

# The Cleric

**Alignment:** Any.

**Hit Points at 1st Level:** 14 + Con Mod

**HP/Level Gained:** 8

## Class Skills

The cleric's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Arcana, History, Religion, The Planes) (Int), Profession (Wis), and Spellcraft (Int).

## Domains and Class Skills

Dependant on which two domains the cleric has access to or chooses, she gains a handful of bonus class skills that are thematically linked to the domains chosen. See Chapter X: Skills for more information.

**Skill Points at 1st Level:** (7 + Int modifier) x4

**Skill Points/Level Gained:** 7 + Int modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day												
						1	2	3	4	5	6	7	8	9				
1	+0	+0	+0	+3	Aura, Channel Divinity, Healer, Orisons	3	—	—	—	—	—	—	—	—	—	—	—	—
2	+1	+1	+1	+4	Divine Lore	4	—	—	—	—	—	—	—	—	—	—	—	—
3	+1	+1	+1	+4		5	3	—	—	—	—	—	—	—	—	—	—	—
4	+2	+2	+2	+5	Remove Fatigue	6	4	—	—	—	—	—	—	—	—	—	—	—
5	+2	+2	+2	+5		6	5	3	—	—	—	—	—	—	—	—	—	—
6	+3	+3	+3	+6	Remove Malady	6	6	4	—	—	—	—	—	—	—	—	—	—
7	+3	+3	+3	+6	Divine Emissary	6	6	5	3	—	—	—	—	—	—	—	—	—
8	+4	+4	+4	+7		6	6	6	4	—	—	—	—	—	—	—	—	—
9	+4	+4	+4	+7	Divine Health	6	6	6	5	3	—	—	—	—	—	—	—	—
10	+5	+5	+5	+8		6	6	6	6	4	—	—	—	—	—	—	—	—
11	+5	+5	+5	+8		6	6	6	6	5	3	—	—	—	—	—	—	—
12	+6/+1	+6	+6	+9		6	6	6	6	6	4	—	—	—	—	—	—	—
13	+6/+1	+6	+6	+9		6	6	6	6	6	5	3	—	—	—	—	—	—
14	+7/+2	+7	+7	+10	Divine Perseverance	6	6	6	6	6	6	4	—	—	—	—	—	—
15	+7/+2	+7	+7	+10		6	6	6	6	6	6	5	3	—	—	—	—	—
16	+8/+3	+8	+8	+11		6	6	6	6	6	6	6	4	—	—	—	—	—
17	+8/+3	+8	+8	+11		6	6	6	6	6	6	6	5	3	—	—	—	—
18	+9/+4	+9	+9	+12		6	6	6	6	6	6	6	6	4	—	—	—	—
19	+9/+4	+9	+9	+12	Divine Weapon	6	6	6	6	6	6	6	6	6	5	—	—	—
20	+10/+5	+10	+10	+13	Mystic Union	6	6	6	6	6	6	6	6	6	6	6	6	6

## Class Features

All of the following are class features of the cleric.

**Weapon and Armor Proficiency:** Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

A cleric that chooses the War domain receives the Weapon Focus feat related to his deity's weapon as a bonus feat. She also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

**Spells:** A cleric casts divine spells, which are drawn from the cleric spell list. However, her alignment may restrict her from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A cleric must choose and prepare his spells in advance (see below).

To prepare or cast a spell, the cleric's MTR must at least be equal to the spells' level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the cleric's Wisdom modifier.

Like other spellcasters, a cleric can cast only a

certain number of spells of each spell level per day. Her base daily spell allotment is given on the class table. In addition, she receives bonus spells per day if he has a high Wisdom score. A cleric also gets one domain spell of each spell level he can cast, starting at 1st level. When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains (see Deities, Domains, and Domain Spells, below).

Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that she has a high enough MTR to be able to cast spells of that level, but he must choose which spells to prepare during her daily meditation.

**Deity, Domains and Domain Spells:** A cleric's deity influences her alignment, what magic she can perform, her values, and how others see her. A cleric chooses two domains from among those belonging to

her deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.

Each domain gives the cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The cleric gets the granted powers of both the domains selected.

When the cleric wishes to cast one of her domain spells, she can "lose" any prepared spell or can convert any unprepared spell slot in order to cast any domain spell of the same spell level or lower.

