

THE GENIUS GUIDE TO
THE TALENTED CLERIC



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CLOUD

TABLE OF CONTENTS

INTRODUCTION.....	3
Hey, My First Level Cleric is Weak!.....	4
THE TALENTED CLERIC.....	5
Class Skills.....	5
Table: Cleric.....	5
Class Features.....	5
CLERIC EDGES.....	7
SAVE VS WALL OF TEXT.....	6
Table: Cleric Spells per Day.....	9
DOMAINS.....	11
Vow of Poverty Table.....	22
Sacred Weapon Damage Table.....	24
CLERIC TALENTS.....	26
SAVE VS WALL OF TEXT.....	27
APPENDIX ONE: CHANNEL ENERGY... ..	79
Alternate Channel Energy.....	79
Variant Channel Energy.....	82
APPENDIX TWO:.....	86
CLERIC/ORACLE SPELLS.....	86
CREDITS.....	89
OGL.....	90

THE TALENTED CLERIC

The cleric is iconic, and widely considered one of the four basic classes required for a successful party. As a powerful and versatile spellcaster, the cleric's channel energy ability and versatile divine magic allows her to heal and harm in equal measure. When in need, she has access to the armor and weapons to successfully fall back on more visceral combat. With varied domain abilities, clerics have access to a large number of potential builds, ranging from insane healers to destructive warbringers.

If there is a downside to the cleric, it's that even when modified by subdomains and archetypes, most clerics end up with the same core assumptions. They are always some divine primary spellcaster, shaped inexorably by domain choices made at 1st level, usually in service to some god, with some form of channel energy, and a moderate to high ability to fight on the front-lines. Almost every cleric has the same archetype—the spellcaster.

Of course, there is nothing wrong with that! Any primary spellcaster is incredibly powerful with a carefully chosen spell selection each day. Certainly the working of miracles and magic go hand in hand with the base concept of clergy and servants of divine forces. However, it is seldom the only thing to define them. Unfortunately, giving any character access to magic on par with the cleric sets hard limits on additional options. Spells can be so powerful it becomes unfair to allow new or interesting abilities. Spell selection can likewise become a chore, balanced between using the same old tried and true magic or combing volumes for something different. Spellcaster clerics are a great iconic character concept, but they should be a type of cleric, not the only option. If spells don't define a cleric, what does?

Prayer and religion in popular culture, history, and fantasy is a difficult concept to tackle. Countless tales of blessed saints sit side by side with brutal stories of bloody crusades. A "cleric" could be anything from fire and brimstone preacher, to a boy with the reincarnated soul of an ancient leader. Historic concepts of requiring an intermediary between the mortal and the divine have given way to modern religions where everyone is their own



clergy. To make things more complicated, clerics don't even need to worship a god to gain divine power. The concept of godless or even atheist clerics is odd, but not out of the realm of possibility. What common threads do all of these ideas share?

Clerics gain divine power through faith in something greater than themselves. These forces can range from vague belief in loose concepts like "good" to focused fanaticism in a personal deity. Sometimes that faith is misplaced, misguided, or sinister, but that changes little. For most, alignment plays a major role, with good and evil, law and chaos, being forever in competition. In the Pathfinder Roleplaying Game, the vast majority have some deep connection to negative or positive energy. They call upon divine power through prayer and a symbol of the divine.

With the edge and talent system that has already been applied to so many other classes (see *The Genius Guide to the Talented Barbarian*, *The Genius Guide to the Talented Cavalier*, *The Genius Guide to the Talented Fighter*, *The Genius Guide to the Talented Monk*, *The Genius Guide to the Talented Rogue*, *The Genius Guide to the Talented Witch*, *The Genius Guide to More Barbarian Talents*, *The Genius Guide to More Cavalier Talents*, *The Genius Guide to More Fighter Talents*, *The Genius Guide to More Monk Talents*, *The Genius Guide to More Rogue Talents*, and *The Gebnius Guide to More Witch Talents*), we've built a new talented cleric class that can take on any of a large number of roles. While these most certainly include a number of things that could be considered some form of spellcaster, they also allow for clerics skilled in stealth and assassination, vicious battle-cultists in service to the void, or monastic clergy empowered by studious training.

Many of the edges and talents presented below are adapted from cleric archetypes, and playtesting has revealed no balance issues with allowing clerics to select from talents derived from multiple archetypes. However, there is a broad segment of players who prefer strong niche protection and might prefer even a talent-based cleric be restricted to one archetype-related concept. For campaigns where this is the standard, talents developed from archetype abilities note what archetype they are adapted from.

HEY, MY FIRST LEVEL CLERIC IS WEAK!

One of the goals of the talented hero books is to allow the revised version of each class to be able to build the standard class as it is presented in official books, and to be able to come very close to building that class with any mainstream archetype, and still be able to use the same number of talents and edges to build a version of the class that is wildly different, but still balanced for use in a campaign. One of the goals of good class design in the Pathfinder Roleplaying Game is that no class should have a "dead level," which is defined as a class level where the character doesn't gain anything interesting.

The problem with making a talented cleric is that there are lots of dead levels in the base class (nearly every even class level), some class features can kick in at either 6th or 8th (depending on what domain you pick), the archetypes often change some of those core assumptions, and the class doesn't get anything at 20th level except access to a few more spells.

To address these issues, we both ended up giving the talented cleric one more talent than is needed to build the standard version of the cleric, and delayed some of the edges and talents it would normally receive at 1st level until 2nd level. Playtesting revealed that the cleric is more than strong enough to survive 1st level without all of its options already available, and the delay allows a cleric to smooth out progression without the extra talent ever being too unbalancing an advantage. A GM who wants to lock the talented cleric into the same kind of progression as a standard cleric can remove one talent at first level, move all the edges and talents from first level back down to 1st, and move every later talent to the level before it (unless that would give that level two talents), and remove the agent of divinity 20th level capstone. Our playtests showed this option to be less satisfying and not significantly less powerful, so it's not the choice we made.

THE TALENTED CLERIC

TABLE: CLERIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Edge x4, talent x2
2nd	+1	+3	+0	+3	Edge x2, talent x3
3rd	+2	+3	+1	+3	Edge
4th	+3	+4	+1	+4	Talent
5th	+3	+4	+1	+4	Edge, talent
6th	+4	+5	+2	+5	Talent
7th	+5	+5	+2	+5	Edge, talent
8th	+6/+1	+6	+2	+6	Talent
9th	+6/+1	+6	+3	+6	Edge
10th	+7/+2	+7	+3	+7	Talent
11th	+8/+3	+7	+3	+7	Edge
12th	+9/+4	+8	+4	+8	Talent
13th	+9/+4	+8	+4	+8	Edge
14th	+10/+5	+9	+4	+9	Talent
15th	+11/+6/+1	+9	+5	+9	Edge
16th	+12/+7/+2	+10	+5	+10	Talent
17th	+12/+7/+2	+10	+5	+10	Edge
18th	+13/+8/+3	+11	+6	+11	Talent
19th	+14/+9/+4	+11	+6	+11	Talent
20th	+15/+10/+5	+12	+6	+12	Agent of divinity

THE TALENTED CLERIC CLASS FEATURES

Alignment: A cleric's alignment must be within one step of her deity's (if any), along either the law/chaos axis or the good/evil axis.

Hit Die: d8.

Starting Wealth: 4d6 x 10 gp (average 140 gp).

CLASS SKILLS

The cleric's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Weapon and Armor Proficiency: Clerics are proficient with all simple weapons and light armor.

Bonus Languages: A cleric's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of her race.

Aura: A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details). A cleric with no deity instead has an aura corresponding to her alignment.

SAVE VS WALL OF TEXT

Spellcasting makes for a heady sacrifice and a lot of potential edges for any cleric build. With over 45 unique edges, selecting the basic abilities of a cleric can become a daunting task. Once a character has been written up, it's easy to look up any selected edges and talents if they are presented alphabetically, but when thinking about what edges and talents to take next, the abilities can form a hard to navigate "wall of text."

BLESSING

Blessings
War blessing

COMBAT

Bonus feat
Divine armor class
Divine defenses
Fervor
Flurry of blows
Holy fervor
Ki pool
Proficiencies
Reflexes
Sacred armor
Sacred reflexes
Sacred weapon
Tough
Unarmed strike
Vicious

CRAFTING

Divine defenses
Divine smith
Sacred armor
Sacred weapon

DOMAIN

Animism
Demigod
Domain

To help with this issue we've categorized all of the edges in the following section into purpose. The beginning of the talents section includes a similar list organized by the talent's domain or purpose. The themes for edges include: Combat (edges aiding the cleric's offense or defense in battle), Cunning (increased skills, senses, or stealth), Domains (bestowing domains or allowing access to domain-based talents), and Spellcasting. Some of the options fall under more than one potential category and so are listed multiple times.

Focused domain
Forbidden rites
Godless
Hedonist
Nationalist
Nihilist
Pantheon

GENERAL

Breadth of knowledge
Exorcist
Familiar
Improved familiar
Merciful healing
Mount
Secrets revealed
Skilled
Talent
Vow

SPELLCASTING

Cleric spells
Divine energy (lesser, greater)
Domain
Occultist
Orisons (and improved)
Spell-Like Ability
Spontaneous casting
Symbolism
Versatile energy

CLERIC EDGES

Every cleric develops a unique set of abilities that evolve from her experiences and temperament, as well as the influence of her god (if any). The core of a cleric's abilities are known as edges. Edges help a cleric work miracles other characters might have trouble fathoming. A cleric might develop powerful spellcasting, combat training, or take life-long vows as a result of edge selection. A cleric gains six edges at 1st level. She picks up an additional edge at 3rd level and every two levels thereafter (to a maximum of 14 edges at 17th level). If a cleric selects an edge with benefits that improve as she increases in level, the cleric gains all the edge's lower level benefits retroactively and immediately upon gaining the edge.

Some edges are vows, which represent the cleric makes a binding oath connected to her faith. These edges have the word vow in their name. A cleric's dedication to her vow grants her power, but breaking this vow causes her to lose her divine abilities. Should the cleric violate her vow, she loses all cleric spells and class features except weapon, armor, and shield proficiencies. She may not progress any further in levels as a cleric. She regains her abilities and advancement potential if she atones for her violations (see the *atonement* spell), as appropriate. A cleric can have multiple vows, though some oaths detailed below might be contradictory and if taken together ensure the cleric will fail one oath.

Talents are similar to cleric edges, but are more fundamental to her background and personal worldview. Edges by contrast define a cleric's base abilities in distinct and permanent ways. A cleric may not take an edge more than once unless specified otherwise. Some edges are taken from various cleric archetypes. These edges include the name of their originating archetype as a descriptor, to allow GMs to limit characters to edges from a single archetype (if desired).

Unless otherwise noted, an edge may not be taken more than once.



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Animism: The cleric does not necessarily worship a single god, but reveres the spiritual essence within every creature, object, and natural phenomena. The cleric counts as having the following domains for the purposes of any talent prerequisites: Animal, Artifice, Plant, and Weather, even if these domains do not appear on her god's domain list. She does not gain access to the domain spells of these domains unless she also possesses the domain edge for the given domain. However, she may select any of these domains for the domain edge.

At 5th level, the cleric can cast *speak with animals* as an at will spell-like ability. She uses her class level as her caster level.

At 10th level, the cleric can cast *speak with plants* as an at will spell-like ability. She uses her class level as her caster level.

At 15th level, the cleric can speak with any object (including animated objects or mindless constructs) at will. This functions as the *speak with plants* spell as a spell-like ability, using her class level as her caster level.

Blessings (Su): The cleric gains access to blessings, each granting various powers in the form of talents that she must select separately. The cleric selects two types of blessings; the classification of blessings is the same as for domains and subject to the same restrictions as the domain edge. This allows the cleric to meet the prerequisites of talents linked to the appropriate blessings. The cleric can call upon her blessings a number of times per day (in any combination) equal to $3 + 1/2$ her cleric level (to a maximum of 13 times per day at 20th level). Each time she calls upon any talent that uses blessings, it counts against her daily limit (see individual talents for details).

If the cleric possesses the domain edge, the blessings she chooses must match the domains selected for the domain edge (or vice versa). Subject to GM discretion, the cleric can change previously selected blessings/domains to make all of them conform.

A cleric may select this edge multiple times. Each time beyond the first, the cleric selects two more blessings (allowing her to meet the prerequisites for a broader range of blessing-based talents). She does not increase the total number of times per day the cleric can call upon her blessings.

Bonus Feat: The cleric gains a bonus feat. The cleric must still meet all prerequisites for the bonus feat. This edge may be taken more than once.

Breadth of Knowledge: [Cloistered Cleric] The cleric gains a bonus on Knowledge skill checks equal to half her class level (minimum +1) and can make all Knowledge skill checks untrained.

At 2nd level, the cleric gains a +2 bonus on skill checks, caster level checks, and saving throws if such rolls pertain to mundane or magical glyphs, runes, *scrolls*, symbols, and other writings.

At 3rd level, a cleric can use the aid another action to assist an ally within 30 feet on a skill or ability check. The ally must be able to hear and understand the cleric's instructions. For every three class levels beyond 3rd, the cleric can instruct one additional ally. If all allies are not engaged in the same task, using this ability is a full-round action rather than a standard action.

At 4th level, a cleric gains Scribe Scroll as a bonus feat.

Cleric Spells: The cleric gains the ability to cast divine spells drawn from the cleric spell list (see Appendix Two). Her alignment, however, may restrict her from casting certain spells opposed to her moral or ethical beliefs. She is considered to have all 1st-level cleric spells on her spell list (for spell-completion magic items and other purposes). A cleric must choose and prepare her spells in advance. To prepare or cast a spell, a cleric must have a Wisdom score equal to at least $10 +$ the spell level. The Difficulty Class for a saving throw against a cleric's spell is $10 +$ the spell level + the cleric's Wisdom modifier.

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Cleric Spells per Day. In addition, she receives bonus spells per day if she has a high Wisdom score (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on bonus spells). The cleric's caster level is equal to her class level.

A cleric meditates or prays for her spells. Each cleric must choose a time when she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. A cleric may prepare and cast any spell on the

THE TALENTED CLERIC

cleric spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

While the cleric gains additional spells per day as she increases in level for the spell levels she can cast, she does not automatically gain access to higher level spells. A cleric may select this edge a second time if she is 3rd level, and one additional time every two class levels thereafter (to a maximum of nine total times at 17th level). Each time, she gains access to cleric spells of one higher level (2nd-level spells if taken twice, 3rd-level spells if taken three times, and so on). The cleric's spells per day for those levels of spell she can cast are always determined by Table: Cleric Spells per Day.

If the cleric possesses the domain edge, she gains a bonus domain spell for each level of spell she is capable of casting which is not shown in Table: Cleric Spells per Day.

Demigod: The cleric does not worship a true greater god, but instead venerates a demigod—a mythic hero or being on the cusp of true godhood. While her deity is relatively weak, the cleric finds his involvement in worldly affairs far greater. The cleric can only select domains available to the demigod. A demigod can only ever possess two domains, which are the domains available to the demigod. The demigod's domains always include the demigod's alignment (Chaos, Evil, Good, and Law) first. Subject to GM discretion, the cleric can change previously selected blessings/domains to make all of them conform.

At 1st level, as an immediate action, when an enemy hits the cleric with an attack, she can sacrifice a prepared divine spell and make the enemy reroll the attack roll. The second attack roll takes a penalty equal to the level of the spell sacrificed. The cleric must sacrifice a spell of 1st-level or higher to use this ability. Whether or not

TABLE: CLERIC SPELLS PER DAY

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	1	—	—	—	—	—	—	—	—
2nd	4	2	—	—	—	—	—	—	—	—
3rd	4	2	1	—	—	—	—	—	—	—
4th	4	3	2	—	—	—	—	—	—	—
5th	4	3	2	1	—	—	—	—	—	—
6th	4	3	3	2	—	—	—	—	—	—
7th	4	4	3	2	1	—	—	—	—	—
8th	4	4	3	3	2	—	—	—	—	—
9th	4	4	4	3	2	1	—	—	—	—
10th	4	4	4	3	3	2	—	—	—	—
11th	4	4	4	4	3	2	1	—	—	—
12th	4	4	4	4	3	3	2	—	—	—
13th	4	4	4	4	4	3	2	1	—	—
14th	4	4	4	4	4	3	3	2	—	—
15th	4	4	4	4	4	4	3	2	1	—
16th	4	4	4	4	4	4	3	3	2	—
17th	4	4	4	4	4	4	4	3	2	1
18th	4	4	4	4	4	4	4	3	3	2
19th	4	4	4	4	4	4	4	4	3	3
20th	4	4	4	4	4	4	4	4	4	4

THE GETTUS GUIDE TO

the second attack is successful, the cleric cannot use this effect again for 1 day. At 5th level, the cleric can use this ability to force an enemy attacking any ally within 30 feet to reroll the attack roll with the sacrificed spell level as a penalty as an immediate action. She cannot use this effect on the same creature again for 1 day.

At 10th level, as an immediate action, when the cleric misses with an attack roll, she can sacrifice a prepared divine spell and reroll the attack roll. The second attack gains a bonus equal to the level of the spell sacrificed. The cleric must sacrifice a spell of 1st-level or higher to use this ability. Whether or not the second attack is successful, the cleric cannot use this effect again for 1 day. At 15th level, the cleric can use this ability to grant any ally within 30 feet a reroll on an attack roll with the sacrificed spell as a bonus as an immediate action. She cannot use this effect on the same creature again for 1 day.

A cleric must have the cleric spells edge and cannot have the godless edge to select this edge.

Divine Armor Class (Ex): When unarmed and unencumbered, the cleric adds her Wisdom bonus (if any) to her AC and her CMD. In addition, the cleric gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four cleric levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the cleric is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Divine Defenses (Su): [Enthusiast] This edge functions as the sacred armor edge, except the cleric enchants her body as if it was armor, granting enhancement bonuses to armor class or armor special abilities. These defenses only function when the cleric possesses an AC bonus from the divine armor class edge.

A cleric must have the divine armor class edge to select this edge.

Divine Energy, Lesser (Su): The cleric adds one sorcerer/wizard spell with an energy descriptor (acid, cold, electricity, fire, or sonic) to her spell list for each spell level she can cast. The cleric can prepare only one spell added to her spell list from

this edge per spell level she can cast, although can use higher level spell slots to prepare the same spell multiple times.

A cleric must have the cleric spells edge to select this edge.

Divine Energy, Greater (Su): The cleric gains one additional spell slot for each level of cleric spells she can cast, from 1st on up. These spell slots can only be used to prepare spells added to her spell list from the lesser divine energy edge. She still can prepare only one spell added to her spell list from the lesser divine energy edge of each spell level she can cast. The cleric cannot lose one of these prepared spells to cast a spell spontaneously with the spontaneous spellcasting edge. Bonus spell slots from this edge do not stack with bonus spell slots from the domain edge. If the cleric has this edge and the domain edge, the bonus spell slot can be used to prepare domain spells or spells gained from the lesser divine energy edge.

A cleric must have the cleric spells edge and the lesser divine energy edge to select this edge.

Divine Smith (Su): [Forgemaster] Whenever the cleric casts a spell that targets a weapon, shield, or armor, the spell takes effect at +1 caster level. If the spell has one or more metamagic feats applied, she reduces the total level adjustment to the spell by 1 (minimum 0).

At 3rd level, the cleric gains Craft Magic Arms and Armor as a bonus feat, even though she does not meet the caster level prerequisite.

At 5th level, the cleric can craft mundane metal items quickly, using half their gp value to determine progress, and can craft magical metal items in half the normal amount of time.

The cleric adds the following spells to her spell list: 1st—*crafters curse*, *crafters fortune*, *lead blades*; 2nd—*chill metal*, *heat metal*, *shatter*; 3rd—*keen edge*, *versatile weapon*; 8th—*iron body*, *repel metal or stone*.

The cleric must have the domain (Artifice) and the cleric spells edge to select this edge.

Domain: The cleric selects a domain from the list of domains (see sidebar). A cleric in service to a particular deity must select a domain from her god's available domains and have an alignment within one step of her deity's (along either the

THE TALENTED CLERIC

law/chaos axis or the good/evil axis). Most major gods have access to five domains, determined by the setting or GM, while weaker gods or divine creatures such as demon lords and empyreal lords may have 4 or even just 3. A cleric that is not in service to a particular god or gods should take the godless edge. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if her alignment matches that domain.

Each domain grants a number of bonus spells. A cleric with the cleric spells edge gains one domain spell slot for each level of cleric spells she can cast, from 1st on up. Each day, a cleric can prepare one of the spells from her available domains in these spell slots. If a domain spell is not on the cleric spell list, a cleric can prepare it only in her domain spell slot. Domain spells cannot be used to cast spells spontaneously.

Additionally, each domain is a requirement for various talents. Some talents allow the cleric to alter the domain spells granted by the domain edge. The cleric can choose to trade in any, all, or none of these spells for her current domain spells when the talent is gained.

A cleric may select this edge multiple times, subject to the same restrictions on available domains. Each time it is selected beyond the first, the cleric gains a new domain and new domain spells available to prepare in her domain spell slots. She does not gain any additional domain spell slots.

Ecclesitheurge's Vow (Su): [Ecclesitheurge] The cleric makes a vow to be protected solely by her faith, not by armor or shields. If the cleric wears armor or uses a shield is unable to use the following abilities, use cleric talents, or cast cleric spells.

Each day when she prepares spells, the cleric can select a different available domain (per the domain edge) to gain access to that domain's spell list instead of the domain spell list of one of her selected domains. The cleric can use non-domain spell slots to prepare spells from her normal domain's spell list. She does not lose access to any talents with her domain as a prerequisite, or possess the selected domain for the purposes of talent prerequisites.

As a standard action, the cleric can bless one ally within close range (25 ft. + 5 ft./2 levels). A blessed ally gains a +2 sacred or profane bonus (chosen

DOMAINS

The following domains and accompanying domain spells are available to clerics.

Air Domain Spells: 1st—*obscuring mist*, 2nd—*wind wall*, 3rd—*gaseous form*, 4th—*air walk*, 5th—*control winds*, 6th—*chain lightning*, 7th—*elemental body IV* (air only), 8th—*whirlwind*, 9th—*elemental swarm* (air spell only).

Animal Domain Spells: 1st—*calm animals*, 2nd—*hold animal*, 3rd—*dominate animal*, 4th—*summon nature's ally IV* (animals only), 5th—*beast shape III* (animals only), 6th—*antilife shell*, 7th—*animal shapes*, 8th—*summon nature's ally VIII* (animals only), 9th—*shapechange*.

Artifice Domain Spells: 1st—*animate rope*, 2nd—*wood shape*, 3rd—*stone shape*, 4th—*minor creation*, 5th—*fabricate*, 6th—*major creation*, 7th—*wall of iron*, 8th—*statue*, 9th—*prismatic sphere*.

Chaos Domain Spells: 1st—*protection from law*, 2nd—*align weapon* (chaos only), 3rd—*magic circle against law*, 4th—*chaos hammer*, 5th—*dispel law*, 6th—*animate objects*, 7th—*word of chaos*, 8th—*cloak of chaos*, 9th—*summon monster IX* (chaos spell only).

Charm Domain Spells: 1st—*charm person*, 2nd—*calm emotions*, 3rd—*suggestion*, 4th—*heroism*, 5th—*charm monster*, 6th—*geas/quest*, 7th—*insanity*, 8th—*demand*, 9th—*dominate monster*.

Community Domain Spells: 1st—*bles*, 2nd—*shield other*, 3rd—*prayer*, 4th—*imbue with spell ability*, 5th—*telepathic bond*, 6th—*heroes' feast*, 7th—*refuge*, 8th—*mass cure critical wounds*, 9th—*miracle*.

Darkness Domain Spells: 1st—*obscuring mist*, 2nd—*blindness/deafness* (only to cause blindness), 3rd—*deeper darkness*, 4th—*shadow conjuration*, 5th—*summon monster V* (summons 1d3 shadows), 6th—*shadow walk*, 7th—*power word blind*, 8th—*greater shadow evocation*, 9th—*shades*.

Death Domain Spells: 1st—*cause fear*, 2nd—*death knell*, 3rd—*animate dead*, 4th—*death ward*, 5th—*slay living*, 6th—*create undead*, 7th—*destruction*, 8th—*create greater undead*, 9th—*wail of the banshee*.

Destruction Domain Spells: 1st—*true strike*, 2nd—*shatter*, 3rd—*rage*, 4th—*inflict critical wounds*, 5th—*shout*, 6th—*harm*, 7th—*disintegrate*, 8th—*earthquake*, 9th—*implosion*.

Earth Domain Spells: 1st—*magic stone*, 2nd—*soften earth and stone*, 3rd—*stone shape*, 4th—*spike stones*, 5th—*wall of stone*, 6th—*stoneskin*, 7th—*elemental body IV* (earth only), 8th—*earthquake*, 9th—*elemental swarm* (earth spell only).

Evil Domain Spells: 1st—*protection from good*, 2nd—*align weapon* (evil only), 3rd—*magic circle against good*, 4th—*unholy blight*, 5th—*dispel good*, 6th—*create undead*, 7th—*blasphemy*, 8th—*unholy aura*, 9th—*summon monster IX* (evil spell only).

Fire Domain Spells: 1st—*burning hands*, 2nd—*produce flame*, 3rd—*fireball*, 4th—*wall of fire*, 5th—*fire shield*, 6th—*fire seeds*, 7th—*elemental body IV* (fire only), 8th—*incendiary cloud*, 9th—*elemental swarm* (fire spell only).

Glory Domain Spells: 1st—*shield of faith*, 2nd—*bless weapon*, 3rd—*searing light*, 4th—*holy smite*, 5th—*righteous might*, 6th—*undeath to death*, 7th—*holy sword*, 8th—*holy aura*, 9th—*gate*.

Good Domain Spells: 1st—*protection from evil*, 2nd—*align weapon* (good only), 3rd—*magic circle against evil*, 4th—*holy smite*, 5th—*dispel evil*, 6th—*blade barrier*, 7th—*holy word*, 8th—*holy aura*, 9th—*summon monster IX* (good spell only).

Healing Domain Spells: 1st—*cure light wounds*, 2nd—*cure moderate wounds*, 3rd—*cure serious wounds*, 4th—*cure critical wounds*, 5th—*breath of life*, 6th—*heal*, 7th—*regenerate*, 8th—*mass cure critical wounds*, 9th—*mass heal*.

Knowledge Domain Spells: 1st—*comprehend languages*, 2nd—*detect thoughts*, 3rd—*speak with dead*, 4th—*divination*, 5th—*true seeing*, 6th—*find the path*, 7th—*legend lore*, 8th—*discern location*, 9th—*foresight*.

Law Domain Spells: 1st—*protection from chaos*, 2nd—*align weapon* (law only), 3rd—*magic circle against chaos*, 4th—*order's wrath*, 5th—*dispel chaos*, 6th—*hold monster*, 7th—*dictum*, 8th—*shield of law*, 9th—*summon monster IX* (law spell only).

Liberation Domain Spells: 1st—*remove fear*, 2nd—*remove paralysis*, 3rd—*remove curse*, 4th—*freedom of movement*, 5th—*break enchantment*, 6th—*greater dispel magic*, 7th—*refuge*, 8th—*mind blank*, 9th—*freedom*.

Luck Domain Spells: 1st—*true strike*, 2nd—*aid*, 3rd—*protection from energy*, 4th—*freedom of movement*, 5th—*break enchantment*, 6th—*mislead*, 7th—*spell turning*, 8th—*moment of prescience*, 9th—*miracle*.

Madness Domain Spells: 1st—*lesser confusion*, 2nd—*touch of idiocy*, 3rd—*rage*, 4th—*confusion*, 5th—*nightmare*, 6th—*phantasmal killer*, 7th—*insanity*, 8th—*scintillating pattern*, 9th—*weird*.

Magic Domain Spells: 1st—*identify*, 2nd—*magic mouth*, 3rd—*dispel magic*, 4th—*imbue with spell ability*, 5th—*spell resistance*, 6th—*antimagic field*, 7th—*spell turning*, 8th—*protection from spells*, 9th—*mage's disjunction*.

Nobility Domain Spells: 1st—*divine favor*, 2nd—*enthrall*, 3rd—*magic vestment*, 4th—*discern lies*, 5th—*greater command*, 6th—*geas/quest*, 7th—*repulsion*, 8th—*demand*, 9th—*storm of vengeance*.

Plant Domain Spells: 1st—*entangle*, 2nd—*barkskin*, 3rd—*plant growth*, 4th—*command plants*, 5th—*wall of thorns*, 6th—*repel wood*, 7th—*animate plants*, 8th—*control plants*, 9th—*shambler*.

THE TALENTED CLERIC

Protection Domain Spells: 1st—*sanctuary*, 2nd—*shield other*, 3rd—*protection from energy*, 4th—*spell immunity*, 5th—*spell resistance*, 6th—*antimagic field*, 7th—*repulsion*, 8th—*mind blank*, 9th—*prismatic sphere*.

