Player Paraphernalia

Knotty Works

The Priest
A New Base Class

#106

Pathfinder Roleplaying Game Compatible

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Player Paraphernalia #106

By The Knotty-Works

Welcome to issue one hundred and six of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces a new base class built with divine inspiration and design. The priest focuses on the more social aspects of the clergy, providing an option that would work well in a campaign geared more for those that seek role-playing solutions over the typical combat driven story-lines.

Thanks to Keith J. Davies for his proof-reading expertise.

The Priest

Born to lead others into the light, the priest spreads the word of his faith to the masses. While others pick up their faith through actions of courage and heroism, the priest prefers to peaceably shine forth the hope of his deity to those without any. The priest becomes a traveling vagabond, preferring to work loosely within the confines of a structured religious order or organization.

The priest learns to rely solely on his faith both in others and his deity to meet his needs, forgoing the trappings normally associated with those that take on clerical roles. The priest wears many hats of humble service, from servant, to missionary, to preacher, confessor, and officiant.

Role

The priest prefers to find peaceful solutions above all others, seeking to find common ground for everyone involved. As such, they have strong diplomatic inclinations and work well with groups that are willing to negotiate with others rather than relying on violence as a solution. Priests may also provide divine support to their allies, though they have little if any skill when it comes to combat and many a priest were willing to fill the role of martyr than harm another living creature.

Alignment

The priest must be good in alignment, and worship a deity or faith that is also good. The priest is generally more flexible when it comes to law or chaos, many finding a balance between the two works best when dealing with others.

Hit Die: d6

Starting Wealth: 2d6 X 10 gp (average 70 gp). The priest also gains a set of clothing worth 10 gp or less.

Class Skills

The priest's class skills include: Craft (Int), Diplomacy (Cha), Handle Animal (Wis), Heal (Wis), Knowledge (local) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency

Priests are proficient with dagger, club, quarterstaff, and sling. They are not proficient with any sort of armor or shield. The priest believes that armor of any sort

Priest Progression Table

Level	Base Attk	Fort Save	Ref Save	Will Save	Special	Spells Per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Aura, domain, liturgy (inspire), priest's vestments	3	1+1	–	–	–	–	–	–	–	–
2nd	+1	+0	+0	+3	Faith's true friend, martyr for the cause	4	2+1	–	–	–	–	–	–	–	–
3rd	+1	+1	+1	+3	Liturgy (compel, forbid)	4	2+1	1+1	–	–	–	–	–	–	–
4th	+2	+1	+1	+4	Priest's vestments (+1)	4	3+1	2+1	–	–	–	–	–	–	–
5th	+2	+1	+1	+4	Liturgy (captivate, soothe)	4	3+1	2+1	1+1	–	–	–	–	–	–
6th	+3	+2	+2	+5	Congregation	4	3+1	3+1	2+1	–	–	–	–	–	–
7th	+3	+2	+2	+5	Liturgy (minor absolve, speak in tongues)	4	4+1	3+1	2+1	1+1	–	–	–	–	–
8th	+4	+2	+2	+6	Priest's vestments (+2)	4	4+1	3+1	3+1	2+1	–	–	–	–	–
9th	+4	+3	+3	+6	Liturgy (rebuke, sanctify)	4	4+1	4+1	3+1	2+1	1+1	–	–	–	–
10th	+5	+3	+3	+7	Floating domain (1st level powers, domain spell)	4	4+1	4+1	3+1	3+1	2+1	–	–	–	–
11th	+5	+3	+3	+7	Liturgy (absolve, greater speak in tongues)	4	4+1	4+1	4+1	3+1	2+1	1+1	–	–	–
12th	+6	+4	+4	+8	Priest's vestments (+3)	4	4+1	4+1	4+1	3+1	3+1	2+1	–	–	–
13th	+6	+4	+4	+8	Liturgy (execrate, venerate)	4	4+1	4+1	4+1	4+1	3+1	2+1	1+1	–	–
14th	+7	+4	+4	+9	Floating domain (spontaneous domain casting)	4	4+1	4+1	4+1	4+1	3+1	3+1	2+1	–	–
15th	+7	+5	+5	+9	Liturgy (Beckon, Breathe Life)	4	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	–
16th	+8	+5	+5	+10	Priest's vestments (+4)	4	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	–
17th	+8	+5	+5	+10	Liturgy (repudiate)	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1
18th	+9	+6	+6	+11	Floating domain (use higher level power)	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1
19th	+9	+6	+6	+11	Liturgy (propitiate)	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1
20th	+10	+6	+6	+12	Priest's Vestments (+5), truly anointed	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1

