

CRUSADER

The faiths of Ashlenyr count hundreds of priests and thousands of laity among their adherents. In the temples and shrines of Ashlenyr, the proper rites are kept and prayers observed. Yet not all service is rendered through prayers and within temples—those who would carry out the great works of the deity must venture to dangerous lands and see difficult tasks accomplished. The crusader is such a one, a missionary that carries the word into the wilderness, ministers to soldiers and travelers, and attends those upon quests for the service of good. Not only a minister but also a warrior, the crusaders are the knights-errant of their Orders that bolster their allies and fight by their sides.

Role: Crusaders are skilled with arms and divine magic. Although defensive in nature, the crusader is well equipped to seek out evil and confront it face-to-face. The crusader is a welcome ally on the front lines, but their true strength does not lie in smiting foes. They may draw upon divine power to bolster and heal their allies, purify the diseased, and heal grievous injuries. The crusader is a boon to the body and spirit in addition to being a stout ally on the battlefield, well equipped to seek out enemies of the faith on their own grounds and destroy them there.

The crusader is an alternate class for the cleric core class.

Alignment: A crusader's alignment must be within one step of their Order, along either the law/chaos axis or good/evil axis.

Hit Die: d8.

CLASS SKILLS

The crusader's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the crusader.

Weapon and Armor Proficiency: Crusaders are proficient with all simple weapons, light armor, medium armor, heavy armor, and shields (except tower shields). Crusaders are also proficient with the favored weapon of their Order.

Aura (Ex): A crusader of a chaotic, evil, good, or lawful Order has a particularly powerful aura corresponding to the Order's alignment (see the *detect evil* spell for details).

Extra Channel (Ex): Crusaders gain additional uses for their channel energy ability as they advance in level. Such uses are detailed in their own entries, but using these abilities requires the crusader to draw from his daily uses of channel energy. Since many of these abilities rely on the crusader's ability to channel energy, the Extra Channel feat is a particularly appealing option. A crusader may select this feat multiple times and its effect stack.

Spells: A crusader casts divine spells which are drawn from the cleric spell list presented in Chapter 10 of the *Pathfinder RPG Core Rulebook*. His alignment, however, may restrict him from casting certain spells opposed to his or his Order's moral or ethical beliefs (see chaotic, evil, good and lawful spells, *Pathfinder RPG*

Core Rulebook p. 41). A crusader must choose and prepare his spells in advance.

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

Like other spellcasters, a crusader can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table X-X. In addition, he receives bonus spells per day if he has a high Wisdom score. Note that certain entries indicate 0+1 spells per day of that level. In such cases, the character is only capable of preparing their domain spell, although they may cast spells of that level with bonus spell slots received through a high Wisdom score as normal. For example, a 4th-level crusader with a Wisdom score of 16 could cast a single 2nd-level spell since they have a bonus 2nd-level spell slot due to their Wisdom score (and their domain spell, to boot), even though they do not receive a spell slot at that level as a class feature.

Crusaders meditate or pray for their spells. Each crusader must choose a time when he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. A crusader may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Channel Energy (Su): Regardless of alignment, any crusader can release a wave of energy by channeling the power of their faith through his holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good crusader (or a member of a good Order) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil crusader (or a member of an evil Order) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral crusader (or one that is not aligned with a particular Order) must choose whether he channels positive energy or negative energy. Once the choice is made, it cannot be reversed. This decision also determines whether the crusader casts spontaneous *cure* or *inflict* spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either living or undead) in a 30-foot radius centered on the crusader. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two crusader levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the crusader's level + the crusader's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. A crusader may channel energy a number of times per day equal to 3 + his Charisma modifier, +1 for every two crusader levels beyond 1st (4 + Charisma modifier at 3rd, 5 + Charisma modifier at 5th, and so on). This is a standard action that does not provoke an attack of opportunity. A crusader can choose whether or not to include himself in this effect. A crusader must be able to present his holy symbol to use this ability.

Domains: A crusader's Order influences his alignment, what magic he can perform, his values, and how others see him. A crusader chooses one domain from among those available to him due to his affiliation with an Order or other qualifications. A crusader can select an alignment domain (Chaos, Evil, Law, Good) or a race domain (Dwarf, Elf, Gnome, Human, Minotaur) only if his alignment or race matches that domain. If a crusader is not devoted to a particular Order, he still selects a domain to represent his spiritual inclinations and abilities (subject to GM approval). The restriction on alignment and race domains still apply.