Repose Domain Spells: 1st—*deathwatch*, 2nd—*gentle repose*, 3rd—*speak with dead*, 4th—*death ward*, 5th—*slay living*, 6th—*undead to death*, 7th—*destruction*, 8th—*waves of exhaustion*, 9th—*wail of the banshee*.

Ruin Domain Spells: 1st—*magic stone*, 2nd—*stone call*, 3rd—*meld into stone*, 4th—*rusting grasp*, 5th—*commune with nature*, 6th—*stone tell*, 7th—*statue*, 8th—*earthquake*, 9th—*clashing rocks*.

Rune Domain Spells: 1st—*erase*, 2nd—*secret page*, 3rd—*glyph of warding*, 4th—*explosive runes*, 5th—*lesser planar binding*, 6th—*greater glyph of warding*, 7th—*instant summons*, 8th—*symbol of death*, 9th—*teleportation circle*.

Scalykind Domain Spells: 1st—*magic fang*, 2nd—*animal trance*, 3rd—*magic fang (greater)*, 4th—*poison*, 5th—*animal growth* (viper or constrictor snakes only), 6th—*eyebite*, 7th—*creeping doom* (takes the form of Diminutive-sized snakes), 8th—*animal shapes* (viper or constrictor snakes only), 9th—*shapechange*.

Strength Domain Spells: 1st—*enlarge person*, 2nd—*bull's strength*, 3rd—*magic vestment*, 4th—*spell immunity*, 5th—*righteous might*, 6th—*stoneskin*, 7th—*grasping hand*, 8th—*clenched fist*, 9th—*crushing hand*.

Sun Domain Spells: 1st—*endure elements*, 2nd—*heat metal*, 3rd—*searing light*, 4th—*fire shield*, 5th—*flame strike*, 6th—*fire seeds*, 7th—*sunbeam*, 8th—*sunburst*, 9th—*prismatic sphere*.

Travel Domain Spells: 1st—*longstrider*, 2nd—*locate object*, 3rd—*fly*, 4th—*dimension door*, 5th—*teleport*, 6th—*find the path*, 7th—*greater teleport*, 8th—*phase door*, 9th—*astral projection*.

Trickery Domain Spells: 1st—*disguise self*, 2nd—*invisibility*, 3rd—*nondetection*, 4th—*confusion*, 5th—*false vision*, 6th—*mislead*, 7th—*screen*, 8th—*mass invisibility*, 9th—*time stop*.

Vermin Domain Spells: 1st—*jump*, 2nd—*vomit swarm*, 3rd—*darkvision*, 4th—*insect plague*, 5th—*swarm skin* (spider, crab, centipede, and army ant swarms only), 6th—*whip of ants*, 7th—*creeping doom*, 8th—*mass fly*, 9th—*mind blank*.

Void Domain Spells: 1st—*feather fall*, 2nd—*levitate*, 3rd—*fly*, 4th—*planar binding (lesser)*, 5th—*overland flight*, 6th—*planar binding*, 7th—*reverse gravity*, 8th—*planar binding (greater)*, 9th—*interplanetary teleport*.

War Domain Spells: 1st—*magic weapon*, 2nd—*spiritual weapon*, 3rd—*magic vestment*, 4th—*divine power*, 5th—*flame strike*, 6th—*blade barrier*, 7th—*power word blind*, 8th—*power word stun*, 9th—*power word kill*.

Water Domain Spells: 1st—*obscuring mist*, 2nd—*fog cloud*, 3rd—*water breathing*, 4th—*control water*, 5th—*ice storm*, 6th—*cone of cold*, 7th—*elemental body IV* (water only), 8th—*horrid wilting*, 9th—*elemental swarm* (water spell only).

Weather Domain Spells: 1st—*obscuring mist*, 2nd—*fog cloud*, 3rd—*call lightning*, 4th—*sleet storm*, 5th—*ice storm*, 6th—*control winds*, 7th—*control weather*, 8th—*whirlwind*, 9th—*storm of vengeance*.

THE GETTUS GUIDE TO

when this edge is taken) on attack rolls, skill checks, ability checks, or saving throws or to AC until the cleric's next turn. If the cleric possesses the channel energy talent, she can expend 1 use of channel energy when activating this ability to increase the duration to a number of rounds equal to the number of dice of her channel energy.

A cleric must have the domain and cleric spells edges to select this edge.

Exorcist: [Roaming Exorcist] The cleric gains the following abilities as she increases in level.

- **Unseen Revealed (Ex):** At 2nd level, upon interacting with a rejuvenating spirit or haunt for the first time (such as by attacking the spirit or channeling energy to damage the haunt), the cleric can attempt a Sense Motive check as a free action to determine the specific course of action required to permanently neutralize the spirit or haunt (DC = 10 + the undead creature's Hit Dice or the haunt's CR).



- **Curse Seeker (Su):** At 5th level, the cleric can more readily identify cursed items. When identifying a magic item, the cleric needs to exceed the item's DC by only 5 (instead of by 10) in order to determine whether the item is cursed.
- **Dispossession (Su):** At 8th level, the cleric can expend one use of her channel energy ability to force a possessing creature from its host body. The cleric must make a melee touch attack against the possessed creature; if successful, the cleric deals damage to the possessing creature as if it were targeted by the cleric's channel energy ability (regardless of the possessing creature's creature type), and the possession effect ceases as the possessing creature is ejected from the host body. A successful Will save (DC = cleric's channel energy DC) halves the damage taken, and the possessing creature resists being ejected from its host.
- **Curse Eater (Su):** At 11th level, the cleric gains Improved Disarm as a bonus feat, regardless of whether she meets the feat's prerequisites. The cleric gains a +2 bonus on combat maneuver checks to disarm a creature of a magic item she knows to be cursed. If the cleric successfully disarms a creature of a cursed item without using a weapon, she may automatically pick up the disarmed cursed item without immediately succumbing to the item's curse. She may wield or hold this cursed item for a number of rounds equal to her Charisma modifier (minimum 1 round)—during which time she may use the item normally, as if it were not cursed—before the item's curse manifests again.

A cleric must have the unseen revealed talent and channel energy (positive) talent to select this edge.

Familiar (Ex): The cleric gains a familiar as the wizard arcane bond class feature, except the familiar selected must be iconic to the

THE TALENTED CLERIC

cleric's faith or religion in some way. She uses her cleric level as her wizard level. The cleric can use her familiar as a divine focus when casting cleric spells.

Fervor (Su): The cleric can draw upon the power of her faith to heal wounds or harm foes. She can also use this ability to quickly cast spells that aid in her struggles. This ability can be used a number of times per day equal to 1/2 her cleric level + her Wisdom modifier (minimum 1).

By expending one use of fervor, a good cleric (or one who worships a good deity) can touch a creature to heal it of 1d6 points of damage + an additional 1d6 points at 5th level and every three levels thereafter (to a maximum of 7d6 at 20th level). Using this ability is a standard action (unless the cleric targets herself, in which case it's a swift action). Alternatively, the cleric can use this ability to harm an undead creature, dealing the same amount of damage she would otherwise heal with a melee touch attack. Using fervor in this way is a standard action that provokes an attack of opportunity. Undead do not receive a saving throw against this damage. This use of fervor counts as positive energy.

An evil cleric (or one who worships an evil deity) can use this ability to instead deal damage to living creatures with a melee touch attack and heal undead creatures with a touch. This use of fervor counts as negative energy.

A neutral cleric who worships a neutral deity (or one who is not devoted to a particular deity) uses this ability as either a good cleric or an evil cleric. If she possesses the spontaneous casting edge for cure spells or channel energy talent for positive energy, she must use fervor as a good cleric (and vice versa). If she possesses the spontaneous casting edge for inflict spells or channel energy talent for negative energy, she must use fervor as an evil cleric (and vice versa).

As a swift action, the cleric can expend one use of fervor to cast a cleric spell she has prepared with a casting time of 1 round or shorter. The spell must have a spell level no greater than 1 + 1/3 the cleric's class level. When cast in this way, the spell can target only the cleric, even if it could normally affect other or multiple targets. Spells cast in this way don't require somatic components and do not provoke attacks of opportunity.

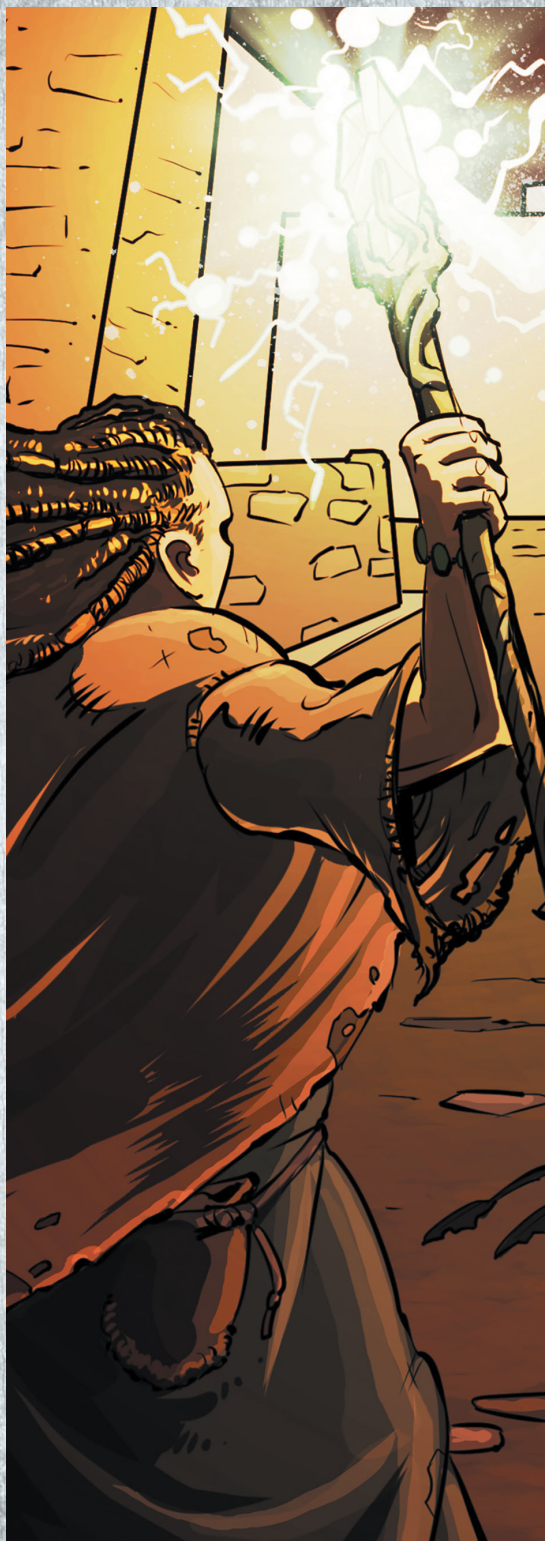
A cleric must be at least 3rd level and have the cleric spells edge to select this edge.

Improved Familiar: [Fiendish Vassal] The cleric gains the Improved Familiar feat as a bonus feat. The cleric must select a familiar that is an outsider appropriate to her or her deity's (if any) alignment. The familiar acts like manifest morale compass guiding the cleric or tempting her in a direction her deity or creatures of the familiar's type approve of. Furthermore, this familiar can act as a living divine focus and holy or unholy symbol for her spellcasting. If the cleric has the channel energy talent, she can use her familiar as her holy or unholy symbol for the purposes of channel energy as long as the familiar is within 30 feet and line of sight. The familiar tends to be fawning and subservient to the cleric. Should her familiar die, the cleric gains an identical replacement in 1 week, without the need for a special ritual. Furthermore, the familiar gains the following abilities beyond the standard familiar special abilities. However, when casting the *summon monster* spell, the cleric is limited to summoning outsiders of the same alignment as her familiar.

- **Augury (Sp):** At 3rd level, the cleric can ask the familiar whether a particular course of action will bring good or bad results for her in the immediate future. This ability acts like the *augury* spell, with a caster level equal to the cleric's level, with the familiar acting as the mouthpiece for the spell. This ability can be used once per day.
- **Divination (Sp):** At 9th level, the cleric can use a more powerful form of divination to gain intelligence from her patron through her familiar. This ability acts like the *divination* spell, with a caster level equal to the cleric's level; the familiar acts as the mouthpiece for the spell. This ability can be used once per day.
- **Extra Divination (Sp):** At 13th level, the cleric can gain intelligence from her patron more often each day. She can use divination up to 3 times per day.

A cleric must be at least 7th level, have the domain (Evil), and familiar edge to select this edge.

Flurry of Blows (Ex): [Sacred Fist] The cleric can make a flurry of blows attack as a full-attack action. This ability works like the monk ability of the same name, except the cleric's attack bonus from cleric levels does not count as her cleric level.



Focused Domain (Ex): [Theologian] The cleric focuses solely on a single domain's secrets. All level-dependent effects of talents with the domain as a prerequisite function as if the cleric were two levels higher than her actual cleric level. Her cleric level does not count as being higher for the purposes of talent prerequisites. The cleric can prepare domain spells using her non-domain slots. She cannot use the spontaneous casting edge on domain spells, even if they are prepared in non-domain slots.

At 5th level, the cleric selects one domain spell. That spell becomes permanently modified with one of the following metamagic feats: Bouncing Spell, Disruptive Spell, Ectoplasmic Spell, Enlarge Spell, Extend Spell, Focused Spell, Intensified Spell, Silent Spell, or Still Spell.

This metamagic feat does not increase the level of the spell. Once chosen, this modification cannot be changed. The cleric does not need to have the metamagic feat to apply it to a spell using this ability. At 10th level and every five levels thereafter (15th and 20th level), the cleric may choose an additional domain spell to modify in this way. She cannot modify the same spell more than once.

A cleric must have the domain edge to select this edge. The cleric may only have or select one domain edge.

Forbidden Rites: [Separatist] The cleric is a separatist or radical within her faith. She gains a second domain (as the domain edge) that she does not meet the requirements for due to her god or religion's available domains. However, this domain still cannot be an alignment domain that doesn't match the cleric or god's alignment. Any cleric talent with the selected domain as a prerequisite functions as if the cleric's level, Wisdom, and Charisma were 2 lower than normal (minimum level 1) in terms of effect, DC, and uses per day. This also means she counts as a cleric of 2 levels lower for the purposes of prerequisites for talents with the domain as a requirement.

The cleric must have the domain edge to select this edge.

Godless: The cleric does not worship a god or pantheon. She may worship an ideal, concept, or simply have complete faith in herself. Instead of being defined by her divine patron, her talents are

THE TALENTED CLERIC

singularly unique. The cleric counts as having any four domains for the purposes of meeting talent prerequisites, chosen when this edge is selected. The cleric may only select a talent with an alignment domain as a prerequisite (Chaos, Evil, Good, or Law) only if her alignment matches that domain. While she counts as having the domain edge for the purposes of any talent requirements, the cleric does not gain domain spells or bonus domain spell slots as the domain edge.

A cleric with this edge may not have or select the blessing or domain edge.

Hedonist: The cleric's religion is one venerating excess and celebration. Ritual observances often include rampant drug use, frenzied revelry, and orgies. The cleric counts as having the following domains for the purposes of any talent prerequisites: Chaos, Charm, Liberation and Luck, even if these domains do not appear on her god's domain list. She does not gain access to the domain spells of these domains unless she also possesses the domain edge for the given domain. However, she may select any of these domains for the domain edge.

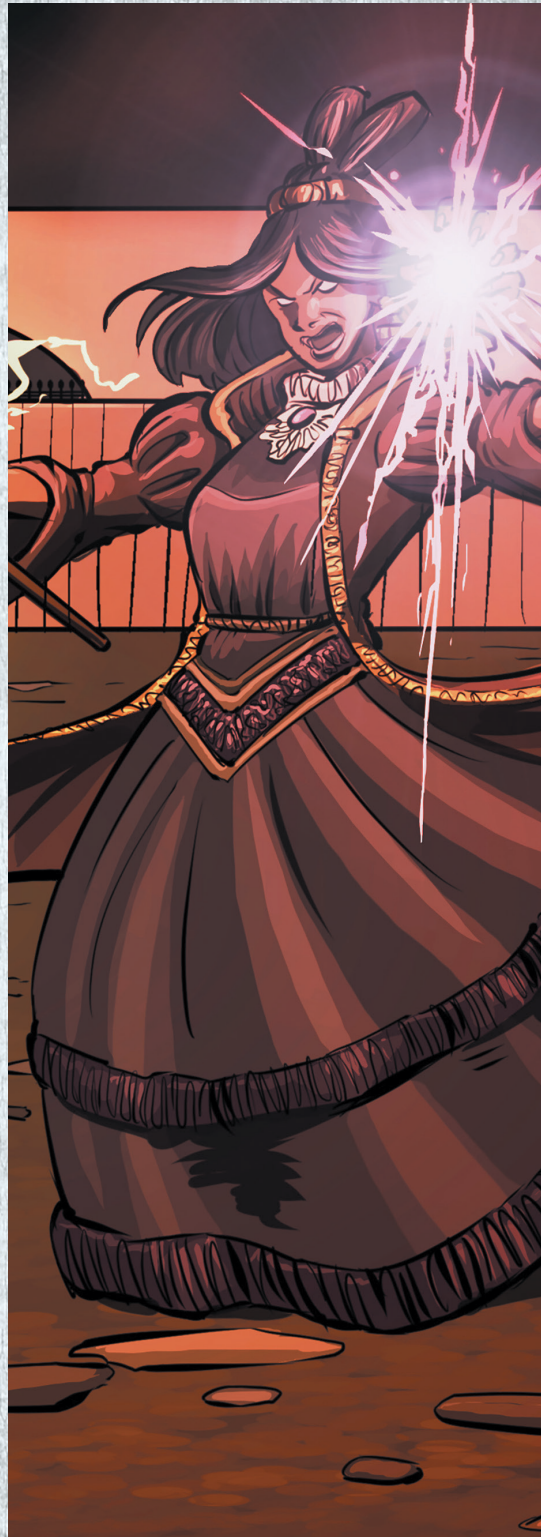
At 1st level, the cleric becomes a master of personal recreational drug use. She may cast the *polypurpose panacea* spell (see *Pathfinder Roleplaying Game: Ultimate Magic*) as a spell-like ability usable at will. However, the spell-like ability has a casting time of 1 minute.

At 5th level, any creature willingly consuming food or drink offered by the cleric is subject to a *charm person* spell effect. The cleric uses her class level as her caster level, and the save DC is equal to $10 + 1/2$ the cleric's class level + cleric's Wisdom modifier. Food or drink offered by the cleric loses this effect after 1 minute if not consumed. Whether or not the save is successful, a creature cannot be affected by this ability again for 24 hours.

At 10th level, the cleric becomes immune to drugs and poisons. She may still gain any enjoyable effects of drugs or poisons (such as alcohol or hallucinogenic substances), but these in no way penalize her ability to function or ability scores.

At 15th level, the hedonist cleric can cast *heroes' feast* as a spell-like ability 1/day. She uses her class level as her caster level.

A cleric must have the domain (Chaos, Charm, Liberation, or Luck) edge to select this edge.



THE GETTIVS GUIDE TO

Holy Fervor (Su): [Enthusiast] The cleric's extreme devotion allows her to enter a state of ecstatic fanaticism. She may go into a holy fervor for a number of rounds per day equal to 4 + her Charisma modifier. She adds 2 rounds to this duration for every cleric level attained after 1st. While in a holy fervor, the cleric gains a +4 morale bonus to Strength, Constitution, and Charisma, and a +2 morale bonus to Will saving throws. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the cleric 2 hit points per Hit Dice, but these disappear when the holy fervor ends and are not lost first like temporary hit points. While in holy fervor, a cleric cannot cast divine spells, use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

The cleric can end her holy fervor as a free action and is fatigued after holy fervor for a number of rounds equal to 2 times the number of rounds spent in the holy fervor. A cleric cannot enter a new holy fervor while fatigued or exhausted, but can otherwise enter holy fervor multiple times during a single encounter or combat. If the cleric falls unconscious, her holy fervor ends immediately.

At 11th level, the bonus to Strength, Constitution, and Charisma increases to +6, and the bonus to Will saving throws increases to +3.

At 20th level, the ability bonuses increase to +8 and the morale bonus to Will saving throws increases to +4.

Ki Pool (Su): [Sacred Fist] The cleric gains a *ki* pool. This functions as the monk class feature, using the cleric's level -3 as her monk level when determining the number of points in her pool and bonuses granted to her unarmed strike. Additionally, the cleric can as a swift action spend 1 point from her *ki* pool to grant herself a +1 insight bonus to her AC for 1 minute. (This is in addition to the normal *ki* ability to gain a dodge bonus to AC.) This insight bonus increases by 1 for every 3 levels above 7th (to a maximum of +5 at 19th level).

A cleric must be at least 7th level, have the divine armor class edge, and unarmed strike edge to select this edge.

Merciful Healing (Su): [Merciful Healer] The cleric's channel energy (positive) edge relieves one or more harmful conditions. At 3rd level, the cleric chooses one of the following harmful conditions: fatigued, shaken, or sickened. When the cleric channels energy she can remove the chosen condition from one living creature that she heals within her channel energy burst. Feats and effects that affect a paladin's mercy also affect this ability.

At 6th level, the cleric can choose another condition. It can be one of those she didn't choose at 3rd level, or one of the following conditions: dazed, diseased, or staggered. She can remove the selected condition or the condition she chose at 3rd level from up to two creatures within her channel energy burst.

The cleric gains another condition at 9th level, and can choose one of the above conditions or one of the following conditions: cursed, exhausted, frightened, nauseated, or poisoned. She can remove that condition, or a condition she previously chose, from up to two creatures within the burst.

Finally, at 12th level, the cleric can choose a lower-level condition or one of the following conditions: blinded, deafened, paralyzed, or stunned. She can remove that condition or a condition she previously chose from up to three creatures within her channel energy burst.

A cleric must have the channel energy (positive) talent and domain (Healing) edge to select this edge.

Mount (Ex): The cleric gains the service of a loyal and trusty steed to carry her into battle. This mount functions as a druid's animal companion, using the cleric's level as her effective druid level. The creature must be one that she is capable of riding and must be suitable as a mount. A Medium cleric can select a camel or a horse. A Small cleric can select a pony or wolf, but can also select a boar or a dog if she is at least 4th level. (The GM might approve other animals as suitable mounts.)

The cleric does not take an armor check penalty on Ride checks while riding this mount. The mount is always considered combat trained, and begins play with Light Armor Proficiency as a bonus feat. The cleric's mount does not gain the share spells special ability. Should a cleric's mount die, she can find another mount to serve her after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the cleric gains a level.

THE TALENTED CLERIC

Nationalist: The cleric draws power from faith in her homeland and the people within it. Alternately, she may venerate some worldly leader of a nation, such as a god-king or divine emperor. The cleric counts as having the following domains for the purposes of any talent prerequisites: Community, Law, Nobility, and War, even if these domains do not appear on her god's domain list. She does not gain access to the domain spells of these domains unless she also possesses the domain edge for the given domain. However, she may select any of these domains for the domain edge.

At 1st level, while within her homeland, the cleric gains a +2 bonus on initiative checks and Diplomacy, Knowledge (history), Knowledge (nobility), Profession, and Sense Motive skill checks. At 5th level, and every 5 levels thereafter (10th, 15th, and 20th), this bonus increases by +2, to a maximum of +10 at 20th level.

At 5th level, the cleric gains the benefits of the black market connections (see *Pathfinder Roleplaying Game: Ultimate Combat* for details) rogue talent while within her homeland.

A cleric must have the domain (Community, Law, Nobility, or War) edge to select this edge.

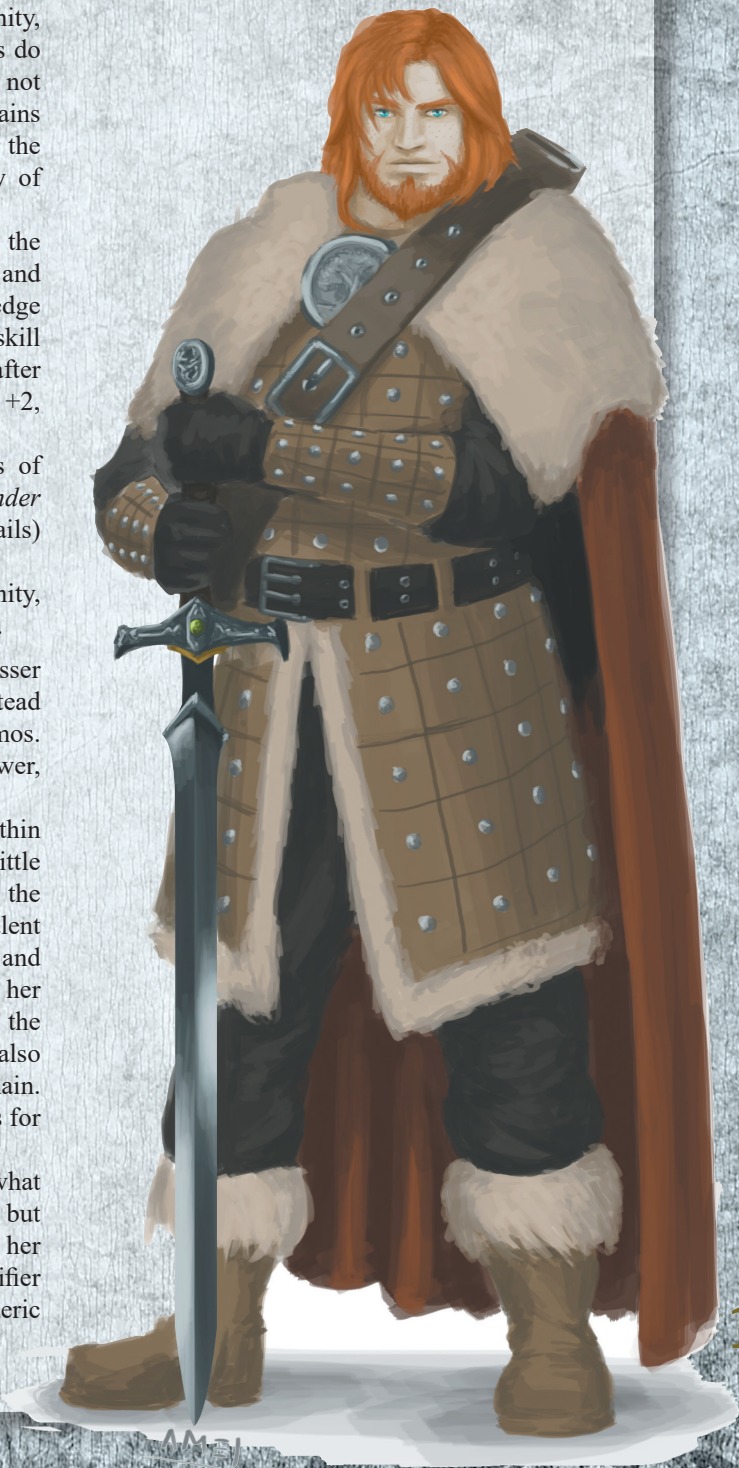
Nihilist: The cleric does not worship some lesser god with a mortal face and foibles, but instead venerates the primordial forces of the cosmos. Choosing to follow an outer god grants great power, but often at the expense of the cleric's sanity.

The cleric's alignment does not have to be within one step of her deity's, as the outer gods care little for followers. The cleric counts as having the following domains for the purposes of any talent prerequisites: Chaos, Destruction, Madness, and Void, even if these domains do not appear on her god's domain list. She does not gain access to the domain spells of these domains unless she also possesses the domain edge for the given domain. However, she may select any of these domains for the domain edge.

At 1st level, the cleric is driven somewhat mad from her connection to an outer god, but this madness grants unique insights. She uses her Charisma modifier in place of her Wisdom modifier for ability checks, saves, skill checks, and all cleric class features (including cleric spellcasting).

At 5th level, the cleric can drive creatures

temporarily mad with a touch. This acts as the *confusion* spell as a spell-like ability usable 1/day, except it requires a melee touch attack and affects only one creature. This does not count as an attack





for the purposes of the *confusion* spell. The cleric uses her class level as her caster level, and the save DC is equal to 14 + the cleric's Charisma modifier.

At 10th level, the cleric's understanding of reality and her place in it leaves her emotionally cold. She is immune to emotion and fear effects,

or any spell or effect that inflicts a morale penalty. However, she does not gain the benefits of morale bonuses from any spell or effect.

At 15th level, the cleric can drive creatures permanently mad with a touch. This acts as the *insanity* spell as a spell-like ability usable 1/day, except it requires a melee touch attack. This does not count as an attack for the purposes of the *confusion* spell. The cleric uses her class level as her caster level, and the save DC is equal to 17 + the cleric's Charisma modifier.

A cleric must have the domain (Chaos, Destruction, Madness, or Void) edge to select this edge.