puts up barriers between individuals which is an anathema to their faith and beliefs. As such, if the priest dons armor, he will lose any domain powers and the ability to cast domain based spells.

Aura (Ex)

The priest as a particularly powerful good aura commensurate to his class level as well as a law or chaos aspect corresponding to his deity or faith's alignment (see *Detect Evil* for aspects of alignment aura).

Spells

The priest casts divine spells from the Cleric/ Oracle spell list, though he may not cast any type of spell that causes damage or originate from the school of necromancy. The priest is also restricted from casting spells that are opposed to his pacifistic beliefs and alignment. As a result, priests cannot cast spells associated with evil or with those opposed to his deity or faith's law or chaos aspects.

The priest must prepare his spells after getting 8 hours of rest and spending an hour in prayers and vespers, though he may choose any allowed to him as well as those granted by his domains. The priest must have a Wisdom score equal to at least 10 + the spell level in order to prepare it and he may only prepare a certain number of spells per day (see the Priest Progression Table).

The priest does gain bonus spells if he has a high Wisdom score (Pathfinder RolePlaying Game Core Rule Book™, Table: Ability Modifiers and Bonus Spells). The DC for any spells cast by the priest is equal to 10 + his Wisdom modifier.

The priest does gain access to divine orisons (0-level spells) as well, able to prepare a number per day as listed on his progression table, but they are not expended when he casts them.

Domains

The priest gains access to two domains at 1st level, based on his deity or faith's tenants and beliefs. The priest may not select from the domains of Darkness, Death, Destruction, Evil, Madness, Trickery, Void, or War, even if the priest's deity normally grants access to one or more of those domains.

The priest gains the domain powers of each of the two domains, dependent on his class level. The priest also gains one additional spell per day that must be chosen from one of his domains.

The priest also has the ability to spontaneously cast either domain spell of the appropriate level, losing a non-domain prepared in its place. The priest may not spontaneously cast his one prepare domain spell with the other domain spell.

Liturgy

At 1st level, the priest may inspire others by giving a rousing liturgical exposition on his faith and deity. Starting a liturgy is a standard action and the priest may continue to expound theologically as a free action, up to a number of rounds per day equal to 4 + his Charisma modifier. The priest gains an additional 2 rounds of liturgical use per day for each level of advancement beyond 1st.

Certain liturgies are gained at specific levels, and once the priest has access to more than one type of liturgy, he may change the type of liturgy as a standard action. A liturgy may not be disrupted unless the priest is killed, paralyzed, stunned, or rendered unconscious. Only one type of liturgy may be initiated at a time by the same priest. If multiple priests are performing liturgies, those affected may only choose to gain the effects of one particular priest, and their effects do not stack.

The liturgy is an oratory performance with audible components. As such, those affected must be able to hear the priest and be able to understand what the priest is saying and is language dependent. If the priest is deaf, he as a 20% chance of failing to perform the liturgy effectively, granting no benefits to those he is speaking. The

priest also benefits from the effects of the liturgy as applicable.

If a liturgy requires a saving throw, the Difficulty Check is equal to 10 + ½ the priest's class level + his Wisdom modifier. Those that successfully save versus a liturgy's effects is immune to any further effects from that particular liturgy from that particular priest for 24 hours.

Inspire (Su): At 1st level, the priest may grant allies a +2 sacred bonus to saving throws, skill checks, and ability checks while performing this liturgy. This bonus increases by +1 at 6th level and every six levels thereafter (maximum of +5 at 18th level).