Each domain grants a number of domain power, dependent upon the level of the crusader, as well as a number of bonus spells. A crusader gains one domain spell slot for each level of crusader spell he can cast, from 1st on up. Each day, a crusader can prepare one of the spells from his two domains in that slot. If a domain spells is not on the cleric spell list, a crusader can prepare it only in his domain spell slot. Domain spells cannot be used to cast spells spontaneously.

In addition, a crusader gains the listed powers from his domain, if he is of a high enough level. Unless otherwise noted, using a domain power is a standard action.

Orisons: Crusaders can prepare a number of orisons, or 0-level spells, each day, as noted on Table X-X under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Spontaneous Casting: A good crusader (or a neutral crusader belonging to a good Order) can channel stored spell energy into healing spells that he did not prepare ahead of time. The crusader can "lose" any prepared spell that is not an orison or domain spell in order to cast any *cure* spell of the same level or lower (a *cure* spell is any spell with "cure" in its name).

An evil crusader (or a neutral crusader belonging to an evil Order) can't convert prepared spells to *cure* spells but can convert them to *inflict* spells (an *inflict* spell is one with "inflict" in its name).

A crusader who is neither good nor evil and whose Order is neither good nor evil can convert spells to either *cure* spells or *inflict* spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the crusader channels positive or negative energy (see channel energy).

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

Bonus Languages: A crusader's bonus languages 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 his race.

Crusader Blessings: As a crusader advances in level, he gains greater faith and spiritual fortitude during times of trial. A crusader begins with one blessing. Most blessings simply improve abilities the crusader already has and do not require any action to use—using such blessings is part of performing another action.

Every four levels beyond 1st (4th, 8th, 12th, 16th, and 20th), the crusader gains another blessing. Unless otherwise noted, a crusader cannot select the same blessing more than once.

Angelic Resistances (Su): The crusader may imbue his allies with the power to resist the elements. As a standard action, spend one of your uses of channel energy. Instead of healing, you and your allies within the burst gain resist acid 5, cold 5, electricity 5, and fire 5. This resistance does not stack with similar resistances, such as those granted by spells or special abilities. The protection lasts for 4 rounds +1 round per crusader level.

Bonus Feats (Ex): The crusader chooses two of the following feats as bonus feat: Channel Smite, Combat Casting, Combat Expertise, Extra Channel, Power Attack, Scribe Scroll, Selective Channeling, or Weapon Focus (with the Order's favored weapon). You must still meet all prerequisites for the feats that you

select. You may select this blessing more than once, but you must select different bonus feats each time you do so.

Divine Vigor (Ex): The crusader can fortify himself and his allies for battle. As a standard action, spend one of your uses of channel energy. Instead of healing, you and your allies within the burst increase their base speed by 10 feet and gain 2 temporary hit points per hit die. These benefits last for 4 rounds +1 round per crusader level.

Empower Blows (Su): The crusader is able to grant his allies strength of limb to smite their foes. As a swift action, spend one of your uses of channel energy. Instead of healing, you and allies within the burst inflict 2d6 additional points of damage to all your successful melee attacks for 1 round.

Greater Restoration (Su): Before selecting this blessing, the crusader must have selected the *restore body*, *restore spirit*, or *restore vitality* crusader blessings. Whenever you use one of these *restore* blessings, you spend only one use of channel energy for all variable effects that require you to spend multiple uses of channel energy.

If you have multiple restore blessings, greater restoration affects them all. Greater restoration does not allow you to use multiple blessings together with one use of channel energy.

Rally (Su): The crusader blesses his allies with the ability to keep fighting despite physical or supernatural impediments. As a standard action, spend one of your uses of channel energy. Instead of healing, you and your allies within the burst may immediately roll a saving throw to end any effect on themselves that allows a save for partial effect, such as poison damage, a disease, or a *charm person* spell. If they succeed on this saving throw, the effect immediately ends.

Restore Body (Su): A crusader with this blessing may restore temporary ability damage by channeling energy. As a standard action, spend one of your uses of channel energy for yourself and for each ability score that you wish to restore. Instead of healing, you and your allies within the burst recover from fatigue and exhaustion and restore ability damage to each ability score that you selected as per *lesser restoration*.

Restore Spirit (Su): A crusader with this powerful blessing may help his allies remove a variety of debilitating effects. As a standard action, spend one of your uses of channel energy for yourself and each ally within a 30-foot burst that you wish to include in the effect. Instead of healing, you and your allies within the burst are affected as if by the following spells: *remove blindness/deafness*, *remove curse*, *remove disease*, *remove fear*, and *remove paralysis*. You must still make any caster checks as normal to end ongoing effects.