Occultist (Ex): The cleric's connection to god-like forces unlocks her hidden psychic potential. The cleric gains the Psychic Sensitivity feat as a bonus feat. The cleric casts divine spells using psychic power. Any divine spell the cleric casts loses any somatic and verbal spell components. Somatic components are replaced by emotion components and verbal components are replaced by thought components. Likewise, when a divine spell calls for a material component, the cleric can instead use any item with both significant meaning and a value greater than or equal to the spell's component cost. See the *Pathfinder Roleplaying Game: Occult Adventures* for details on psychic magic.

If the cleric possesses domain bonus spell slots she may prepare any of the following spells of a level she can cast as a domain spell. These spells act as domain spells.

Psychic: 2nd—*psychic reading*, 4th—*object reading*, 6th—*analyze aura*, 8th—*mind probe*, 10th—*retrocognition*, 12th—*psychic surgery*, 14th—*dream council*, 16th—*greater possession*, 18th—*dream voyage*.

A cleric must have the cleric spells edge to select this edge

Orisons: The cleric can cast orisons, or 0-level spells. These spells are cast like any other spell, but they are not expended when cast and may be used again. Orisons prepared using other spell slots due to metamagic feats for example, are expended normally. If the cleric possesses the cleric spells edge, the orisons she knows and can cast each day are determined by that edge. If the cleric does not possess the cleric spells edge, she can use one

THE TALENTED CLERIC

orison drawn from the cleric spell list each day after praying. If the cleric gains the cleric spells edge, these rules are superseded by the rules for orisons detailed under the cleric spells edge.

Orisons, Improved: The cleric can use a number of orisons each day equal to her Wisdom modifier (minimum 1) after praying. If she possesses the cleric spells edge she adds her Wisdom modifier to the number of orisons she can prepare each day. At each cleric level (including 1st), the cleric learns one new 0-level spell as an orison, which may be drawn from any spell list. Arcane spells drawn from arcane spell lists are cast as divine spells by the cleric.

As she increases in level, her orisons become more powerful. At 5th level, the cleric's orisons no longer possess material, somatic, or verbal components, and she does not require a divine focus to cast them. At 10th level, the cleric adds 1/2 her level to the damage of any orisons she casts, and any saving throw DCs for her orisons increases to 10 + 1/2 her cleric level + her Wisdom modifier. At 15th level, the cleric may quicken (as the Quicken Spell feat) one orison each round without increasing the spell level.

A cleric must have the orisons edge to select this edge.

Pantheon: The cleric does not worship a single god, but instead reveres an entire pantheon. This gives her far greater versatility in her domains than an ordinary cleric, allowing her to select the domain edge for any domain possessed by any god in the pantheon (rather than the ordinary restriction to domains possessed by the god the cleric venerates). Additionally, the cleric can alter her domain spells when preparing spells, but requires a greater investment in time for ritual observances.

Each day when preparing spells, the cleric may spend an extra hour (2 hours total) to temporarily change a selected domain to any other allowable domain possessed by a god within the pantheon. While a domain is temporarily gained in this manner, the cleric loses access to the domain spells provided by her true domain edge (unless those spells otherwise appear on the cleric spell list), but can prepare her temporary domain spells in her domain spell slots. The domain must be a domain available to at least one god within the

pantheon she venerates, and is otherwise subject to the normal limitations of the domain edge. A cleric who has selected the domain edge more than once may temporarily alter her other domains, with each domain altered adding an additional hour to the time required to prepare spells.

Temporarily replacing a domain in this manner does not cause the cleric to no longer qualify for any talents with the domain edge as a prerequisite. The temporary domain does not count as the domain edge for any prerequisites.

A cleric must have the domain and cleric spells edge to select this edge.

Poverty: The cleric sacrifices all worldly belongings. She may not own or possess any property, currency, or any equipment with a total price greater than 100 gp per cleric level. Even then, this equipment must be non-magical, dedicated toward a purpose, and not held frivolously. She should continue to collect her fair share of any wealth acquired through adventuring, but must donate everything to her church or some other worthy cause of her choice. She may gain the benefits of or use single-use items, but these must be freely donated to her with no expectation of return. She may craft magic items with item crafting feats, but only with donated gold, and items crafted must be for other creatures or donated.

However, she gains the following potent abilities. Please note this edge may not be appropriate for a low-magic setting, and is subject to GM discretion.

- **Endurance (Su):** At 2nd level, the cleric gains the Endurance feat as a bonus feat. At 5th level, she is affected by a constant *endure elements* spell. She may cease or resume this effect as a free action. At 10th level she becomes immune to sleep effects and no longer requires sleep. At 13th level, she no longer requires food, drink, or air to survive and can go indefinitely without starvation, thirst, or suffocation. She can still gain the benefits of consumable items or spells (such as potions or *heroes' feast*). At 15th level, she is immune to fatigue, exhaustion, and sleep effects.
- **Divine Weaponry (Su):** At 3rd level, the cleric may enchant one weapon she wields each day with divine power. The weapon penetrates

THE GETTUS GUIDE TO

damage reduction as if it was a magic weapon, but does not gain an enhancement bonus to attack and damage. At 6th level, the weapon gains a +1 enhancement bonus to attack and damage. This enhancement bonus increases by +1 for every three cleric levels after 6th, to a maximum of +5 at 18th level. At 7th level, the weapon chosen is also treated as a chaotic, evil, good, and/or lawful weapon capable of bypassing damage reduction of creatures (as the *align weapon* spell) as a weapon with the cleric's alignment. So a lawful good cleric's weapons are treated as lawful and good. Weapons lose this benefit as soon as they are no longer wielded by the cleric. If the cleric possesses the cleric spells edge, she must empower her divine weapon when preparing spells.

- **Faith's Resilience (Su):** At 3rd level, the cleric gains a +1 resistance bonus to all saves. This bonus increases by +1 every four cleric levels thereafter (7th, 11th, 15th, and 19th), to a maximum of +5 at 19th level.
- **Faith's Armor (Su):** At 4th level, the cleric gains a +1 enhancement bonus to natural armor or a +1 deflection bonus to her armor class (chosen when the level is gained). At 8th level, and every four cleric levels thereafter (12th, 16th, and 20th), this bonus increases by +1 to a maximum of +5 at 20th level. At 16th level and higher, the cleric gains the listed bonus to both her natural armor and deflection bonus to her armor class.
- **Clarity (Su):** At 6th level, the cleric gains a +2 enhancement bonus to one ability score of her choice. At 12th level, this bonus increases to +4, and the cleric selects a second ability score to add the enhancement bonus to. At 18th level, this bonus increases to +6, and the cleric selects a third ability score to add the enhancement bonus to.
- **Bonus Talent:** At 14th level and every three cleric levels thereafter (17th and 20th), the cleric gains a bonus cleric talent. She must meet all prerequisites for the talents selected.
- **Bonus Edge:** At 19th level and 20th level, the cleric gains a bonus cleric edge. She must meet all prerequisites for edges selected.

Level	Vow of Poverty Ability
1	—
2	Endurance feat
3	Divine weaponry (magic), faith's resilience (+1 resistance to saves)
4	Faith's armor (+1 to deflection or natural armor)
5	<i>Endure elements</i>
6	Clarity (+2 to one ability score), divine weaponry (+1)
7	Divine weaponry (<i>align weapon</i>), faith's resilience (+2)
8	Faith's armor (+2 to deflection or natural armor)
9	Divine weaponry (+2)
10	Immune to sleep
11	Faith's resilience (+3)
12	Clarity (+4 to two ability scores), divine weaponry (+3), faith's armor (+3 to deflection or natural armor)
13	Immune to starvation, thirst, and suffocation
14	Bonus talent
15	Divine weaponry (+4), faith's resilience (+4), immune to fatigue and exhaustion
16	Faith's armor (+4 to deflection and natural armor)
17	Bonus talent
18	Clarity (+6 to three ability scores), Divine weaponry (+5)
19	Bonus edge, faith's resilience (+5)
20	Bonus edge, bonus talent, faith's armor (+5 to deflection and natural armor)

Proficiencies (Ex): The cleric gains the Medium Armor Proficiency feat as a bonus feat and proficiency in her deity's favored weapon. If the cleric worships a deity with unarmed strike as its favored weapon, the cleric gains Improved Unarmed Strike as a bonus feat. If the cleric does not worship a god with a favored weapon, she gains proficiency in any single weapon of her choice (including exotic weapons) or Improved Unarmed Strike as a bonus feat.

THE TALENTED CLERIC

Reflexes (Ex): The cleric replaces her weak Reflex saving throw progression with a strong base saving throw progression. This gives her a base saving throw of +2 at 1st level, which increases by +1 at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.).

Sacred Armor (Su): The warpriest gains the ability to enhance her armor (but not shields) with divine power as a swift action. This ability grants the armor a +1 enhancement bonus. The cleric can use this ability for a number of minutes per day equal to her cleric level. This duration does not need to be consecutive, but it must be spent in 1-minute increments.

This bonus increase by +1 at 10th level and every three levels thereafter (to a maximum of +5 at 19th level). These bonuses stack with any existing bonuses the armor might have, to a maximum of +5. The cleric can enhance armor with any of the following special abilities: *energy resistance* (normal, improved, and greater), *fortification* (heavy, light, or moderate), *glamered*, or *spell resistance* (13, 15, 17, or 19). Adding any of these special abilities consumes an amount of enhancement bonus equal to the special ability's base price modifier (see *Pathfinder Roleplaying Game: Core Rulebook*). For this purpose, *glamered* counts as a +1 bonus, *energy resistance* counts as +2, *improved energy resistance* counts as +4, and *greater energy resistance* counts as +5. Duplicate special abilities do not stack. The armor must have at least a +1 enhancement bonus before any special abilities can be added.

The enhancement bonus and armor special abilities are determined the first time the ability is used each day and cannot be changed until the next day. These benefits apply only while the cleric is wearing the armor, and end immediately if the armor is removed or leaves the cleric's possession. This ability can be ended as a free action at the start of the cleric's turn.

If the cleric possesses the fervor and sacred weapon edges, she can also use her sacred weapon ability as a free action by expending one use of fervor.

A cleric must have the proficiencies edge to select this edge.

Sacred Reflexes (Su): [Mantis Zealot] As long as the cleric is wearing light or no armor, as a swift action she can gain uncanny dodge. She can use this ability for a number of minutes per day equal to her cleric level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. If she already has the uncanny dodge ability from another source, she instead gains improved uncanny dodge while this ability is active. At 10th level, when she uses this ability, she gains evasion (or improved evasion if she already has evasion from another source). At 13th level, she gains improved uncanny dodge. At 16th level, she can activate this ability as part of making an initiative check, before rolling the die. At 19th level, she gains improved evasion.

A cleric must be at least 7th level to select this edge.

Sacred Weapon (Su): Weapons wielded by the cleric are charged with the power of her faith. In addition to the favored weapon of her deity (if any), the cleric can designate a weapon as a sacred weapon by selecting that weapon with the Weapon Focus feat; if she has multiple Weapon Focus feats, this ability applies to all of them. Whenever the cleric hits with her sacred weapon, the weapon damage is based on her level and not the weapon type. The damage for Small, Medium, and Large clerics are given on the table below. The cleric can decide to use the weapon's base damage instead of the sacred weapon damage—this decision must be declared before the attack roll is made. (If the weapon's base damage exceeds the sacred weapon damage, its damage is unchanged.) This increase in damage does not affect any other aspect of the weapon, and doesn't apply to alchemical items, bombs, or other weapons that deal only energy damage.

At 4th level, the cleric gains the ability to enhance one of her sacred weapons with divine power as a swift action. This ability grants the weapon a +1 enhancement bonus. For every four levels beyond 4th, this bonus increases by +1 (to a maximum of +5 at 20th level). If the cleric has more than one sacred weapon, she can enhance another on the following round by using another swift action. The cleric can use this ability a number of rounds per day equal to her cleric level, but these rounds don't need to be consecutive.

THE GETTUS GUIDE TO

These bonuses stack with any existing bonuses the weapon might have, to a maximum of +5. The cleric can enhance a weapon to have any of the following special abilities: *brilliant energy*, *defending*, *disruption*, *flaming*, *frost*, *keen*, or *shock*. In addition, if the cleric is chaotic, she can also add *anarchic* or *vicious*. If she is evil, she can also add *mighty cleaving* or *unholy*. If she is good, she can also add *ghost touch* or *holy*. If she is lawful, she can also add *axiomatic* or *merciful*. If she is neutral (with no other alignment components), she can also add *spell storing* or *thundering*. Adding any of these special abilities consumes an amount of enhancement bonus equal to the special ability's base price modifier (see *Pathfinder Roleplaying Game: Core Rulebook*). Duplicate special abilities don't stack. The weapon must have at least a +1 enhancement bonus before any special abilities can be added.

If multiple weapons are enhanced, each one consumes rounds of use individually. The enhancement bonus and special abilities are determined the first time the ability is used each day, and cannot be changed until the next day. These benefits do not apply if another creature is wielding the weapon, but they continue to be in effect if the weapon otherwise leaves the cleric's possession (such as if the weapon is thrown). This ability can be ended as a free action at the start of the cleric's turn (that round does not count against the total duration, unless the ability is resumed during the same round). If the cleric uses this ability on a double weapon, the effects apply to only one end of the weapon.

A cleric must have the proficiencies edge to select this edge.

SACRED WEAPON DAMAGE

Level	Damage (Small cleric)	Damage (Medium cleric)	Damage (Large cleric)
1st–4th	1d4	1d6	1d8
5th–9th	1d6	1d8	2d6
10th–14th	1d8	1d10	2d8
15th–19th	1d10	2d6	3d6
20th	2d6	2d8	3d8

Secrets Revealed (Sp): [Scroll Scholar] The cleric gains the ability to cast *comprehend languages* and *identify* as spell-like abilities. Her caster level is equal to her cleric level. She can cast these spells once per day each at 5th level, twice per day each at 7th level, and three times per day each at 9th level. At 11th level, one of these spell-like abilities (cleric's choice) becomes a constant spell-like ability, and at 13th level, the second one becomes a constant spell-like ability.

A cleric must be at least 5th level to select this edge.

Skilled: The cleric gains two additional skill ranks at 1st level, and two additional ranks whenever she gains a cleric level. If this edge is taken after 1st level, the cleric gains two skill ranks for each cleric level, and then gains two additional ranks whenever she gains a cleric level. The cleric also adds a number of skills to her list of class skills equal to her Intelligence modifier (minimum 1).

This edge may be taken up to twice, adding four skill ranks per level and a number of skills as class skills equal to double the cleric's Intelligence modifier.

Spell-Like Ability (Sp): The cleric gains a spell-like ability usable 1/day. The spell selected must be drawn from the cleric spell list and cannot have any costly material components (costing more than 1 gp). The maximum spell level for the spell-like ability is equal to ½ the cleric's class level (minimum 1, maximum 9). The cleric uses her class level as her caster level, and the saving throw DC for any spell-like ability is equal to 10 + the cleric's Charisma modifier + the spell's level.

This edge may be taken multiple times, each time granting a new spell-like ability. A cleric meditates or prays to regain her spell-like abilities. Each cleric must choose a time when she must spend 1 hour each day in quiet contemplation or supplication to regain her daily spell-like abilities. If the cleric also prepares cleric spells, she may prepare cleric spells and spell-like abilities within the same 1 hour period.

Upon reaching 4th level, and at every even-numbered cleric level thereafter (6th, 8th, and so on), the cleric can choose to learn a new spell-like ability in place of one she already knows. The new spell-like abilities' level must be the same as that of

THE TALENTED CLERIC

the spell being exchanged. A cleric may swap only a single spell-like ability at any given level, and must choose whether or not to swap the spell-like ability when she gains the level.

A cleric must have the cantrips edge to select this edge.

Spontaneous Casting: The cleric gains the ability to channel stored spell energy into a cure spell (a cure spell is any spell with “cure” in its name) or inflict spell (an inflict spell is one with “inflict” in its name) that she did not prepare ahead of time. The cleric can “lose” any prepared spell that is not an orison or domain spell in order to cast any cure or inflict spell of the same spell level or lower. The cleric determines whether she channels negative or positive energy when this edge is taken. If the cleric has a good alignment or worships a good deity, she spontaneously casts cure spells. If the cleric has an evil alignment or worships an evil deity, she spontaneously casts inflict spells. If the cleric has a neutral alignment and worships a neutral deity (or one who possesses the godless edge) may choose whether she spontaneously casts cure or inflict spells. If the cleric possesses the channel energy talent, the type of energy she channels determines the type of spell she can spontaneously cast (and vice versa). A cleric that spontaneously casts cure spells must also channel positive energy. A cleric that spontaneously casts inflict spells must also channel negative energy.

Symbolism (Ex): The cleric does not require a holy or unholy symbol as a divine focus to cast magic, or use any edge or talent. She might have symbols branded or tattooed onto her skin, etched into her armor, or possesses a connection to divine power transcending the need for mere symbols.

Talent: The cleric may select a cleric talent. The cleric is not required to meet any domain requirements for this talent, but must meet any blessing or level requirements. This edge may be selected more than once. Each time it is selected, it grants a different talent.

Tough: The cleric gains additional hit points equal to her class level plus her base Fortitude save from her cleric class levels. Each time she gains a new cleric level, her bonus hit points are recalculated.

Unarmed Strike (Ex): [Sacred Fist] The cleric gains Improved Unarmed Strike as a bonus feat. She uses her cleric levels as monk levels for determining the amount of damage dealt with an unarmed strike.

Versatile Energy: The cleric gains the ability to wield both negative and positive energy equally. The cleric may spontaneously cast (as the spontaneous casting edge) either cure or inflict spells. If the cleric possesses the channel energy talent, she may channel both negative and positive energy.

A cleric must have the spontaneous casting edge, possess a neutral alignment, and worship a neutral deity (or possess the godless edge) to select this edge.

Vicious (Ex): The cleric is a holy or unholy warrior. She gains proficiency in any martial or exotic weapon and her base attack bonus increases by +1, possibly granting her additional attacks in a full attack action (depending on her total base attack bonus, as normal).

This edge may be taken a second time if the cleric’s class level is 5th or higher, a third time at 9th level or higher, a fourth time at 13th level or higher, and a fifth time at 17th level.

War Blessing (Su): [Arsenal Chaplain] The cleric gains Quicken Blessing (war) as a bonus feat even if she does not meet the prerequisites, but cannot grant a talent with the blessing (war) edge as a prerequisite to herself as a swift action with Quicken Blessing until she is at least 10th level.

At 13th level, the cleric can use a talent with the blessing (war) edge as a prerequisite on an ally at a range of up to 30 feet by spending an additional use of the blessing ability.

At 16th level, the cleric can use a talent with the blessing (war) edge as a prerequisite on a second target with a single use of the blessing ability.

At 19th level, the cleric can use a talent with the blessing (war) edge as a prerequisite on any number of targets with a single use of the blessing ability.

A cleric must be at least 7th level and have the blessing (war) edge to select this edge.

CLERIC TALENTS

As a cleric gains experience she learns a number of talents that expand her access to divine power. A cleric gains three talents at 1st level. She gains a talent at 3rd level, and every two levels thereafter, with additional talents gained at 6th and 8th level (to a maximum of 14 talents at 20th level). Many talents require certain edges (in particular the domain edge) as a prerequisite, as a cleric's power is heavily influenced by her connection to the divine. However, many cleric edges expand the cleric's domains for the purposes of talent prerequisites.

Some talents are taken from various cleric archetypes. These talents include the name of their originating archetype as a descriptor to allow GMs to limit characters to talents from a single archetype, if desired.

Unless otherwise noted, a cleric cannot select an individual talent more than once, and using a talent is a standard action that does not provoke an attack of opportunity.

Some talents with a domain prerequisite give the option to replace domain spells gained from the corresponding domain. The cleric can replace some, all, or none of her domain spells with the listed spells when the talent is selected. If the talent lists multiple domains for spell replacement, the cleric can only alter the domain spell list of a single domain. If the cleric cannot cast spells of the listed level, she may choose to take the base domain's spells or the alternate talent spells when she becomes capable of casting spells of that level. A cleric without the cleric spells edge or the domain edge may still take the talent, but does not gain that benefit of the talent.

Many, but not all cleric talents are also blessings. A cleric talent that is also a blessing is noted with an asterisk (*). Most blessing talents require the blessing edge as a prerequisite. Some can alternately be taken with the corresponding domain as a prerequisite. The prerequisite used to take the talent defines how the talent is used, see individual talents for details. Blessing talents are

applicable as blessings for anything that references the warpriest's blessing class feature (such as Channeled Blessing or Quicken Blessing).

The save DC to resist any cleric talent is equal to 10 + 1/2 the cleric's level + the cleric's Wisdom modifier.

Acid Dart (Sp): As a standard action, the cleric can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. This acid dart deals 1d6 points of acid damage + 1 point for every two cleric levels she possesses. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Earth) edge to select this talent.

Acid Resistance (Ex): The cleric gains resist acid 10. This resistance increases to 20 at 12th level. At 20th level, the cleric gains immunity to acid.

A cleric must be at least 6th level and have the domain (Earth) edge to select this talent.

*Acid Strike (Su)**: The cleric can touch one weapon and enhance it with acidic potency. For 1 minute, the weapon emits acrid fumes that deal an additional 1d4 points of acid damage with each strike. This additional damage doesn't stack with the additional damage from the *corrosive* weapon special ability. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Earth) edge to select this talent.

Adoration (Su): As an immediate action, the cleric can attempt to thwart a melee or ranged attack that targets her. This ability functions as the *sanctuary* spell, but only against one individual attack. The cleric must use the ability after the attack is declared but before the roll is made. The creature attacking the cleric receives a Will save to negate this effect. If a creature has more than one attack, this ability only affects one of the attacks. The cleric can use the ability a number of times per day equal to 3 + her Wisdom modifier. This is a mind-affecting effect.

The cleric can choose to replace her Charm domain spells with the following: 2nd—*enthral*, 8th—*euphoric tranquility*.

A cleric must have the domain (Charm) edge to select this talent.

SAVE VS WALL OF TEXT

Similar to the edge section, the over 290 talents listed in this book have been categorized by domain or purpose for easier reference during character creation. Each option gives its name and notes if it is a blessing (potentially

requiring the blessing edge) with an asterisk (*). The talent purposes include: channeling, combat, companion, fervor, and other. Some of the options fall under more than one potential category and so are listed multiple times.

CHANNELING

Back to the grave*
Channel energy
Channel smite
Combat medic
Command undead
Divine presence
Sun's blessing
True healer

COMBAT

Battle tactician
Battle tactician, Greater
Blessed fortitude
Bonus warrior feats
Fighter training
Heavy armor proficiency
Master tactician
Miraculous fortitude
Tactical expertise
Weapon training

COMPANION

Battle companion, animal*
Battle companion, animal*
Battle companion, axiomatic*
Battle companion, chaotic*
Battle companion, evil*
Battle companion, holy*
Battle companion, plant
Corpse companion
Dinosaur companion

FERVOR

Bless army
Creator's bond
Mystic interference
Smite

OTHER

Banish enchantment
Bonded holy symbol

Caster support
Creator's bond
Deadened flesh
Demonic knowledge
Diligent student
False arcanist
Flash of insight
Hide in plain sight
Public speaker
Sermon, great
Sermon, heroic
Sermonic performance
Sneak attack
Unseen revealed
Wings of steel

SPELLCASTING

Greater mortified spellcasting
Legion's blessing
Mortified spellcasting
Personalized spontaneity
Spontaneous evangelism
Unseen devotion

BLESSINGS/DOMAINS

AIR

Electricity resistance
Lightning arc
Lightning lord
Soaring assault*
Thundercloud
Wind blast
Zephyr's gift*

ANIMAL

Animal companion*
Animal fury*
Battle companion, animal*
Hawk
Predator's grace
Speak with animals

ARTIFICE

Animate servant
Artificer's touch
Aura of efficiency
Aura of repetition
Crafter's wrath*
Dancing weapons
Runeforger
Supernatural trap
Transfer magic*

CHAOS

Anarchic strike*
Aura of bedlam
Aura of chaos
Battle companion, chaotic*
Caravan bond
Chaos blade
Detect alignment*
Elysium's call
Faith-stealing strike
Fury of the abyss
Hasten the end
Intense celebration
Touch of chaos
Unexpected whimsy

CHARM

Adoration
Anything to please
Charming presence*
Charming smile
Dazing touch
Dominance aura*

COMMUNITY

Binding ties
Blessed mount
Calming touch
Caravan bond
Communal aid*
Fight as one*

THE GETTIVS GUIDE TO

Guarded hearth
Synergistic touch
Teaching moment
Unity

DARKNESS

Aura of forgetfulness
Darkened vision*
Enshrouding darkness*
Eyes of darkness
Moonfire
Night hunter
Penumbra casting
See in darkness
Touch of darkness

DEATH

Bleeding touch
Corpse companion
Death's embrace
Death's kiss
Death's touch*
Electricity resistance
From the grave*
Killing blow
See in darkness
Spirit touch
Touch of shadow
Touch of virulence
Undead creation mastery
Unlife healer

DESTRUCTION

Deadly weather
Destructive attacks*
Destructive aura
Destructive smite
Hateful aura
Heart of carnage*
Painful smite
Rage
Touch of filth

EARTH

Acid dart*
Acid resistance
Acid strike
Armor of earth*
Metal fist
Radiating touch
Tunnel runner

EVIL

Battle companion, evil*
Consume the enemy
Detect alignment*
Faith-stealing strike
Feed on fear
Fury of the abyss
Hell's corruption
Pain is power
Scythe of evil
Soulbound contract
Spark malfesance
Touch of evil
Touch of virulence
Unholy strike*
Whispering evil

FIRE

Armor of flame*
Call fire
Cloud of smoke
Fire bolt
Fire resistance
Fire strike*
Wall of ashes

GLORY

Aura of heroism
Demoralizing glory*
Divine presence
Glorious presence*
Honor bound
Touch of glory

GOOD

Aura of menace
Aura of sanctification
Battle companion, holy*
Detect alignment*
Elysium's call
Holy lance
Holy strike*
Powerful bond
Protective aura
Touch of good

HEALING

Combat medic
Fast healing*
Gift of life
Healer's blessing

Powerful healer*
Rebuke death
Restorative touch

KNOWLEDGE

Deep cover
Lore keeper*
Monster lore*
Read minds
Recall
Remote viewing
Teaching moment
Void form

LAW

Aura of menace
Axiomatic strike*
Battle companion, axiomatic*
Chastisement
Command
Detect alignment*
Hell's corruption
Master's yoke
Pain is power
Prohibition
Soulbound contract
Staff of order
Touch of law
Touch of loyalty
Tyrannical strike

LIBERATION

Caravan bond
Freedom's call
Freedom's shout*
Liberation*
Liberty's blessing
Powerful persuader

LUCK

Bit of luck
Caravan bond
Good fortune
Haze of daydreams
Lucky presence*
Malign eye
Tugging strands
Unlucky enemy*

THE TALENTED CLERIC

MADNESS

Aura of madness
Control madness*
Fearful touch
Insane focus
Madness supremacy*
Vision of madness

MAGIC

Arcane beacon
Blessed magic*
Dispelling touch
Divine vessel
Hand of the acolyte

NOBILITY

Inspiring command
Inspiring word*
Lead by example*
Leadership
Noble visage
Sacrificial bond

PLANT

Aura of decay
Battle companion, plant*
Bramble armor
Creeping vines*
Enlarge
Wooden fist

PROTECTION

Aura of protection
Aura of resistance*
Deflection aura
Increased defense*
Purifying touch
Resistant touch
Sheltering walls
Taboo

REPOSE

Back to the grave*
Gentle rest*
Speak with dead
Spirit touch
Touch the spirit world
Ward against death

RUIN

Remembrance
Ruin touch
Surefooted

RUNE

Blast rune*
Prohibition
Rune shift
Spell rune
Spell storing Weapon*
Warding rune

SCALYKIND

Dinosaur companion
Dragonbreath
Serpent companion
Venomous saliva
Venomous stare

STRENGTH

Athletic exploit
Bestow resolve
Ferocious strike
Might of the gods
Strength of will*
Strength surge*
Wooden fist

SUN

Blinding flash
Blinding strike*
Cleansing fire*
Day's resurgence
Guided eyes
Nimbus of light
Sun's blessing

TRAVEL

Adoration*
Agile feet*
Caravan bond
Dimensional hop*
Dimensional step
Door sight
Silver-tongued haggler

TRICKERY

Chameleon aspect
Copycat
Deep cover
Double*
Fool's privilege
Greater invisibility*

Master's illusion
More for me
Sudden shift
Thief of the gods

VERMIN

Tremorsense
Vermin empathy

VOID

Aura of isolation
Guarded mind
It came from beyond
Part the veil
Void form

WAR

Aura of resolve
Aura of war revelry
Battle lust*
Battle rage
Divine challenge
Divine-forged feathers
Seize the initiative
War mind*
Weapon master
Wings of steel
Wounding blade

WATER

Armor of ice*
Battle lust*
Battle rage
Body of ice
Cold resistance
Current flow
Go with the flow
Ice strike*
Icicle
Sift
Surge
Touch of filth

WEATHER

Caravan bond
Gale aura
Lightning arc
Storm burst
Storm strike
Untouched by the seasons
Wind barrier*



Agile Feet (Su):* The cleric's base speed is increased by 10 feet.