Compel (Sp): At 3rd level, the priest may issue a single command as the spell *Command*, affecting everyone that can hear him, friend and foe alike. He may issue multiple commands by extending the duration through the use of his liturgy, issuing a single command each round, but extending the effect consumes 2 round of his daily use of the liturgy beyond the first round. Those affected are allowed a Will save when this liturgy is initiated. This liturgy has an effective range of 90 ft.

Forbid (Sp): This liturgy is identical to the Compel liturgy except that it's effect is identical to the *Forbid Action* spell. The priest may extend the duration of the liturgy by expending 2 additional rounds of his daily use of liturgies fore each round it is extended. The priest gains this liturgy at 3rd level.

Captivate (Sp): At 5th level, the priest may gain the rapt attention of a group of people as the effect of the *Enthrall* spell. The priest may initiate it as a full round rather than a standard action, consuming none of his daily rounds of his liturgy. He may then use a move action each round thereafter to continue its effects without consuming any daily rounds of liturgy. Individuals are allowed an initial Will save to resist the effects of this liturgy.

Soothe (Sp): The priest gains this liturgy at 5th level, and uses it to calm the nerves of agitated creatures. It's effects are identical to the *Calm Emotions* spell, affecting everyone within 90 ft. of the priest. Those within range are allowed an initial Will save, and it is a mind-affecting effect.

Minor Absolve (Su): At 7th level, the priest may temporarily relieve delibitating conditions while those that within 90 ft. silently confess their sins. This liturgy only affects those within range have a friendly or greater attitude towards the priest, and those affected may ignore the following conditions: confused, dazed, fatigued, shaken, or sickened.

Speak in Tongues (Su): At 7th level, the priest may use this liturgy to speak intelligibly with any creature that can hear him in their native language. Those affected must have a spoken language and this effect does not grant the priest to understand the creature's language if he doesn't know it or have a spell or affect that grants comprehension. This is a mind-affecting effect.

The priest may combine this liturgy with other liturgies, though he must start this liturgy first, and then each round he combines it with the other liturgy, it consumes an extra use each round of his daily rounds of liturgy beyond the cost for each liturgy (i.e. 3 uses per round for the 2 liturgies).

Rebuke (Su): At 9th level, the priest may cause any creature of the outsider (evil) type within 90 ft. to become staggered by performing this liturgy. The creature is allowed an initial Will save to resist the effects of this liturgy. The priest may consume 2 rounds worth of liturgy each round to increase the effect to cause the creature to become dazed instead.

Sanctify (Su): At 9th level, the priest's voice drives out the forces of evil within 90 ft. Undead, summoned evil creatures, and evil outsiders withing range of this liturgy suffer a -2 penalty to all attack and damage rolls, saving throws, skill checks, and ability checks. Undead cannot be created within the range of this liturgy while it is in effect. Those affected by this liturgy are allowed a

Will save each round to avoid its effects for that round.

Absolve (Su): The priest may expound on confession at 9th level. This effect is identical to Minor Absolve, but also affects blinded, deafened, dazed, exhausted, frightened, or nauseated conditions while the liturgy is active. This is the only liturgy that may be used on those that cannot normally hear the priest's liturgy.

Speak in Tongues, Greater (Su): This effect is identical to Speak in Tongues except the priest also gains the ability to comprehend those that speak or communicate with him in return. He gains this liturgy at 11th level.

Execrate (Su): The priest may attempt to send an extraplanar evil outsider back to its home plane at 13th level. The creature must be within 30 ft. of the priest and it is allowed a saving throw each round to resist the effect. However, for each round beyond the first, the creature's saving throw takes a cumulative -1 penalty until if fails its saving throw or the priest ends the liturgy.

Venerate (Su): At 13th level, the priest's liturgy floods the area with divine warmth, granting the benefits of a *Protection from Evil* to everyone within 90 ft. In addition, evil creatures suffer a -2 penalty to their attack and damage rolls, saving throws, and ability and skill checks as the Sanctify liturgy.

Beckon (Su): At 15th level, the priest can draw a crowd with this liturgy. Those with an Intelligence of 3 or greater and fewer levels or Hit Dice than the priest automatically stop what they are doing and turn towards the priest and stand quietly in inaction during this liturgy.