**Chaotic, Evil, Good, and Lawful Spells:** A cleric can't cast spells of an alignment opposed to his own or his deity's (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

**Bonus Languages:** A cleric's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of her race.

**Aura (Ex):** A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details). Clerics who don't worship a specific deity but choose the Chaotic, Evil, Good or Lawful domain has a similarly powerful aura of the corresponding alignment.

**Channel Divinity (Su):** All clerics have three features that require the expenditure of Divinity Points. A cleric has a number of Divinity Points equal to 5 + her cleric level + twice her Wisdom modifier.

**Affect Undead:** Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through her holy (or unholy) symbol (see Turn or Rebuke Undead). The use of Affect Undead is a standard action.

*Command Undead:* When the cleric expends five divinity points she is able to command undead. A character attempting to command undead that hasn't already crossed over into the Veil of Darkness must make an Alignment check (DC 10 + the HD of the strongest undead). Failure indicates that character must make a mark on her character sheet that indicates that they have acquired a point of darkness (a character that has shaded all their pips into the Veil of Darkness becomes irredeemably evil and forevermore becomes a non-player character unless the campaign is focused on evil characters).

*Destroy Undead:* When the cleric expends five divinity points she can make an Affect Undead check in an attempt to outright destroy undead which she would otherwise be unable to affect with a turning attempt.

*Rebuke Undead:* The character is always rebuking undead unless she is unconscious (asleep or otherwise) or chooses to drop this sub-ability.

**Divine Fortune:** The cleric gain a +1 bonus

on her next attack roll per two divinity points expended. The use of Divine Fortune is a move action.

**Energy Burst:** By expending three divinity points the cleric can unleash a wave of energy in a 60 foot radius. The use of Energy Burst is a full round action. Creatures affected by this ability may attempt a Will Save (DC equal to 10 + your cleric level + Animus modifier), success indicating that it only takes half the amount of damage.

Evil clerics unleash a wave of negative energy, healing undead and harming living creatures. Good clerics unleash a wave of positive energy, healing the living and harming undead. Beings affected by this ability are either damaged or healed depending on the source of the energy for an amount equal to twice the source creatures' character level and/or hit dice. Creatures slain by this affect can turn into a pile of dust.

**Healer (Su):** The cleric is able to sacrifice a prepared spell of any spell level in order to heal a creature. A creature healed by the cleric regains 1D4+4 hit points per level of the spell sacrificed.

For example, Michaela a 5th level cleric, sacrifices a 3rd level spell to heal one of her traveling companions; the subject of the healing effect regains 3d4+12 hit points.

**Orisons:** The cleric can cast a number of orisons (zero level spells) per day equal to four plus her cleric level.

**Divine Lore (Ex):** At 2nd level the cleric is given access to the library of knowledge that her faith has. This entitles her to a bonus on her Knowledge (Religion) and Knowledge (History) checks regarding anything that has to do with her patron deity when using her temples library equal to half her cleric level (to a maximum of +10 at 20th level).

**Remove Fatigue (Su):** At 4th level the cleric is able to remove fatigue by using her healer class ability. The cleric can remove fatigue from a number of creatures equal to the level of the spell sacrificed.

**Remove Malady (Su):** At 6th level the cleric is able to remove maladies by using her healer class ability. The cleric can remove one malady per creature equal to the level of the spell sacrificed.

A malady is defined as blindness, deafness, a disease, fear, madness, paralysis, petrification, a poison, or vitrification.

**Divine Emissary (Su):** At 7th level the cleric can communicate telepathically with any outsider within 60 feet that has the same alignment as she does or that serves her deity.

The cleric also gains a bonus equal to half her cleric level (rounded down) on any Charisma based skill or ability checks she makes when dealing with outsiders that share her alignment or patron.

**Divine Health (Ex):** At 9th level the cleric gains immunity to all diseases, including supernatural and magical diseases (such as mummy rot and lycanthropy).

If the cleric is a servant of one of the eight lunar goddesses, she can contract lycanthropy but is not considered an afflicted lycantroupe, but a natural one. Their type changes to shapechanger and they may buy ranks in the Control Shape skill (MM, pg. 203). The cleric does not change alignment due to contracting lycanthropy and are aware of their actions while in animal or hybrid form.

**Divine Perseverance (Su):** At 14th level when the cleric is brought to -1 hit points or lower, she is automatically healed as if she used her healer class ability upon herself using a spell slot of the highest level she is capable of using. The ability only functions once per day and does not count against her healer class ability.