Additionally, as a free action, the cleric can gain increased mobility for 1 round. For the next round, the cleric ignores all difficult terrain and does not take any penalties for moving through it. A cleric with the domain (Travel) edge can use this ability a number of times per day equal to 3 + her Wisdom modifier. A cleric with the blessing (Travel) edge must expend one of her daily uses of the blessing edge when activating this talent, but is otherwise not limited on uses per day. A cleric with both the blessing (Travel) and domain (Travel) edges may

either use daily uses of this talent or her blessing when activating the talent.

A cleric must have the blessing (Travel) or domain (Travel) edge to select this talent.

Anarchic Strike (Su):* The cleric can touch one weapon and grant it a chaotic blessing. For 1 minute, this weapon glows yellow or purple and deals an additional 1d6 points of damage against lawful creatures. During this time, it's treated as chaotic for the purpose of overcoming damage reduction. This blessing's additional damage doesn't stack with the additional damage from the *anarchic* weapon special ability. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Chaos) edge to select this talent.

Animal Companion (Ex): The cleric gains the service of an animal companion. Her effective druid level for this animal companion is equal to her cleric level -3.

A cleric must be at least 4th level and have the domain (Animal) edge to select this talent.

Animal Fury (Su):* The cleric can touch one ally and grant him feral features for 1 minute. The ally gains two claw attacks that each deal 1d6 points of damage if the ally is Medium-sized or 1d4 points if he is Small-sized, or one bite attack that deals 1d8 points of damage if the ally is Medium-sized or 1d6 points if he is Small-sized. These are primary natural attacks that replace any similar primary natural attacks the ally might have. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Animal) edge to select this talent.

Animate Servant (Su): As a standard action, the cleric can give life to inanimate objects. This ability functions as *animate objects* using the cleric's level as her caster level. The cleric can use this ability once per day at 8th level, and one additional time per day for every four levels beyond 8th.

The cleric can choose to replace her Artifice domain spells with the following: 7th—*limited wish*, 8th—*polymorph any object*.

A cleric must be at least 8th level and have the domain (Artifice) edge to select this talent.

THE TALENTED CLERIC

Anything to Please (Su): The cleric can compel a creature within 30 feet to attempt to please her as a standard action. The creature receives a Will save to negate this affect. If the save fails, the creature attacks the cleric's enemies for 1 round, gives her its most valuable item, or drops prone at her feet and grovels for 1d4 rounds (GM's choice). The cleric can use this ability once per day at 8th level and one additional time per day for every four levels beyond 8th. This is a mind-affecting effect.

The cleric can choose to replace her Charm domain spells with the following: 2nd—*touch of idiocy*, 4th—*confusion*.

A cleric must be at least 8th level and have the domain (Charm) edge to select this talent.

Arcane Beacon (Su): As a standard action the cleric can become a beacon of arcane energy until the end of her next turn. The aura emanates 15 feet from the cleric. All arcane spells cast within the aura either gain a +1 bonus to their caster level or increase their saving throw DC by +1. The cleric chooses the benefit when he casts the spell. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Magic domain spells with the following: 1st level—*magic aura*, 4th—*arcane eye*, 6th—*analyze dweomer*.

A cleric must have the domain (magic) edge to select this talent.

*Armor of Earth (Su)**: The cleric can touch an ally and harden its armor or clothing. For 1 minute, the ally gains DR 1/—. For every 2 cleric levels beyond 10th, this DR increases by 1 (to a maximum of DR 5/— at 18th level). This doesn't stack with any other damage resistance. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Earth) edge to select this talent.

*Armor of Flame (Su)**: The cleric can touch an ally to wreath it in flames. This ability works as *fire shield* (warm shield only), but with a duration of 1 minute. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Fire) edge to select this talent.

*Armor of Ice (Su)**: The cleric can touch an ally and wreath him in freezing mist. This ability works as *fire shield* (*chill shield* only), but with a duration of 1 minute. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Water) edge to select this talent.

Artificer's Touch (Sp): The cleric can cast *mending* at will, using her cleric level as the caster level to repair damaged objects. In addition, she can cause damage to objects and construct creatures by striking them with a melee touch attack. Objects and constructs take 1d6 points of damage +1 for every two cleric levels she possesses. This attack bypasses an amount of damage reduction and hardness equal to her cleric level. She can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Artifice) edge to select this talent.

Athletic Exploit (Su): As a swift action, the cleric gains the ability to overcome physical obstacles with ease. Until the beginning of her next turn, the cleric halves her armor check penalty when attempting Acrobatics, Climb, Escape Artist, and Swim skill checks, and gains a bonus equal to 1/2 her cleric level (minimum +1) on such skill checks.

The cleric can choose to replace her Strength domain spells with the following: 1st—*jump*, 3rd—*greater animal aspect*, 6th—*greater heroism*.

A cleric must have the domain (Strength) edge to select this talent.

Aura of Bedlam (Su): The cleric can emit a 30-foot-radius aura of chaos and strife for 1 round per cleric level. Enemies in the aura take a -4 penalty on concentration checks and are treated as experiencing vigorous motion (concentration DC = 10 + spell level) when attempting to cast spells. This penalty increases by 1 for every 2 cleric levels beyond 8th. This is a mind-affecting effect. These rounds need not be consecutive.

The cleric can choose to replace her Chaos domain spells with the following: 4th—*confusion*, 7th—*song of discord*, 9th—*symbol of strife*.

A cleric must be at least 8th level and have the domain (Chaos) edge to select this talent.

THE GETTIVS GUIDE TO

Aura of Chaos (Su): The cleric can surround herself with a field of wild energy. This energy manifests as a 30-foot aura of chaos for a number of rounds per day equal to the cleric's level. All enemies within this aura must declare one type of action at the start of their turn (attack, cast a spell, move, use an item, or activate a special ability) and make a Will save. Creatures that fail the Will save must take an action other than their declared action. If they succeed, they must take the declared action. Creatures cannot select actions that they cannot perform.

The cleric can choose to replace her Chaos domain spells with the following: 1st—*confusion (lesser)*, 3rd—*displacement*, 6th—*planar binding* (proteans only).

A cleric must be at least 8th level and have the domain (Chaos) edge to select this talent.

Aura of Decay (Su): The cleric can emit a 30-foot aura of decay as a standard action. Living creatures in this aura (except the cleric) take 1d6 points of damage per round as their flesh rots. They also take a cumulative -1 penalty to Strength each round they remain in the aura. Once outside the aura, the penalty fades at the rate of -1 per round, but it begins building again if they reenter the aura. Plant creatures take 2d6 points of damage per round. The cleric can use this ability for a number of rounds per day equal to her cleric level. These rounds do not need to be consecutive.

The cleric can choose to replace her Plant domain spells with the following: 3rd—*contagion*, 4th—*poison*, 6th—*harm*.

A cleric must be at least 8th level and have the domain (Plant) edge to select this talent.

Aura of Efficiency (Su): The cleric can emit a 30-foot-radius aura that grants her allies a +4 bonus on all saving throws against effects that inflict the fatigued or exhausted condition. Any equipment wielded by her allies within this area gets a bonus to hardness equal to 1/2 the cleric's level, and her allies' attacks against targets within this area ignore an equal amount of hardness. The cleric can use this aura for a number of rounds per day equal to her cleric level. These rounds do not need to be consecutive.

The cleric can choose to replace her Artifice domain spells with the following: 1st—*crafters fortune*, 7th—*mage's magnificent mansion*, 9th—*wooden phalanx*.

A cleric must be at least 8th level and have the domain (Artifice) edge to select this talent.

Aura of Forgetfulness (Su): The cleric can emit a 30-foot aura of forgetfulness for a number of rounds per day equal to her cleric level. Creatures the cleric targets in this area must make a Will save or have no memory of any time spent inside the area. In addition, spellcasters in the area lose one prepared spell or available spell slot per round spent in the area, starting with 1st-level spells and going up through higher-level spells. Spellcasters are allowed a save each round to negate this loss (this save is separate from the memory loss save). These rounds do not need to be consecutive.

The cleric can choose to replace her Darkness domain spells with the following: 5th—*enervation*, 6th—*modify memory*, 9th—*energy drain*.

A cleric must be at least 8th level and have the domain (Darkness) edge to select this talent.

Aura of Heroism (Su): The cleric can emit a 30-foot aura of heroism for a number of rounds per day equal to her cleric level. Using this ability is a swift action. Allies in the area are treated as if they were under the effects of *heroism*. These rounds do not need to be consecutive.

The cleric can choose to replace her Glory domain spells with the following: 3rd—*heroism*, 6th—*heroism (greater)*.

A cleric must be at least 8th level and have the domain (Glory) edge to select this talent.

Aura of Isolation (Su): As a standard action, the cleric can create a 20-foot aura that causes enemies within to be overcome with feelings of isolation and loss. The cleric's enemies treat the aura as difficult terrain, as they become sluggish within its area of effect. Furthermore, while within the aura, the cleric's enemies cannot provide flanking, nor can they use or benefit from the aid another action. The aura lasts for a number of rounds equal to 3 + the cleric's Wisdom modifier, but the rounds need not be consecutive. This is a mind-affecting emotion effect.

The cleric can choose to replace her void domain spells with the following: 4th—*crushing despair*, 6th—*wall of force*, 8th—*prismatic wall*.

A cleric must have the domain (Void) edge to select this talent.

THE TALENTED CLERIC



STORY



Aura of Madness (Su): The cleric can emit a 30-foot aura of madness for a number of rounds per day equal to her cleric level. Enemies within this aura are affected by *confusion* unless they make a Will save. The *confusion* effect ends immediately when the creature leaves the area or the aura expires. Creatures that succeed on their saving throw are immune to this aura for 24 hours. These rounds do not need to be consecutive.

A cleric must be at least 8th level and have the domain (Madness) edge to select this talent.

Aura of Menace (Su): The cleric can emit a 30-foot aura of menace as a standard action. Enemies in this aura take a –2 penalty to AC and on attacks and saves as long as they remain inside the aura. The cleric can use this ability for a number of rounds per day equal to her cleric level. These rounds do not need to be consecutive.

The cleric can choose to replace her Good or Law domain spells with the following: 1st—*divine favor*, 3rd—*prayer*, 6th—*planar ally* (archon only).

A cleric must have the domain (Good or Law) edge to select this talent.

Aura of Protection (Su): The cleric can emit a 30-foot aura of protection for a number of rounds per day equal to her cleric level. The cleric and her allies within this aura gain a +1 deflection bonus to AC and resistance 5 against all elements (acid, cold, electricity, fire, and sonic). The deflection bonus increases by +1 for every four cleric levels she possesses beyond 8th. At 14th level, the resistance against all elements increases to 10. These rounds do not need to be consecutive.

A cleric must be at least 8th level and have the domain (Protection) edge to select this talent.

Aura of Repetition (Su): The cleric can emit a 30-foot aura of repetition for a number of rounds per day equal to her cleric level. All enemies within this aura must make a Will save each round or repeat their action from the previous round (if possible). Creatures that attacked on the previous round attack again on the following round, although they may change their target. Creatures that moved the previous round must take the same move action again, although they may change their route. Creatures that drank a potion must do so again, even they can only drink from an empty bottle. Actions that cannot be repeated are wasted. These rounds do not need to be consecutive.

The cleric can choose to replace her Artifice domain spells with the following: 1st—*command*, 5th—*waves of fatigue*, 7th—*waves of exhaustion*.

A cleric must be at least 8th level and have the domain (Artifice) edge to select this talent.

Aura of Resistance (Su)*: The cleric can emit a 30-foot aura of protection for 1 minute. The cleric and her allies within this aura gain resistance 10 against acid, cold, electricity, fire, and sonic. At

THE TALENTED CLERIC

15th level, the energy resistance increases to 20. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Protection) edge to select this talent.

Aura of Resolve (Su): [Steel Valkyrie] The cleric emits a protective aura that grants her a +2 sacred or profane bonus to Will saves. All allies within 20 feet of the cleric gain a +1 sacred or profane bonus to Will saves. The bonus granted to both the cleric and her allies increases by +1 at 8th level and every five levels thereafter (to a maximum of +5 for the cleric and +4 for her allies at 18th level). A good aligned cleric or cleric in service to a good aligned god treats this bonus as a sacred bonus. An evil aligned cleric or cleric in service to an evil aligned god treats this bonus as a profane bonus. A neutral cleric or cleric in service to a neutral deity must select whether the bonus is profane or sacred when this talent is selected. If the cleric channels negative energy or spontaneously casts inflict spells, the bonus is profane. If the cleric channels positive energy or spontaneously casts cure spells, the bonus is sacred.

A cleric must have the domain (War) edge to select this talent.

Aura of Sanctification (Su): As an immediate action, the cleric can emit a 30-foot-radius aura of sanctification for a number of rounds per day equal to her cleric level. These rounds do not need to be consecutive. Within this aura, effects that are specifically harmful to good-aligned creatures are inverted so that they no longer harm good creatures and instead harm evil creatures. Similarly, effects that are specifically beneficial to evil creatures instead become beneficial only to good creatures.

The cleric can choose to replace her Good domain spells with the following: 2nd—*qualm*, 4th—*forced repentance*, 5th—*atonement*.

A cleric must be at least 8th level and have the domain (Good) edge to select this talent.

Aura of War Revelry (Su): [Steel Valkyrie] The cleric emits an aura that bolsters her combat prowess when she takes damage. Whenever the cleric is damaged in combat, she gains a +2 morale bonus to attack and damage for 1 round. This bonus increases to +3 at 17th level and to +4 at 20th level. Whenever she is damaged in combat, allies within 20 feet of

the cleric gain a morale bonus to attack and damage equal to half the bonus the ability grants the cleric.

A cleric must be at least 13th level, have the domain (War) edge, and have the aura of resolve talent to select this talent.

Axiomatic Strike (Su):* The cleric can touch one weapon and enhance it with the essence of law. For 1 minute, this weapon glows blue, pale yellow, or white and deals an extra 1d6 points of damage against chaotic creatures. During this time, it's treated as lawful for the purposes of overcoming damage reduction. This extra damage doesn't stack with the additional damage from the *axiomatic* weapon special ability. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Law) edge to select this talent.

Back to the Grave (Su):* When using channel energy to heal living creatures, the cleric can take a swift action on that same turn to also deal damage to undead creatures (as the channel energy ability). Undead take an amount of damage equal to half the number of hit points healed, and can attempt the normal saving throw to halve this damage. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Repose) edge and channel energy (positive) talent to select this talent.

Banish Enchantment (Su): [Disenchanter] The cleric learns to focus her mystic interference. As a standard action she can consume two uses of her fervor ability to target a single creature within 30 feet with a targeted *dispel magic*. The cleric uses her class level as her caster level.

A cleric must be at least 6th level, have the mystic interference talent, and fervor edge to select this talent.

Battle Companion, Animal (Sp):* The cleric can summon a battle companion. This ability functions as *summon nature's ally V* spell, but with a duration of 1 minute. This ability can summon only one animal, regardless of the list used. At 12th level and every two levels thereafter, the level of the *summon nature's ally* spell increases by 1 (to a maximum of *summon nature's ally IX* at 18th level). Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Animal) edge to select this talent.

Battle Companion, Axiomatic (Sp)*: The cleric can summon a battle companion. This ability functions as *summon monster IV*, but its duration is 1 minute, and it works only on a lawful outsider or an animal with the resolute creature simple template. This ability can summon only one creature, regardless of the list used. At 12th level and every two levels thereafter, the level of the *summon monster* spell increases by 1 (to a maximum of *summon monster IX* at 20th level). Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Law) edge to select this talent.

Battle Companion, Chaotic (Sp)*: The cleric can summon a battle companion. This ability functions as *summon monster IV* spell, but its duration is 1 minute, and it works only on a chaotic outsider or an animal with the entropic creature simple template. This ability can summon only one creature, regardless of the list used. At 12th level and every two levels thereafter, the level of the *summon monster* spell increases by 1 (to a maximum of *summon monster ix* at 20th level). Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Chaos) edge to select this talent.

Battle Companion, Evil (Sp)*: The cleric can summon a battle companion. This ability functions as *summon monster IV*, but its duration is 1 minute, and it works only on an evil outsider or an animal with the fiendish creature simple template. This ability can summon only one creature, regardless of the list used. At 12th level and every two levels thereafter, the level of the *summon monster* spell increases by 1 (to a maximum of *summon monster IX* at 20th level). Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Evil) edge to select this talent.

Battle Companion, Holy (Sp)*: The cleric can summon a battle companion. This ability functions as *summon monster IV*, but its duration is 1 minute, and it works only on a good outsider or an animal with the celestial creature simple template. This ability can summon only one creature, regardless of the list used. At 12th level and every two levels

thereafter, the level of the *summon monster* spell increases by 1 (to a maximum of *summon monster IX* at 20th level). Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Good) edge to select this talent.

Battle Companion, Plant (Sp)*: The cleric can summon a battle companion. This ability functions as *summon nature's ally IV*, but with a duration of 1 minute. This ability can summon only one animal, regardless of the list used, and the creature's type changes to plant instead of animal. At 12th level and every two levels thereafter, the level of the *summon nature's ally* spell increases by 1, to a maximum of *summon nature's ally IX* at 20th level. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Plant) edge to select this talent.

Battle Lust (Su)*: The cleric can touch an ally and grant it a thirst for battle. All of the ally's melee attacks are treated as if they had the *vicious* weapon special ability, but the additional damage dealt to the ally from that special ability is nonlethal. In addition, the ally receives a +4 insight bonus on attack rolls made to confirm critical hits. These benefits last for 1 minute. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (War) edge to select this talent.

Battle Rage (Sp): The cleric can touch a creature as a standard action to give it a bonus on melee damage rolls equal to 1/2 her cleric level for 1 round (minimum +1). The cleric can do so a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (War) edge to select this talent.

Battle Tactician (Ex): [Divine Commander] The cleric gains a teamwork feat as a bonus feat. She must meet the prerequisites for this feat. As a standard action, the cleric can grant this feat to all allies within 30 feet who can see and hear her. Allies retain the sue of this bonus feat for 4 rounds, plus 1 round for every 2 cleric levels beyond 3rd. Allies do not need to meet the prerequisites of this

THE TALENTED CLERIC

bonus feat. The cleric can use this ability once per day. She can use this ability an additional time per day at 9th and 15th levels.

Battle Tactician, Greater (Ex): [Divine Commander] The cleric gains a teamwork feat as a bonus feat. She must meet the prerequisites for this feat. The cleric can grant this feat to her allies using the battle tactician talent. Additionally, using the battle tactician talent is now a swift action.

A cleric must be at least 13th level and have the battle tactician talent to select this talent.

Blessed Magic (Ex)*: The cleric can cast a prepared divine spell without expending its spell slot. The spell must have a casting time of 1 standard action and must use a spell slot that is at least 3 spell levels lower than the highest spell level the cleric can cast. In addition, the spell must be one that damages a creature or causes a creature to take penalties (such as *inflict light wounds* or *bane*). Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level, have the blessing (Magic) edge, and cleric spells IV edge to select this talent.

Bestow Resolve (Su): The cleric can bless creatures with boldness. The cleric can bestow a number of temporary hit points equal to the cleric's level + her Wisdom modifier to all allies within 20 feet. The temporary hit points remain for 1 minute. The cleric can use this ability once per day at 8th level, plus one additional time per day for every 4 levels beyond 8th.

The cleric can choose to replace her Strength domain spells with the following: 1st—*bless*, 6th—*heroes' feast*.

A cleric must be at least 8th level and have the domain (Strength) edge to select this talent.

Binding Ties (Su): As a standard action, the cleric can touch an ally and remove one condition affecting the ally by transferring it to herself. This transfer lasts

a number of rounds equal to the cleric's level, but the cleric can end it as a free action on her turn. At the end of this effect, the condition reverts to the original creature, unless it has ended or is removed by another effect. While this power is in use, the target is immune to the transferred condition. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Community domain spells with the following: 2nd—*calm emotions*, 3rd—*create food and water*.

A cleric must have the domain (Community) edge to select this talent.

Bit of Luck (Sp): The cleric can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Luck) edge to select this talent.



THE GETTUS GUIDE TO

Blast Rune (Sp)*: As a standard action, the cleric can create a blast rune in any adjacent square. Any creature entering this square takes 1d6 points of damage + 1 point for every two cleric levels she possesses. This rune deals either acid, cold, electricity, or fire damage, decided when the cleric creates the rune. The rune is invisible and lasts a number of rounds equal to her cleric level or until discharged. The cleric cannot create a blast rune in a square occupied by another creature. This rune counts as a 1st-level spell for the purposes of dispelling. It can be discovered with a DC 26 Perception skill check and disarmed with a DC 26 Disable Device skill check. A cleric with the domain (Rune) edge can use this ability a number of times per day equal to 3 + her Wisdom modifier. A cleric with the blessing (Rune) edge must expend one of her daily uses of the blessing edge when activating this talent, but is otherwise not limited on uses per day. A cleric with both the blessing (Rune) and domain (Rune) edges may either use daily uses of this talent or her blessing when activating the talent.

A cleric must have the blessing (Rune) or domain (Rune) edge to select this talent.

Bleeding Touch (Sp): As a melee touch attack, the cleric can cause a living creature to take 1d6 points of damage per round. This effect persists for a number of rounds equal to 1/2 her cleric level (minimum 1) or until stopped with a DC 15 Heal check or any spell or effect that heals damage. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Death) edge to select this talent.

Bless Army (Su): [Divine Commander] The cleric can bless an entire army she is leading (see the *Pathfinder Roleplaying Game: Ultimate Campaign* for details). The cleric's army gains a +1 bonus to the army's OM and DV. This is a sacred bonus if the cleric is good-aligned or able to spontaneously cast cure spells, and it is a profane bonus if the cleric is evil-aligned or able to spontaneously cast inflict spells. Using this ability requires the cleric to expend two uses of her fervor ability. This bonus lasts for 1 battle, and it must be performed during the tactics phase of the battle. If this is performed when a mass combat is not imminent, the fervor is spent without granting any bonus.

A cleric must be at least 15th level and have the fervor edge to select this talent.



THE TALENTED CLERIC

Blessed Fortitude (Su): [Sacred Fist] The cleric can avoid even magical and unusual attacks. If she succeeds at a Fortitude saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. A helpless cleric does not gain the benefit of the blessed fortitude ability.

A cleric must be at least 3rd level and have the divine armor class edge to select this talent.

Blessed Mount (Su): [Divine Commander] A cleric's mount becomes a creature blessed by divine forces. The cleric's mount gains either the celestial, entropic, fiendish, or resolute template (see the *Pathfinder Roleplaying Game: Bestiary* for details), matching the alignment of the cleric or her god (if any); celestial for good, entropic for chaotic, fiendish for evil, and resolute for lawful. If the cleric or her god's alignment matches more than one alignment, the cleric can select which of the two templates the mount receives. Once the type of template is selected, it cannot be changed.

If the cleric and her god's alignment is neutral with no other alignment components, the mount instead receives spell resistance equal to the cleric's level +5, as well as resistance 10 against two types of energy damage of the cleric's choice.

If the cleric's mount dies and the cleric finds another mount, the new mount becomes a blessed mount the next time the cleric gains a level.

A cleric must be at least 6th level and have the mount edge to select this talent.

Blinding Flash (Su): As a standard action, the cleric can emit a flash of light from her holy symbol or divine focus. The most powerful light emanates out 20 feet from the cleric. Creatures with fewer Hit Dice than the cleric's level within this area are blinded for 1d4 rounds unless they succeed at a Fortitude save. All creatures in this area are dazzled for a number of rounds equal to 1/2 the cleric's level (minimum 1). The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Sun domain spells with the following: 1st—*faerie fire*, 3rd—*daylight*.

A cleric must have the domain (Sun) edge to select this talent.

Blinding Strike (Su)*: The cleric can create a flash of sunlight in the eyes of one of her opponents. The target is blinded for 1 round. If it succeeds at a Reflex saving throw (DC 10 + 1/2 the cleric's level + cleric's Wisdom modifier), it's instead dazzled for 1 round. Creatures with light blindness or light sensitivity take a -4 penalty on this saving throw. This is a light effect. Sightless creatures are unaffected by this ability. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Sun) edge to select this talent.

Body of Ice (Su): The cleric can transmute her body and equipment to ice for a period of time. It takes a standard action to take on the form of ice, and the cleric can end the transmutation with a free action on her turn. When the cleric takes on the form of ice, she is immune to cold and has DR 5/—, but takes twice the normal amount of damage from fire. The cleric can take on the form of ice for a number of rounds per day equal to her cleric level. The rounds need not be consecutive.

The cleric can choose to replace her Water domain spells with the following: 7th—*freezing sphere*, 9th—*polar ray*.

A cleric must be at least 8th level and have the domain (Water) edge to select this talent.

Bonded Holy Symbol (Su): [Ecclesiasturge] The cleric forms a powerful bond with a symbol, which functions identically to a wizard's bonded object except it can be used to cast cleric spells and domain spells (instead of wizard spells) and the cleric can grant her bonded symbol only magic abilities appropriate for a symbol or a neck slot item. As with a wizard's bonded item, the cleric can add additional magic abilities to his bonded symbol as if he had the required item creation feat (typically Craft Wondrous Item), provided he meets the feat's level prerequisites. For example, a cleric with a bonded symbol who wants to add a wondrous item ability, like *amulet of natural armor*, to his bonded symbol must be at least 3rd level to do so. The magic properties of a bonded symbol, including any magic abilities the cleric added to the object, function for only the cleric. If a bonded symbol's owner dies or the item is replaced, the object loses all enhancements the cleric added using this ability.

A cleric must be at least 3rd level to select this talent.

THE GETTUS GUIDE TO

Bonus Warrior Feats: [Crusader] The cleric gains a bonus feat. This talent may be selected multiple times. This bonus feat must be chosen from the following list and the cleric must meet all prerequisites for any feat selected, but treats her cleric level as her fighter level for meeting such requirements: Heavy Armor Proficiency, Improved Shield Bash, Martial Weapon Proficiency, Saving Shield, Shield Focus, Tower Shield Proficiency, and Weapon Focus.

At 11th level and higher, the cleric may also choose from the following feats: Exotic Weapon Proficiency, Greater Shield Focus, Greater Weapon Focus, Improved Critical, Shield Slam, Shield Specialization, and Weapon Specialization.

At 19th level, the cleric may also choose from the following feats: Greater Shield Specialization and Greater Weapon Specialization.

The Weapon Focus, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, and Weapon Specialization feats must be applied to the favored weapon of the cleric's deity (if any).

A cleric must have the proficiency edge and fighter training talent to select this talent.

Bramble Armor (Su): The cleric can cause a host of wooden thorns to burst from her skin as a free action. While bramble armor is in effect, any foe striking the cleric with an unarmed strike or a melee weapon without reach takes 1d6 points of piercing damage + 1 point per two cleric levels she possesses. The cleric can use this ability for a number of rounds per day equal to her cleric level. These rounds do not need to be consecutive.

A cleric must be at least 6th level and have the domain (Plant) edge to select this talent.

Call Fire (Su): As a standard action, the cleric can stretch out her hand toward any visible fire source within 60 feet and beckon it closer. This causes a ribbon-thin streak of fire to approach the cleric in a straight line through the air. Any creature directly in the fire ribbon's path takes 1d4 points of fire damage; a successful Reflex save negates this damage. When the ribbon of fire reaches the cleric's hand, it either extinguishes or lights a flammable object of the cleric's choice that she is holding. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Fire domain spells with the following: 2nd—*flaming sphere*, 5th—*flame strike*, 7th—*delayed blast fireball*.

A cleric must have the domain (Fire) edge to select this talent.

Calming Touch (Sp): The cleric can touch a creature as a standard action to heal it of 1d6 points of nonlethal damage + 1 point per cleric level. This touch also removes the fatigued, shaken, and sickened conditions (but has no effect on more severe conditions). She can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Community) edge to select this talent.

Caravan Bond (Su): [Devout Pilgrim] By leading a group prayer for 1 minute, the cleric can select a number of traveling companions equal to her cleric level + her Wisdom bonus. She may use her talents on any of these traveling companions as if they were her. She can use these abilities on her traveling companions at a range of up to 30 feet, even if the ability normally requires her touch.

A cleric must have the domain (Chaos, Community, Liberation, Luck, Travel, or Weather) edge to select this talent.

Caster Support (Su): [Divine Strategist] The cleric can use the aid another action to assist another divine spellcaster, granting a +2 circumstance bonus on caster level checks and concentration checks until the beginning of the cleric's next turn. This bonus increases by +1 at 4th level and every four levels thereafter (to a maximum of +7 at 20th level). The allied caster must remain adjacent to the cleric to gain this benefit. Caster support can be used to assist arcane spellcasters or characters using magical items, but they gain only half the normal bonus.