Those with equal or more levels or Hit Dice than the priest are allowed a Will save to avoid the effect. If an individual feels threatened, it is allowed a Will save to break free from the liturgy. If a creature if attacked or wounded while entranced by this liturgy, the effects immediately end for that creature and it cannot be affected by this liturgy by the same priest for 24 hours.

This is a mind-affecting effect.

Breathe Life (Su): At 15th level, anyone with less than 0 hit points within 30 ft. of a priest performing this liturgy are treated as being stabilized. If the individual is reduced to a negative amount that would render it irrevocably dead, then this liturgy has no effect. Those affected by this liturgy do not need to be able to hear the priest in order to be affected by the liturgy, but the priest must still be able to audibly produce the liturgy.

Repudiate (Su): At 17th level, the priest may attempt to cause any extraplanar evil outsider within 30 ft. to return to its home plane. The priest may affect a total number of HD of such creatures equal to ½ his class level each round, and each creature is granted a Will save to avoid its effects that round.

Propitiate (Su): At 19th level, the priest may attempt to permanently relieve those that are blinded, confused, dazed, deafened, exhausted, fatigued, frightened, nauseated, paralyzed, shaken, sickened, or stunned. Those affected are allowed a new saving throw each round versus the original effect or the Priest may make a Perform skill check with a DC equal to 20 + the effective spell level of the condition's original effect. A new saving throw or Perform check is allowed each round the priest continues the liturgy.

Priest's Vestments (Ex)

At 1st level, the priest may add his Wisdom modifier to his AC while he is not wearing armor or carrying a shield, relying on his deity's strength and protection.

At 4th level and every four levels thereafter, the priest gains an additional +1 sacred bonus to his AC while he is not wearing armor or carrying a shield.

At 8th level, the priest may expend one of his +1 sacred bonuses to gain DR 5/evil as swift action. At 16th level, he may expend +2 from his sacred bonus to gain DR 10/evil as a swift action.

If the priest becomes helpless, killed, stunned, or unconscious, the AC bonus for the priest's Wisdom modifier, any sacred bonuses, and any damage reduction effects are immediately lost.