Restore Vitality (Su): A crusader with this blessing can channel energy to remove a negative level. Using this ability require 1 minute and affects a single ally within a 30-foot burst. The crusader may then remove one negative level per use of channel energy that they wish to expend. If the crusader wishes to restore a permanent negative level, they must also make an offering of incense and rare ceremonial materials worth 1,000 gp for each permanent negative level to be removed.

Smite Foes (Su): The crusader is able to strike enemies with greater force by channeling energy. As a swift action, spend one of your uses of channel energy. Instead of the normal effect, you add your Wisdom bonus to the next melee attack roll you make, and if you hit, inflict 1 extra point of damage per crusader level. You must make the attack within 1 minute to gain these benefits.

Restore Life (Su): At 8th level, the crusader becomes capable of saving his lethally wounded companions from death. He may use his channel energy ability on any creature that has died within 1 round. If this healing restores the creatures to a negative amount less than its Constitution score, it becomes alive and automatically stabilizes at its new hit point total. If the healed creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through restore life gain a temporary negative level that lasts for 1 day and cannot be ameliorated through the crusader's abilities.

EX-CRUSADERS

A crusader who grossly violates the code of conduct required by his Order loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. He cannot thereafter gain levels as a crusader of that Order until he atones for his deeds (see the *atonement* spell description).

THE CRUSADER

Level	Attack Bonus	Fort	Ref	Will
1 st	+0	+2	+0	+2
2 nd	+1	+3	+0	+3
3 rd	+2	+3	+1	+3
4 th	+3	+4	+1	+4
5 th	+3	+4	+1	+4
6 th	+4	+5	+2	+5
7 th	+5	+5	+2	+5
8 th	+6/+1	+6	+2	+6
9 th	+6/+1	+6	+3	+6
10 th	+7/+2	+7	+3	+7
11 th	+8/+3	+7	+3	+7
12 th	+9/+4	+8	+4	+8
13 th	+9/+4	+8	+4	+8
14 th	+10/+5	+9	+4	+9
15 th	+11/+6/+1	+9	+5	+9
16 th	+12/+7/+2	+10	+5	+10
17 th	+12/+7/+2	+10	+5	+10
18 th	+13/+8/+3	+11	+6	+11
19 th	+14/+9/+4	+11	+6	+11
20 th	+15/+10/+5	+12	+6	+12

Level	Special
1 st	Aura, channel energy 1d6, crusader blessing, domain, orisons, Extra Channel
2 nd	
3 rd	Channel energy 2d6, 4 + Charisma modifier/day
4 th	Crusader blessing
5 th	Channel energy 3d6, 5 + Charisma modifier/day,
6 th	
7 th	Channel energy 4d6, 6 + Charisma modifier/day
8 th	Crusader blessing, restore life
9 th	Channel energy 5d6, 7 + Charisma modifier/day
10 th	
11 th	Channel energy 6d6, 8 + Charisma modifier/day
12 th	Crusader blessing
13 th	Channel energy 7d6, 9 + Charisma modifier/day
14 th	
15 th	Channel energy 8d6, 10 + Charisma modifier/day,
16 th	Crusader blessing
17 th	Channel energy 9d6, 11 + Charisma modifier/day
18 th	
19 th	Channel energy 10d6, 12 + Charisma modifier/day
20 th	Crusader blessing

Level	Spells per Day							
	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th
1 st	3	0+1	—	—	—	—	—	—
2 nd	4	1+1	—	—	—	—	—	—
3 rd	4	2+1	—	—	—	—	—	—
4 th	4	2+1	0+1	—	—	—	—	—
5 th	4	3+1	1+1	—	—	—	—	—
6 th	4	3+1	2+1	—	—	—	—	—
7 th	4	3+1	2+1	0+1	—	—	—	—
8 th	4	3+1	3+1	1+1	—	—	—	—
9 th	4	4+1	3+1	2+1	—	—	—	—
10 th	4	4+1	3+1	2+1	0+1	—	—	—
11 th	4	4+1	3+1	3+1	1+1	—	—	—
12 th	4	4+1	4+1	3+1	2+1	—	—	—
13 th	4	4+1	4+1	3+1	2+1	0+1	—	—
14 th	4	4+1	4+1	3+1	3+1	1+1	—	—
15 th	4	4+1	4+1	4+1	3+1	2+1	—	—
16 th	4	4+1	4+1	4+1	3+1	2+1	0+1	—
17 th	4	4+1	4+1	4+1	3+1	3+1	1+1	—
18 th	4	4+1	4+1	4+1	4+1	3+1	2+1	0+1
19 th	4	4+1	4+1	4+1	4+1	4+1	3+1	1+1
20 th	4	4+1	4+1	4+1	4+1	4+1	4+1	2+1