Chameleon Aspect (Su): As a swift action, the cleric can subtly alter the color of her skin, blending in with the surrounding environment. While under the effect of this power, the cleric gains concealment from creatures more than 10 feet away (attacks have a 20% miss chance), and total concealment from creatures more than 40 feet away (attacks have a 50% miss chance). The cleric can use this ability a number of rounds per day equal to 3 + her Wisdom modifier.

THE TALENTED CLERIC

The cleric can choose to replace her Trickery domain spells with the following: 1st—*alarm*, 5th—*illusory wall*, 6th—*veil*.

A cleric must have the domain (Trickery) edge to select this talent.

Channel Energy (Su): The cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol. This energy can be used in a variety of ways, with the most common causing or healing damage. Other options for channeled energy are detailed in Appendix One: Channel Energy. A cleric may not have multiple versions of this talent, and so the specifics of her ability to channel energy must be chosen when this talent is first gained and cannot be changed thereafter.

If the cleric has a good alignment or worships a good deity, she can choose to channel positive energy, healing living creatures and damaging undead. If the cleric has an evil alignment or worships an evil deity, she can choose to channel negative energy, healing undead and damaging living creatures. If the cleric has a neutral alignment and worships a neutral deity (or one who possesses the godless edge) may choose whether she channels positive or negative energy. If the cleric possesses the spontaneous casting edge, choosing to channel negative or positive energy, the choice must be the same for the channel energy talent.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The cleric deals or heals 1d6 points of damage. Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A



cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy (or unholy) symbol to use this ability.

This talent may be selected multiple times, each time increasing the damage healed or dealt by 1d6. The maximum damage this damage can heal or deal is a number of d6 equal to half the cleric's class level + 1d6 (1d6 at 1st, 2d6 at 2nd, 3d6 at 4th, and so on).

Channel Smite (Ex): [Filtch Priest of Tsathogga] The cleric gains the Channel Smite feat as a bonus feat.

A cleric must have the channel energy talent to select this talent.



Chaos Blade (Su): The cleric can give a weapon touched the *anarchic* special weapon quality for a number of rounds equal to 1/2 her cleric level. She can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

A cleric must be at least 8th level and have the domain (Chaos) edge to select this talent.

Charming Presence (Su)*: The cleric can touch an ally and grant an entrancing blessing. For 1 minute, the ally becomes mesmerizing to his opponents, filling them with either abject admiration or paralyzing fear. This effect functions as *sanctuary*, except if the ally attacks an opponent, the effect ends for that opponent. This is a mind-affecting effect. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Charm) edge to select this talent.

Charming Smile (Sp): The cleric can cast *charm person* as a swift action, with a DC of 10 + 1/2 her cleric level + her Wisdom modifier. She can only have one creature charmed in this way at a time. The total number of rounds of this effect per day is equal to her cleric level. The rounds do not need to be consecutive, and she can dismiss the charm at any time as a free action. Each attempt to use this ability consumes 1 round of its duration, whether or not the creature succeeds on its save to resist the effect.

A cleric must be at least 8th level and have the domain (Charm) edge to select this talent.

Chastisement (Su): As a standard action, the cleric can cast a strengthened spell against a creature that damaged the cleric since her last turn. This spell must target the creature that damaged the cleric, and is cast at +1 caster level. Area of effect spells cannot be used in conjunction with this ability, but other spells that target multiple creatures may be. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Law domain spells with the following: 2nd—*castigate*, 4th—*rebuke*, 5th—*mark of justice*.

A cleric must have the domain (Law) edge to select this talent.

THE TALENTED CLERIC

Cleansing Fire (Su)*: The cleric can touch a weapon and grant it either the *flaming* or *undead-bane* weapon special ability for 1 minute. Uses of this ability count against the cleric's uses of the blessing edge each day. If the cleric spends two uses of her blessing when activating this ability, the weapon can have both special abilities.

A cleric must be at least 11th level and have the blessing (Sun) edge to select this talent.

Cloud of Smoke (Su): As a standard action, the cleric can create a 5-foot-radius cloud of smoke. This power has a range of 30 feet. Creatures inside the cloud take a -2 penalty on attack rolls and Perception skill checks for as long as they remain inside and for 1 round after exiting the cloud. Creatures inside the cloud gain concealment from attacks made by opponents that are not adjacent to them. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Fire domain spells with the following: 2nd—*pyrotechnics*, 3rd—*stinking cloud*.

A cleric must have the domain (Fire) edge to select this talent.

Cold Resistance (Ex): The cleric gains resist cold 10. This resistance increases to 20 at 12th level. At 20th level, the cleric gains immunity to cold.

A cleric must be at least 6th level and have the domain (Water) edge to select this talent.

Combat Medic (Ex): [Merciful Healer] The cleric does not provoke attacks of opportunity when using the Heal skill to stabilize another creature or casting healing spells.

A cleric must have the domain (Healing) edge and channel energy (positive) talent to select this talent.

Command (Su): As a standard action, the cleric can give a creature an emotionless yet undeniable order, as per the spell *command*. A Will save (DC 10 + 1/2 the cleric's level + cleric's Wisdom modifier) negates this effect. The cleric cannot target a creature more than once per day with this ability. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Law domain spells with the following: 3rd—*command undead*, 5th—*command (greater)*, 6th—*planar binding* (inevitables only).

A cleric must have the domain (Law) edge to select this talent.

Command Undead (Ex): [Disciple of Orcus] The cleric gains the Command Undead feat as a bonus feat. At 3rd level, the cleric adds +2 to the DC to resist channeled energy when used to command undead.

A cleric must have the channel energy (negative) talent to select this talent.

Communal Aid (Su)*: The cleric can touch an ally and grant it the blessing of community. For 1 minute, whenever that ally uses the aid another action, the bonus granted increases to +4. The cleric can instead use this ability on herself as a swift action. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Community) edge to select this talent.

Consume the Enemy (Su): As a full-round action that is considered an evil act and provokes attacks of opportunity, the cleric can bite a helpless living or freshly killed creature, dealing 1d3 points of damage. By consuming the creature's flesh, the cleric gains a +1 profane bonus on saving throw DCs for all spells, spell-like abilities, and supernatural abilities she uses against creatures of the same type (and subtype, if humanoid or outsider) as the cannibalized creature. This effect lasts for a number of minutes equal to 1/2 the cleric's level or until she uses this ability against a different creature. At 5th, 10th, 15th, and 20th level, this bonus increases by 1 (to a maximum of +5 at 20th level). The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Evil domain spells with the following: 1st—*magic fang*, 2nd—*enemy's heart*, 3rd—*magic fang (greater)*.

A cleric must have the domain (Evil) edge to select this talent.

Control Madness (Su)*: As a swift action the cleric can choose one behavior for all confused creatures within 30 feet to exhibit (as if all creatures had rolled the same result). This effect lasts for 1 round. The cleric can use this ability even while she is confused. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Madness) edge to select this talent.

THE GETTUS GUIDE TO

Copycat (Sp): The cleric can create an illusory double of herself as a move action. This double functions as a single *mirror image* and lasts for a number of rounds equal to her cleric level, or until the illusory duplicate is dispelled or destroyed. The cleric can have no more than one copycat at a time. This ability does not stack with the *mirror image* spell. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Trickery) edge to select this talent.

Corpse Companion (Su): [Undead Lord] With a ritual requiring 8 hours, the cleric can animate a single skeleton or zombie whose Hit Dice do not exceed her cleric level. This corpse companion automatically follows her commands and does not need to be controlled by her. She cannot have more than one corpse companion at a time. It does not count against the number of Hit Dice of undead controlled by other methods. She can use this ability to create a variant skeleton such as a bloody or burning skeleton, but its Hit Dice cannot exceed half her cleric level. She can dismiss her companion as a standard action, which destroys it.

The cleric must have the domain (Death) edge to select this talent.

*Crafter's Wrath (Su)**: The cleric can touch one melee weapon and grant it greater power to harm and destroy crafted objects. For 1 minute, whenever this weapon deals damage to constructs or objects, it bypasses hardness and damage reduction. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Artifice) edge to select this talent.

Creator's Bond (Su): [Forgepriest] When the cleric uses the sacred weapon or sacred armor edge with a weapon or armor she crafted personally, she can expend two uses of her fervor ability to increase the bonus granted by 1.

A cleric must be at least 5th level and have the fervor edge, and either the sacred armor or sacred weapon edge to select this talent.

*Creeping Vines (Su)**: When the cleric hits with a melee attack, as a swift action she can cause the creature she hit to sprout vines that attempt to hold

it in place, entangling it for 1 round. A Reflex save negates this effect. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Plant) edge to select this talent.

Current Flow (Su): As a free action, the cleric can increase either her land or swim speed by 10 feet. While swimming, the cleric gains a bonus on Swim checks equal to 1/2 the cleric's level (minimum 1). These effects last for a number of rounds equal to the cleric's Wisdom modifier (minimum 1). The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Water domain spells with the following: 1st—*hydraulic push*, 2nd—*slipstream*, 5th—*elemental body II*, 6th—*fluid form*.

A cleric must have the domain (Water) edge to select this talent.

Dancing Weapons (Su): The cleric can give a weapon touched the *dancing* special weapon quality for 4 rounds. She can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

A cleric must be at least 8th level and have the domain (Artifice) edge to select this talent.

*Darkened Vision (Su)**: The cleric can place a shroud of darkness around the eyes of one foe within 30 feet. The target must succeed at a Will saving throw or be blinded for 1 minute (as *blindness/deafness*). Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Darkness) edge to select this talent.

Day's Resurgence (Su): The cleric can restore a single creature as if it had just completed 8 hours of rest. It takes 10 minutes to use this power. If the use of this power is disrupted, it must be restarted, but it is not lost. At the end of the 10 minutes, a single willing creature that the cleric touches regains hit points as if it had rested for the night and may make new saving throws against effects that require a save once per day. The target does not suffer any negative effects if such saving throws are failed, but success counts toward removing the affliction

THE TALENTED CLERIC

(if possible). This ability does not allow a target to prepare spells an additional time per day. The cleric can use this ability once per day at 8th level, plus one additional time per day for every 2 levels beyond 8th.

The cleric can choose to replace her Sun domain spells with the following: 2nd level—*continual flame*, 3rd—*daylight*.

A cleric must be at least 8th level and have the domain (Sun) edge to select this talent.

Dazing Touch (Sp): The cleric can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more Hit Dice than her cleric level are unaffected. She can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Charm) edge to select this talent.

Deadened Flesh (Ex): [Flagellant] The cleric becomes so used to physical injury that she gains DR 1/—. At 10th level, and every 3 cleric levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. This damage reduction does not negate self-inflicted damage.

A cleric must be at least 7th level to select this talent.

Deadly Weather (Su): The cleric can unleash a furious call to the heavens, summoning forth an ever-changing storm of destruction for a number of rounds per day equal to her cleric level. This storm has a radius of 5 feet per cleric level. Each round, the storm has one of the following effects: driving rain (–4 on all Perception checks and ranged attack rolls), howling winds (–8 on Fly skill checks and ranged attack rolls), heavy snow (all terrain is considered difficult), or lightning bolt (as *call lightning*). Other effects depending on the weather might also apply (at the GM's discretion). The cleric chooses which effect takes place each round, but no effect may be repeated on the following round. These rounds do not need to be consecutive.

The cleric can choose to replace her Destruction domain spells with the following: 2nd—*gust of wind*, 3rd—*call lightning*, 7th—*control weather*.

A cleric must be at least 8th level and have the domain (Destruction) edge to select this talent.



THE GETTIVS GUIDE TO



THE TALENTED CLERIC

Death's Embrace (Ex): The cleric heals damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, she heals hit points just like undead in the area.

A cleric must be at least 8th level and have the domain (Death) edge to select this talent.

Death's Kiss (Su): The cleric can cause a creature to take on some of the traits of the undead with a melee touch attack. Touched creatures are treated as undead for the purposes of effects that heal or cause damage based on positive and negative energy. This effect lasts for a number of rounds equal to 1/2 the cleric's level (minimum 1). It does not apply to the Turn Undead or Command Undead feats. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Death domain spells with the following: 2nd—*ghoul touch*, 4th—*enervation*, 9th—*energy drain*.

A cleric must have the domain (Death) edge to select this talent.

Death's Touch (Su):* The cleric can make a melee touch attack against an opponent to deliver grim suffering. If she hits, the cleric inflicts 1 temporary negative level on the target for 1 minute. Alternatively, the cleric can activate this ability as a swift action when she hits an opponent with a melee attack. These temporary negative levels stack. The cleric gains no benefit from imposing these negative levels (such as the temporary hit points undead gain from *enervation*). Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Death) edge to select this talent.

Deep Cover (Su): When the cleric prepares spells, she can also choose one cover identity—whether that of a real person or a fictitious one. The cleric can assume the disguise of her cover identity in half the normal amount of time. When targeted by a spell or effect that would compromise her chosen disguise (such as *detect evil*, *detect thoughts*, or *zone of truth*), as an immediate action the cleric can force the creature using the ability to attempt a Will save. If the creature fails, it gains false information in keeping with her cover identity. The cleric can use this false information ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Knowledge or Trickery domain spells with the following: 2nd—*anonymous interaction*, 4th—*zone of silence*, 8th—*mind blank*.

A cleric must have the domain (Knowledge or Trickery) edge to select this talent.

Deflection Aura (Su): Once each day, the cleric can emit a 20-foot aura for a number of rounds equal to her cleric level. Allies within the aura gain a +2 deflection bonus to AC and combat maneuver defense.

The cleric can choose to replace her Protection domain spells with the following: 1st—*shield*, 2nd—*barkskin*, 7th—*deflection*.

A cleric must have the domain (Protection) edge to select this talent.

Demonic Knowledge (Ex): [Devilbane Priest] When making Knowledge (planes) checks regarding demons, demonic cults, and their magic, the cleric gains a bonus on the check equal to half his class level (minimum +1) and can make these Knowledge skill checks untrained.

Demoralizing Glory (Su):* When the cleric successfully damages an opponent with a melee attack or attack spell, as a swift action she can attempt to demoralize that opponent with the Intimidate skill using her ranks in Intimidate or her cleric level, whichever is higher. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Glory) edge to select this talent.

Destructive Attacks (Su):* The cleric can touch an ally and bless it with the power of destruction. For 1 minute, the ally gains a morale bonus on weapon damage rolls equal to half the cleric's level (minimum 1). Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Destruction) edge to select this talent.

Destructive Aura (Su): The cleric can emit a 30-foot aura of destruction for a number of rounds per day equal to her cleric level. All attacks made against targets in this aura (including the cleric) gain a morale bonus on damage equal to 1/2 her cleric level and all critical threats are automatically confirmed. These rounds do not need to be consecutive.

A cleric must be at least 8th level and have the domain (Destruction) edge to select this talent.

Destructive Smite (Su): The cleric gains the destructive smite power: the supernatural ability to make a single melee attack with a morale bonus on damage rolls equal to 1/2 her cleric level (minimum 1). She must declare the destructive smite before making the attack. She can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Destruction) edge to select this talent.

Detect Alignment (Sp): [Champion of the Faith] The cleric selects one of the following as her chosen alignment: chaos, evil, good, or law. The cleric and her god (if any) must possess this alignment. A neutral cleric of a neutral deity can choose any of the alignments for this purpose. As a move action, the cleric can focus on a single item or creature within 60 feet and determine whether it possesses the opposed alignment (good/evil or chaos/law) as *detect chaos/evil/good/law*, learning the strength of the aura as if he had studied it for 3 rounds. The cleric does not detect alignment in any other object or creature when using this ability in this way.

A cleric must have blessing (Chaos, Evil, Good, or Law) to select this talent.

Diligent Student (Ex): [Scroll Scholar] The cleric chooses one Knowledge skill. This becomes a class skill if it is not already one. The cleric adds half her class level to all Knowledge checks of this type (minimum 1). At 5th level and every five levels thereafter, the cleric chooses 1 additional Knowledge skill to receive this bonus.

Dimensional Hop (Sp): The cleric can teleport up to 10 feet per cleric level per day as a move action. This teleportation must be used in 5-foot increments and such movement does not provoke attacks of opportunity. The cleric must have line of sight to her destination to use this ability. The cleric can bring other willing creatures with her, but she must expend an equal amount of distance for each creature brought.

A cleric must be at least 8th level and have the domain (Travel) edge to select this talent.

*Dimensional Step (Su)**: The cleric can teleport up to 20 feet as a move action. The cleric can increase this distance by expending another use of

her blessing—each use spent grants an additional 20 feet. The cleric must have line of sight to her destination. This teleportation doesn't provoke attacks of opportunity. The cleric can bring other willing creatures with her, but each such creature requires expending one additional use of her blessing, regardless of the distance traveled. (For example, transporting herself 40 feet costs 2 uses of blessing, and transporting an additional creature this distance costs 1 more use.)

A cleric must be at least 11th level and have the blessing (Travel) edge to select this talent.

Dinosaur Companion (Ex): The cleric gains the service of a loyal animal companion as the druid nature bond class feature. The cleric's effective druid level for this animal companion is equal to her cleric level - 2. The cleric may only choose a dinosaur as her companion.

The cleric can choose to replace her Scalykind domain spells with the following: 4th—*summon nature's ally IV* (deinonychus or pteranodon only), 5th—*beast shape III*, 7th—*summon nature's ally VII* (brachiosaurus or tyrannosaurus only).

A cleric must be at least 3rd level and have the domain (Scalykind) edge to select this talent.

Dispelling Touch (Sp): The cleric can use a targeted *dispel magic* effect as a melee touch attack. She can use this ability once per day at 8th level and one additional time per day for every four cleric levels beyond 8th.

A cleric must be at least 8th level and have the domain (Magic) edge to select this talent.

Divine Challenge (Su): As a swift action, the cleric can challenge a visible foe within 30 feet, gaining a +1 sacred bonus to the cleric's AC against that creature's attacks and a bonus equal to 1/2 her cleric level on Bluff skill checks to feint against it. These bonuses last for a number of rounds equal to 1/2 the cleric level. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her War domain spells with the following: 2nd—*warding weapon*, 5th—*dance of a hundred cuts*, 8th—*dance of a thousand cuts*.

A cleric must have the domain (War) edge to select this talent.

THE TALENTED CLERIC

Divine-Forged Feathers (Su): [Steel Valkyrie]: The cleric adds the Fly skill to her list of class skills. She gains a +1 deflection bonus to AC while wearing heavy armor. This bonus increases by +1 at 8th level and every four levels thereafter (to a maximum of +5 at 20th level).

A cleric must be at least 5th level, have the domain (War) edge, and have heavy armor proficiency to select this talent.

Divine Presence (Su): When the cleric channels positive energy to harm undead creatures, the save DC to halve the damage is increased by 2. At 8th level, she can emit a 30-foot aura of divine presence for a number of rounds per day equal to her cleric level. All allies within this aura are treated as if under the effects of a *sanctuary* spell with a DC equal to 10 + 1/2 the cleric's level + her Wisdom modifier. These rounds do not need to be consecutive. Activating this ability is a standard action. If an ally leaves the area or makes an attack, the effect ends for that ally. If the cleric makes an attack, the effect ends for her and her allies.

A cleric must have the domain (Glory) edge and channel energy (positive) talent to select this talent.

Divine Vessel (Su): Whenever the cleric is the target of a divine spell, she can, as a swift action, grant each ally within 15 feet of her a divine boon. This boon grants a +2 bonus on the next attack roll, skill check, or ability check made before the end of their next turn. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Magic domain spells with the following: 2nd level—*bless water*, 5th—*cleanse*, 7th—*resurrection*, 9th—*miracle*.

A cleric must have the domain (Magic) edge to select this talent.

Dominance Aura (Su):* The cleric can surround herself with a tangible aura of majesty for 1 minute. While this aura is active, once per round as a swift action the cleric can issue a command (as the *command* spell) to one creature within 30 feet; the creature must succeed at a Will saving throw or submit for 1 round. Uses of this ability count against the cleric's uses of the blessing edge each day.



A cleric must be at least 11th level and have the blessing (Charm) edge to select this talent.

Door Sight (Su): The cleric can lay her hand upon any surface and see what is on the other side, as if using *clairvoyance*. Using this power takes 1 minute, during which time the cleric must be touching the surface she wants to see through. The cleric can keep looking for as long as 10 minutes with each use of this power, but must touch the surface and take no other action the entire time. The surface cannot be thicker than 6 inches plus 1 inch per cleric level possessed. The cleric can use this power a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Travel domain spells with the following: 1st—*expeditious retreat*, 4th—*locate creature*, 9th—*world wave*.

A cleric must have the domain (Travel) edge to select this talent.

Double (Su)*: As a move action the cleric can create an illusory double of herself. This double functions as a single *mirror image* (as the spell), and lasts for a number of rounds equal to the cleric's level, or until the illusory duplicate is dispelled or destroyed. The cleric can have no more than one double at a time. The double created by this ability doesn't stack with the additional images from the *mirror image* spell. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Trickery) edge to select this talent.

Dragonbreath (Su): The cleric may use a breath weapon once per day as a standard action. When the cleric gains this ability, choose acid, cold, fire, or electricity—this determines what kind of damage the breath weapon deals. Once the cleric makes this choice, she cannot change it later. The breath weapon fills a 15-foot cone, and deals 3d6 points of damage—this damage increases by 1d6 points at 6th level and every two levels thereafter. A creature hit by the cleric's dragonbreath attack can attempt a Reflex save (DC 10 + 1/2 the cleric's level + cleric's Wisdom modifier) to take half damage. At 9th level, the cleric can use this ability two times per day, and at 14th level she can use it three times per day.

The cleric can choose to replace her Scalykind domain spells with the following: 3rd—*draconic reservoir*, 4th—*dragon's breath*, 6th—*form of the dragon I*.

A cleric must be at least 5th level and have the domain (Scalykind) edge to select this talent.

Elysium's Call (Su): With a touch, the cleric can imbue creatures with the spirit of Elysium, lifting their spirits and freeing them from bonds. The creatures touched can immediately reroll any failed saving throws against spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, targets receive a +2 sacred bonus on such saving throws and a +2 sacred bonus on CMB checks to escape a grapple. Finally, targets can ignore up to 5 feet of difficult terrain each round, as if they had the Nimble Moves feat. These bonuses last for a number of rounds equal to 1/2 the cleric's level (minimum 1), although the saving throw reroll

only applies when the creature is touched. The cleric can use this ability for a number of rounds per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Chaos or Good domain spells with the following: 1st—*expeditious retreat*, 3rd—*fly*, 6th—*planar ally* (azata only).

A cleric must have the domain (Chaos or Good) edge to select this talent.

Enlarge (Su): As a swift action the cleric can enlarge herself for 1 round, as if she were the target of the *enlarge person* spell. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Plant domain spells with the following: 1st—*enlarge person*, 5th—*righteous might*.

A cleric must have the domain (Plant) edge to select this talent.

Enshrouding Darkness (Su)*: The cleric can touch an ally and bestow a darkness blessing. For 1 minute, the ally becomes enshrouded in shadows while in combat, granting it concealment (20% miss chance). Creatures that are normally able to see in supernatural darkness ignore this concealment. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Darkness) edge to select this talent.

Eyes of Darkness (Su): The cleric gains the Blind-Fight feat as a bonus feat. At 8th level, vision is not impaired by lighting conditions, even in absolute darkness and magic darkness. She can use this ability for a number of rounds per day equal to 1/2 her cleric level. These rounds do not need to be consecutive.

A cleric must have the domain (Darkness) edge to select this talent.

Faith-Stealing Strike (Su): The cleric can make a single melee attack using her highest base attack bonus against a creature capable of casting divine spells. If the cleric damages the creature, it must succeed at a Will save or be unable to cast any divine spells for 1 round. If the cleric does not damage her target with the attack, this ability is expended with no effect. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

THE TALENTED CLERIC

The cleric can choose to replace her Chaos or Evil domain spells with the following: 2nd—*align weapon* (chaos only), 6th—*corrosive consumption*.

A cleric must have the domain (Chaos or Evil) edge to select this talent.

False Arcanist (Ex): [Hidden Priest] The cleric adds half her class level (minimum +1) on all Bluff skill checks to send secret messages about religious matters, and on all Sense Motive checks to recognize similar messages. She also adds this bonus on Perception and Sense Motive checks relating to agents of the laws against her religion (including city guards in lands where these laws are in effect). The cleric is able to disguise her cleric spellcasting, presenting it as arcane magic of some kind. Typically, this is as alchemist, bard, sorcerer, or wizard magic, and the cleric disguises the words and gestures of the cleric spell with accoutrements appropriate to her apparent profession.

She must make a skill check (DC 10 + twice the level of the spell) to disguise her casting and successfully cast the spell. The type of skill check depends on the type of caster she pretends to be: Craft (alchemy) for alchemist, Perform for bard, Knowledge (arcana) for sorcerer or wizard. Using Spellcraft to identify the spell works normally, though unless the observer beats the DC by 10 or more, they do not suspect the source of the magic is divine.

When the cleric uses this ability, she must still provide any divine focus components for the spells she casts. However, the divine focus doesn't need to be an obvious symbol of her faith. It could be a small coin, tattoo, or garment bearing the symbol, whether presented openly, disguised, or hidden within a larger picture. She must use this replacement divine focus just as she would her true one. If a spell requires a divine focus with a specific or minimum cost, the replacement divine focus must be of similar value to be used as the divine focus.

*Fast Healing (Su)**: The cleric can touch an ally and grant it fast healing 3 for 1 minute. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Healing) edge to select this talent.

Fearful Touch (Su): As a standard action, the cleric can make a melee touch attack against a creature, causing it to experience terrible hallucinations for 1 round. During this time, the creature loses any immunity to fear effects it might possess and takes a -2 penalty on attack rolls made against the cleric. In addition, the creature takes a penalty on Will saves made against fear effects equal to 1/2 the cleric's level (minimum -1). This power is a mind-affecting effect. The cleric can use this ability for a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Madness domain spells with the following: 4th—*phantasmal killer*, 6th—*cloak of dreams*.

A cleric must have the domain (Madness) edge to select this talent.

Feed on Fear (Su): As an immediate action upon successfully hitting a creature with a melee attack that's already suffering from a fear effect, the cleric deals 2d6 extra points of damage and gain that amount in temporary hit points. These temporary hit points last for 24 hours or until lost. The cleric can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

The cleric can choose to replace her Evil domain spells with the following: 1st—*cause fear*, 3rd—*scare*, 4th—*fear*.

A cleric must be at least 8th level and have the domain (Evil) edge to select this talent.

Ferocious Strike (Su): Whenever the cleric makes a melee attack, she can designate that attack as a ferocious strike. If the attack hits, it deals additional damage equal to 1/2 the cleric's level (minimum +1). The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Strength domain spells with the following: 3rd—*rage*, 6th—*bull's strength (mass)*.

A cleric must have the domain (Strength) edge to select this talent.

*Fight as One (Su)**: The cleric can rally her allies to fight together. For 1 minute, whenever she makes a successful melee or ranged attack against a foe, allies within 10 feet of the cleric gain a +2 insight bonus on attacks of the same type she made against that foe—melee attacks if the cleric made a melee



attack, or ranged attacks if she made a ranged attack. If the cleric scores a critical hit, this bonus increases to +4 until the start of her next turn. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Community) edge to select this talent.

Fighter Training (Ex): The cleric uses her cleric level as her base attack bonus (in addition to base attack bonuses gained from other classes and racial Hit Dice) for the purpose of qualifying for combat feats. For the purposes of feats that have a minimum number of fighter levels as a prerequisite, the cleric treats her class level as her fighter level.

Fire Bolt (Sp): As a standard action, the cleric can unleash a scorching bolt of divine fire from her outstretched hand. She can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If she hits the foe, the fire bolt deals 1d6 points of fire damage + 1 point for every two cleric levels she possesses. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Fire) edge to select this talent.

Fire Resistance (Ex): The cleric gains resist fire 10. This resistance increases to 20 at 12th level. At 20th level, she gains immunity to fire.

A cleric must be at least 6th level and have the domain (Fire) edge to select this talent.

Fire Strike (Su):* The cleric can touch one weapon and enhance it with the grandeur of fire. For 1 minute, the weapon glows red-hot and deals an additional 1d4 points of fire damage with each hit. This additional damage doesn't stack with the additional damage from the *flaming* or *flaming burst* weapon special ability. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Fire) edge to select this talent.

THE TALENTED CLERIC

Flash of Insight (Su): [Scroll Scholar] Once per day, the cleric gains a +5 bonus on a single attack roll, caster level check, or saving throw as an immediate action. This decision must be made before the results of the roll are known, but can be made after the die is rolled. This ability can be used twice per day at 15th level, and 3 times per day at 20th level.

A cleric must be at least 11th level to select this talent.

Fool's Privilege (Su): The cleric can use this power as a swift action when she fails a Bluff, Diplomacy, or Intimidate check outside of combat. The cleric suffers no negative effects due to the failed check, and the next round can attempt the check again without the usual penalty for a failed attempt. The cleric can use this ability once per day, and one additional time per day for every 4 levels beyond 1st.