**Divine Weapon (Su):** A 19th level, when the cleric is wielding the weapon associated as being her deity's favored weapon, it gains either the Holy Avenger qualities or the Unholy Reaver qualities. The cleric is treated as being a holy warrior in order to gain full use of the weapon.

**Mystic Union:** At 20th level the cleric becomes a magical creature. She is treated as a native outsider rather than as a humanoid for the purpose of spells and magical affects. For instance, charm person does not affect her. Additionally the cleric gains damage reduction 10/magic, which allows her to ignore the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn't have similar damage reduction. Unlike other outsiders, the cleric can still be brought back from the dead as if she were a member of her previous creature type.

## EX-CLERICS

A cleric who grossly violates the code of conduct required by her god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. She cannot thereafter gain levels as a cleric of that god until she atones (see the *atonement* spell description) or chooses another god to venerate and can display unswerving loyalty to her new god.

The character can only switch the deity she venerates once. If the character violates the code of conduct required by her new god, the pantheon strips her of all her class features. The character can choose to venerate a different pantheon upon this happening, but like switching her deity venerated, she can only do it once.

## DIVINE CHANNELING

Clerics, paladins and other divine spellcasters that select the Affect Undead feat channel the power of their deity or other force that imbues them with divine might. These characters have the ability to command, destroy and rebuke undead. Commanding undead is purely an evil act and is restricted to those that have one foot in the Veil of Darkness (NE to CE).

### AFFECTING UNDEAD

Affecting undead is a supernatural ability that a character can perform as a standard action, except in the case of rebuking; which is always continuous, unless the character is unconscious. It does not provoke attacks of opportunity. The character must present their holy symbol while performing any of the sub-abilities associated with affecting undead.

**Times per Day:** Characters capable of affecting undead have a pool of divinity points. The character can draw upon any of this features' sub-abilities as long as she has enough Divinity Points in her pool to draw upon the sub-ability.

**Range:** Undead within a 60 foot radius of the character are affected when the character draws upon any of her Affect Undead sub-abilities; however any undead within the radius that are out of the characters line of affect remain unaffected by the ability.

**Turning Check:** Eliminated. Each sub-ability works with different mechanics.

**Command Undead:** The character can only command undead when she has her sub-ability to rebuke undead dropped. All unintelligent undead within a sixty foot radius of the character are subject to her command when she activates this ability.

Intelligent undead may make a saving throw (DC 10 + the cleric's level + the cleric's Wisdom modifier) to avoid the characters attempt to destroy it; the exception to this is if the commanding character is undead, any intelligent undead that she has personally created must follow her orders without her need to expend divinity points.

The character may command an amount of undead whose hit dice are equal to twice her cleric level and remain commanded until relinquished or destroyed (though no intelligent undead will carry out an order that is suicidal).

**Destroy Undead:** When the character expends divinity points to destroy undead, her ability to rebuke undead is temporarily upgraded to destroy those undead that would attempt to enter within a 60 foot radius of the character. Mindless undead are not aware of the strong presence of the character and are immediately destroyed if it attempts to come any closer than 60 feet from the character or if the character corners undead into an inescapable area and then forces this ability upon the hapless undead.

Intelligent undead are aware of the character's aura and make any attempt to avoid it. If the intelligent undead is cornered in an inescapable area, and this ability is forced upon it, it may make a

saving throw (DC 10 + the cleric's level + the cleric's Wisdom modifier) to avoid the characters attempt to destroy it. If the intelligent undead succeeds on the saving throw, it is immune to the character's destruction attempts for the next 36 hours.

This sub-ability remains active for a number of rounds equal to the character's level + three + her Wisdom modifier before reverting back to Rebuke Undead.

**Rebuke Undead:** The character never has to pay divinity points to keep this ability active. So long as the character is conscious and desires to keep undead at bay this ability is continually in affect. All undead that has an amount of hit dice equal to half the cleric's level plus the character's Wisdom modifier (minimum 1HD at 1<sup>st</sup> level) is so repelled. The character can choose to drop this sub-ability as a free action and can reactivate it as a minor action.

### Undying Devotion [General]

Your patron has smiled upon you for your loyalty and unwavering faith.

**Prerequisite:** Channel Divinity class feature or feat.

**Benefit:** You add six points to your Divinity Pool.

**Special:** You may take this feat more than once, its effects stack.