Note: "+1" represents the domain spell slot

PRIEST

The soaring temples and humble shrines of Ashlenyr are defended by crusaders, but lead and tended by priests. Flocks must be tended, sermons delivered, and prayers intoned. It is to these duties that priests devote their lives: ensuring that the proper observances are kept and that the laity receives the blessings of the faith. The superlative intermediary between the mortal and the divine, priests are unparalleled in their knowledge and abilities with divine magic. Although they are loathe to shed blood (because dead creatures cannot repent and be converted), priests are often called upon to join adventuring bands for the glory of the temple and deity. Priests use their command of energy and prayers to bring glory to their deity and succor to their faithful.

Role: Priests focus on the casting of divine spells and the channeling of either positive or negative energy. They surpass crusaders and paladins in this respect, but they lack their brethren's skill at arms. They are capable of healing and bringing favor upon their allies, a group with a priest is never hindered by injury or disease for long. They are also adept at calling the wraith of their deity upon those who displease them, raining death and judgment upon the wicked with the full blessing of their Order.

The priest is an alternate class for the cleric core class.

Alignment: A priest's alignment must be within one step of their Order, along either the law/chaos axis or good/evil axis.

Hit Die: d6.

CLASS SKILLS

The priest's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int) and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

The following are class features of the priest.

Weapon and Armor Proficiency: Priests are proficient with the club, dagger, heavy crossbow, light crossbow, staff, and with light armor. Priests are also proficient with the favored weapon of

their Order. They are only familiar with the simplest of weapons and those with ceremonial functions. Although armor does not interfere with their divine spellcasting abilities, priests spend their training mastering the intricacies of divine magic, not in battle training.

Aura (Ex): A priest of a chaotic, evil, good, or lawful Order has a particularly powerful aura corresponding to the Order's alignment (see the *detect evil* spell for details).

Bonus Feat: At 1st level, the priest chooses one of the following feats as a bonus feat: Alignment Channel, Combat Casting, Elemental Channel, Eschew Materials, Extra Channel, Scribe Scroll, Selective Channeling, or Turn Undead. You must still meet all prerequisites for the feat that you select.

Every five levels beyond 1st (5th, 10th, 15th, and 20th), the priest gains another bonus feat. The priest must select either a metamagic feat or an item creation feat as their bonus feat.

Spells: A priest casts divine spells which are drawn from the cleric spell list presented in Chapter 10 of the *Pathfinder RPG Core Rulebook*. His alignment, however, may restrict him from casting certain spells opposed to his or his Order's moral or ethical beliefs (see chaotic, evil, good and lawful spells, *Pathfinder RPG Core Rulebook* p. 41). A priest must choose and prepare his spells in advance.

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

Like other spellcasters, a priest can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table X-X. In addition, he receives bonus spells per day if he has a high Wisdom score.

Priests meditate or pray for their spells. Each priest must choose a time when he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. A priest may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Channel Energy (Su): Regardless of alignment, any priest can release a wave of energy by channeling the power of their faith through his holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good priest (or a member of a good Order) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil priest (or a member of an evil Order) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral priest (or one that is not aligned with a particular Order) must choose whether he channels positive energy or negative energy. Once the choice is made, it cannot be reversed. This decision also determines whether the priest casts spontaneous *cure* or *inflict* spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either living or undead) in a 30-foot radius centered on the priest. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two priest levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + ½ the priest's level + the priest's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. A priest may channel energy a number of times per day equal to 3 + his Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A priest can

choose whether or not to include himself in this effect. A priest must be able to present his holy symbol to use this ability.

Domains: A priest's Order influences his alignment, what magic he can perform, his values, and how others see him. A priest chooses two domains from among those available to his Order. A priest can select an alignment domain (Chaos, Evil, Law, Good) or a race domain (Dwarf, Elf, Gnome, Human, Minotaur) only if his alignment or race matches that domain. If a priest is not devoted to a particular Order, he still selects two domains to represent his spiritual inclinations and abilities (subject to GM approval). The restriction on alignment and race domains still apply.

