



PLAYER Paraphernalia



THE HAND OF FAITH
(ARCHETYPE)



#35

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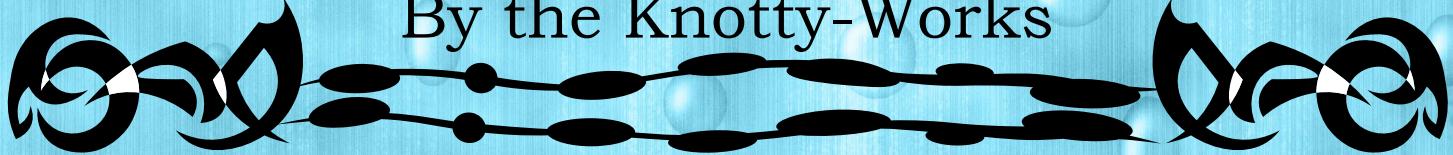
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PLAYER PARAPHERNALIA #35

By the Knotty-Works



Welcome to the thirty fifth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces the Hand of Faith archetype for the Cleric and two new feats designed for this archetype. This archetype introduced the faith pool and rewards of faith used by the Hand of Faith to spread the truths and faith of his deity.

Hand of Faith (Cleric Archetype)

For some, faith is more than simple belief, it becomes tangible and supernaturally empowering. The Hand of Faith is able to channel his own faith into the divine energies granted by his deity or belief system to gain additional abilities rarely accessible to mortals. These abilities focus on granting power and strength to the hand of faith and his allies when battling those that oppose the ideals of his beliefs.

Class Abilities

Alignment: The hand of faith may be of any alignment.

True Faith: The hand of faith gains the following class abilities at the cost of the cleric's normal channel energy and spontaneous casting class abilities.

Faith Pool (Su): The hand of faith gains a pool of spiritual energy that stored faith points that he may use to empower his spiritual abilities and aid his allies and himself. The pool begins with a number of points equal to $\frac{1}{2}$ his class level + his Wisdom modifier (minimum of 1), and this is the maximum number of points the pool may hold. This pool refreshes while hand of faith meditates to prepare his spells for the day.

The hand of faith may gain additional faith points for performing actions that prove his faith to his deity. This includes healing the followers of the deity (allies are considered followers for purpose of this definition regardless of their actual beliefs), defeating an enemy of his deity (this includes all undead for good aligned hand of faith) including outsiders whose alignment is in conflict with the

deity's own alignment. Such acts grant the hand of faith an additional faith point though it cannot increase his pool beyond his maximum allowance. Other actions may be awarded faith points based on GM adjudication. As a general rule of thumb, the character may not earn a point for his faith pool when he uses any abilities that are powered by his faith pool. Thus, using the Channel Energy reward to heal allies will not earn the hand of faith an additional faith point.

The hand of faith may spend 1 point from his faith pool to grant himself or an individual ally within 30 feet a +1 sacred (or profane for evil hands of faith) bonus to either saving throws or to hit bonuses for a number of rounds equal to the hand of faith's class level. The type of bonus is chosen when the power is initiated and cannot be changed for that use of the power. Granting this bonus requires a standard action but does not provoke attacks of opportunity. The bonus may be dismissed by the hand of faith with a move action. The bonus can be granted to only one individual at a time, if the hand of faith uses this ability to grant a bonus to another individual the first individual loses the bonus automatically.

At 5th level and every five levels thereafter, the hand of faith may spend an additional point to grant a cumulative bonus for the effect (with a maximum of +5 possible at 20th level).

Rewards of Faith: Beginning at 1st level the hand of faith may choose a reward of faith. These rewards may then be used as described, a majority being empowered by the hand of faith's faith pool. The hand of faith may choose another reward at 4th level and every four levels thereafter. Unless otherwise directed in the reward's description, no reward of faith may be chosen more than once. If the reward's effect requires points to be spent from the hand of faith's faith pool and allows a saving throw, the DC is equal to 10 + the number of faith points spent + the hand of faith's wisdom modifier.

Aligned Faith (Su): The hand of faith may take a swift action to empower his own melee attacks (whether natural, unarmed, or manufactured) to take on an aligned aspect (good, evil, law, or chaos) by spending a point from his faith pool. This effect is nearly identical to *Align Weapon* other than it affects only melee attacks and is not limited to manufactured weapons and the effect lasts for 1 minute. The hand of faith must be at least 4th level to take this reward.

Aura of Protective Faith (Sp): The hand of faith may spend a standard action and 3 points from his faith pool to gain the effects of the *Magic Circle against (Chaos, Evil, Good, Law)* chosen when the reward is initiated. The effect is centered on the hand of faith, though he may spend an additional point from his faith pool to grant the protection to another creature. The hand of faith must be at least 8th level to take this reward.

Bonding Faith (Sp): By spending 3 points from his faith pool, the hand of faith may forge a bond with another individual by touching them as a standard action. Once initiated, the hand of faith may then cast healing spells on the recipient without actually touching them as the *Sacred Bond* spell. The effect has a maximum range of 30 feet and lasts for a number of minutes equal to the hand of faith's class level. If the hand of faith initiates this reward on another recipient while it is in effect with another ally, the previous instance automatically ends. The hand of faith must be at least 8th level to take this reward.