The cleric can choose to replace her Trickery domain spells with the following: 1st—*sow thought*, 3rd—*suggestion*, 6th—*suggestion (mass)*.

A cleric must have the domain (Trickery) edge to select this talent.

Freedom's Call (Su): The cleric can emit a 30-foot aura of freedom for a number of rounds per day equal to her cleric level. Allies within this aura are not affected by the confused, grappled, frightened, panicked, paralyzed, pinned, or shaken conditions. This aura only suppresses these effects, and they return once a creature leaves the aura or when the aura ends, if applicable. These rounds do not need to be consecutive.

A cleric must be at least 8th level and have the domain (Liberation) edge to select this talent.

*Freedom's Shout (Su)**: As a swift action the cleric can emit a 30-foot aura that affects all allies with the liberation talent. This effect lasts for 1 round. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level, have the blessing (Liberation) edge, and the liberation talent to select this talent.

*From the Grave (Su)**: The cleric can take on a corpse-like visage for 1 minute, making her more intimidating and giving her undead-like protection from harm. The cleric gains a +4 bonus on Disguise

checks to resemble an undead creature and on Intimidate checks, as well as a +2 profane bonus on saving throws against disease, mind-affecting effects, paralysis, poison, and stunning. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Death) edge to select this talent.

Fury of the Abyss (Su): As a swift action, the cleric can give herself an enhancement bonus equal to 1/2 her cleric level (minimum +1) on melee attacks, melee damage rolls, and combat maneuver checks. This bonus lasts for 1 round. During this round, the cleric takes a -2 penalty to AC. The cleric can use this ability for a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Chaos or Evil domain spells with the following: 1st—*doom*, 3rd—*rage*, 6th—*planar binding* (demons only).

A cleric must have the domain (Chaos or Evil) edge to select this talent.

Gale Aura (Su): As a standard action, the cleric can create a 30-foot aura of gale-like winds that slows the progress of enemies. Creatures in the aura cannot take a 5-foot step. Enemies in the aura treat each square that brings them closer to the cleric as difficult terrain. They can move normally in any other direction. The cleric can use this ability for a number of rounds per day equal to her cleric level. The rounds do not need to be consecutive.

The cleric can choose to replace her weather domain spells with the following: 5th—*call lightning storm*, 6th—*sirocco*.

A cleric must be at least 6th level and have the domain (Weather) edge to select this talent.

*Gentle Rest (Sp)**: The cleric's touch can fill a creature with lethargy, causing a living creature to become staggered for 1 round as a melee touch attack. If the cleric touches a staggered living creature, that creature falls asleep for 1 round instead. Undead creatures touched are staggered for a number of rounds equal to the cleric's Wisdom modifier. A cleric with the domain (Repose) edge can use this ability a number of times per day equal to 3 + her Wisdom modifier. A cleric with the blessing (Repose) edge must expend one of her

THE GETTIVS GUIDE TO

daily uses of the blessing edge when activating this talent, but is otherwise not limited on uses per day. A cleric with both the blessing (Repose) and domain (Repose) edges may either use daily uses of this talent or her blessing when activating the talent.

A cleric must have the blessing (Repose) or domain (Repose) edge to select this talent.

Gift of Life (Su): The cleric can touch a creature that has died within the past minute to grant it a few moments of life. The dead creature returns to life for a number of rounds equal to the cleric's level. Creatures returned to life in this way have a number of hit points equal to half the cleric's level, and continue to be affected by any still-active spells, conditions, or afflictions present at the time of their death. At the end of this time, the creature dies again. The creature is free to act as it sees fit during this time. The cleric is granted no control over it. The cleric can use this power once per day at 8th level, plus one additional time per day for every four levels beyond 8th.

The cleric can choose to replace her Healing domain spells with the following: 5th—*raise dead*, 7th—*resurrection*, 9th—*true resurrection*.

A cleric must be at least 8th level and have the domain (Healing) edge to select this talent.

*Glorious Presence (Su)**: The cleric can touch an ally and grant it a glorious blessing. For 1 minute, the ally becomes mesmerizing to her foes. This functions as *sanctuary*, except if the ally attacks an opponent, this effect ends for that opponent. This is a mind-affecting effect. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Glory) edge to select this talent.

Go with the Flow (Su): The cleric can touch a creature as a standard action to suppress its strong emotions. The target is affected as the *calm emotions* spell, except it can still take violent actions and violent actions against the target do not end the effect. This effect lasts a number of rounds equal to 1/2 the cleric's level (minimum 1). The cleric can use this ability a number times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Water domain spells with the following: 2nd—*cat's grace*, 4th—*freedom of movement*, 6th—*fluid form*, 8th—*mind blank*.

A cleric must have the domain (Water) edge to select this talent.

Good Fortune (Ex): As an immediate action, the cleric can reroll any one d20 roll that she has just made before the results of the roll are revealed. The cleric must take the result of the reroll, even if it's worse than the original roll. She can use this ability once per day at 6th level, and one additional time per day for every six cleric levels beyond 6th.

A cleric must be at least 6th level and have the domain (Luck) edge to select this talent.

Great Sermon (Su): [Evangelist] The cleric adds inspire greatness to her available types of bardic performance.

A cleric must be at least 9th level, have the public speaker talent, and have the sermonic performance talent to select this talent.

*Greater Invisibility (Sp)**: As a swift action the cleric can become invisible (as *greater invisibility*) for 1 round. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Trickery) edge to select this talent.

Greater Mortified Spellcasting (Ex): [Flagellant] As a swift action, the cleric can take 2 hit points of damage per spell level of a spell she wants to increase in power, raising her caster level by +2 or the saving throw DC by +2 for the spell without increasing the casting time. This stacks with the Heighten Spell and Spell Focus feat. She cannot use temporary hit points to power spells in this way.

A cleric must be at least 11th level and have the mortified spellcasting talent to select this talent.

Guarded Hearth (Su): The cleric can create a ward that protects a specified area. Creating this ward takes 10 minutes of uninterrupted work. This ward has a maximum radius of 5 feet per 2 cleric levels possessed. When the ward is completed, the cleric designates any number of creatures inside its area. Should any other creature enter the warded area, all of the selected creatures are immediately alerted (and awoken if they were asleep). The designated creatures also receive a sacred bonus equal to the cleric's Wisdom modifier on all saving throws and attack rolls while inside the warded area. This ward immediately ends if the cleric leaves the area. The ward lasts for 1 hour per cleric level. The cleric can use this ability once per day.

The cleric can choose to replace her Community domain spells with the following: 1st—*alarm*, 3rd—*glyph of warding*, 7th—*guards and wards*.

A cleric must be at least 8th level and have the domain (Community) edge to select this talent.

THE TALENTED CLERIC

Guarded Mind (Ex): The cleric gains a +2 insight bonus on saving throws against all mind-affecting effects.

A cleric must have the domain (Void) edge to select this talent.

Guided Eyes (Su): The cleric gains the Perception skill as a class skill. In addition, whenever the cleric makes a skill check to see through a disguise or find something that is hidden or concealed, she gains a +4 sacred bonus on the check.

The cleric can choose to replace her Sun domain spells with the following: 1st—*detect secret doors*, 2nd—*see invisibility*, 3rd—*banish seeming*, 5th—*true seeing*.

A cleric must have the domain (Sun) edge to select this talent.

Hand of the Acolyte (Su):* The cleric can cause her melee weapon to fly from her grasp and strike a foe before instantly returning. As a standard action, she can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that the cleric adds her Wisdom modifier to the attack roll instead of her Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. A cleric with the domain (Magic) edge can use this ability a number of times per day equal to 3 + her Wisdom modifier. A cleric with the blessing (Magic) edge must expend one of her daily uses of the blessing edge when activating this talent, but is otherwise not limited on uses per day. A cleric with both the blessing (Magic) and domain (Magic) edges may either use daily uses of this talent or her blessing when activating the talent.

A cleric must have the blessing (Magic) or domain (Magic) edge to select this talent.

Hasten the End (Su): As an immediate action upon successfully hitting an opponent with a melee attack, the cleric reduces the remaining duration of all beneficial magical effects currently affecting the target by 1 round, minute, hour, or day—whichever measurement is used to determine the duration of each particular magical effect. The cleric can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

The cleric can choose to replace her Chaos domain spells with the following: 1st—*entropic shield*, 3rd—*dispel magic*, 5th—*confusion*, 7th—*destruction*.

A cleric must be at least 8th level and have the domain (Chaos) edge to select this talent.

Hateful Aura (Su): The cleric can emit a 30-foot aura of hatred for a number of rounds per day equal to her cleric level. These rounds need not be consecutive. Enemies within this aura must attempt a Will save. Characters who fail their save are filled with hatred, and cannot consider other characters allies for the purpose of any actions or use any teamwork feats. The effect ends immediately if the creature leaves the aura, the cleric ends the aura as a free action, or the cleric expend all rounds of this ability.

The cleric can choose to replace her Destruction domain spells with the following: 1st—*murderous command*, 2nd—*wrathful mantle*.

A cleric must be at least 8th level and have the domain (Destruction) edge to select this talent.

Hawk (Ex): The cleric adds the Fly skill to her list of class skills. In addition, whenever the cleric casts a spell that grants her a fly speed, her maneuverability increases by one step (up to perfect). The cleric gains a racial bonus on Perception checks equal to 1/2 her cleric level (minimum +1). In addition, if the cleric can act during a surprise round, she receives a +2 racial bonus on her Initiative check.

The cleric can choose to replace her Animal domain spells with the following: 2nd—*feather fall*, 3rd—*fly*, 6th—*fly (mass)*.

A cleric must have the domain (Animal) edge to select this talent.

Haze of Daydreams (Su): The cleric can emit a 15-foot-radius haze of daydreams for a number of rounds per day equal to her cleric level. These rounds do not need to be consecutive. Creatures within the haze gain the fascinated condition unless they succeed at a Will save (DC equal to 10 + 1/2 the cleric's level + cleric's Wisdom modifier). The cleric may designate a number of creatures equal to her cleric level that are not affected by the haze. The fascinated condition ends immediately when the creatures leave the area or the aura expires.

The cleric can choose to replace her Luck domain spells with the following: 1st—*silent image*, 2nd—*minor image*, 3rd—*major image*, 5th—*dream*.

A cleric must be at least 6th level and have the domain (Luck) edge to select this talent.

THE GETTUS GUIDE TO

Healer's Blessing (Su): All of the cleric's cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower Spell metamagic feat.

A cleric must be at least 6th level and have the domain (Healing) edge to select this talent.

*Heart of Carnage (Su)**: The cleric can touch an ally and bless it with even greater destructive power. For 1 minute, the ally gains a +4 insight bonus on attack rolls made to confirm critical hits and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Destruction) edge to select this talent.

Heavy Armor Proficiency (Ex): [Devilbane Priest, Steel Valkyrie] The cleric gains proficiency with all heavy armor.

A cleric must have medium armor proficiency to select this talent.

Hell's Corruption (Su): The cleric can cause a creature to become more susceptible to corruption as a melee touch attack. Creatures touched take a -2 penalty on all saving throws and must roll all opposed skill checks twice, taking the worse result. This effect lasts for a number of rounds equal to 1/2 the cleric's level (minimum 1). The cleric can use this ability for a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Evil or Law domain spells with the following: 1st—*command*, 3rd—*suggestion*, 6th—*planar binding* (devils only).

A cleric must have the domain (Evil or Law) edge to select this talent.

Heroic Sermon (Su): [Evangelist] The cleric adds inspire heroics to her available types of bardic performance.

A cleric must be at least 15th level, have the public speaker talent, and have the sermon performance talent to select this talent.

Hide in Plain Sight (Su): [Cult Leader] The cleric can use the Stealth skill even while being observed. As long as she is within 10 feet of an area of dim

light, the cleric can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

A cleric must be at least 11th level to select this talent.

Holy Lance (Su): The cleric can give a weapon she touches the *holy* special weapon quality for a number of rounds equal to 1/2 her cleric level. She can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

A cleric must be at least 8th level and have the domain (Good) edge to select this talent.

*Holy Strike (Su)**: The cleric can touch one weapon and bless it with the power of purity and goodness. For 1 minute, this weapon glows green, white, or yellow-gold and deals an additional 1d6 points of damage against evil creatures. During this time, it's treated as good for the purpose of overcoming damage reduction. This additional damage doesn't stack with the additional damage from the *holy* weapon special ability. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Good) edge to select this talent.

Honor Bound (Su): With a touch, the cleric can remind a creature of its duties and responsibilities, granting it a new saving throw against each enchantment (charm) or enchantment (compulsion) effect that currently affects it. If the saving throw is successful, the enchantment effect is ended. This power only affects effects that allow a save. If the cleric fails a save against such an effect, she can use this ability as an immediate action to grant herself an additional save. Once the target (either the cleric or a touched creature) has made one additional save per effect, this ability has no further effect on that particular enchantment effect. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Glory domain spells with the following: 2nd—*zone of truth*, 6th—*geas/quest*.

A cleric must have the domain (Glory) edge to select this talent.

THE TALENTED CLERIC

Ice Strike (Su)*: The cleric can touch one weapon and enhance it with the power of water. For 1 minute, the weapon glows with a blue-white chill and deals an additional 1d4 points of cold damage with each strike. This additional damage doesn't stack with the additional damage from the *frost* or *icy burst* weapon special ability. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Water) edge to select this talent.

Icicle (Sp): As a standard action, the cleric can fire an icicle from her finger, targeting any foe within 30 feet as a ranged touch attack. The icicle deals 1d6 points of cold damage + 1 point for every two cleric levels she possesses. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Water) edge to select this talent.

Increased Defense (Su)*: The cleric can gain a +1 sacred bonus on saving throws and a +1 sacred bonus to AC for 1 minute. The bonus increases to +2 at 10th level and +3 at 20th level. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Protection) edge to select this talent.

Insane Focus (Su): The cleric can touch a willing creature as a standard action, granting it a +4 bonus on all saving throws made against mind-affecting effects and immunity to confusion. This bonus lasts for 1 minute. If the creature fails a saving throw against a mind-affecting effect during this period, it loses its immunity to confusion and is immediately confused for one round. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Madness domain spells with the following: 4th—*moonstruck*, 6th—*phantasmal web*.

A cleric must have the domain (Madness) edge to select this talent.

Inspiring Command (Su): As a standard action, the cleric can issue an inspiring command to her allies. The inspiring command affects one ally plus one additional ally for every three cleric levels possessed, who must all be within 30 feet of the cleric. Affected allies gain a +2 insight bonus on attack rolls, AC, combat maneuver defense,

and skill checks for 1 round. This is a language-dependent mind-affecting effect.

The cleric can choose to replace her Nobility domain spells with the following: 1st level—*bless*, 3rd—*prayer*, 6th—*brilliant inspiration*.

A cleric must have the domain (Nobility) edge to select this talent.

Inspiring Word (Sp)*: As a standard action, the cleric can speak an inspiring word to a creature within 30 feet. That creature receives a +2 morale bonus on attack rolls, skill checks, ability checks, and saving throws for a number of rounds equal to 1/2 her cleric level (minimum 1). A cleric with the domain (Nobility) edge can use this ability a number of times per day equal to 3 + her Wisdom modifier. A cleric with the blessing (Nobility) edge must expend one of her daily uses of the blessing edge when activating this talent, but is otherwise not limited on uses per day. A cleric with both the blessing (Nobility) and domain (Nobility) edges may either use daily uses of this talent or her blessing when activating the talent.

A cleric must have the blessing (Nobility) or domain (Nobility) edge to select this talent.



Intense Celebration (Su): Any spells the cleric casts that confer a morale effect upon the cleric or her allies are automatically affected as if by the Extend Spell metamagic feat, with no increase in spell level.

The cleric can choose to replace her Chaos domain spells with the following: 2nd—*hideous laughter*, 3rd—*good hope*, 6th—*heroes' feast*, 8th—*irresistible dance*.

A cleric must be at least 8th level and have the domain (Chaos) edge to select this talent.

It Came from Beyond (Su): Once per day, when the cleric casts a summoning spell, any one creature she summons is more powerful than normal. The creature gains the advanced creature simple template (see *Pathfinder Roleplaying Game: Bestiary* for details). If the cleric summons more than one creature with a spell, only one of the summoned creatures gains the advanced creature simple template. A summoned creature that gains the advanced creature simple template in this manner appears unnervingly deformed or unnaturally hideous, bringing with it a whiff of the emptiness of the void. This ability works only on spells cast as a cleric—it does not work on spellcasting abilities gained from any other spellcasting classes the cleric might have.

The cleric can choose to replace her Void domain spells with the following: 2nd—*summon monster II*, 5th—*summon monster V*, 7th—*insanity*.

A cleric must have the domain (Void) edge to select this talent.

Electricity Resistance (Ex): The cleric gains resist electricity 10. This resistance increases to 20 at 12th level. At 20th level, the cleric is immune to electricity.

A cleric must be at least 6th level and have the domain (Air) edge to select this talent.

Killing Blow (Su): Weapons the cleric uses become infused with the power of death. Whenever the cleric confirms a critical hit with a melee or ranged weapon, her attack deals an additional amount of bleed damage equal to half her cleric level. The cleric can use this ability once per day at 8th level, plus one additional time per day for every four levels beyond 8th.

The cleric can choose to replace her Death domain spells with the following: 3rd—*keen edge*, 5th—*suffocation*, 9th—*suffocation (mass)*.

A cleric must be at least 8th level and have the domain (Death) edge to select this talent.

*Lead by Example (Ex)**: As a swift action the cleric can inspire her allies to follow her lead. If the next action the cleric takes on the same turn is an attack or a skill check, every ally within 30 feet who takes the same action against the same foe or obstacle on her next turn gains a +4 morale bonus on that attack roll or skill check. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Nobility) edge to select this talent.

Leadership (Ex): The cleric gains the Leadership feat as a bonus feat. In addition, she gains a +2 bonus on her leadership score as long as she upholds the tenets of her deity (or divine concept if the cleric does not venerate a deity).

A cleric must be at least 8th level and have the domain (Nobility) edge to select this talent.

Legion's Blessing (Su): [Crusader] The cleric gains the ability to confer beneficial spells quickly to a large group of allies. As a full-round action, the cleric may confer the effects of a single harmless spell with a range of touch to a number of creatures equal to half her cleric level. The spell's range remains touch, so all intended recipients must be within the cleric's reach when the spell is cast. Using the legion's blessing expends the prepared spell, but it also requires the cleric to sacrifice another prepared spell three levels higher, as when spontaneously using a cure or inflict spell. The higher-level spell is not cast but is simply lost, its magical energy used to power the legion's blessing.

A cleric must be at least 8th level and have the spontaneous spells (cure) edge to select this talent.

*Liberation (Su)**: The cleric has the ability to ignore impediments to her mobility. For a number of rounds per day equal to her cleric level, she can move normally regardless of magical effects that impede movement, as if she were affected by *freedom of movement*. This effect occurs automatically as soon as it applies. These rounds do not need to be consecutive.

A cleric with the blessing (Liberation) edge activates this ability as a swift action, but the effects only last for 1 round and count against the cleric's daily uses of the blessing edge. A cleric with the blessing (liberation) and domain (liberation) edges may use either version of this talent.

A cleric must have the blessing (Liberation) or domain (Liberation) edge to select this talent.

THE TALENTED CLERIC

Liberty's Blessing (Sp): The cleric touches a willing creature as a standard action, granting it a boon. A creature with this boon can, as a swift action, make a saving throw against a single spell or effect it is suffering from that grants a save. The DC of the saving throw is equal to the original DC of the spell or effect. If the saving throw is successful, the effect ends. This boon lasts for 1 minute or until successfully used to remove a spell or effect, whichever duration is shorter. The cleric can use this ability for a number of times equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Liberation domain spells with the following: 1st—*sanctuary*, 5th—*plane shift*.

A cleric must have the domain (Liberation) edge to select this talent.

Lightning Arc (Sp): As a standard action, the cleric unleashes an arc of electricity targeting any foe within 30 feet as a ranged touch attack. This arc of electricity deals 1d6 points of electricity damage + 1 point for every two cleric levels. She can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Air) edge to select this talent.

Lightning Lord (Sp): The cleric can call down a number of bolts of lightning per day equal to her cleric level. The cleric can call down as many bolts as she wants with a single standard action, but no creature can be the target of more than one bolt and no two targets can be more than 30 feet apart. This ability otherwise functions as *call lightning*.

A cleric must be at least 8th level and have the domain (Weather) edge to select this talent.

*Lore Keeper (Sp)**: The cleric gains all Knowledge skills as class skills. Additionally, she can touch a creature to learn about its abilities and weaknesses. With a successful touch attack, the cleric gains information as if she made the appropriate Knowledge skill check with a result equal to 15 + her cleric level + her Wisdom modifier. A cleric with the blessing (Knowledge) edge must use a daily use of her blessing edge when using this talent. A cleric with the domain (Knowledge) edge does not need to use a daily use of blessing when using this talent.

A cleric must have the blessing (Knowledge) or domain (Knowledge) edge to select this talent.

*Lucky Presence (Su)**: The cleric can touch an ally and grant it a lucky presence. The target of this luck can call upon it to roll any one ability check, attack roll, saving throw, or skill check twice and take the better result. The decision to use this benefit must be declared before the roll is made. Once used, or once 1 minute passes, the effect ends. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Lucky) edge to select this talent.

*Madness Supremacy (Su)**: As a swift action the cleric can target a creature within 30 feet that has the cowering, frightened, panicked, or paralyzed condition. That condition is suspended for 1 round, and the chosen creature gains the confused condition instead. The confused creature rerolls any result other than "attack self" or "attack nearest creature." The round spent confused counts toward the duration of the suspended effect. At the end of that round, the suspended condition resumes. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Madness) edge to select this talent.

Malign Eye (Su): As a standard action, the cleric can afflict one target within 30 feet with her malign eye, causing it to take a -2 penalty on all saving throws against her spells. The effect lasts for 1 minute or until the target hits the cleric with an attack. The cleric can use this ability for a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Luck domain spells with the following: 1st level—*bane*, 3rd—*bestow curse*, 6th—*eyebite*.

A cleric must have the domain (Luck) edge to select this talent.

Master's Illusion (Sp): The cleric gains the Bluff, Disguise, and Stealth skills as class skills. At 8th level, the cleric can create an illusion that hides the appearance of herself and any number of allies within 30 feet for 1 round per cleric level. This ability otherwise functions like the *veil* spell. The save DC to disbelieve this effect is equal to 10 +

THE GETTUS GUIDE TO

1/2 the cleric's level + cleric's Wisdom modifier. The rounds do not need to be consecutive.

A cleric must have the domain (Trickery) edge to select this talent.

Master Tactician (Ex): [Divine Strategist] The cleric can always act in a surprise round even if she fails to make a Perception check to notice enemies, though she is considered flat-footed until she acts. In

addition, the cleric gains a bonus on initiative checks equal to 1/2 her cleric level. At 20th level, the cleric's initiative roll is automatically a natural 20. Allies able to see and hear the cleric gain a bonus on initiative checks equal to 1/4 the cleric's level. This is a language-dependent ability.

Master's Yoke (Su): The cleric can attempt to assert dominance over any visible creature within 30 feet by declaring the target her property. The target can resist this effect with a successful Will save. If the

target fails the save, it is affected as if by *dominate monster* for a number of rounds equal to 1/2 the cleric's level, save that the target can choose to ignore any order the cleric gives and instead take 2 points of Constitution damage and become staggered for 1 round. The cleric can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th. This is a language-dependent mind-affecting effect.

The cleric can choose to replace her Law domain spells with the following: 1st—*charm person*, 5th—*dominate person*, 8th—*binding*.

A cleric must be at least 8th level and have the domain (Law) edge to select this talent.

Metal Fist (Su): As a swift action, the cleric can turn her fists into metal for 1 round, allowing her to make unarmed strikes that deal 1d6 points of bludgeoning damage plus the cleric's Strength modifier. These unarmed strikes do not provoke attacks of opportunity, but attacking with both uses the two-weapon fighting rules as normal. In addition, these unarmed strikes ignore the hardness of items with a hardness of 10 or less. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Earth domain spells with the following: 2nd—*heat metal*, 6th—*wall of iron*, 8th—*iron body*.

A cleric must have the domain (Earth) edge to select this talent.

Might of the Gods (Su): The cleric can add her cleric level as an enhancement bonus to her Strength



THE TALENTED CLERIC

score for a number of rounds per day equal to her cleric level. This bonus only applies on Strength checks and Strength-based skill checks. These rounds do not need to be consecutive.

A cleric must be at least 8th level and have the domain (Strength) edge to select this talent.

Miraculous Fortitude (Su): [Sacred Fist]: The cleric's blessed fortitude ability improves. She still takes no damage or negative effect when she succeeds at a Fortitude save, but now when she fails a Fortitude saving throw against a spell or effect that deals damage (including ability damage and drain), she takes only half the amount of damage. A helpless cleric does not gain the benefits of the miraculous fortitude talent.

A cleric must be at least 9th level and have the blessed fortitude talent to select this talent.

Monster Lore (Ex):* When the cleric succeeds at a Knowledge check against an opponent to learn about its abilities or weaknesses (or succeed at a touch attack using the lore keeper talent), she can as a swift action gain a +2 insight bonus on attack rolls, saving throws, ability checks, and skill checks, as well as to the cleric's AC against that creature. This effect lasts for 1 minute. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Knowledge) edge to select this talent.

More for Me (Su): When another character within 30 feet casts a spell with a range greater than touch, the cleric can attempt a caster level check as an immediate action (DC = 15 + the spell's level). If the cleric succeeds at the check, she receives the spell's benefit instead of one of the spell's intended targets (chosen by the cleric). If the cleric is already a target of the spell, the cleric is affected as though she were targeted by the same spell twice (which may or may not benefit her; remember that bonuses from the same source do not stack). This ability does not grant the cleric knowledge of the spell being cast. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Trickery domain spells with the following: 2nd—*masterwork transformation*, 6th—*guards and wards*, 8th—*create demiplane*.

A cleric must have the domain (Trickery) edge to select this talent.

Moonfire (Su): As a standard action the cleric can shoot a blast of divine moonlight from her eyes, as a ranged touch attack against a single target within 30 feet. Moonfire deals 1d8 points of damage per 2 cleric levels, and the target is dazzled for 1 round per cleric level. Moonfire deals 1d10 points of damage per cleric level against lycanthropes. The cleric can use this ability once per day at 8th level, and one additional time per day for every 4 levels beyond 8th.

The cleric can choose to replace her Darkness domain spells with the following: 1st—*faerie fire*, 4th—*moonstruck*, 6th—*dream*.

A cleric must be at least 8th level and have the domain (Darkness) edge to select this talent.

Mortified Spellcasting (Ex): [Flagellant] The cleric powers spellcasting through her own blood. As a swift action, she may inflict 1 damage on herself per level of a spell she wants to increase in power. If she does so, she can cast a spell in the same round as if she is 1 level higher or she can increase the spell's saving throw DC by +1 without increasing its casting time. This stacks with the Heighten Spell and Spell Focus feats. She cannot use temporary hit points to power spells in this way.

Mystic Interference (Su): [Disenchanter] The cleric can channel a burst of abjuration magic to grant protection to herself and all allies within 30 feet. Affected creatures receive a +1 bonus on saving throws against spells and spell-like abilities for a number of rounds equal to her cleric level. This is a sacred bonus if the cleric is good-aligned or able to spontaneously cast cure spells, and a profane bonus if the cleric is evil-aligned or able to spontaneously cast inflict spells. Using this ability consumes two uses of her fervor ability.

This talent can be selected multiple times. Each time it grants an additional +1 bonus to saving throws.

A cleric must have the fervor edge to select this talent.

Night Hunter (Su): As a standard action, the cleric can blend into the shadows of the night, becoming nearly invisible. As long as the cleric is in an area of dim light or darkness, she is invisible (as per *invisibility*) to creatures without darkvision. This ability lasts for a number of rounds equal to 1/2 the cleric's level (minimum 1). The cleric can use this ability for a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Darkness domain spells with the following: 1st—*sleep*, 6th—*nightmare*.

A cleric must have the domain (Darkness) edge to select this talent.

THE GETTUS GUIDE TO

Nimbus of Light (Su): The cleric can emit a 30-foot nimbus of light for a number of rounds per day equal to her cleric level. This acts as a *daylight* spell. In addition, undead within this radius take an amount of damage equal to her cleric level each round that they remain inside the nimbus. Spells and spell-like abilities with the darkness descriptor are automatically dispelled if brought inside this nimbus. These rounds do not need to be consecutive.

A cleric must be at least 8th level and have the domain (Sun) edge to select this talent.

Noble Visage (Su): The cleric gains a +1 bonus on Charisma checks and Charisma-based skill checks against creatures that share her creature type (and subtype, if the cleric is a humanoid). This bonus increases by 1 for every 5 cleric levels she possesses. As a standard action, the cleric can touch an ally to grant them her noble visage bonus against creatures that share their creature type (or subtype) for 1 minute. When the cleric uses this ability, she loses her noble visage bonus for 1 minute. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Nobility domain spells with the following: 3rd—*enter image*, 9th—*overwhelming presence*.

