

Priest

Priest: Priest represents the worshippers and the worship of the deity. They are found around churches and temples, not so much adventuring in tombs and dungeons. They organize the daily worship of the gods and also the celebrations of the holy days. They are asked to bless and consecrate holy items and places. They write the prayers and the hymns and insure that the word of their god is reaching the masses. Where Clerics are trained in armor and combat, a priest is trained in versatility of magic and how to better serve and influence the flock. All Priests must worship either a specific deity or a Pantheon if that option is available. Each Deity has a list of domains. The Priest may only choose Domains that their deity allows. If prestige domains are used, each Deity grants access to only one of these. Priests are known by their holy symbol. All priests must display their holy symbol at all times as it is a symbol of their god and their faith. The holy symbol is the way that the priest is able to focus the power his god gives him.

HD: d6

BAB: As Wizard

Saves: Good Will

Skill Points: 2 + Int per level (x4 at first level)

Class Skills: Concentration, Craft, Diplomacy, Knowledge Religion, Knowledge Arcana, Profession, Scry, and Spellcraft

Spells: They use the cleric spell chart and like a cleric their wisdom is used for spell strength, bonus spells, and they need a wisdom of 10 + spell level to cast that level of spells. However, Priest cast their domain spells spontaneously as clerics cast healing spells. They still prepare one domain spell of each level a day.

Armor and Weapons: Light armor, and 3 simple weapons and the favored weapon of their deity.

Bonus Feat: 5, 10, 15, and 20. These feats can only be meta magic feats, divine feats, item creation feats, or an additional Domain.

Domains: They start with 5 selections and gain an additional selection at levels 4,8,12,16, and 20. Each domain has three listed abilities. For each domain choice you get the lowest ability of that domain. You may choose the same domain up to three times. Each time you pick it you get the next listed ability. Prestige Domains cannot be taken until 10th level or higher. If you get an additional domain from multi classing that is treated like a domain selection. Some abilities work differently if taken at first level. This is noted in the description. When a greater HD or better BAB is gained, it is not retroactive. The same feats gained through domain powers do stack with each other. So, if one gains the Great Fortitude feat twice, you now get +4 to all Fort saves. If you gain the Turn undead ability more than once, each additional time grants you +2 on your turn checks.

Characters select one Domain that they must take all three abilities at first level with. This is their primary Domain. When they use meta magic feats to augment spells of this domain, the modified level is reduced by one (minimum +1).

Holy Symbol: (Hardness 15 or 5 + Priest Level whichever is greater, Hit Points 20 or half of Priests whichever is greater)

A Priest's Holy Symbol is something special. It is a focus for his spell casting abilities, and a channel for his godly power to show how powerful (and blessed) is its champion. This Holy Symbol radiates magic only when at arm's reach of its priest, otherwise will look as any other non-magical (or slightly magical, depending on your campaign) holy symbols. If taken away (i.e. stolen) or lost, the priest has a number of weeks equals to his wisdom bonus to find it before he has to make a new one (he will loose Xp as for the dead of a familiar); he can choose to give up the search in any time, immediately loosing the Xp (and making the S.T. with a penalty of -2). Each week he can freely cast a locate object on the Holy Symbol with the range doubled.

Every Holy Symbol has the following power:

1st level: Skill focus on a class skill

3rd level: SR 10 + Priest Level. (The SR is for the holy symbol only and never applies to the priest)

7th level: Detect magic (it has to be placed on the object)

9th level: Iron Will bonus feat (stacks with the same feat if already taken by the priest)

20th level: Self Destruction: it explodes for 20d6 (reflex half) of "divine's wrath energy" in a 60ft radius: it must be at the priest's arm reach, of course, to be activated.

Each Holy Symbol has also unique powers, because it is a resonance box for the domain powers.

5th level: domain spells at +2 DC
11th level: augment a domain power*
15th level: augment a domain power*
18th level: augment prestige domain ability*

*Each power may only be chosen once.

PHB Domains

Air Domain

1) Speak Auran. Class Skills: Handle Animals (+4 when used with flying animals), Jump, Perform, Spot. +1 Skill Point per level
2) Domain Spells and Granted Power
3) Good Reflex Save if taken at first level otherwise Lightning Reflex Feat
Augment Ability: +2 to turn/command checks against Air and Earth elementals.