Each domain grants a number of domain power, dependent upon the level of the priest, as well as a number of bonus spells. A priest gains one domain spell slot for each level of priest spell he can cast, from 1st on up. Each day, a priest can prepare one of the spells from his two domains in that slot. If a domain spell is not on the cleric spell list, a priest can prepare it only in his domain spell slot. Domain spells cannot be used to cast spells spontaneously.

In addition, a priest gains the listed powers from both of his domains, if he is of a high enough level. Unless otherwise noted, using a domain power is a standard action.

Orisons: Priests can prepare a number of orisons, or 0-level spells, each day, as noted on Table X-X under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Spontaneous Casting: A good priest (or a neutral priest belonging to a good Order) can channel stored spell energy into healing spells that he did not prepare ahead of time. The priest can "lose" any prepared spell that is not an orison or domain spell in order to cast any *cure* spell of the same level or lower (a *cure* spell is any spell with "cure" in its name).

An evil priest (or a neutral priest belonging to an evil Order) can't convert prepared spells to *cure* spells but can convert them to *inflict* spells (an *inflict* spell is one with "inflict" in its name).

A priest who is neither good nor evil and whose Order is neither good nor evil can convert spells to either *cure* spells or *inflict* spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the priest channels positive or negative energy (see channel energy).

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

Bonus Languages: A priest's bonus languages 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 his race.

Divine Censure (Su): At 1st level, a priest may select a single target and pronounce divine wrath upon it. Select a single target that you can see. Any attack that targets this creature gains a +1 bonus to the attack and damage roll. Any spell or ability that requires a save gains a +1 bonus to the save DC, and if it causes hit point damage, gains a +1 bonus to damage. In addition, the attacker may reroll any damage die that comes up as a 1 on the die when rolling damage against the target of a divine censure. These benefits last until the target is dead, you can no longer see the target, you fall unconscious, or you decide to end the effect as a free action.

If the priest is good, these bonuses are sacred bonuses. If the priest is evil, these bonuses are profane bonuses. If the priest is neither good nor evil, these bonuses are insight bonuses.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the priest may pronounce divine censure upon one additional target. In addition, at each such interval, the bonuses from the divine censure increase by 1 (to +2 at 5th level, +3 at 10th, and so on).

Pronouncing a divine censure is a standard action that does not provoke an attack of opportunity, regardless of how many targets are affected. The priest may end the divine censure on any creature at any time as a free action, but must use a standard action to pronounce divine censure upon a new target (even if he wishes to continue censuring some targets and not others). Although the priest usually chants and gestures while invoking divine censure, it is not dependent upon sound or motion. The priest can invoke divine censure within the radius of a *silence* spell or when bound and gagged, for example. He must only be conscious and able to see his target.

Divine Lore (Ex): A priest adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

Priest Blessings: As a priest advances in level, he gains greater and greater mastery over divine magic and channeling energy. A priest begins with one blessing. Most blessings simply improve abilities the priest already has and do not require any action to use—using such blessings is part of performing another action.

Every five levels beyond 1st (5th, 10th, 15th, and 20th), the priest gains another blessing. Unless otherwise noted, a priest cannot select the same blessing more than once.

Blessings of Health (Su): The priest is immune to all diseases, including magical diseases such as mummy rot and lycanthropy. Allies within 30 feet of the priest add the priest's Wisdom modifier as a bonus to all saves to resist disease and poison. This bonus is a sacred bonus if the priest is good, a profane bonus if the priest is evil, or an insight bonus if the priest is neither good nor evil.

Bonus Feats (Ex): The priest chooses two of the following feats as a bonus feat: Alignment Channel, Combat Casting, Elemental Channel, Eschew Materials, Extra Channel, Scribe Scroll, Selective Channeling, or Turn Undead. You must still meet all prerequisites for the feats that you select. You may select this blessing more than once, but you must select different bonus feats each time you do so.

Divine Healing (Su): When the priest casts a spell that appears on the Healing domain spell list, that spell is affected as though by the Empower Spell feat. This spell does not use up a higher-level slot.

Divine Protection (Sp): The priest is invested by divine power that prevents unbelievers from harming them. Select one of the following spells: *protection from chaos*, *protection from evil*, *protection from law*, or *protection from good*. You may not select a spell that protects you from an alignment component that you have yourself (for example, a lawful good priest could not select *protection from law* or *protection from good*). You continuously gain the benefits of that spell as long as you are conscious. Additionally, you may extend this protection to your allies. As a swift action, spend one of your uses of channel energy. Instead of healing, you and allies within the burst gain the benefit of the selected protection spell for 4 rounds +1 round per priest level.

