

## The Half-Celestial

**Table SP-15: The Half-Celestial Template Class**

Level	CR	Special
1st	*	Con +2, Cha +2, natural armor +1, darkvision 60ft., <i>daylight</i> 3/day, outsider type, spell-like abilities
2nd	**	Str +2, Dex +2, disease immunity, +4 Fort saves against poison, resistances (acid 5, cold 5, electricity 5), spell resistance (lesser), spell-like abilities
3rd	***	Str +2, Wis +2, Cha +2, <i>daylight</i> at will, damage reduction, smite evil, spell-like abilities
4th	***	Con +2, Int +2, Wis +2, resistances (acid 10, cold 10, electricity 10), spell resistance (greater), spell-like abilities, wings

\* A 1st level half-celestial with fewer than 11 HD has a CR adjustment of +0. One with 11 or more HD has a CR adjustment of +1.

\*\* A 2nd level half-celestial with fewer than 11 HD has a CR adjustment of +1. One with 11 or more HD has a CR adjustment of +2.

\*\*\* A 3rd or 4th level half-celestial with fewer than 5 HD has a CR adjustment of +1. One with 5-10 HD has a CR adjustment of +2. One with 11 or more HD has a CR adjustment of +3.

### Half-Celestial Template Class Features

All of the following are class features of the half-fiend template class.

**Ability Score Changes:** The indicated ability score increases or decreases by the amount noted.

**Natural Armor Improvements:** At 1st level, the half-celestial's natural armor bonus increases by +1. A character that does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability and would increase to +1 at 1st level.

**Darkvision (Ex):** At 1st level, a half-celestial gains darkvision to a 60-foot range.

**Daylight (Sp):** At 1st level, a half-celestial gains the ability to cast *daylight* (as the spell) 3/day. At 3rd level, a half-celestial gains the ability to cast *daylight* at will.

**Outsider Type:** At 1st level, a half-celestial character has already started down their exalted path of transcendence. The character's type changes to outsider (native) and becomes vulnerable to spells and effects that work on creatures of the outsider type but is immune to effects that target her original type.

**Disease Immunity:** At 2nd level, a half-celestial becomes immune to all diseases.

**Resistances (Ex):** At 2nd level, a half-celestial gains resistance 5 to acid, cold, and electricity. At 4th level, each of these resistances increases to 10.

**Spell Resistance (Su):** At 2nd level, a half-celestial gains spell resistance equal to their character level (maximum 25). At 4th level, a half-celestial's spell resistance increases by +10 (maximum 35).

**Damage Reduction (Su):** At 3rd level or higher, a half-celestial has damage reduction 5/magic if their character level is 11th level or lower, or damage reduction 10/magic if their character level is 12th or higher. A half-celestial treats their natural weapons (if any) as magic weapons for the purpose of bypassing the damage reduction of other creatures.

**Spell-Like Abilities:** Starting at 1st level, a half-celestial with an Intelligence or Wisdom score of 8 or better gains spell-like abilities. The exact abilities gained depend on the half-celestial's character level and level in the template class according to the following table. In each case, the caster level equals the half-celestial's character level. Save DCs, where applicable, are Charisma-based (10 + spell level + Charisma modifier).

Minimum Half-Celestial Level	Minimum Character Level	Spell-Like Abilities Gained
1st	1st	<i>Protection from evil</i> 3/day, <i>bless</i>
	7th	<i>Holy smite</i> , <i>remove disease</i>
2nd	13th	<i>Hallow</i>
	3rd	<i>Aid</i> , <i>detect evil</i>
	6th	<i>Cure serious wounds</i> , <i>neutralize poison</i>
3rd	13th	<i>Holy aura</i> 3/day
	9th	<i>Dispel evil</i>
	15th	<i>Mass charm monster</i>
4th	17th	<i>Summon monster IX</i> (celestials only)
	11th	<i>Holy word</i>
	19th	<i>Resurrection</i>

**Smite Evil (Su):** Once per day, a half-celestial of at least 3rd level can make a normal melee attack to deal extra damage equal to its HD (maximum +20) against an evil foe. If the half-celestial accidentally smites a creature that is not evil, the smite has no effect but is still used up for the day.

**Wings (Ex):** At 4th level, a half-celestial grows feathered wings and can fly (good maneuverability) at twice the base creature's base land speed. If the base creature already has a base fly speed, use that instead.