Animal Domain

1) Class Skills: Animal Empathy, Handle Animal, Heal, and Knowledge Nature, Ride. +1 Skill Point per level
2) Domain Spells and Granted Power
3) Speak with Animals at will and Track feat
Augment Ability: Your Animal Friendship applies to 50% more HD of animals.

Chaos Domain

1) Class Skills: Any 3. +1 Skill Point per level
2) Domain Spells and Granted Powers
3) Roll 1d4 (1-HD improves by 1; 2-Good Reflex Save if at first level otherwise Lightning Reflexes Feat; 3-Good Fort save if at first level otherwise Great Fortitude Feat; 4-BAB increases)
Augment Ability: +2 to all three-class skills gained as Chaos Domain first ability

Death Domain

1) Class Skills: Alchemy and Knowledge: Undead. +2 to save verse undead special attacks
2) Domain Spells and Granted Power
3) Command Undead
Augment Ability: The death touch can now be done twice a day.

Destruction Domain

1) +2 to all Fort saves
2) Domain Spells and granted Power
3) Good Fort Save if at first level, otherwise Great fortitude Feat
Augment Ability: You can smite twice more a day.

Earth Domain

1) Speak Teran. Class Skills: Balance, Intuit Direction, Knowledge Planes +1 skill point per level
2) Domain Spells and Granted Power
3) HD improves by one
Augment Ability: +2 to turn/command checks against Earth/Air elementals.

Evil domain

1) +2 to all charisma checks and charisma based skills
2) Domain Spells and Granted Power
3) Smite Good once a day
Augment Ability: You can smite twice more a day.

Fire Domain

1) Speak Ignan. Fire Resistance5
2) Domain Spells and Granted Ability
3) Either Fire Resistance 20 Or +3 caster level for all Fire Domain Spells
Augment Ability: +2 to turn/command checks against water or Fire elementals.

Good Domain

1) Detect Evil at will
2) Domain Spells and Granted Ability

3) Smite Evil 1/day

Augment Ability: Smite twice more a day

Healing Domain

1) Class Skills: Heal, Knowledge Anatomy, Knowledge Herbalism. +1 skill point per level. Lay of hands a Paladin

2) Domain Spells and Granted Ability

3) Maximize Spells from Healing Domain only +2 spell levels.

Augment Ability: Your Lay of Hands ability is heals double the normal amount of HPs

Knowledge Domain:

1) Class Skills: Alchemy, All Knowledge. +1 Skill point per level

2) Domain spells, granted power, and +1 skill point per level

3) Arcane Lore: Treat as Bardic Lore

Augment Ability: You gain +2 to any two knowledge skills, and +2 to all Arcane Lore checks

Law Domain

1) Any 3 Class skills, +1 Skill point per level

2) Domain Spells and granted Power

3) Smite Chaos 1/day

Augment Ability: You can Smite twice more a day

Luck Domain

1) +1 luck bonus to any four skills.

2) Domain Spells and Granted Power

3) Every day you have your character level in luck bonuses. You can add these to any attack, saving throw, or skill roll.

You must declare you are using this and how many points you are using before you roll the die.

Augment Ability: You may reroll an additional roll once a day.

Magic Domain

1) +2 save against all magical effects

2) Domain spells and granted powers

3) Detect Magic at will

Augment Ability: +2 to Spellcraft checks and spell penetration.

Plant Domain

1) Woodland Stride as Druid

2) Domain Spells and Granted Power

3) Good Fort Save if at first level, otherwise Great Fortitude Feat

Augment Ability: +2 to all checks to turn or command Plants.

Protection Domain:

1) All Armor proficiencies

2) Domain spells and granted powers

3) Reflex or Fort good save if at first level otherwise Lightning reflexes or Great Fortitude feat.

Augment Ability: You can generate a protective Ward three times per day now.

Strength Domain

1) Treat your carrying capacity as if your strength were 4 points higher.

2) Domain Spells and Granted Power

3) Good Fort if at first level, otherwise Great fortitude feat or HD increase of one die

Augment Ability: You can perform the feat of strength twice per day.

Sun domain:

1) Speak Celestial, +2 skill points per level

2) Domain spells and granted powers

3) Turn Undead

Augment Ability: You can do a greater turning three times per day.

Travel Domain

1) Trackless Step as Druid

2) Domain Spells and Granted Power

3) +10ft Base Speed or Good Reflex Save if at first level, otherwise Lightning Reflexes Feat

Augment Ability: Your freedom of movement lasts a minute per level.