Divine Reach (Su): A priest with this blessing can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the priest must make a ranged touch attack instead. Divine reach can be selected a second time as a blessing, in which case the range increases to 60 feet.

Divine Smite (Su): The priest gains the ability to change divine spell energy into purely destructive force of divine origin. The priest can manifest this force on any single target that they can see within medium range (100 feet + 10 feet/level of priest) by expending any spell they have prepared of 1st level or higher. The priest can "lose" any prepared spell that is not an orison or domain spell in order to manifest the divine smite.

The target of the divine smite suffers 1d6 points of damage for *each* spell level of the spell used to manifest the divine smite. For example, a divine smite using a 1st-level spell would inflict 1d6 damage, but a divine smite using a 4th-level spell would inflict 10d6 damage (1d6 + 2d6 + 3d6 + 4d6 = 10d6). The target is allowed a Fortitude save for half damage (10 + ½ your priest level + your Wisdom modifier). Manifesting a divine smite is a standard action that does not provoke an attack of opportunity.

Divine Spells (Ex): This blessing increases the priest's effective caster level by 1 for purposes of determining level-dependent spell variables (such as damage or range) and for caster level checks. This ability does not allow the priest to cast more spells per day, it only increases his effective caster level. This ability can be selected more than once, changes to effective caster level stack.

Faith Healing (Su): A priest with this blessing can use healing spells to their maximum effect on creatures of the same alignment as the priest (including the priest himself). Any spell with the healing descriptor cast on such creatures works as if under the effects of the Maximize Spell feat (without using a higher-level spell slot).

Font of Energy (Su): This blessing allows a priest to channel more energy in a given day. The priest can channel energy (either positive or negative, as appropriate to the priests' allegiances and alignment) four additional times per day.

Spell-Like Ability (Sp): A priest that selects this blessing can use one of their divine spell slots to permanently prepare one of their divine spells as a spell-like ability that can be used twice per day. The priest does not need to use any components when casting this spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs 10 times that amount in XP.

The spell normally uses a spell slot of the spell's level (or higher, if the priest chooses to permanently attach a metamagic feat to the spell chosen). The priest can use a higher-level spell slot to use the spell-like ability more than once per day. Allocating a slot three levels higher allows him to cast it four times per day, and a slot six levels or higher allows him to cast it six times per day.

This blessing can be selected more than once. You may apply it to the same spell (increasing the number of times per day it can be used) or to a different spell.

EX-PRIESTS

A priest who grossly violates the code of conduct required by his Order loses all spells and class features, except for armor proficiencies and proficiency with priest weapons. He cannot thereafter gain levels as a priest of that Order until he atones for his deeds (see the *atonement* spell description).

THE PRIEST

Level	Attack Bonus	Fort	Ref	Will
1 st	+0	+0	+0	+2
2 nd	+1	+0	+0	+3
3 rd	+1	+1	+1	+3
4 th	+2	+1	+1	+4
5 th	+2	+1	+1	+4
6 th	+3	+2	+2	+5
7 th	+3	+2	+2	+5
8 th	+4	+2	+2	+6
9 th	+4	+3	+3	+6
10 th	+5	+3	+3	+7
11 th	+5	+3	+3	+7
12 th	+6/+1	+4	+4	+8
13 th	+6/+1	+4	+4	+8
14 th	+7/+2	+4	+4	+9
15 th	+7/+2	+5	+5	+9
16 th	+8/+3	+5	+5	+10
17 th	+8/+3	+5	+5	+10
18 th	+9/+4	+6	+6	+11
19 th	+9/+4	+6	+6	+11
20 th	+10/+5	+6	+6	+12

Level	Special
1 st	Aura, channel energy 1d6, domains, orisons, divine censure +1, divine lore, priest blessing
2 nd	
3 rd	Channel energy 2d6
4 th	
5 th	Channel energy 3d6, divine censure +2, priest blessing
6 th	Faith healing
7 th	Channel energy 4d6
8 th	
9 th	Channel energy 5d6
10 th	divine censure +3, priest blessing
11 th	Channel energy 6d6
12 th	
13 th	Channel energy 7d6
14 th	
15 th	channel energy 7d6, divine censure +4, priest blessing
16 th	
17 th	Channel energy 9d6
18 th	
19 th	Channel energy 10d6
20 th	divine censure +5, priest blessing

Note: Spellcasting progression is not shown. The priest's spellcasting progression and spell selection is identical to that of the cleric as described on page 80 of the *Pathfinder RPG Core Rulebook*.