. This does not stack with Improved Critical. Lastly, the saving throw DC of all spells you cast increases by +1.

The *lucky totem* must remain in physical contact with you to work. The effects of multiple *lucky totems* do not stack.

READING AID

School divination; **Level** cleric/sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M/DF (magnifying glass)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell allows the affected creature to more easily read words and text. The spell grants the target a +1 bonus to Linguistics checks to read another language and a +1 bonus to Spellcheck and Use Magic Device checks when attempting to cast a spell from a scroll. The bonus increases by +1 for every 3 caster levels.

MANIPULATE SYMBOL

School transmutation; **Level** cleric/sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M/DF (an ink quill)

Range personal

Target self and one spell with the word symbol in its name

Duration instantaneous (see text)

Saving Throw none; **Spell Resistance** no

While under the effect of this spell, you cannot trigger a *symbol* spell. This effect lasts for 1 round per caster level. The spell then allows you to alter a *symbol* spell into any other *symbol* spell you can cast with a successful caster level check against the *symbol's* creator. This also includes how and when the *symbol* is triggered. You must touch the *symbol* to alter it. A natural 1 is always a failure on this check. If you fail to manipulate the *symbol* spell, you activate the spell instead.

WIND DOWN

School transmutation; **Level** bard/cleric 1

Casting Time 1 standard action

Components V, S/DF

Range close (25 ft. + 5 ft./level)

Target or Area one creature or ongoing spell

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You can cast *wind down* to decrease the duration of one ongoing spell or spell-like ability that has been cast on a creature or object. A spell not subject to *dispel magic* is not subject to *wind down*. The spells otherwise acts as *dispel magic*, but it cannot affect spells made permanent with a *permanency* spell or magic items with no duration such as weapons, armor, or wands. However, *wind down* can affect ongoing spells and effects cast by magic items, scrolls, and potions. If your caster level check is successful against the target, the spell's duration is reduced by half (minimum 1 round).

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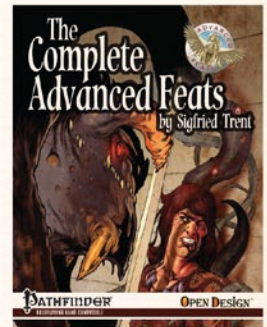


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