Captivating Faith (Sp): The hand of faith may spend 2 points from his faith pool as a full round action to captivate a group of creatures as the *Enthrall* spell. The effects are identical other than the duration may not exceed a number of minutes equal to the hand of faith's class level. The hand of faith may take this reward at 4th level or higher.

Channel Energy (Su): The hand of faith may spend a number of faith points equal to $\frac{1}{2}$ his class level (minimum of 1) to channel energy as the cleric class ability of the same name. Hands of faith of good alignment may channel positive energy, those of evil alignment channel negative energy, and those of neutral alignment must select the type of energy when this reward is taken. Each points spent from his faith pool either harms or heals for 1d6 hit points.

The hand of faith that takes this reward may also choose feats that may modify the effects

of the channeled energy, though the feat Extra Channel Energy has no effect on this reward.

Commanding Faith (Sp): The hand of faith may spend a standard action and 1 point from his faith pool to issue a command to one living creature as the *Command* spell. The target of the effect is allowed a Will saving throw, otherwise it complies with the command given by the hand of faith.

Dispelling Faith (Sp): The hand of faith may spend a standard action and 6 points from his faith pool to gain the effects of the *Dispel (Chaos, Evil, Good, Law)* chosen when the reward is initiated. The effect is centered on the hand of faith, though he may spend an additional point from his faith pool to grant the protection to another creature. The hand of faith must be at least 12th level to take this reward.

Disrupting Faith (Su): The hand of faith may spend 2 points from his faith pool and a standard action to gain a disrupting burst that causes 1d8 points of damage to undead. In addition, non-intelligent undead become stunned for 1d4 rounds and a Fortitude saving throw is granted only for those undead with more hit dice than the hand of faith has class levels. For every four levels beyond 4th, the hand of faith may spend an additional point from his faith pool to increase the damage by 1d8 points. The hand of faith must be at least 4th level to take this reward.

Freedom's Faith (Su): The hand of faith may spend 4 points from his faith pool and a standard action to gain the effects of the *Freedom of Movement* spell, other than the duration, which is limited to 1 minute per level of the hand of faith. At 12th level the hand of faith may spend an additional point to grant this faith to another by touch with the same duration. However, this effect may only be active on one individual at a time and if the hand of faith uses this ability while it is active on another recipient, the previous effect automatically ends. The hand of faith must be at least 8th level to take this reward.

Greater Freedom's Faith (Su): The hand of faith may spend 6 points from his faith pool and a standard action to project an aura of freedom with a 30 foot radius surrounding the hand of faith. Everyone within the aura is treated as if under the effects of the *Freedom*

of Movement spell. The duration of this reward is 1 minute per class level of the hand of faith. The hand of faith must be at least 12th level and have the Freedom's Faith reward in order to take this reward.

Greater Nimbus of Faith (Su): The hand of faith may spend a swift action and 3 points from his faith pool to gain the effects of the *Daylight* spell centered about the hand of faith's head for a number of minutes equal to his class level. As with the Nimbus of Faith reward, the light effects undead, causing a -3 sacred penalty to attack and damage rolls and saving throws when used by a good hand of faith while gaining a +3 profane bonus to attack and damage rolls and saving throws when used by an evil hand of faith. The hand of faith must be at least 8th level and have the Nimbus of Faith reward before he may take this reward.

Merciful faith (Su): The hand of faith may spend a swift action and 1 point from his faith pool to cause all of his attacks to cause only non-lethal damage for a number of rounds equal to $\frac{1}{2}$ his class level. Once this reward is initiated, it cannot be dismissed until the original duration expires. The hand of faith suffers no penalty for the non-lethal attacks.

Nimbus of Faith (Su): As a swift action, the hand of faith may spend 1 point from his faith pool to gain the effects of the *Light* spell centered about his head. In addition, the light affects undead based on the alignment of the hand of faith. Undead facing a good hand of faith suffer a -1 sacred penalty to attack and damage rolls and saving throws. Undead within range of an evil hand of faith gain a +1 profane bonus to attack and damage rolls, and saving throws. The effect lasts for a number of minutes equal to the class level of the hand of faith.

Protective Faith (Sp): The hand of faith may spend a standard action and 1 point from his faith pool to gain the effects of the *Protection from (Chaos, Evil, Good, Law)* chosen when the reward is initiated. The effect is granted on the hand of faith, though at 4th level he may spend an additional point from his faith pool to grant the protection to another creature.

Revealing Faith (Sp): The hand of faith may spend 1 point from his faith pool as a standard action to Detect (Chaos, Evil, Good, Law) as the spell. He may maintain this effect by

concentration up to a number of minutes equal to his class level.

At 4th level the hand of faith may spend 2 points from his faith pool to See *Invisibility* as the spell with the same duration limitations as for detecting alignments.

