

CLERIC

Alignment: A cleric's alignment must be within one step of his deity's (that is, it may be one step away on either the lawful–chaotic axis or the good–evil axis, but not both). A cleric may not be neutral unless his deity's alignment is also neutral.

Hit Die: d8.

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) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Domains and Class Skills: A cleric who chooses the Animal or Plant domain adds Knowledge (nature) (Int) to the cleric class skills listed above. A cleric who chooses the Knowledge domain adds all Knowledge (Int) skills to the list. A cleric who chooses the Travel domain adds Survival (Wis) to the list. A cleric who chooses the Trickery domain adds Bluff (Cha), Disguise (Cha), and Hide (Dex) to the list. See Deity, Domains, and Domain Spells, below, for more information.

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Level	Base Attack	Base Fort	Base Reflex	Base Will	Special	Spells Known	Spells Prepared
1	+0	+2	+0	+2	Turn Undead, Domains	4	2
2	+1	+3	+0	+3		5	3
3	+2	+3	+1	+3		5	4
4	+3	+4	+1	+4		6	4
5	+3	+4	+1	+4		6	5
6	+4	+5	+2	+5		7	5
7	+5	+5	+2	+5		7	5
8	+6/+1	+6	+2	+6		8	6
9	+6/+1	+6	+3	+6		8	6
10	+7/+2	+7	+3	+7		9	7
11	+8/+3	+7	+3	+7		9	7
12	+9/+4	+8	+4	+8		10	7
13	+9/+4	+8	+4	+8		10	8
14	+10/+5	+9	+4	+9		11	8
15	+11/+6/+1	+9	+5	+9		11	9
16	+12/+7/+2	+10	+5	+10		12	9
17	+12/+7/+2	+10	+5	+10		12	10
18	+13/+8/+3	+11	+6	+11		13	10
19	+14/+9/+4	+11	+6	+11		13	11
20	+15/+10/+5	+12	+6	+12		14	11

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

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 have a similarly powerful aura of the corresponding alignment.

Spells: You begin your career with knowledge of six spells.

Once you know a spell, you must ready it before you can use it (see spells Prepared, below).

You learn additional spells at higher levels, as shown on the table above. The highest-level spell you can learn is equal to your caster level divided by one half, rounded down. At first level, you can choose two of your spells from the first level list.

Upon reaching 4th level, and at every even-numbered cleric level after that (6th, 8th, 10th, and so on), you can choose to learn a new spell in place of one you already know. In effect, you lose the old spell in exchange for the new one. You can choose a new spell of any level you like, as long as you observe your restriction on the highest level spells you know; you need not replace the old spell with a spell of the same level. For example, upon reaching 10th level, you could trade in a single 1st-, 2nd-, 3rd- or 4th-level spell for a spell of 5th level or lower, as long as you meet the prerequisite of the new spell. You can swap only a single spell at any given level.

Prayer Books: Many faiths provide prayer books, which are a collection of the most commonly used spells a cleric would need in their duties. The most common provide the spells marked with an asterisk on the spell list. A cleric may ready a spell in his prayer book as if he knew the spell. Spells readied in this way add the prayer book as a focus for the spell.

Spells Readied: You can ready four of your six spells known at 1st level, and as you advance in level and learn more spells, you are able to ready more, but you must still choose which spells to ready. You ready your spells by meditating and praying for 5 minutes. The spells you choose remain readied until you to meditate again and change them. You need not sleep or rest for any long period of time to ready your spells; any time you spend 5 minutes in meditation, you can change your readied spells.

You begin an encounter with all your readied spells unexpended, regardless of how many times you might have already used them since you chose them. When you cast a spell, you expend it for the current encounter, so each of your readied spells can be used once per encounter (unless you recover them, as described below).

Spell Recovery: You can recover an expended spell by using a full-round action to quickly meditate. Doing this does not provoke attacks of opportunity. If you complete your meditation you regain all expended spell slots. Regaining spell slots adds a -1 penalty to your caster level (cumulative). These penalties last until removed. You may remove these penalties by spending five minutes per -1 in prayer and meditation. You don't have to remove them all at the same time.

