

Godsman

Godsmen serve the will of the gods, and further their goals and aims in the world, spreading the faith and doing works.

Class Features

As a Godsman, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Godsman level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Godsman level after 1st

Proficiencies

Armor: Light Armor, Medium Armor, Shields

Weapons: Simple Weapons

Tools: One of Herbalism Kit or Artisan's Tools

Saving Throws: Wisdom, Charisma

Skills: Choose two skills from History, Insight, Medicine, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- Club or Quarterstaff
- Padded Armor or Shield
- Sling and 10 stones or one Javelin
- Priest's Kit or Explorer's Kit

Portent

Beginning at 1st level You are blessed by visions from the gods foretelling future events. When you take a short rest, you may roll two d20s and note their rolls. After a creature has rolled a d20 within your presence, you may announce that this is the vision you foresaw, and replace the roll with one of your two numbers. Once a number has been used, it may not be used again. When you take a short rest, you lose any remaining numbers from portent.

At 14th level, you roll 3 d20s when you use this ability.

Level	Proficiency Bonus	Features
1 st	+2	Portent, Path of Faith
2 nd	+2	Divine Favor, Divine Mystery (Detect Evil and Good, Protection from Evil and Good)
3 rd	+2	Divine Mystery (Augury)
4 th	+2	Ability Score/Feat
5 th	+3	Divine Mystery (Magic Circle)
6 th	+3	Blessing of the Faith
7 th	+3	Divine Mystery (Divination)
8 th	+3	Ability Score/Feat
9 th	+4	Enemies of the Faith (1d8)
10 th	+4	Divine Intervention
11 th	+4	Divine Mystery (True Seeing)
12 th	+4	Ability Score/Feat
13 th	+5	Divine Mystery (Antimagic Field)
14 th	+5	Ability Score/Feat, Portent 3/Day
15 th	+5	Divine Mystery (Commune), Enemies of the Faith (2d8)
16 th	+5	Ability Score/Feat
17 th	+6	Divine Mystery (Astral Projection)
18 th	+6	Miracle
19 th	+6	Ability Score/Feat
20 th	+6	Divine Intervention Improvement

Path of Faith

Beginning at 1st level, you are the member of a faith, an organized religion that has trained you in the ways of the divine. Choose the path your faith will take you. Once you have chosen a faith you may not choose paths of faith choices from another faith. Choose one of the below paths:

- **The One (War)**

You revere the One True God, the god of your fathers and creator of the world. All other faiths are blasphemous abominations in your eyes, especially the loathsome cult of the Many. You gain proficiency with Martial Weapons and Heavy Armor.

- **The Many (Mercy)**

You revere the Many, children of the divine, and workers of miracles within the world. Aside from the tyrannical so called One God, there is plenty of room in the world for a plentitude of gods. You gain Healer as a bonus feat, and whenever you apply healing to a creature you may add your wisdom bonus to the amount.

- **The Spirits (Nature)**

You have devoted yourself to the natural world, and hearing the song of all the land, the sky and the trees. While wearing no armor, your armor class is calculated as 10 + Con bonus + Dex bonus. You gain proficiency with one of the following skills: Handle Animal, Nature or Survival.

Divine Favor

Starting at 2nd level, you may channel the power of your faith into acts of undeniable power.

- **The One (Zeal)**

You are inspired by your God in battle. As a Bonus action, you may make a melee attack. You may use this ability a number of times per day equal to your wisdom bonus before taking a short or long rest to regain uses.

- **The Many (Faith Healing)**

As an action, you may inspire a faith healing in a creature that shares your faith. The affected creature may spend a number of healing dice up to your proficiency bonus, adding your wisdom bonus to the amount healed as if you had applied the healing. You may use this ability a number of times per day equal to your wisdom bonus before taking a short or long rest to regain uses.

- **The Spirits (The Sun)**

You invoke the power of the sun to banish unnatural beings, Turning Undead or Abominations. You may use this ability again after a short or long rest. You may use this ability a number of times per day equal to your wisdom bonus before taking a short or long rest to regain uses.

At 8th level, this ability dispels magical darkness, and at 18th level, destroys all undead of cr4 or less that fail their saving throws.

Divine Mystery (Detect evil and good, Protection from evil and good)

Starting at 2nd level, you are skilled in the sacred rituals of your faith. You may enact a Divine Mystery as a Ritual taking 1 minute to cast, and may not enact that particular ritual again until you have undergone a short rest. You learn the Rituals for Detect evil and good as well as Protection from evil and good. You may target a number of creatures with Protection from Evil and Good equal to one plus your proficiency bonus.

At 3rd level you learn Augury, at 5th you learn Magic Circle, at 7th level you learn Divination, at 11th level you learn True Seeing, at 13th level you learn Antimagic Field, at 15th you learn Commune, and at 17th level you learn Astral Projection.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 18th levels, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Blessing of the Faith

Starting at 6th level, your devout faith has been recognized by your divine patron, manifesting as a blessing.

- **The One (Blessed Strike)**

After an attack roll made by a creature you can see, but before its effects are announced, you may, as a reaction, grant the attack a +10 bonus. This ability may be used again after a short rest. At 12th level this ability may be used two times before resting, and at 18th level it may be used three times.

- **The Many (Blessed Healer)**

Whenever you heal another creature, you are healed an amount of HP equal to your wisdom bonus.

- **The Spirits (Blessings of the Sky)**

The winds and rains favor you. Once per long rest, you may influence the elements as with a control weather spell. Additionally, you may bless an area of land with plant growth, increasing all of its agricultural output increased by a third. You may only bless one area per season.

Enemies of the Faith

Starting at 9th level, you are charged with destroying the enemies of the faith, and against these most vile foes. Once per turn, when striking a target known to not be of your faith, your attack deals an additional 1d8 damage of the type of the attack. At 15th level, the damage increases to 2d8.

Divine Intervention

Beginning at 10th level, when you are in the most dire of straits you may pray for divine intervention. Describe your situation, and desired outcome, and roll d100. If the result is lower than your cleric level, there is a divine intervention. The exact nature of this effect is up to your DM, but regardless, if the check succeeds this ability may not be used again for a month, and may be used again after a short rest if it fails.

At 20th level, this check automatically succeeds.

Miracle of Faith

Starting at 18th level, your faith is such that you may work miracles.

- **The One (He Protects)**
You gain resistance to nonmagical bludgeoning, piercing and slashing damage.
- **The Many (Miraculous Healing)**
Whenever you heal a target, you heal an additional 20 HP.
- **The Spirits (Nature's Fury)**
When unobserved, you may use the Wild Shape ability as if you were an 8th level druid. The only difference is that you may not change back into your usual shape while observed, and if reduced to 0 HP must flee the eyes of all observers. This ability may be used twice before you take a short rest.