A cleric must have the domain (Nobility) edge to select this talent.

Pain Is Power (Su): After taking damage from any source, the cleric may attempt a DC 25 concentration check as an immediate action. If the cleric succeeds, she gains the benefits of a *blessing of fervor* spell for a number of rounds equal to 1/2 her cleric level. If the cleric fails, this ability is expended with no effect. The cleric can use this ability once at 8th level, plus an additional time for every 4 levels beyond 8th.

The cleric can choose to replace her Evil or Law domain spells with the following: 1st—*delay pain*, 2nd—*instrument of agony*, 3rd—*agonize*, 5th—*symbol of pain*.

A cleric must be at least 8th level and have the domain (Evil or Law) edge to select this talent.

Painful Smite (Su): Prior to making a melee attack roll, the cleric can choose to convert all damage from that strike into nonlethal damage, adding

her Wisdom modifier to the damage. If the cleric succeeds in her attack, as a free action she can make an Intimidate check against her target to demoralize the target. The cleric gains a bonus on her Intimidate check equal to the amount of nonlethal damage dealt by the painful smite. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Destruction domain spells with the following: 2nd—*pain strike*, 5th—*symbol of pain*, 8th—*demand*.

A cleric must have the domain (Destruction) edge to select this talent.

Part the Veil (Su): The cleric can lace spells she casts with the raw madness that waits in the outer darkness. Activating this ability is a swift action used as the cleric casts a spell allowing a Will save to negate or reduce the spell's primary effect and targeting a single creature. If the target fails to resist the spell, the target is also confused for a number of rounds equal to the spell's level as visions of the void cause temporary insanity. The victim must succeed at a new saving throw each round to end the effect—these additional saving throws apply only to the additional *confusion* effect and not to the original spell effect. This is a mind-affecting effect. The cleric can use this ability a number of times per day equal to 1/2 her class level.

A cleric must be at least 8th level and have the domain (Void) edge to select this talent.

Penumbral Casting (Su) [Shadow Priest] Whenever the cleric casts a spell when she is in dim light or darkness, the spell takes effect at +1 caster level. In addition, if the cleric prepares a spell with the darkness or shadow descriptor or of the shadow subschool with one or more metamagic feats applied, she reduces the total level adjustment to the spell by 1 (minimum 0).

A cleric must be at least 8th level and have the domain (Darkness) edge to select this talent.

Personalized Spontaneity: [Evangelist] The cleric selects two cleric spells of any level. The cleric can spontaneously cast these spells as the spontaneous casting edge in place of cure/inflict spells of the same level.

A cleric must have the spontaneous casting and cleric spells edge to select this talent.

THE TALENTED CLERIC

Powerful Bond (Su): As a free action, the cleric can open a link to communicate telepathically with a single ally within 60 feet. The telepathic link is two-way and lasts for 1 minute. Unlike normal telepathy, this ability requires a shared language. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her good domain spells with the following: 2nd—*shield other*, 5th—*telepathic bond*.

A cleric must have the domain (Good) edge to select this talent.

Powerful Healer (Su)*: The cleric can add power to a cure spell as she casts it. As a swift action, she can treat any cure spell as if it were empowered (as the Empower Spell feat), causing it to heal 50% more damage (or deal 50% more damage if used against undead). This ability doesn't stack with itself or the Empower Spell feat. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Healing) edge to select this talent.

Powerful Persuader (Su): When the cleric makes a Diplomacy or Intimidate check, she can roll twice and take the higher result. Using this ability is a free action. The cleric can use this ability once per day at 8th level, plus one additional time per day for every 2 levels beyond 8th.

The cleric can choose to replace her Liberation domain spells with the following: 2nd—*enthrall*, 6th—*symbol of persuasion*.

A cleric must be at least 8th level and have the domain (Liberation) edge to select this talent.

Predator's Grace (Su): As a swift action, the cleric can grant herself a +10-foot bonus to base speed for 1 round. This bonus increases by 5 feet for every 5 cleric levels possessed. In addition, the cleric gains low-light vision for 1 round. If the cleric already possesses low-light vision, the range of her sight becomes three times that of a human in dim light for 1 round. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Animal domain spells with the following: 1st—*magic fang*, 3rd—*beast shape I* (animals only).

A cleric must have the domain (Animal) edge to select this talent.

Prohibition (Su): As a standard action, the cleric can command a creature within 30 feet to refrain from committing a particular action (including any referenced in the *forbid action* spell). If the creature performs the named action before the beginning of the cleric's next turn, it takes 1d6 points of damage + 1 point for every 2 cleric levels possessed and the effect ends. This is a language-dependent effect. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

If the cleric has the spell rune talent, she can attach a spell effect to the prohibition as if it were the spell rune talent; the spell takes effect if the creature performs the named action. This spell must be of at least 1 level lower than the highest-level cleric spell the cleric can cast, and it must target one or more creatures. Regardless of the number of targets the spell can normally affect, it affects only the creature that triggers the rune. Attaching a spell in this way extends the duration of the prohibition by a number of rounds equal to the spell's level, or until it is discharged.

The cleric can choose to replace her Law or Rune domain spells with the following: 1st—*forbid action*, 5th—*greater forbid action*, 9th—*mass hold monster*.

A cleric must have the domain (Law or Rune) edge to select this talent.

Protective Aura (Su): The cleric can emit a 30-foot protective aura as a standard action. Allies in this aura receive a +2 deflection bonus to AC and a +2 resistance bonus on all saving throws. In addition, allies in the area gain the benefits of *protection from evil* (although the AC bonus and saving throw bonus do not stack with those granted by this effect). The cleric can use this ability for a number of rounds per day equal to her cleric level. These rounds do not have to be consecutive.

The cleric can choose to replace her Good domain spells with the following: 1st—*shield of faith*, 3rd—*tongues*, 6th—*planar ally* (agathions only).

The cleric must be at least 8th level and have the domain (Good) edge to select this talent.

Public Speaker (Ex): [Evangelist] The cleric gains Perform as a class skill. In addition, she is trained to project her voice with great skill and effect; the DC to hear her speak in difficult conditions is reduced by an amount equal to her class level plus her Charisma modifier (minimum 0).

THE GETTUS GUIDE TO

Purifying Touch (Su): The cleric can touch a willing creature with divine power, giving it a saving throw against each effect currently affecting it, using the original saving throw DC of the effect. Each successful saving throw ends the related effect. The creature can choose not to make a save against an effect. The cleric can use this ability once per day at 8th level, plus one additional time per day at 14th and 20th level.

The cleric can choose to replace her Protection domain spells with the following: 1st—*protection from chaos/evil/good/law*, 3rd—*remove blindness/deafness*, 5th—*atonement*.

A cleric must be at least 8th level and have the domain (Protection) edge to select this talent.

Radiating Touch (Su): As a standard action that provokes attacks of opportunity, the cleric can irradiate any unattended object for a number of rounds equal to her cleric level. While an object is irradiated, it emits a faint aura of transmutation. Any creature that passes within 5 feet of the aura must succeed at a Will save or become sickened. The cleric is immune to this effect. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Earth domain spells with the following: 2nd—*defoliate*, 4th—*blight*, 8th—*horrid wilting*.

A cleric must have the domain (Earth) edge to select this talent.

Rage (Su): The cleric can enter a fearsome rage, like a barbarian, for a number of rounds per day equal to her cleric level. The cleric can select barbarian rage powers she meets all prerequisites for as talents. The cleric cannot select any rage power that possesses a level requirement, but otherwise her barbarian level is equal to 1/2 her cleric level. These rounds of rage stack with any rounds of rage the cleric might have from levels of barbarian.

The cleric can choose to replace her destruction domain spells with the following: 2nd—*bull's strength*, 6th—*moonstruck*.

A cleric must be at least 8th level and have the domain (Destruction) edge to select this talent.

Read Minds (Su): The cleric can broaden her mental spectrum to encompass those around her. Doing so allows the cleric to read the mind of every creature within 30 feet as if she had cast the *detect thoughts*

spell. This ability allows the cleric to read the surface thoughts of any creature that she is aware of after only 1 round of concentration. Creatures in this area are allowed a Will save to negate the effect. The DC of this Will save is 10 + 1/2 the cleric's level + cleric's Wisdom modifier. The cleric can use this ability for a number of rounds per day equal to her cleric level. These rounds do not need to be consecutive.

The cleric can choose to replace her Knowledge domain spells with the following: 3rd—*seek thoughts*, 5th—*telepathic bond*, 8th—*mind blank*.

A cleric must be at least 8th level and have the domain (Knowledge) edge to select this talent.

Rebuke Death (Sp): The cleric can touch a living creature as a standard action, healing it for 1d4 points of damage plus 1 for every two cleric levels she possesses. She can only use this ability on a creature that is below 0 hit points. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Healing) edge to select this talent.

Recall (Su): With a touch, the cleric can cause a creature to recall some bit of forgotten lore or information. The creature can retry any Knowledge skill check it has made within the past minute, gaining an insight bonus on the check equal to the cleric's Wisdom modifier. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Knowledge domain spells with the following: 2nd—*memory lapse*, 6th—*modify memory*, 8th—*moment of prescience*.

A cleric must have the domain (Knowledge) edge to select this talent.

Remembrance (Sp): When within a ruin or other structure that is no longer claimed by civilization, the cleric can call upon the wisdom of the land and its long-dead residents. The cleric can cast *divination* as a spell-like ability. She can use this ability once per day. The cleric can use this ability an additional time per day at 12th level and every four levels thereafter. Additionally, if the cleric is within ruins when she casts *commune with nature*, she gains information about the crumbling structures around her as though they were part of nature.

A cleric must be at least 5th level and have the domain (Ruin) edge to select this talent.

THE TALENTED CLERIC

Remote Viewing (Sp): The cleric can use *clairvoyance/clairaudience* at will as a spell-like ability using her cleric level as the caster level. She can use this ability for a number of rounds per day equal to her cleric level. These rounds do not need to be consecutive.

A cleric must be at least 6th level and have the domain (Knowledge) edge to select this talent.

Resistant Touch (Sp): The cleric gains a +1 resistance bonus on saving throws. This bonus increases by 1 for every 5 cleric levels she possesses. As a standard action, the cleric can touch an ally to grant him this resistance bonus for 1 minute. When the cleric uses this ability, she loses her resistance bonus to saves for 1 minute. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Protection) edge to select this talent.

Restorative Touch (Su): The cleric can touch a creature, letting healing power flow through her to relieve the creature of a minor condition. The cleric's touch can remove the dazed, fatigued, shaken, sickened, or staggered condition. The cleric chooses which condition is removed. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

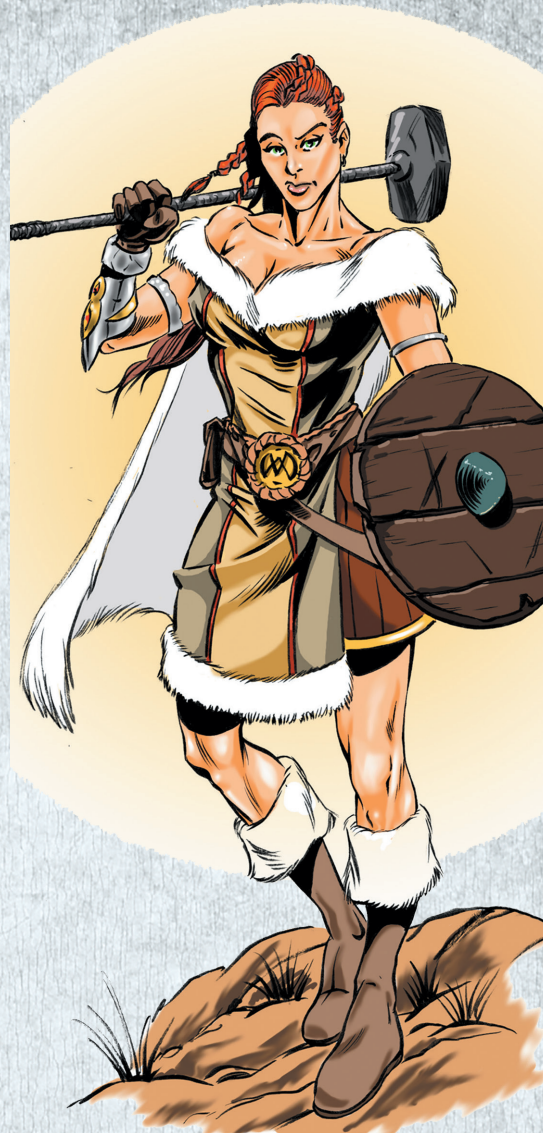
The cleric can choose to replace her Healing domain spells with the following: 2nd—*remove disease*, 4th—*neutralize poison*, 5th—*break enchantment*.

A cleric must have the domain (Healing) edge to select this talent.

Ruin Touch (Su): The cleric can strengthen or weaken objects with a touch. With a melee touch attack, the cleric can increase or decrease the hardness of an object (up to a 10-foot cube) or construct by an amount equal to half the cleric's level (minimum 1) for 1 minute. The cleric cannot reduce an object's hardness below 0, and the same target cannot be affected by this ability more than once. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Ruin) edge to select this talent.

Runeforger (Su): [Forgemaster] The cleric can inscribe mystical runes upon a suit of armor, shield, or weapons as a full-round action, using



this ability a number of times per day equal to 3 + her Intelligence modifier. These runes last 1 round per cleric level, but inscribing the same rune twice on an item increases this duration to 1 minute per level, three times to 10 minutes per level, and four times to 1 hour per level. *Erase* affects runes as magical writing. This talent may be taken multiple times. Every time the cleric is able to learn a new talent, she can instead gain a new rune. However, the maximum number of runes the cleric can have is equal to 1/2 the cleric's class level. Only one type of the following runes can be placed on an

item at any given time: bloodthirst, ghostglyph, invulnerability, powerstrike, return, and spellglyph.

- *Ancient Splendor*: The inscribed weapon, armor, or shield grants a +2 circumstance bonus on Diplomacy and Intimidate checks (+4 when interacting with dwarves).
- *Bloodthirst*: The inscribed piercing or slashing weapon functions as if it had the *wounding* special ability, even if non-magical. The cleric must be at least 5th level before learning this rune.
- *Deathstrike*: The inscribed weapon stores a *death knell* spell that triggers immediately if a blow from the weapon reduces a target to negative hit points. This expends all deathstrike runes on the weapon. The cleric must be at least 3rd level before learning this rune.
- *Durability*: The inscribed item's hardness increases by an amount equal to the cleric's Wisdom modifier, and its hit points increase by an amount equal to twice her level.
- *Featherlight*: The inscribed item's weight is halved; a metal item's weight is reduced to 1/4 normal. If inscribed on a suit of armor, its armor check penalty for Acrobatics and Climb checks is halved.
- *Forgemaster's Blessing*: The inscribed non-magical item functions as a masterwork item.
- *Ghostglyph*: The inscribed weapon, shield, or armor gains the *ghost touch* special ability. The cleric must be at least 3rd level before learning this rune.
- *Glowglyph*: The inscribed item sheds light as a torch. As a standard action, the bearer can command the rune to erupt in a burst of light as a shield with the blinding special ability with a burst radius of 5 feet per glowglyph rune inscribed on the item. This expends all glowglyph runes on the item.
- *Invulnerability*: The inscribed armor grants its wearer DR/magic equal to 1/2 her cleric level. The cleric must be at least 8th level before learning this rune.
- *Powerstrike*: The inscribed weapon's critical threat range doubles. This does not stack with *keen edge*, *Improved Critical*, or similar effects. The cleric must be at least 6th level before learning this rune.

- *Return*: The inscribed weapon gains the *returning weapon* special ability. The cleric must be at least 3rd level before learning this rune.
- *Spellguard*: The inscribed item gains spell resistance equal to 11 + her cleric level. This applies only to effects targeting the item itself.
- *Spellglyph*: The inscribed weapon gains the *spell storing* special ability. The cleric must be at least 5th level before learning this rune.
- *Thief-Curse*: The cleric designates one creature as the rightful owner of an item. Any other creature that intentionally grasps the item is cursed (as *bestow curse*) for the duration of the rune. The cleric must be at least 6th level before learning this rune.
- *Tracer*: For as long as the rune lasts, the cleric may sense its location at will as a standard action, as if using *locate object*.

A cleric must have the domain (Artifice) edge and the divine smith edge to select this talent.

Rune Shift (Su): As a swift action, the cleric can change the location of one of her blast runes. The rune must be within 30 feet. The cleric can place the blast rune in any square adjacent to her, including one occupied by another creature.

The cleric can choose to replace her Rune domain spells with the following: 1st—*comprehend languages*, 2nd—*share language*, 3rd—*tongues*, 5th—*telepathic bond*.

A cleric must be at least 6th level, have the domain (Rune) edge, and blast rune talent to select this talent.

Sacrificial Bond (Su): When an ally within 30 feet takes damage from an attack, the cleric can, as an immediate action, transfer this damage to herself. This power also transfers any effects that accompany the damage. The damage done to the cleric cannot be reduced in any way. The cleric can use this ability once per day at 8th level, plus on additional time per day at 14th level and 20th level.

The cleric can choose to replace her Nobility domain spells with the following: 2nd—*shield other*, 6th—*sacrificial oath*.

A cleric must be at least 8th level and have the domain (Nobility) edge to select this talent.

THE TALENTED CLERIC

Scythe of Evil (Su): The cleric can give a weapon touched the *unholy* special weapon quality for a number of rounds equal to 1/2 her cleric level. She can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

A cleric must be at least 8th level and have the domain (Evil) edge to select this talent.

See in Darkness (Ex): [Disciple of Orcus] The cleric gains darkvision 60 feet, or adds +30 feet to any existing darkvision the cleric possesses. At 6th level, the range of the cleric's darkvision increases by +30 feet. At 8th level, the cleric can also see in magical *darkness*.

A cleric must have the domain (Darkness or Death) edge to select this talent.

Seize the Initiative (Su): Whenever the cleric and her allies roll for initiative, she can grant one ally within 30 feet the ability to roll twice and take either result. This decision is made before results are revealed. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her War domain spells with the following: 2nd—*aid*, 5th—*command (greater)*, 8th—*planar ally (greater)*.

A cleric must have the domain (War) edge to select this talent.

Sermonic Performance (Su): [Evangelist] A cleric gains the ability to deliver a select number of supernatural and spell-like performances through the force and power of her divinely inspired preaching and exhortation. This ability is similar in all respects to bardic performance as used by a bard of her cleric level (including interactions with feats, spells, and prestige classes), using Perform (oratory) as the cleric's performance skill. However, an evangelist gains only the following types of bardic performance: countersong, fascinate, and inspire courage.

A cleric must have the public speaker talent to select this talent.

Serpent Companion (Ex): The cleric gains the service of an animal companion. The cleric's effective druid level for this animal companion is equal to her cleric level -2. She may choose either a viper or a constrictor snake as her companion.

A cleric must be at least 3rd level and have the domain (Scalykind) edge to select this talent.

Sheltering Walls (Sp): As a standard action, the cleric can touch an ally to summon a floating blockade of stone, granting the ally the benefits of partial cover for 1 round plus 1 round for every 6 cleric levels possessed. This ability does not grant the ally enough cover to attempt a Stealth check or avoid provoking attacks of opportunity. If the ally benefits from any other form of cover against an attack, the bonuses to AC and on Reflex saving throws increase by 1. The cleric can use this power a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Protection domain spells with the following: 1st—*hold portal*, 5th—*wall of stone*, 9th—*prismatic wall*.

A cleric must have the domain (Protection) edge to select this talent.

Silver-Tongued Hagglers (Su): Whenever the cleric makes a Bluff, Diplomacy, or Sense Motive check, she can, as a free action, grant herself a bonus on the roll equal to 1/2 her cleric level (minimum +1). The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Travel domain spells with the following: 1st—*floating disk*, 5th—*overland flight*, 9th—*gate*.

A cleric must have the domain (Travel) edge to select this talent.

Sift (Su): Once per day the cleric can reach into water as a standard action and pull out an object with a maximum gp value of up to 50 gp × her cleric level. This object always has the broken condition upon being withdrawn from the water. The water the cleric reaches into must be at least deep enough for the cleric to fully immerse herself in it. At 12th level, objects retrieved are not broken. At 20th level, the cleric can retrieve objects worth up to 5,000 gp. If retrieving an object that would not normally float, assume it rests on top of or is entwined with debris that does float. Objects retrieved in this manner disappear after 24 hours, if not already used up or otherwise destroyed before then.

The cleric can choose to replace her Water domain spells with the following: 2nd—*make whole*, 5th—*major creation*, 6th—*animate objects*.

A cleric must be at least 6th level and have the domain (Water) edge to select this talent.



Smite (Su): [Champion of the Faith] The cleric can focus her powers against her chosen foes. As a swift action, the cleric chooses one target within sight to smite. If this target is of his opposed alignment (per the detect alignment talent), the cleric adds her Charisma bonus (if any) to her attack rolls and adds her cleric level to all damage rolls made against the target of her smite. If the target of her smite is an outsider with the subtype corresponding to her opposed alignment, the bonus to damage on the first successful attack increases to 2 points of damage per cleric level. Regardless of the target, smite attacks automatically bypass any DR the target possesses.

In addition, while smite is in effect, the cleric gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the smite targets a creature that's not of the cleric's opposed alignment, the smite is wasted with no effect.

The smite effect remains until the target of the smite is dead or the next time the cleric prepares spells. The cleric can use this ability once per day. Using this ability consumes two uses of his fervor ability.

This talent can be selected multiple times, up to once per four cleric levels (to a maximum of five times at 20th level). Each time this talent is selected, the cleric can smite an additional time per day.

A cleric must have the fervor edge and the detect alignment talent to select this talent.

Sneak Attack (Ex): [Cult Leader, Mantis Zealot] The cleric gains the sneak attack ability as the rogue class feature. The cleric's sneak attack damage starts at 1d6. This talent can be selected multiple times. Each time it is selected, the cleric gains an additional 1d6 sneak attack damage. The maximum sneak attack damage the cleric can possess from this talent is equal to 1d6 at 1st plus 1d6 for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on).

Soaring Assault (Su)*: The cleric can touch an ally and give her the gift of flight for 1 minute (as the *fly* spell). The ally gains a fly speed of 60 feet with average maneuverability. He gains a bonus on Fly checks equal to the cleric's level. Whenever the ally succeeds at a charge attack while flying, that attack deals an amount of additional electricity damage equal to the cleric's level. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Air) edge to select this talent.

Soulbound Contract (Su): [Unholy Barrister] The cleric can barter some of her power off to those who would serve her god. Using this talent is a standard action, and it can only be used on a willing creature adjacent to the cleric. The creature must knowingly pledge his soul to the cleric's god to receive the benefits of this ability.

The cleric can grant the target a number of her spells, as if using *imbue with spell ability*, but without having to give up a 4th level spell slot. In addition, the cleric can transfer one of her uses of channel energy (if any) to the target. Spells transferred and uses of channel are lost by the cleric until used by the target and regained normally. As long as the target has any spells or uses of channel energy remaining, it is surrounded by an aura equal to the cleric's. It is treated as a creature of the cleric's alignment for all spells and effects, and if it dies while still possessing any spells or uses of channel energy, its soul is claimed by the

THE TALENTED CLERIC

cleric's god and it cannot be raised or resurrected by any means aside from a *miracle* or *wish*. The cleric cannot have more than one use of this ability active at a time and cannot use it again until the first target is slain or it uses up all of the granted spells and uses of channel energy. The cleric can use this ability once per day at 8th level, plus an additional time per day at 14th level.

A cleric must be at least 8th level and have the domain (Evil or Law) edge to select this talent.

Spark Malfesance (Su): The cleric can awaken the sinful desires of a target within 30 feet with a ranged touch attack. The target suffers extreme guilt and is sickened for a number of rounds equal to 1/2 her cleric level. To end the effect earlier, the target can willingly commit an evil act (if it is of good alignment) or attempt a Will save at the beginning of its turn each round. Creatures that succeed at their saving throws are immune to this ability for 24 hours. The cleric can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

The cleric can choose to replace her Evil domain spells with the following: 2nd—*suggestion*, 6th—*bestow curse (greater)*.

A cleric must be at least 8th level and have the domain (Evil) edge to select this talent.

Speak with Animals (Sp): The cleric adds the Knowledge (nature) skill to her list of class skills. She can *speak with animals*, as per the spell, for a number of rounds per day equal to 3 + her cleric level.

A cleric must have the domain (Animal) edge to select this talent.

Speak With Dead (Su): As a standard action, the cleric can ask one question of a dead creature as if using *speak with dead*. The dead creature the cleric questions does not gain a Will saving throw if the cleric's alignments are different. The cleric can use this ability a number of times per day equal to her cleric level.

The cleric can choose to replace her Repose domain spells with the following: 4th—*rest eternal*, 6th—*geas/quest*.

A cleric must be at least 8th level and have the domain (Repose) edge to select this talent.

Spell Rune (Sp): The cleric gains the Scribe Scroll feat as a bonus feat. At 8th level, the cleric can attach another spell that she can cast to one of her blast runes, causing that spell to affect the creature that triggers the rune, in addition to the damage. This spell must be of at least one level lower than the highest-level cleric spell the cleric can cast and it must target one or more creatures. Regardless of the number of targets the spell can normally affect, it only affects the creature that triggers the rune.

A cleric must have the domain (Rune) edge and blast rune talent to select this talent.

*Spell Storing Weapon (Su)**: The cleric can cast a spell into a magic weapon as if it had the *spell storing* weapon special ability. If the stored spell is not used within 10 minutes, it dissipates. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Rune) edge to select this talent.

Spirit Touch (Su): As a swift action, the cleric can give her natural weapons or any weapons she wields the *ghost touch* weapon special ability. The cleric can use this power a number of rounds per day equal to her cleric level. These rounds need not be consecutive.

The cleric can choose to replace her Death or Repose domain spells with the following: 3rd—*chain of perdition*, 6th—*planar ally* (psychopomps only), 8th—*trap the soul*.

A cleric must be at least 6th level and have the domain (Death or Repose) edge to select this talent.

Spontaneous Evangelism: [Evangelist] As the spontaneous casting edge, except the cleric can spontaneously cast any of the following spells by sacrificing prepared spells of the noted level or above. These spells are in addition to the cure or inflict spells the cleric casts spontaneously due to the spontaneous casting edge: 1st—*command*, 2nd—*enthrall*, 3rd—*tongues*, 4th—*suggestion*, 5th—*greater command*, 6th—*geas/quest*, 7th—*mass suggestion*, 8th—*sympathy*, 9th—*demand*.

A cleric must have the cleric spells edge and the spontaneous casting edge to select this talent.

Staff of Order (Su): The cleric can give a weapon touched the *axiomatic* special weapon quality for a number of rounds equal to 1/2 her cleric level. She can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

A cleric must be at least 8th level and have the domain (Law) edge to select this talent.

THE GETTIVS GUIDE TO

Storm Burst (Sp): As a standard action, the cleric can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6 points of nonlethal damage + 1 point for every two cleric levels she possesses. In addition, the target is buffeted by winds and rain, causing it to take a -2 penalty on attack rolls for 1 round. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Weather) edge to select this talent.

Storm Strike (Su)*: The cleric can touch one weapon and grant it a blessing of stormy weather. For 1 minute, this weapon glows with blue or yellow sparks and deals an additional 1d4 points of electricity damage with each hit. This additional damage doesn't stack with the additional damage from the *shock* or *shocking burst* weapon special ability. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Weather) edge to select this talent.

Strength Surge (Sp)*: As a standard action, the cleric can touch a creature to give it great strength. For 1 round, the target gains an enhancement bonus equal to 1/2 her cleric level (minimum +1) to melee attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks. A cleric with the domain (Strength) edge can use this ability a number of times per day equal to 3 + her Wisdom modifier. A cleric with the blessing edge must expend one of her daily uses of the blessing (Strength) edge when activating this talent, but is otherwise not limited on uses per day. A cleric with both the blessing (Strength) and domain (Strength) edges may either use daily uses of this talent or her blessing when activating the talent.

A cleric must have the blessing (Strength) or domain (Strength) edge to select this talent.

Strength of Will (Ex)*: As a swift action the cleric can ignore the movement penalties caused by wearing medium or heavy armor or by carrying a medium or heavy load. This effect lasts for 1 minute. During this time, the cleric can add her Strength modifier on saving throws against effects that would cause her to become entangled, staggered, or paralyzed. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Strength) edge to select this talent.

Sudden Shift (Sp): In the blink of an eye, the cleric can appear somewhere else. As an immediate action, after the cleric is missed by a melee attack, she can teleport up to 10 feet to a space that she can see. This space must be inside the reach of the creature that attacked the cleric. The cleric can use this power a number of times each day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Trickery domain spells with the following: 2nd—*mirror image*, 7th—*project image*.