Trickery domain:

- 1) Sense motive, Move Silently, and Forgery as class skills, +1 skills per level
- 2) Domain spells and granted powers
- 3) +3 DC to all enchantment/charm spells

Augment Ability: +2 to any three of the six class skills gained through this Domain

War Domain

- 1) Proficient in all Simple and Martial weapon
- 2) Domain Spells and Granted Powers
- 3) HD increase one die

Augment Ability: Once a day when you are taken to below 0 HPs, you automatically heal 1d8+5.

Water Domain

- 1) Speak Aquan. Swim as class skill. Swim speeds are doubled
- 2) Domain Spells and Granted Power
- 3) Can breathe normally underwater

Augment Ability: +2 to Turn/Command checks with Fire/Water elementals

Defenders of the Faith Domains

Beast Master Prestige Domain

- 1) Animal Empathy and Handle Animal are class skill and you get +2 competence bonus to each skill.
- 2) Domain Spells And Granted Power
- 3) Wild shape into any animal once a day.

Augment Ability: Wild Shape an additional 2 more times a day.

Celerity Prestige Domain

- 1) Run Feat
- 2) Domain Spells and Granted Power
- 3) Evasion (If one already has Evasion, then this is Improved Evasion)

Augment Ability: Sprint (move at ten times base speed) for one hour per day

Community Prestige Domain

- 1) Leadership feat or +2 to all charisma checks to influence NPC reactions
- 2) Domain Spells and Granted Power
- 3) +2 Charisma

Augment Ability: An Additional +4 to influence NPC reactions

Creation Prestige Domain

- 1) Skill Focus in any two craft skills
- 2) Domain Spells and Granted Powers
- 3) Any Item Creation Feat

Augment Ability: The time it takes to craft items (both mundane and magical) is reduced by 25%

Divination Prestige Domain

- 1) Skill Focus Scry
- 2) Domain Spells and Granted Powers
- 3) You are considered to have the appropriate feats and spells to craft any scrying device. The time and cost is cut in half and you need spend 25% less XP to craft it.

Augment Ability: The DC for others to detect you scrying them is increased by +5

Domination Prestige Domain

- 1) Iron Will Feat
- 2) Domain Spells and Granted Powers
- 3) Greater Spell Focus Enchantment

Augment Ability: Your enchantment spells DC is increased by +2

Exorcism Prestige Domain

- 1) Turn Undead
- 2) Domain Spells and Granted Powers

3) Identify possessed person on sight

Augment Ability: You gain +4 to your granted power checks.

Glory Prestige Domain

1) Turn Undead

2) Domain Spells and Granted Powers

3) Extra Turning Feat, +2 to all Turn Undead Checks

Augment Ability: When you make a turning check you can either add +4 to turn checks or +2d6 to turning damage roll.

Inquisition Prestige Domain

1) Sense Motive and Intimidate are class skills and you get Skill Focus feat for both skills.

2) Domain Spells and Granted Powers

3) You may use the Extend Feat on all Inquisitions Domain Spells at no level increase

Augment Ability: When performing an interrogation, all your spells gain +2 to the DC

Madness Prestige Domain

1) Gain Skill Focus in two, unrelated Skills. These skills are now considered class skills for you.

2) Domain Spells and Granted Powers

3) You may decrease your wisdom by up to four points to add that number to any other attribute for 10 minutes once a day.

Augment Ability: You may with clarity of True Madness twice a day.

Mind Prestige Domain

1) Bluff, Diplomacy, Innuendo, Read lips, and Sense motive are all class skills and you gain an additional skill point every level.

2) Domain Spells and Granted Power

3) +2 to Wisdom

Augment Ability: Slippery Mind

Mysticism Prestige Domain

1) Choose one of the following feats: Luck of Heroes, Lightning Reflexes, Great Fortitude, or Iron Will

2) Domain spells and Granted Powers

3) HD increase by one

Augment Ability: Mettle

Pestilence Prestige Domain

1) Heal is a class skill. New Heal Ability: Disrupt Immune System. When you are treating a patient you may choose decrease their resistance to diseases. With a Heal Check DC 20, you may give a patient -4 to all saves verse diseases for the next week.

2) Domain Spells and Granted Power

3) Once a day contagion by touch as an extraordinary ability

Augment Ability: Your Pestilence Prestige Domain Spells get +2 to their DCs.

Summoning Prestige Domain

1) Augment Summoning Feat

2) Domain Spells and Granted Power

3) Tongues at will

Augment Ability: Augment Summoning Feat (this stacks with itself).

