

The Priest NPC Class

The priest represents non-adventuring clergy. The people do not practice battle or seek out evil by practice. Instead, they serve the regular people and maintain the church structures. They are most common in developed areas. In smaller or remote areas the local church leaders may be priests, or they may be adepts, or even experts or mere commoners. Priests may be any alignment. However, they are more common in religions that are good and/or lawful. Chaotic churches typically have smaller permanent structures, as well as far less bureaucracy. Evil churches are driven more by personal power and tend to have fewer followers needing day-to-day tending. Lawful Good, Lawful Neutral and Neutral Good religions have the most priests. Particularly bureaucratic and well-established Lawful Evil religions may also have numerous priests.

Hit Die: D4.

Class Skills

The priest's class skills (and key abilities) are: Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (History) (Int), Knowledge (Religion) (Int), Knowledge (The Planes) (Int), Profession (Wis), and Spellcraft (Int). Priests may gain additional skills based on their domains as for clerics.

Skill Points at 1st level: (4 + Int modifier) X 4

Skill Points at each additional level: 4 + Int modifier

The Priest:

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	1 st Domain	1	0+1	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3	Turn or Rebuke Undead	2	0+1	-	-	-	-	-	-	-	-
3	+1	+1	+1	+3	2 nd Domain	2	0+2	-	-	-	-	-	-	-	-
4	+2	+1	+1	+4		2	1+2	-	-	-	-	-	-	-	-
5	+2	+1	+1	+4		3	1+2	0+1	-	-	-	-	-	-	-
6	+3	+2	+2	+5		3	1+2	0+1	-	-	-	-	-	-	-
7	+3	+2	+2	+5		3	1+3	0+2	0+1	-	-	-	-	-	-
8	+4	+2	+2	+6		4	1+3	0+2	0+1	-	-	-	-	-	-
9	+4	+3	+3	+6		4	1+3	0+2	0+1	0+1	-	-	-	-	-
10	+5	+3	+3	+7	3 rd Domain	4	1+3	1+2	0+2	0+1	-	-	-	-	-
11	+5	+3	+3	+7		5	2+3	1+2	0+2	0+1	-	-	-	-	-
12	+6/+1	+4	+4	+8		5	2+3	1+2	0+2	0+1	0+1	-	-	-	-
13	+6/+1	+4	+4	+8		5	2+3	1+3	1+2	0+2	0+1	-	-	-	-
14	+7/+2	+4	+4	+9		6	2+3	1+3	1+2	0+2	0+1	-	-	-	-
15	+7/+2	+5	+5	+9	4 th Domain	6	3+3	1+3	1+3	0+2	0+1	0+1	-	-	-
16	+8/+3	+5	+5	+10		6	3+3	2+3	1+3	1+2	0+1	0+1	-	-	-
17	+8/+3	+5	+5	+10		6	3+3	2+3	1+3	1+2	0+2	0+1	-	-	-
18	+9/+4	+6	+6	+11		6	3+3	2+3	1+3	1+2	0+2	0+1	0+1	-	-
19	+9/+4	+6	+6	+11		6	3+3	3+3	2+3	1+2	1+2	0+2	0+1	0+1	-
20	+10/+5	+6	+6	+12		6	3+3	3+3	2+3	2+2	1+2	0+2	0+1	0+1	0+1

Class Features:

Weapon and Armor Proficiency: The Priest is proficient with any one simple weapon, or their deity's preferred weapon, but not with any armor or shields.

Spells: Priests prepare and cast divine spells in a manner similar to clerics. They must have a wisdom score of at least 10+ the spell level in order to prepare any spell. They gain bonus spells based on their wisdom. As with clerics, they may not prepare or cast spells that oppose the alignment of their deity. Priests have much less flexibility than clerics in selecting spells outside of the direct portfolios of their deity. This is reflected in their increased number of daily spells that must be selected from their domains. They may not spontaneously cast any spells.

Domains: Priests may select any one domain associated with their deity at first level. They gain the special ability associated with this domain, as well as access to the domain spells, as with a cleric. They may select a second domain at 3rd level, a 3rd domain at 10th level and a fourth domain at 15th level.

Turn or Rebuke Undead: A good priest may turn undead as a cleric of level equal to $\frac{3}{4}$ their class level. An evil priest rebukes undead. A neutral priest must select to either turn or rebuke undead upon gaining second level.