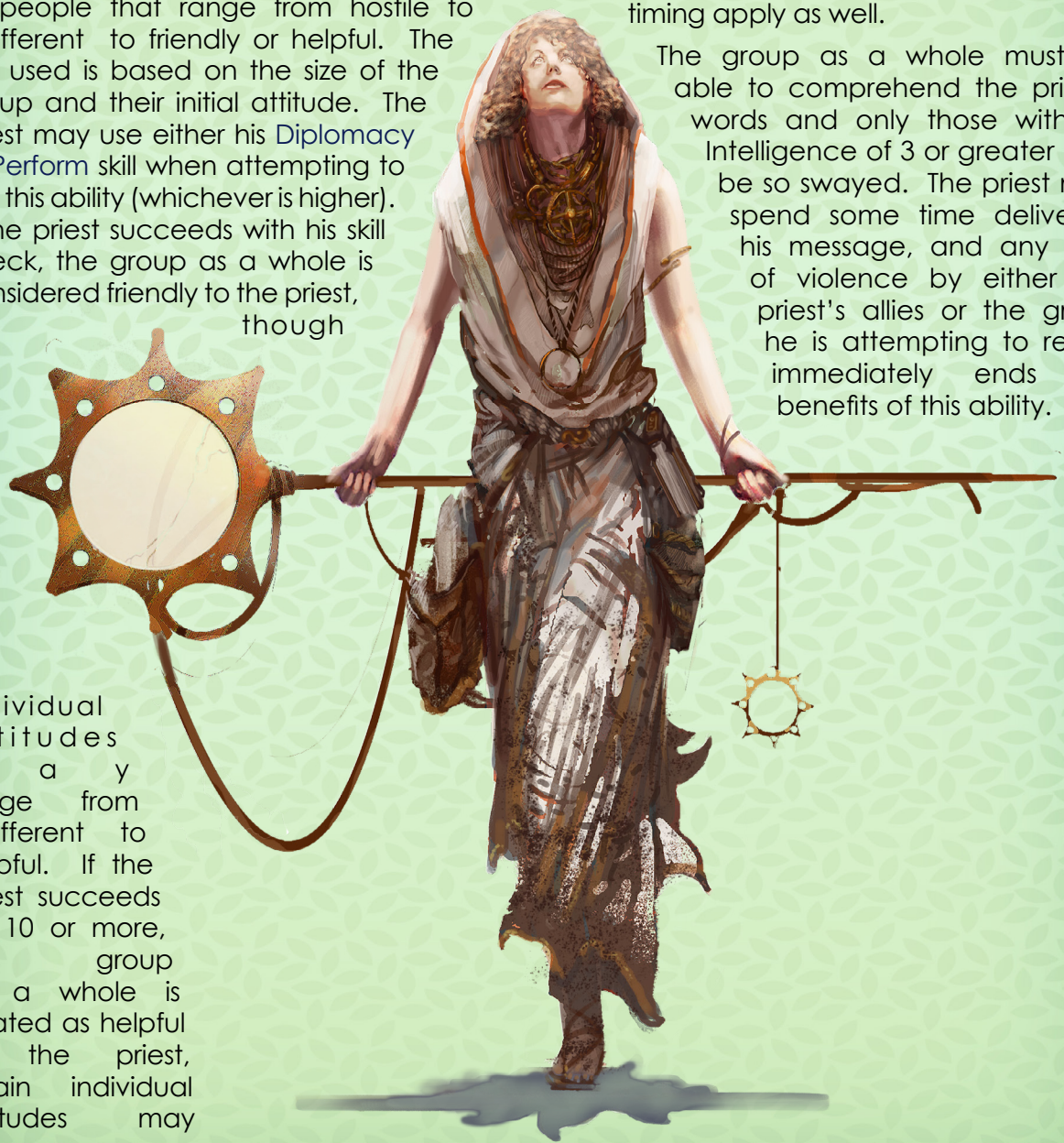
Faith's True Friend (Ex)

At 2nd level, the priest adds ½ his class level to any Diplomacy or Perform skill checks when he is attempting to reach out to others in defense of his faith and deity. He may attempt to change the attitude of groups of people that range from hostile to indifferent to friendly or helpful. The DC used is based on the size of the group and their initial attitude. The priest may use either his Diplomacy or Perform skill when attempting to use this ability (whichever is higher). If the priest succeeds with his skill check, the group as a whole is considered friendly to the priest, though individual attitudes may range from indifferent to helpful. If the priest succeeds by 10 or more, the group as a whole is treated as helpful to the priest, again individual attitudes may range from indifferent to helpful. Rules for timing apply as well.

Faiths True Friend Diplomacy DCs

Group Size	Attitude DC		
	Hostile	Unfriendly	Indifferent
1 -10	30	25	20
11-50	35	30	25
51-100	40	35	30
100-200	45	40	35
200-500	50	45	40
500+	60	50	45

The group as a whole must be able to comprehend the priest's words and only those with an Intelligence of 3 or greater may be so swayed. The priest must spend some time delivering his message, and any acts of violence by either the priest's allies or the group he is attempting to reach immediately ends the benefits of this ability.



Martyr for the Cause (Ex)

When the priest falls in combat at 2nd level, allies within line of sight gain a +1 morale bonus to attack rolls, damage rolls, and saving throws for a number of rounds equal to ½ the priest's class level. This bonus increases by +1 at 6th level and every four levels thereafter (maximum of +5 at 18th level). This bonus is granted whenever the martyr becomes unconscious, regardless of the event that lead to it.

If it is evident that the priest is dead, the morale bonus is doubled for the same duration.

Congregation

At 6th level, the priest attracts others that follow his teachings and faith. The priest gains a number of followers as if he possessed the Leadership feat, though it does not grant him a cohort. Those of the congregation are limited to the levels specified by the Leadership feat, using the Priest's class level + his Charisma modifier or Wisdom modifier (whichever is higher) to determine his leadership score.