Forgotten Realms Campaign Setting

Cavern FR Domain

1) +1 to all skills when underground

2) Domain Spells and Granted Powers

3) Darkvision+30ft

AP: +30ft darkvision

Charm FR Domain

1) +1 to all charisma based skills

2) Domain Spells and Granted Powers

3) +1 Charisma

AP: +3 DC to all charm spells

Craft FR Domain

- 1) Skill Focus in any two craft skills
- 2) Domain Spells and Granted Powers
- 3) Craft times take half as long

AP: Bless craft equipment granting a permanent +1 craft bonus to those tools 1/day

Darkness FR Domain

- 1) Darkvision +30ft
- 2) Domain Spells and Granted Power
- 3) Reduce miss chance by 10%

AP: Can see in magical Darkness 30ft

Drow FR Domain

- 1) +4 all charisma checks with Drow
- 2) Domain Spells and Granted Power
- 3) Evasion

AP: +2 initiative

Dwarf FR Domain

- 1) +4 save verse poison
- 2) Domain Spells and Granted Power
- 3) Good Fort save if taken at first level or Iron Will Feat

AP: Stonecutting Bonus increased to +4

Elf FR Domain

- 1) Lightning Reflexes
- 2) Domain Spells and Granted Power
- 3) Point Blank shot feat increased to 3ft or first range increment whichever is higher

AP: +2 to Search, Spot, and Listen checks

Family FR Domain

- 1) +2 charisma checks with NPCs
- 2) Domain Spells and Granted Power
- 3) +1 Charisma

AP: Granted Power effects twice the number of people for twice as long.

Fate FR Domain

- 1) Luck of Heroes Feat
- 2) Domain Spell and Granted Power
- 3) Improved Initiative Feat

AP: +3 levels to Uncanny Doge ability

Gnome FR Domain

- 1) Cast race 0 level spells twice a day each
- 2) Domain Spells and Granted Power
- 3) +1 caster level on all Illusion spells

AP: Cast Racial spells 3/day each

Halfling FR Domain

- 1) Climb, Jump, Hide, Move Silently are class skills, +1SP per level
- 2) Domain Spells and Granted Power
- 3) +1 caster Level on all Halfling Domain Spells

AP: Granted Power lasts 20 minutes

Hatred FR Domain

- 1) Pick any 3 skills to become class skills, +1 SP per level
- 2) Domain Spells and Granted Power
- 3) Rage 1/day

AP: Granted Power usable 2/day

Illusion FR Domain

- 1) +2 save verse illusions
 - 2) Domain Spells and Granted Power
 - 3) Extend Illusion +0 (first time applied only)
- AP: +1 caster level on all illusions

Mentalism FR Domain

- 1) Iron Will Feat
 - 2) Domain Spells and Granted Power
 - 3) Slippery Mind
- AP: Granted Power 2/day

Metal FR Domain

- 1) +3 craft metalworking
 - 2) Domain Spells and Granted Power
 - 3) DR 2/non metal source
- AP: +1 Caster Level all Metal Domain Spells

Moon FR Domain

- 1) +1 all skills under the moon
 - 2) Domain Spells and Granted Power
 - 3) +1 caster level under the moon
- AP: +3 to all checks to turn or destroy Lycanthropes

Nobility FR Domain

- 1) Knowledge (Nobility) class skill and skill focus,
 - 2) Domain Spells and Granted Powers
 - 3) If still not noble will gain a title, otherwise his income as double
- A.P. +4 Cha checks vs Npc Aristocrats

Ocean FR Domain

- 1) Speak Aquan. Shifting Deck (Dread Pirate PrC, Song & Silence)
 - 2) Domain Spells and Granted Powers
 - 3) Mermaid shape 1/day
- A.P. Mermaid shape 1 more time per day

Orc FR Domain

- 1) Acute senses (+2 listen and spot); listen and spot as class skill
 - 2) Domain Spells and Granted Powers
 - 3) Weapon focus on Orc Double Axe if taken at first level, otherwise exotic weapon proficiency, Orc Double Axe
- A.P. +1 to damage Elves and Dwarves

Planning FR Domain

- 1) Spot and Search as Class Skills; +1 skill per level
 - 2) Domain Spells and Granted Powers
 - 3) +2 to all wisdom checks
- A.P. +1 to wisdom

