

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



RITUALIST





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Ritualist

While fools prostrate themselves before the gods by inane routines, a select few remember the ancient rites that once compelled them. All but forgotten, timeless secrets lie deep within ciphers, tomes and legends, stolidly awaiting decryption. In these glyphs of old, a ritualist unearths the very bindings of the gods. Branded heretics by the clergy of the deities they compel, ritualists impose their own significance upon the old ways. Some perform rites as an insolent means of subjugation; others perform rites as a reverent means of remembrance. Whatever a ritualist's cause, his rites, emblazoned with salts and incantations, constitute some of the most formidable magic across the planes.

Role: Ritualists control the battlefield by sanctifying an area. Enemies treading sanctified ground tread their graves, and allies in the area will come to know why the gods themselves are called to a sanctified plot's boon. Ritualists are also capable of bending planar creatures to their will, and they keep lesser thralls in place of familiars.

Alignment: Any.

Hit Die: d8.

Class Skills

The ritualist's class skills are Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perform (Cha) and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the ritualist.

Weapon and Armor Proficiency: Ritualists are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a ritualist's movements, which can cause his spells with somatic components, as well as his rituals, to fail.

Canon (Ex): At 1st, 6th, 12th and 18th level, the ritualist gains a canon. Each time the ritualist gains a canon, he chooses one deity and gains the ability to bind that deity with his rituals. The deity's initial attitude toward the ritualist is determined by the compatibility of their alignments. It begins at indifferent, increasing by 1 step for every matched axis and decreasing by 1 step for every unmatched axis (for example: CG deities are hostile toward NE ritualists, N deities are indifferent toward NE ritualists, and NE deities are helpful toward NE ritualists). A ritualist adds half his class level (minimum +1) to any Knowledge or Linguistics checks related to his canon deities.

The ritualist also gains one domain per canon, selected from among those belonging to the chosen deity. He may select alignment domains even if his alignment does not match that domain. A ritualist cannot select an individual domain more than once. The ritualist uses his level as his effective cleric level when determining the power and effect of his domain powers. The ritualist uses his Intelligence modifier in place of his Wisdom modifier when determining the number of times per day he may use his domain abilities, the DC of his domain abilities and the bonuses granted by his domain abilities.

Additionally, a ritualist learns rituals to ward himself against his canon deities. This protection functions as a permanent *sanctuary* spell, except as noted here. The effect applies only to deities and agents of deities represented among the ritualist's canons. The effect does not ward the ritualist against the deity's followers (agents serve a deity without free will, followers serve a deity with free will - any creature with the capacity to refuse service is a follower). The DC to resist this effect is equal to 10 + 1/2 the ritualist's level + the ritualist's Intelligence

circumstances are bound to make barriers impervious to the forces above. Apply liberal common sense when dealing with salts and remember that a tie goes to the ritualist.

Defending barriers.

Shield. Creatures can shield barriers with their bodies as a move action. A shielded barrier requires a standard action to kick, and breaking a shielded barrier requires at least Severe (31+ mph) strength wind effects and Windstorm (51+ mph) strength natural winds. Small and Medium creatures can shield one 5-foot square within reach. Large and larger creatures can shield one additional 5-foot square per size category by which they exceed Medium. Taking a standard action or move action ends your shielding effect.

Enabling. A ritualist's salts may be the target of any spell that targets creatures. However, salts are only affected by magic that targets creatures in the following three ways. Spells that allow creatures to move through air (*air walk*, *fly*, etc.) cause salts to hover in place. Spells that allow creatures to move through water (*touch of the sea*, *ride the waves*, etc.) cause salts to float in place. Spells that allow creatures to climb (*ape walk*, *spider climb*, etc.) cause salts to cling to objects, allowing them to be sown on vertical surfaces and causing salts sown on horizontal surfaces to behave as if shielded. These effects persist until the spell responsible for the behavior ends.

FAQs

If you have questions that aren't answered below, please contact us via the Dreadfox.com Feedback tab or Paizo.com messageboards.

Q: Why is this class so underpowered?

A: It isn't. The ritualist looks weak on paper because it's natural to expect spells to carry a class. However, rituals carry this class - they are much more powerful than spells.

Q: Does *arcane torrent* apply to rituals?

A: Yes, but only spell-like ability rituals, as these are the only rituals that have a caster level.

Q: Does *conquest of the ages* work on non-magical equipment? Does it work on magical rings and bracers?

A: *Conquest of the ages* only grants bonuses to magical weapons, armor and shields. This excludes non-magical equipment, as well as rings and bracers.

Q: Does impunity negate *furious catastrophe's* damage?

A: No. *Furious catastrophe's* damage is an indirect consequence of the deity's intervention - erupting magma is the direct consequence. See Ritualist Tips for ideas on how to mitigate *furious catastrophe's* friendly fire damage.

Q: What type of action is laying an urn?

A: It is a free action akin to dropping an item.