If the priest takes the Leadership feat, he adds ½ his class level to his leadership score to determine the number of followers he attracts.

Floating Domain

At 10th level, the priest may choose a third domain at the beginning of each day that belongs to his deity or faith's portfolio. The priest gains any powers normally granted to 1st level characters and may choose from the floating domain's spells for his prepared domain spell selection.

At 14th level, the priest gains the ability to spontaneously cast any of the floating domain's spells, expending any of his non-domain spell slots of the appropriate level.

At 18th level, the priest also gains the ability to use any higher level domain associated powers for the floating domain.

Truly Anointed (Su)

At 20th level, the priest's type changes to Outsider (good, native). The priest gains a continuous aura of good with a 10 ft. radius, granting all non-evil living creatures a +1 sacred bonus to saving throws while evil creatures (living or otherwise) suffer a -1 penalty to their saving throws. The priest may extinguish or resume the aura as a swift action.

The priest may cause his aura to flare as an immediate action 3 times per day, increasing the sacred bonus to +5 while the penalty to evil creatures increases to -5. This effect lasts until the beginning of the priest's next turn.

If the priest is killed or becomes helpless or unconscious, the aura immediately extinguishes and all benefits are lost.

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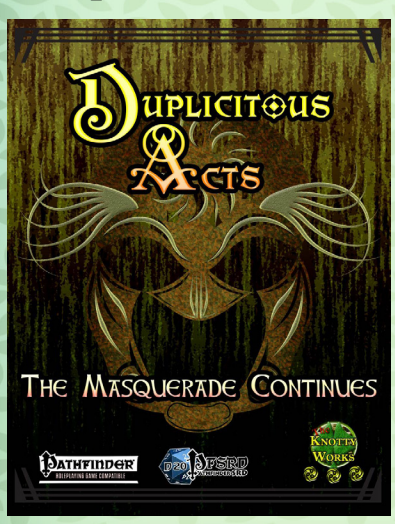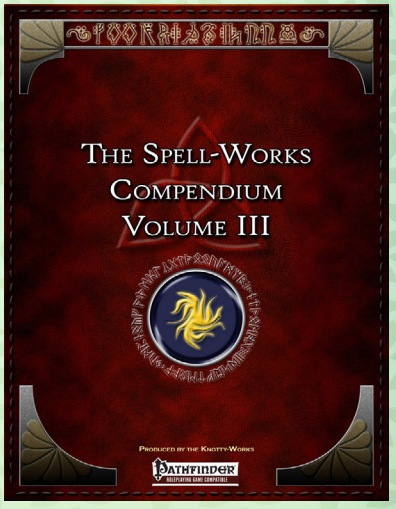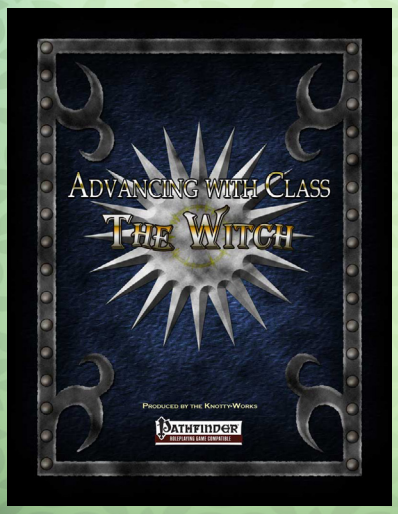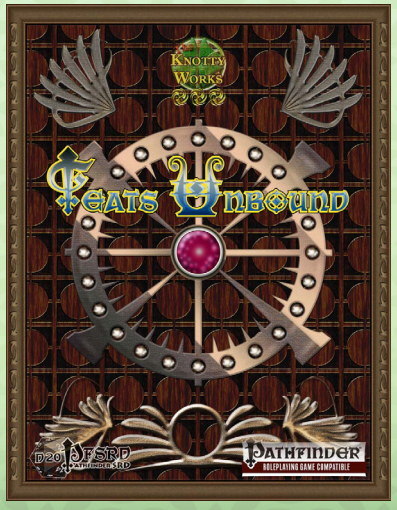
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