Example: Tom's been slugging through the hobgoblins in the cave for a while now, and the suckers just won't stop coming. He's had to restore his spells four times in the past few battles, and hasn't had a chance to rest yet. Those four times he regained his spells, he took a -1 to his caster level each time, making his spells weaker and weaker. He catches few minutes respite in between waves of hobgoblins, and starts praying to restore his power. He spends ten minutes focusing and meditating, and removes 2 from his penalty, leaving him with a -2 penalty to his caster level. His power not entirely restored, he turns back, to face the next wave of hobgoblins.

Divine Auras: You begin play with knowledge of all 1st-level divine auras from the cleric list. You gain access to an aura when your caster level is at least twice the level of the aura. Unlike spells, divine

auras are not expended, and you do not have to ready them. All the auras you know are available to you at all times, and you can change the aura you currently use as a swift action. An aura is an emanation with a range of 30', that affects your allies. You may designate "allies" at the beginning of your turn with a free action.

Deity, Domains, and Domain Spells: A cleric's deity influences his alignment, what magic he can perform, his values, and how others see him. A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.

If a cleric is not devoted to a particular deity, he still selects two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies.

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. At first level, and every level after first, you may add a spell from your domain spells you are able to cast to your spells known..

Spontaneous Casting: A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can "lose" any readied spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity), 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 cleric who is neither good nor evil and whose deity 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 cleric turns or commands undead.

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.

Turn or Rebuke Undead (Su): Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead).

A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures. An evil cleric (or a neutral cleric who worships an evil deity) instead rebukes or commands such creatures. A neutral cleric of a neutral deity must choose whether his turning ability functions as that of a good cleric or an evil cleric. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see above).

A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

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 his race.

Ex-Clerics

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

TYPES OF SPELLS

Spells have been broken into three different types, as follows:

- **Blessings:** Blessings are spells that increase, for a short time, your combat ability.
- **Prayers:** Prayers are the general spells a cleric uses.
- **Divine Auras:** Divine auras are effects that you emanate to 30', and affect all allies.

A spellcaster may learn and prepare any of the different types of spells normally, with the exception of Divine Auras, which have special rules (see below).

Prayers: These spells function normally. They follow all the normal rules for learning, preparing, and regaining.

Blessings: Blessings are spells that increase your or your party's combat ability, through bonuses to your rolls, or negatives to your enemies'. All blessings may be cast one of two ways: As a standard action, with a duration of one minute; or a swift action, with a duration of one round.

Divine Auras: Divine Auras are effects that a cleric can keep up at all times. You may only have one aura in effect at a time. Unlike spells, auras are not expended, and you do not have to ready them. All the divine auras you know are available to you at all times, and you can change the aura you currently use as a swift action. Divine Auras affect all allies within 30 ft as an emanation.

Changes to the cleric spell list are as follows.

CLERIC SPELLS

0-LEVEL CLERIC SPELLS (ORISONS)

Create Water: Creates 2 gallons/level of pure water. **Prayer, but might need changed.**

***Cure Minor Wounds:** Cures 1 point of damage. **Prayer**

***Detect Magic:** Detects spells and magic items within 60 ft. **Prayer**

***Detect Poison:** Detects poison in one creature or object. **Prayer**

Guidance: +1 on one attack roll, saving throw, or skill check. **Blessing**

Inflict Minor Wounds: Touch attack, 1 point of damage. **Prayer**

***Light:** Object shines like a torch. **Prayer**

***Mending:** Makes minor repairs on an object. **Prayer**

Purify Food and Drink: Purifies 1 cu. ft./level of food or water. **Prayer, but might need upped a level**

Read Magic: Read scrolls and spellbooks. **Deleted. I'd like to see more spellcraft checks.**

