

Angel Ascendant

"The power of celestial might manifests in only the purest of souls."

- Gilora Panatraz, Sage of Lakoria

Alsteir-Seracia is a world heavily steeped in planar roots. There are many creatures that have made their way from their outer planes to the prime material. Angels have been sent by divine patrons from their home plane to Seracia in order to act as guardians and protectors of key persons and locations. More than once has the angel found a romantic interest in a mortal and sometimes they consummate their relationship in the ceremony of holy matrimony and produce offspring. More often than not the child brought into the world has innate abilities.

The child is either born as a full blooded half-celestial or is further removed from her angelic ancestry. Those that realize their ancestry and wish to further the cause of justice and righteousness often take up the mantle of their angelic ancestor. These are the individuals that advance in this class fully realizing their heritage when they reach tenth level.

Angel ascendants prefer to travel with a group of companions dedicated to righting the wrongs they encounter in their travels. Literally anyone that realizes their heritage has the potential to become a half-celestial but the more common petitioners are sorcerers that trace their innate abilities for the arcane to their celestial roots, though she does so at the expense of sheer spellpower. Clerics and soul channelers are also naturally drawn to their roots

and are as likely to advance an angel ascendant as a sorcerer, if not more so. All angel ascendants are eventually drawn to areas that are still pure and untainted by evil.

HP/Level Gained: 6

REQUIREMENTS

To qualify to become an angel ascendant the character must fulfill the following criteria:

Race: Any non-celestial (cannot already be a half-celestial).

Bloodline: Angelic Ancestry

Skills: Knowledge (Angels & Celestials) 13 ranks

Feat: Otherworldly

Incarnum Ability: Angelic Aura

CLASS SKILLS

The angel ascendant's class abilities (and the key ability for each skill are) Concentration (Con), Diplomacy (Cha), Gather Information (???), Handle Animal (Cha), Heal (Wis), Hypnosis (Int), Investigate, Knowledge (Incarnum), Knowledge (Law) (Int), Knowledge (Religion), Knowledge (The Planes), Read Magic Text (Int), Sense Motive (Wis), and Spirit Lore (Wis).

Skill Points at 1st Level: (6 + Int modifier) x4

Skill Points/Level Gained: 6 + Int Modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Ability Score Increases	Special	Spell-like Abilities
1	+0	+3	+3	+3	+2 DEX	Darkvision, Elemental Resistances, Poison Resistance	Bless, Cure Wounds*, Protection From Evil 3/Day
2	+1	+4	+4	+4	+2 WIS	Natural Armor Improvement	Aid, Detect Evil
3	+2	+4	+4	+4	+2 CHA	Daylight, Divine Health	Neutralize Poison
4	+3	+5	+5	+5	+2 STR	Angel's Wings (average)	Holy Smite, Remove Disease
5	+3	+5	+5	+5	+2 CON	Spell Resistance	Dispel Evil ⁹
6	+4	+6	+6	+6	+2 STR	Damage Reduction	Holy Word ¹¹
7	+5	+6	+6	+6	+2 INT	Sacred Strike	Hallow ¹³ , Holy Aura 3/Day ¹³
8	+6/+1	+7	+7	+7	+2 CON	Smite Evil	Mass Charm Monster ¹⁵
9	+6/+1	+7	+7	+7	+2 WIS	Angel's Wings (good)	Summon Monster IX ¹⁷
10	+7/+2	+8	+8	+8	+2 CHA	Angelic Apotheosis	Resurrection ¹⁹

Class Features

All of the following are class features of the angel ascendant.

Weapon and Armor Proficiency: Angel ascendants gain no proficiency with weapons, armor or shields of any type.

Ability Score Increases: Each level the angel ascendant gains gives one of her ability scores a

slight boost. For each level gained add the appropriate bonus to the ability score that gains an increase at that level.

Spell-like Abilities: Each level gained as an angel ascendant gives the character a spell-like ability or two. The character only gains these spell-like abilities if she has an Intelligence or Wisdom score of 8 or higher. If the spell-like ability has a

superscript number after it, it is only available if the sum of her hit dice and/or class levels is at least equal to the superscripted value.

For example Lorana, a human Soul Channeler 6/Angel Ascendant 4 does not gain *holy word* or *resurrection* as spell-like abilities because the sum of her class levels is 10, which is 9 hit dice/levels less than she needs to be able to use these spell-like abilities.

Hit dice and/or levels gained after the prestige class is started or completed count toward acquiring these spell-like abilities. For example if Lorana gains 9 more levels, such as by taking five levels in any base, prestige or advanced class she gains the ability to use *holy word*.

Unless otherwise noted each spell-like ability is usable only once per day. Caster level for these abilities is equal to the sum of the character's class levels and/or hit dice.

*Cure Wounds is a spell-like ability that stems from a scalable spell. This spell-like ability is usable once per day for every two class levels and/or hit dice the character has. Whenever it is used it cures $x \times 8$ points of damage, where x is equal to the level of the spell. To figure x take the sum of your class levels and/or hit dice, then add one and take that sum and divide two. The dividend is the spell level that cure wounds is cast at, which can be no higher than 9th (which is achieved when the sum of your class levels and/or hit dice equals 17).

Darkvision: The character gains darkvision out to 60 feet.

Elemental Resistances: The character gains resistance to Acid 1, Cold 1 and Electricity 1. For each further level gained as an angel ascendant all of her resistances increase by 1. At 10th level all of her resistances cap out at Acid 10, Fire 10 and Electricity 10.

Poison Resistance: The character gains a +4 racial bonus on all Fortitude saves against poison.

Natural Armor Improvement: The characters natural armor improves by +1. This stacks with any natural armor the character already has.

Daylight (Su): The character can use the spell *daylight* at will.

Divine Health: The character becomes immune to all normal and magical diseases and can never contact any of them ever again.

Angel's Wings: At 4th level the angel ascendant undergoes a skeletal transformation. The character grows a long pair of white feathery wings. The characters wings grant her the ability to fly at a speed equal to her base land speed with average maneuverability.

At 9th level the character is extraordinarily quick of wing. The characters fly speed doubles and her maneuverability class increases from average to good.

Spell Resistance: The character gains spell resistance. Her spell resistance is the sum of her class levels and/or hit dice +5, to a maximum of 25.

Damage Reduction: If the sum of the characters class levels and/or hit dice is 11 or less she gains Damage Reduction 5/ Magic. If the sum of

the characters class levels and/or hit dice is 12 or more she gains Damage Reduction 10/Magic.

Sacred Strike: The characters unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Smite Evil (Su): Once per day the character can make a normal melee attack to deal extra damage equal to the sum of the characters class levels and/or hit dice (maximum of +20) against an evil foe.

Angelic Apotheosis: At 10th level the character has completed her journey towards becoming a half-celestial. Her spell Resistance reaches its full strength (the sum of her class levels and/or hit dice +10, to a maximum of 35) and she gains a +2 to her Charisma. Her natural armor bonus increases to +2 and immunity to petrification and polymorph effects.