At 8th level the hand of faith may spend 3 points from his faith pool to gain the effects of the *Invisibility Purge* spell, though the duration is limited as the detection effects listed above.

Saving Faith (Su): If the hand of faith is mortally wounded (reduced to negative hit points less than death), he may sacrifice 1 point from his faith pool to automatically stabilize. At 5th level he may spend an additional 2 points per round to stay conscious and retain the staggered condition while suffering from negative hit points. If the hand of faith is reduced to a negative hit point total equal to his Constitution score, he still dies.

Shared Faith (Su): The hand of faith may spend a swift action and 2 points from his faith pool and select one ally within 30 feet. The ally gains a +1 sacred (or profane for evil hands of faith) bonus to his AC and saving throws while this reward is in effect. In addition, the recipient only suffers half damage while the other half is automatically transferred to the hand of faith similar to the effects of the *Shield Other* spell. The effect lasts for a number of rounds equal to the hand of faith's class level or until either the recipient or hand of faith is reduced to 0 or less hit points. If the hand of faith uses this reward with another ally while the effect is still in play for another ally, the effect automatically ends with the previous ally under the effect. The hand of faith may take this reward at 4th level or higher.

Shield of Faith (Su): As a swift action, the hand of faith may spend one point from his faith pool to gain a +1 sacred bonus to his AC (or profane bonus for evil hands of faith) for a number of rounds equal to his Wisdom modifier (minimum of 1 round). The hand of faith may spend an additional point at 5th level and every five levels thereafter to gain an additional +1 to the sacred AC bonus (maximum of +5 at 20th level).

Soothing Faith (Su): As a standard action and spending 4 points from his faith pool, the hand of faith may project

an aura of soothing resolve within 30 feet. All allies within the aura gain a +4 sacred bonus to Will based saving throws and any fear effects are reduced by one step (panicked becomes frightened, frightened becomes shaken, and shaken becomes ineffective). Those that are frightened may make a saving throw to keep from fleeing, though they are still affected by the penalties of the frightened condition. The aura lasts for a number of rounds equal to the hand of faith's class level, though he may expend an additional point per round after it expires to extend it for a round. The hand of faith must be at least 8th level before he may take this reward.

Spontaneous Conversion (Sp): The hand of faith may spend a number of points from his faith pool equal to any non-domain prepared spell he has cast to convert it to either a Cure Wounds or Inflict Wounds of the same level. The converted spell is consumed in the casting of the cure spell. Good hands of faith may convert spells to the appropriate cure spell while evil hands of faith may convert spells to the appropriate inflict spell. Neutral hands of faith must choose the type of spontaneous conversion this reward is granted when the reward of faith is chosen, and it cannot be changed.

Stunning Faith (Su): The hand of faith may spend a standard action and 3 points from his faith pool to gain a personal aura of stunning energy. Any living creature that successfully strikes the hand of faith with a melee attack must make a Fortitude saving throw or become stunned for 1d4 rounds. At 12th level, the hand of faith may spend 5 points from his faith pool to affect undead as well. The aura lasts for a number of rounds equal to the hand of faith's class level. The hand of faith must be at least 8th level and have the Ward of Faith reward before he may take this reward.

Terrifying Faith (Su): The hand of faith may spend 2 points from his faith pool and a standard action to gain an aura that envelopes the hand of faith. The aura lasts for 1 round per class level of the hand of faith and any living creature with less hit dice than the hand of faith must make a Will save or become shaken for 1d4 rounds when it attempts to strike the hand of faith with a melee attack. The hand of faith may spend 2 additional points from his faith pool at 8th level to change the effect from shaken to frightened. The hand of faith may take

this reward at 4th level or higher if he possesses the Ward of Faith reward.

Truth in Sanctity (Su): The hand of faith gains a bonus equal to his Wisdom bonus to any sense motive checks as long as he has at least one point in his faith pool. The hand of faith may also spend 2 points from his faith pool as a standard action to gain the effects of the *Zone of Truth* for 1 minute. Those within the zone are allowed to make an initial Will saving throw to avoid the effect. The hand of faith may take this reward at 4th level or higher.

Walk of Faith (Su): The hand of faith may spend a swift action and 1 point from his faith pool to gain the effects of the *Grace* spell, allowing him to move without provoking attacks of opportunity.

Ward of Faith (Su): The hand of faith may spend 1 point as a standard action from his faith pool to gain the effects of the *Sanctuary* spell for a number of rounds equal to half his class level or until the hand of faith makes an attack, at which point the effect automatically ends. Those attempting to attack the hand of faith are allowed a will saving throw to avoid the effects of the ward.

New Feats

Extra Faith Reward

You have been awarded another reward of faith.

Prerequisites: Reward of Faith class feature

Benefit: You may choose an additional Reward of Faith as long as you meet and requirements for the reward.

Special: You may take this feat multiple times, selecting a new reward each time.

Extra Faith Pool

Your faith has exceeded your deity's fondest desires.

Prerequisites: Faith Pool class feature

Benefit: Your faith pool increases by 2.

Special: You may take this feat multiple times, gaining 2 additional points each time.

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