Resistance: Subject gains +1 on saving throws. **Blessing**

Virtue: Subject gains 1 temporary hp. **Blessing, but who cares?**

1ST-LEVEL CLERIC SPELLS

Bane: Enemies take –1 on attack rolls and saves against fear. **Blessing**

***Bless:** Allies gain +1 on attack rolls and saves against fear. **Blessing**

***Bless Water^M:** Makes holy water. **Prayer**

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds. **Prayer**

Command: One subject obeys selected command for 1 round. **Prayer**

***Comprehend Languages:** You understand all spoken and written languages. **Prayer**

***Cure Light Wounds:** Cures 1d8 damage +1/level (max +5). **Prayer**

Curse Water^M: Makes unholy water. **Prayer**

Deathwatch: Reveals how near death subjects within 30 ft. are. **Prayer**

***Detect Chaos/Evil/Good/Law:** Reveals creatures, spells, or objects of selected alignment. **Prayer**

***Detect Undead:** Reveals undead within 60 ft. **Prayer**

Divine Favor: You gain +1 per three levels on attack and damage rolls. **Blessing**

Doom: One subject takes –2 on attack rolls, damage rolls, saves, and checks. **Blessing**

Endure Elements: Exist comfortably in hot or cold environments. **Prayer**

Entropic Shield: Ranged attacks against you have 20% miss chance. **Divine Aura**

Hide from Undead: Undead can't perceive one subject/level. **Prayer**

Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5). **Prayer**

Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage. **Prayer**

Magic Weapon: Weapon gains +1 bonus. **Divine Aura, affects all allies weapons, but moved up to Second Level.**

Obscuring Mist: Fog surrounds you. **Prayer**

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders. **Divine Aura.**

Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject. **Blessing**

Sanctuary: Opponents can't attack you, and you can't attack. **Blessing**

Shield of Faith: Aura grants +2 or higher deflection bonus. **Divine Aura.**

Summon Monster I: Calls extraplanar creature to fight for you. **Prayer**

2ND-LEVEL CLERIC SPELLS

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10). **Blessing**

Align Weapon: Weapon becomes good, evil, lawful, or chaotic. **Blessing**

***Augury^{MF}:** Learns whether an action will be good or bad. **Prayer**

Bear's Endurance: Subject gains +4 to Con for 1 min./level. **Divine Aura, move up to Third Level.**

Bull's Strength: Subject gains +4 to Str for 1 min./level. **Divine Aura, move up to Third Level.**

Calm Emotions: Calms creatures, negating emotion effects. **Prayer**

***Consecrate^M:** Fills area with positive energy, making undead weaker. **Prayer**

***Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10). **Prayer**

Darkness: 20-ft. radius of supernatural shadow. **Prayer**

Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level. **Blessing**

Delay Poison: Stops poison from harming subject for 1 hour/level. **Not sure what to do, deleted.**

Desecrate^M: Fills area with negative energy, making undead stronger. **Prayer**

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level. **Divine Aura, move up to Third Level.**

Enthrall: Captivates all within 100 ft. + 10 ft./level. **Prayer**

Find Traps: Notice traps as a rogue does. **Prayer**

Gentle Repose: Preserves one corpse. **Prayer**

Hold Person: Paralyzes one humanoid for 1 round/2 levels. **Prayer**

Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10). **Prayer**

***Make Whole:** Repairs an object. **Prayer**

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level. **Divine Aura, move up to Third Level.**

***Remove Paralysis:** Frees one or more creatures from paralysis or *slow* effect. **Prayer**

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type. **Prayer**

***Restoration, Lesser:** Dispels magical ability penalty or repairs 1d4 ability damage. **Prayer**

Shatter: Sonic vibration damages objects or crystalline creatures. **Prayer**

Shield Other^F: You take half of subject's damage. **Prayer**

***Silence:** Negates sound in 20-ft. radius. **Prayer**

Sound Burst: Deals 1d8 sonic damage to subjects; may stun them. **Prayer**

***Spiritual Weapon:** Magic weapon attacks on its own. **Prayer**

Status: Monitors condition, position of allies. **Prayer**

Summon Monster II: Calls extraplanar creature to fight for you. **Prayer**

Undetectable Alignment: Conceals alignment for 24 hours. **Prayer**

Zone of Truth: Subjects within range cannot lie. **Prayer, move up to Third Level.**

* This is a spell in a generic, good aligned prayer book. An evil cleric would have Curse Water, instead of Bless Water, for example.