Portal FR Domain

- 1) Knowledge (Planes) as class skill and skill focus
 - 2) Domain Spells and Granted Powers
 - 3) A gate can remain open for 1round/level without concentration
- A.P. Spot DC 20 to notice Portals at a distance

Renewal FR Domain

- 1) Turn Undead
 - 2) Domain Spells and Granted Powers
 - 3) Healing spells maximized only +2 spell level
- A.P. Lay on hands as a paladin

Retribution FR Domain

- 1) Sense motive, Bluff, Forgery, Diplomacy, Knowledge (Law) as class skills,

+1 skill point per level
2) Domain Spells and Granted Powers
3) Combat Reflexes feat
A.P. Use Granted Power 3/day

Rune FR Domain

1) Knowledge (rune) as class skill and skill focus; Inscribe rune feat for free
2) Domain Spells and Granted Powers
3) Creating runes cost halved
A.P. Dispel Runes +10

Skalykind FR Domain

1) Speak Draconic, Natural Armor +1
2) Domain Spells and Granted Powers
3) Smite Dragons 1/day
A.P. Natural Armor +2 (stacks)

Slime FR Domain

1) Acid Resistance 2
2) Domain Spells and Granted Powers
3) Ooze shape 1/day
A.P. Gain 1 ooze trait of an ooze (immunity to mind affecting spells, OR Poisons, OR sleep, OR paralysis, OR Stun, OR metamorphosis OR critical hits)

Spell FR Domain

1) Skill focus on Spellcraft and Knowledge (Arcana), Knowledge (Arcana) as class skill
2) Domain Spells and Granted Powers
3) Any metamagic feat
A.P. Metamagic feat (Chosen as Domain power number 3) at one level lower minimum +1

Spider FR Domain

1) Climb as Class skill + Skill focus
2) Domain Spells and Granted Powers
3) Spider Climb at will if taken at first level, or +4 check to climb
A.P. Spit poison (Huge spider) 1/day

Storm FR Domain

1) Lightning Reflex feat
2) Domain Spells and Granted Powers
3) +1d6 damage all electricity spells
A.P. Electricity Resistance +10

Suffering FR domain

1) Concentration checks at +4
2) Domain Spells and Granted Powers
3) Damage Reduction Constitution Bonus/ if taken at first level or Dwarf Toughness
A.P. +2 to damage reduction or Dwarven Toughness

Time FR domain

1) Reloading weapons treated as one action faster
2) Domain Spells and Granted Powers
3) Extended spells feat at +0 level (cannot be applied more than once per spell)
A.P. +2 to Dex

Trade FR Domain

1) Appraise, Bluff, Sense Motive, Forgery, Diplomacy, Gather Information as Class skill; +1 skill points per level
2) Domain Spells and Granted Powers
3) Daily walk doubled for him and a number of people equal to his wisdom modifier
A.P. Detect Thought three times more per day

Tyranny FR Domain

- 1) Bluff, Sense Motive as Class skill, Skill focus in both those skills
 - 2) Domain Spells and Granted Powers
 - 3) Good will save if taken at first level or Iron Will feat
- A.P. Charm spells doubles in duration

Undeath FR Domain

- 1) Knowledge (undead) as Class Skill, +2 DC to all necromancy spells
 - 2) Domain Spells and Granted Powers
 - 3) Detect Undead at will
- A.P.: All necromancy spells as +2 Caster Levels
- NEW FEAT

Prereq. Iron Will, Charisma 13+, must worship a God

Keep at bay

The priest can choose one type of creature*; when he encounter this kind of creatures he may attempt to keep it at bay, showing clearly his holy symbol. To perform the feat, the person needs to make a Charisma check DC 10 + 1/2HD + Cha modifier to successfully drive off the creature in question. For each point of check succeed the creature will be ONE foot distant to the priest, starting from 5 anyway. If it has the means, it** can anyway attack him with ranged weapons, spells and spell like abilities. If the priest attacks with any means the creature, it has a second roll to break the effect.

Keeping at bay may provoke attacks of opportunity, but it doesn't need to remain concentrated.

The effect lasts maximum for a number of rounds equal to the priest level.

Taking more than once the feat, gives ONE of the following effect, chosen by the priest:

1. Another type of creature
2. +2 to the charisma check
3. +50% duration

The feat can be taken multiple times

*Creature type list:

Animals
Beasts
Dragons
Elementals
Fey
Giants
Magical Beasts
Oozes
Undead