A cleric must have the domain (Trickery) edge to select this talent.

Sun's Blessing (Su): Whenever the cleric channels positive energy to harm undead creatures, she adds her cleric level to the damage dealt. Undead do not add their channel resistance to their saves when the cleric channels positive energy.

A cleric must have the domain (Sun) edge and channel energy (positive) talent to select this talent.

Supernatural Trap (Su): The cleric selects a supernatural ranger trap (see *Pathfinder Roleplaying Game: Ultimate Magic* for details). The cleric can use this trap a number of times per day equal to her Wisdom modifier. The DCs for Perception checks, Disable Device checks, and saving throws against the trap are equal to 10 + 1/2 the cleric's level + cleric's Wisdom modifier. The trap lasts for 1 hour or until triggered.

The cleric can choose to replace her Artifice domain spells with the following: 2nd—*snare*, 3rd—*improve trap*, 7th—*teleport trap*.

A cleric must be at least 8th level and have the domain (Artifice) edge to select this talent.

Surefooted (Ex): The cleric's speed is not reduced by difficult terrain unless the terrain has been magically manipulated to impede motion.

A cleric must be at least 8th level and have the domain (Ruin) edge to select this talent.

Surge (Su): As a standard action, the cleric can cause a mighty wave to appear that pushes or pulls a single creature. The cleric makes a combat maneuver check against the target, using her cleric level + her Wisdom modifier as her CMB. If

THE TALENTED CLERIC

successful, the cleric may pull or push the creature as if using the bull rush or drag combat maneuver. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Water domain spells with the following: 2nd—*slipstream*, 3rd—*water walk*, 9th—*tsunami*.

A cleric must have the domain (Water) edge to select this talent.

Synergistic Touch (Sp): The cleric can touch a creature as a standard action to confer upon it the benefits of any one teamwork feat that she possesses. This effect persists for a number of rounds equal to 1/2 her cleric level (minimum 1). The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Community domain spells with the following: 1st—*borrow skill*, 2nd—*share language*, 3rd—*coordinated effort*.

A cleric must have the domain (Community) edge to select this talent.

Taboo (Su): When a creature touches the cleric or strikes her with a melee attack, the cleric can activate this power as an immediate action. That creature takes a –1 penalty on saving throws for 1 minute. This penalty increases by 1 for every 5 cleric levels. When the cleric uses this ability, she loses her resistance bonus granted by the resistant touch talent for 1 minute. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Protection domain spells with the following: 2nd—*silence*, 4th—*detect scrying*, 5th—*mirage arcana*, 9th—*create demiplane (greater)*.

A cleric must have the domain (Protection) edge and the resistant touch talent to select this talent.

Tactical Expertise (Ex): [Divine Strategist] The cleric knows how to take best advantage of tactical opportunities. Whenever she is flanking or makes an attack of opportunity, she may add her Intelligence bonus (if any) as a bonus on the attack roll. In addition, once per day as a swift action she may add her Intelligence modifier as a bonus on any single d20 roll made as part of a readied action. She can use this ability one additional time per day for every two levels after 8th.

A cleric must be at least 8th level to select this talent.

Teaching Moment (Su): When the cleric or an ally within 30 feet rolls a natural 1 or a natural 20 on an attack roll, an ability check, a skill check, or a saving throw, as an immediate action the cleric can grant all allies within 30 feet special insights that help them overcome similar challenges. Once during the next minute, each affected creature can choose to roll twice and take the better result before attempting an attack roll, ability check, skill check, or saving throw. The cleric can use this ability once per day at 8th level, and one additional time per day for every four levels thereafter (12th, 16th, and 20th level).

The cleric can choose to replace her Community or Knowledge domain spells with the following: 1st—*know the enemy*, 2nd—*fox's cunning*, 6th—*battlemind link*, 8th—*circle of clarity*.

A cleric must be at least 8th level and have the domain (Community or Knowledge) edge to select this talent.

Thief of the Gods (Su): When the cleric makes a Disable Device or Sleight of Hand check, she can roll twice and take the higher result. Using this ability is a free action. The cleric can use this ability once per day at 8th level, plus one additional time per day for every 2 levels beyond 8th.

The cleric can choose to replace her Trickery domain spells with the following: 3rd—*locate object*, 7th—*ethereal jaunt*.

A cleric must be at least 8th level and have the domain (Trickery) to select this talent.

Thundercloud (Su): As a standard action, the cleric can summon a storm cloud. This power functions as *fog cloud* except that creatures inside the cloud are deafened and take 2d6 points of electricity damage each round from the flashes of thunder and lightning. Once created, the cleric can concentrate on the cloud to move it up to 30 feet each round. The cleric can use this ability for a number of rounds per day equal to her cleric level. These rounds do not need to be consecutive.

The cleric can choose to replace her Air domain spells with the following: 4th—*solid fog*, 9th—*storm of vengeance*.

A cleric must be at least 8th level and have the domain (Air) edge to select this talent.

THE GETTIVS GUIDE TO

Touch of Chaos (Sp): The cleric can imbue a target with chaos as a melee touch attack. For the next round, anytime the target rolls a d20, he must roll twice and take the less favorable result. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Chaos) edge to select this talent.

Touch of Darkness (Sp): As a melee touch attack, the cleric can cause a creature's vision to be fraught with shadows and darkness. The creature touched treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls. This effect lasts for a number of rounds equal to 1/2 her cleric level (minimum 1). The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Darkness) edge to select this talent.

Touch of Evil (Sp): The cleric can cause a creature to become sickened as a melee touch attack. Creatures sickened by her touch count as good for the purposes of spells with the evil descriptor. This ability lasts for a number of rounds equal to 1/2 her cleric level (minimum 1). The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Evil) edge to select this talent.

Touch of Filth (Su): [Filth Priest of Tsathogga] Once per day per cleric level, the cleric may make a melee touch attack that deals 1d4 points of Charisma damage to the target (Fortitude save for half damage). If the target is reduced to 0 Charisma or less, they die, dissolving into a pile of retch and filth.

A cleric must be at least 9th level and have the domain (Destruction or Water) edge to select this talent.

Touch of Glory (Sp): The cleric can cause her hand to shimmer with divine radiance, allowing her to touch a creature as a standard action and give it a bonus equal to her cleric level on a single Charisma-based skill check or Charisma ability check. This ability lasts for 1 hour or until the creature touched elects to apply the bonus to a roll. The cleric can use this ability to grant the bonus a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Glory) edge to select this talent.

Touch of Good (Sp): The cleric can touch a creature as a standard action, granting a sacred bonus on attack rolls, skill checks, ability checks, and saving throws equal to half her cleric level (minimum 1) for 1 round. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Good) edge to select this talent.

Touch of Law (Sp): The cleric can touch a willing creature as a standard action, infusing it with the power of divine order and allowing it to treat all attack rolls, skill checks, ability checks, and saving throws for 1 round as if the natural d20 roll resulted in an 11. She can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Law) edge to select this talent.

Touch of Loyalty (Su): As a standard action, the cleric can touch a willing creature, granting it a +4 sacred bonus on saving throws to resist charm, compulsion, and fear effects for 1 hour. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Law domain spells with the following: 1st—*remove fear*, 5th—*command (greater)*.

A cleric must have the domain (Law) edge to select this talent.

Touch of Shadow (Su): [Disciple of Orcus] Once per day per level, the cleric may make a melee touch attack to deal 1d4+1 points of Strength damage to a target (Fortitude save for half damage). If the target is reduced to 0 Strength or less, they die, and rise as a shadow under the control of the cleric one round later. The cleric may have one controlled shadow per two class levels. This is equivalent to a 5th level spell.

A cleric must be at least 9th level and have the domain (Death) edge to select this talent.

Touch the Spirit World (Su): With a touch, the cleric can empower a weapon to affect incorporeal creatures. The weapon touched deals half damage to incorporeal creatures, or full damage if it is a magic weapon. This benefit lasts for a number of rounds equal to her cleric level. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

THE TALENTED CLERIC



THE GETTUS GUIDE TO

The cleric can choose to replace her *Repose* domain spells with the following: 3rd—*animate dead*, 6th—*antilife shell*, 9th—*trap the soul*.

A cleric must have the domain (*Repose*) edge to select this talent.

Touch of Virulence (Su): As a standard action, the cleric can touch a diseased creature and exacerbate its condition. If it fails a Fortitude save, the creature takes damage as though it had failed its Fortitude save against the disease and any remaining onset time for the disease ends. The cleric can use this ability once per day at 8th level, plus one additional time per day at 14th level and 20th level.

The cleric can choose to replace her *Death* or *Evil* domain spells with the following: 1st—*ray of sickening*, 3rd—*contagion*, 6th—*plague storm*, 8th—*horrid wilting*.

A cleric must have the domain (*Death* or *Evil*) edge to select this talent.

*Transfer Magic (Su)**: The cleric can temporarily transfer a weapon special ability from one weapon to another. The bearers of each of the weapons must be willing, and the cleric must be touching both weapons to activate this ability. The cleric can transfer a weapon special ability with a base price modifier of +1 or +2. If the cleric using this ability on a double weapon, only one end of the double weapon is affected. The transfer lasts for 1 minute, after which the transferred weapon special ability automatically returns to the source weapon. The cleric can use this ability multiple times on the same weapon or weapons. Alternatively, the cleric can use transfer magic to move a +1 or +2 armor enhancement bonus from one touched suit of armor to another, or move a +1 or +2 armor or weapon enhancement bonus to another suit of armor or weapon. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (*Artifice*) edge to select this talent.

Tremorsense (Ex) The cleric gains tremorsense 30 feet. At 12th level, the range of the cleric's tremorsense increases to 60 feet.

A cleric must be at least 6th level and have the domain (*Vermin*) edge to select this talent.

True Healer (Su): [*Merciful Healer*] When the cleric channels positive energy, she can choose to apply the benefits of the merciful healing edge or to reroll any 1s when determining how much damage she heals with the holy energy. She must choose which benefit to take before she rolls to see how much damage she heals.

A cleric must be at least 8th level and have the merciful healing edge to select this talent

Tugging Strands (Su): The cleric can force a creature within line of sight to reroll any one roll that it has just made before the result of the roll is revealed. The result of the reroll must be taken, even if it is worse than the original roll. The cleric can use this ability once per day at 8th level, and one additional time per day for every 6 levels beyond 8th.

The cleric can choose to replace her *Luck* domain spells with the following: 2nd—*augury*, 3rd—*borrow fortune*.

A cleric must be at least 8th level and have the domain (*Luck*) edge to select this talent.

Tunnel Runner (Su): The cleric can move through tunnels and caves with ease. Activating this ability is a standard action. The cleric can move across any stone surface as if under the effects of *spider climb*. The cleric can also see very well in darkness, gaining darkvision out to a range of 60 feet. If the cleric already possesses darkvision, extend the range by 60 feet. While underground, the cleric also gains an insight bonus equal to her cleric level on *Stealth* skill checks and an insight bonus equal to her *Wisdom* modifier on initiative checks. The cleric can use this ability for 1 minute per day per cleric level she possesses. These minutes do not need to be consecutive, but they must be spent in 1-minute increments.

The cleric can choose to replace her *Earth* domain spells with the following: 2nd—*create pit**, 3rd—*spiked pit*, 6th—*hungry pit*.

A cleric must be at least 8th level and have the domain (*Earth*) edge to select this talent.

Tyrannical Strike (Su): As an immediate action upon successfully hitting an opponent with a melee attack, the cleric can choose to forgo the damage (but not any other effects of the attack) to instead affect the creature hit as a *greater command* spell,

THE TALENTED CLERIC

with a caster level equal to her cleric level. The cleric can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

The cleric can choose to replace her Law domain spells with the following: 1st—*command*, 3rd—*bestow curse*, 7th—*symbol of persuasion*.

A cleric must be at least 8th level and have the domain (Law) edge to select this talent.

Undead Creation Mastery (Su): [Disciple of Orcus] When the cleric creates undead (either through a spell or other means) she gains a +4 bonus to her caster level when determining the type of undead she can create. Undead the cleric creates are immediately under her control as per the *control undead* spell (Will negates). The cleric uses her class level as her caster level.

A cleric must be at least 11th level and have the domain (Death) edge to select this talent.

Unexpected Whimsy (Su): As a standard action, the cleric dances, acts like a buffoon, or commits some other act of whimsy. Enemies within 30 feet of the cleric that can see and hear her must succeed a Will saving throw or they collapse into gales of manic laughter, falling prone. Creatures failing the save can take no actions other than laughing for 1 round, but are not considered helpless. The cleric can use this ability once per day at 8th level and one additional time for every 4 levels beyond 8th.

The cleric can choose to replace her Chaos domain spells with the following: 1st—*hideous laughter*, 4th—*confusion*, 6th—*cloak of dreams*.

A cleric must be at least 8th level and have the domain (Chaos) edge to select this talent.

*Unholy Strike (Su)**: The cleric can touch one weapon and give it an evil blessing. For 1 minute, the weapon takes on a black, orange, or violet cast and deals an additional 1d6 points of damage against good creatures. During this time, it's treated as evil for the purpose of overcoming damage reduction. This additional damage doesn't stack with the additional damage from the *unholy* weapon special ability. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Evil) edge to select this talent.

Unity (Su): Whenever a spell or effect targets the cleric and one or more allies within 30 feet, she can use this ability to allow her allies to use her saving throw against the effect in place of their own. Each ally must decide individually before the rolls are made. Using this ability is an immediate action. The cleric can use this ability once per day at 8th level, and one additional time per day for every four cleric levels beyond 8th.

A cleric must be at least 8th level and have the domain (Community) edge to select this talent.

Unlife Healer (Su): [Undead Lord] The cleric's spells, spell-like abilities, and supernatural abilities used to heal undead heal an extra 50% damage. At 16th level, these effects automatically heal the maximum possible damage for the effect + the extra 50%. This does not stack with abilities or feats such as Empower Spell or Maximize Spell.

The cleric must be at least 8th level and have the domain (Death) edge to select this talent.

The cleric must have the domain (Death) edge to select this talent.

*Unlucky Enemy (Su)**: As an immediate action the cleric can force an adjacent opponent to reroll an ability check, an attack roll, a saving throw, or a skill check it just attempted; it must take the lower of the two rolls. The decision to use this benefit must be declared after the roll is made but before the result is revealed. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Lucky) edge to select this talent.

Unseen Devotion (Su): [Hidden Priest] The cleric can apply the Silent Spell and Still Spell feats to a spell she is about to cast. This does not alter the level of the spell or the casting time. She can use this ability once per day at 8th level and one additional time per day for every four additional cleric levels beyond 8th. Even though this ability does not modify the spell's actual level, she cannot use this ability to cast a spell whose modified spell level would be above the level of the highest-level spell that he is capable of casting. This ability always applies both feats (the cleric cannot use it to just apply one or the other).

A cleric must be at least 8th level to select this talent.

THE GETTUS GUIDE TO

Unseen Revealed (Ex): [Roaming Exorcist] The cleric gains a bonus equal to 1/2 her cleric level (minimum +1) on Perception checks to detect haunts and incorporeal creatures, and on Sense Motive checks to determine whether a creature is possessed, under the effects of an enchantment or curse, otherwise magically controlled.

Untouched by the Seasons (Su): By touching a creature, the cleric can grant it the benefits of *endure elements*, which last for 1 hour per cleric level. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Weather domain spells with the following: 1st—*goodberry*, 4th—*blight*, 8th—*sunburst*.

A cleric must have the domain (Weather) edge to select this talent.

Venomous Saliva (Su): As a swift action, the cleric can spit a gout of life-stealing venom onto a weapon she is wielding. The poison lasts for 1 minute or until the cleric makes an attack that injures a foe with that weapon.

Life-Stealing Venom: Injury; **save** Fort DC 10 + 1/2 the cleric's level + cleric's Wisdom modifier; **frequency** 1/round for 3 rounds; **effect** 1 Con damage; **cure** 1 save. The cleric can use the venomous saliva ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Scalykind domain spells with the following: 2nd—*pernicious poison*, 6th—*cloudkill*.

A cleric must have the domain (Scalykind) edge to select this talent.

Venomous Stare (Sp): The cleric is a true lord of reptiles, able to induce pain, panic, and confusion with a mere glance. As a standard action, the cleric can activate a gaze attack with a 30-foot range. This is an active gaze attack that can target a single creature within range. The target must make a Will save. Those who fail take 1d6 points of nonlethal damage + 1 point for every two cleric levels she possesses and is fascinated until the beginning of the cleric's next turn. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier. This is a mind-affecting effect.

A cleric must have the domain (Scalykind) edge to select this talent.

Vermin Empathy (Ex): The cleric can improve the attitude of any creature with the vermin type.

This ability functions just like a Diplomacy check made to improve the attitude of a person. The cleric rolls 1d20 and adds her cleric level and her Charisma modifier to determine the vermin empathy check result.



THE TALENTED CLERIC

To use vermin empathy, the cleric and creature must be within 30 feet of one another under normal conditions. Generally, influencing a creature in this way takes 1 minute but, as with influencing people, it might take more or less time.

A cleric must have the domain (Vermin) edge to select this talent.

Vision of Madness (Sp): The cleric can give a creature a *vision of madness* as a melee touch attack. The cleric chooses one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to 1/2 her cleric level (minimum +1) and a penalty to the other two types of rolls equal to 1/2 her cleric level (minimum -1). This effect fades after 3 rounds. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

A cleric must have the domain (Madness) edge to select this talent.

Void Form (Su): The cleric can become semi-tangible as a standard action. While in this form, she is immune to critical hits and gains a +1 deflection bonus to AC. This bonus increases by 1 at 8th level and every 4 levels thereafter. The cleric can use this power a number of rounds per day equal to her cleric level. These rounds need not be consecutive.

The cleric can choose to replace her Knowledge domain spells with the following: 1st—*sanctuary*, 5th—*telepathic bond*, 6th—*planar binding* (aeons only)

A cleric must have the domain (Knowledge or Void) edge to select this talent.

Wall of Ashes (Su): The cleric can create a wall of swirling ashes anywhere within 100 feet. This wall is up to 20 feet high and up to 10 feet long per cleric level she possesses. The wall of ash blocks line of sight, and any creature passing through it must make a Fortitude save or be blinded for 1d4 rounds. The wall of ash reveals invisible creatures that are inside it or adjacent to it, although they become invisible again if they move away from the wall. The cleric can use this ability for a number of minutes per day equal to her cleric level, but these minutes do not need to be consecutive.

The cleric can choose to replace her Fire domain spells with the following: 7th—*disintegrate*, 9th—*fiery body*.

A cleric must be at least 8th level and have the domain (Fire) edge to select this talent.

*War Mind (Su)**: The cleric can touch an ally and grant it a tactical advantage for 1 minute. Each round at the start of its turn, it can select one of the following bonuses: +10 feet to base land speed, a +1 dodge bonus to AC, a +1 insight bonus on attack rolls, or a +1 luck bonus on saving throws. Each bonus selected lasts for 1 round. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (War) edge to select this talent.

Ward Against Death (Su): The cleric can emit a 30-foot aura that wards against death for a number of rounds per day equal to her cleric level. Living creatures in this area are immune to all death effects, energy drain, and effects that cause negative levels. This ward does not remove negative levels that a creature has already gained, but the negative levels have no effect while the creature is inside the warded area. These rounds do not need to be consecutive.

A cleric must be at least 8th level and have the domain (Repose) edge to select this talent.

Warding Rune (Su): When a creature is damaged by the cleric's blast rune, it cannot attack the cleric for a number of rounds equal to 1/2 her cleric level unless it succeeds at a Will save, as per the *sanctuary* spell. Using this ability is an immediate action when a creature triggers one of the cleric's blast runes. The ability does not prevent the cleric from being attacked or affected by area of effect spells or abilities. The cleric can use this ability once per day at 8th level, plus one additional time per day at 14th level and 20th level.

The cleric can choose to replace her Rune domain spells with the following: 1st level—*arcane lock*, 4th—*dimensional anchor*, 6th—*guards and wards*.

A cleric must be at least 6th level, have the domain (Rune) edge, and blast rune talent to select this talent.

Weapon Master (Su): As a swift action, the cleric gains the use of one combat feat for a number of rounds per day equal to her cleric level. These rounds do not need to be consecutive and the cleric can change the feat chosen each time she uses this ability. The cleric must meet the prerequisites to use this feat.

A cleric must be at least 8th level and have the domain (War) edge to select this talent.

THE GETTIVS GUIDE TO

Weapon Training (Ex): [Arsenal Chaplain] The cleric gains a +1 bonus on attack and damage rolls when using a single weapon she has selected for the Weapon Focus feat. At 9th level and every four levels thereafter (13th and 17th), the bonus increases by +1 (to a maximum of +4 at 17th level). This talent may be selected multiple times, each time applying to a different weapon the cleric has selected for the Weapon Focus feat.

A cleric must be at least 5th level and have the Weapon Focus feat to select this talent.

Whispering Evil (Su): As a standard action, the cleric can whisper a hypnotizing litany of empty promises. Each enemy within a 30-foot emanation that can hear the cleric must succeed on a Will saving throw (DC 10 + 1/2 the cleric's level + cleric's Wisdom modifier) or become fascinated for as long as the cleric continues the litany. The cleric can use this power a number of rounds per day equal to her cleric level, but these rounds do not need to be consecutive. This is a mind-affecting effect.

The cleric can choose to replace her Evil domain spells with the following: 1st—*cause fear*, 3rd—*vampiric touch*, 6th—*planar binding* (daemons only).

A cleric must be at least 8th level and have the domain (Evil) edge to select this ability.

Wind Barrier (Su):* The cleric can create a barrier of fast winds around herself for 1 minute. This acts as a *wind wall* on all sides of her square, protects the cleric with *feather fall*, and doesn't interfere with her ranged attacks. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must be at least 11th level and have the blessing (Weather) edge to select this talent.

Wind Blast (Su): As a standard action, the cleric can unleash a blast of air in a 30-foot line. Make a combat maneuver check against each creature in the line, using the cleric's caster level as her base attack bonus and the cleric's Wisdom modifier in place of her Strength modifier. Treat the results as a bull rush attempt. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

The cleric can choose to replace her Air domain spells with the following: 1st—*whispering wind*, 6th—*wind walk*, 9th—*winds of vengeance*.

A cleric must have the domain (Air) edge to select this talent.

Wings of Steel (Su): [Steel Valkyrie] The cleric can cause metallic wings to grow from the back of her armor, granting her a fly speed of 40 feet (average maneuverability). The cleric may use this ability a number of minutes per day equal to her class level. These minutes need not be consecutive, but must be spent in one minute increments. If the cleric is wearing armor, she takes no penalty to this fly speed due to wearing armor.

A cleric must be at least 8th level, have the domain (War) edge, and the divine-forged feathers talent to select this talent.

Wooden Fist (Su): As a free action, the cleric's hands can become as hard as wood, covered in tiny thorns. While the cleric has wooden fists, her unarmed strikes do not provoke attacks of opportunity, deal lethal damage, and gain a bonus on damage rolls equal to 1/2 her cleric level (minimum +1). The cleric can use this ability for a number of rounds per day equal to 3 + her Wisdom modifier. These rounds do not need to be consecutive.

The cleric can choose to replace her Plant or Strength domain spells with the following: 1st—*true strike*, 3rd—*magic fang (greater)*, 4th—*force punch*.

A cleric must have the domain (Plant or Strength) edge to select this talent.

Wounding Blade (Su): The cleric can give a weapon that she touches the *wounding* special weapon quality for a number of rounds equal to 1/2 her cleric level. The cleric can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

The cleric can choose to replace her War domain spells with the following: 3rd—*vampiric touch*, 5th—*wall of thorns*, 7th—*inflict serious wounds (mass)*.

A cleric must be at least 8th level and have the domain (War) edge to select this talent.

Zephyr's Gift (Su):* The cleric can touch any one ranged weapon and enhance it with the quality of air. For 1 minute, any attacks made with the weapon take no penalties due to range. In addition, making a ranged attack with this weapon doesn't provoke an attack of opportunity. Uses of this ability count against the cleric's uses of the blessing edge each day.

A cleric must have the blessing (Air) edge to select this talent.

APPENDICES

The following sections compile and detail useful information for the talented cleric including alternate forms of channeled energy and a compiled cleric spell list.

APPENDIX ONE: CHANNEL ENERGY

ALTERNATE CHANNEL ENERGY

The following talents are alternatives to the channel energy talent. Unless otherwise noted, the talents listed acts as the channel energy talent. A cleric may not have more than one version of the channel energy talent, and may not select one of the following alternatives to channel energy in addition to a variant channel energy (see below).

Alignment Channel (Su): [Fiendish Vassal] Rather than channel positive or negative energy, the cleric channels the pure power of chaos, evil, good, or law. The type of alignment chosen when this ability is selected must match both the cleric and he god's (if any) alignment. This is similar to channeling negative energy, but instead of healing undead and dealing damage to living creatures, the channeled energy automatically heals creatures with the selected alignment and debilitates creatures within its burst with the opposite alignment on the good/evil or chaos/law axis.

Channeling this power causes a burst that affects all creatures in a 30-foot radius centered on the cleric. In the case of creatures with the chosen alignment (chaos, evil, good, or law), the amount of damage healed is 1d4. Creatures with the opposite alignment instead take 1d4 damage, but receive a Will saving throw to negate this damage. Creatures with the opposite alignment that fail their saving throw are also sickened for 1d4 rounds. If the creature with the opposite alignment's Hit Dice are less than or equal to the channeling cleric's class level -5, on a failed saving throw they are instead nauseated for 1 round and then sickened for 1d4

rounds. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier.

For the purposes of feats that affect channel energy, this ability counts as channeling negative energy if it heals evil creatures, channeling positive energy if it heals good creatures, or either (chosen when the talent is selected) if it heals chaotic or lawful creatures. If the feat changes the way the cleric channels or deals damage with her channeling, use the amount of damage this ability heals creatures to determine the damage-dealing potential of the affected ability.

This talent may be selected multiple times, each time increasing the damage healed and dealt by 1d4. The maximum damage this damage can heal or deal is equal to 1d4 at 1st level plus 1d4 for every two cleric levels beyond 1st (2d4 at 3rd, 3d4 at 5th, and so on).

A cleric must have the domain (Chaos, Evil, Good, or Law) edge to select this talent.

Channel Darkness (Su): [Shadow Priest] Rather than channel positive or negative energy, the cleric instead channels the power of eternal darkness. This ability is similar to channeling negative energy, but instead of healing undead and dealing damage to living creatures, this blast of shadowy power can only harm creatures and create darkness.

Channeling darkness causes a burst that affects all creatures in a 30-foot radius centered on the cleric. Living creatures take 1d4 points of damage. Undead creatures are not healed by this energy, but are instead staggered for 1 round by the overwhelming power. Creatures in the burst receive a Will saving throw to negate the effects.

Instead of harming creatures with this energy, the cleric can instead use channel darkness to snuff out light sources within the burst. Non-magical light sources such as torches, lanterns, or sunrods are automatically extinguished (as a *dust of twilight* spell). Any 0th level spell with the light descriptor in the area is dispelled (as *dispel magic*). With the cleric using her class level as her caster level. Whether the magical effects are dispelled or not, the illumination level in the area drops by 1 step, as the spell darkness, for 1 minute. The shadows created by channel darkness are treated as a *darkness* spell equal to the level of light spell it can dispel (0th when the talent is first taken).

THE GETTUS GUIDE TO

For the purposes of feats that affect channel energy, this ability counts as channeling negative energy. If the feat changes the way the cleric channels or deals damage with her channeling, use the amount of damage this ability harms living creatures to determine the damage-dealing potential of the affected ability.

This talent may be selected multiple times, each time increasing the damage dealt by 1d4 and the equivalent spell level for the *darkness* effect by 1 (to a maximum of 9th level or lower light spells at 19th level). The maximum damage this damage can heal or deal is equal to 1d4 at 1st level plus 1d4 for every two cleric levels beyond 1st (2d4 at 3rd, 3d4 at 5th, and so on).

The fifth time a cleric selects this talent, the light level drops by 2 steps.

The eighth time a cleric selects this talent, the light level drops by 3 steps, and areas of dim light or darkness become supernaturally dark (even creatures with darkvision cannot see within it).

A cleric must have the domain (darkness) edge to select this talent.

Demanding Channel (Su): [Unholy Barrister] This works as the channel negative energy talent. The cleric cannot use this ability to heal undead creatures. The cleric can spend two uses of her channel negative energy talent to heal all evil or lawful creatures (chosen when this talent is selected). However, to receive this bonus, the creatures must each spend an immediate action swearing loyalty to the cleric's god.

In addition to the damage healed, creatures that swear loyalty gain a +2 profane bonus to any one d20 roll within one minute per cleric level.

Regardless of when the power is used, the creature's soul is bound to the cleric's god for the entire duration. If the creature dies during this time, it cannot be brought back to life by any means aside from a *miracle* or *wish*. Even if it is brought back to life, it gains three permanent negative levels.

This talent may be selected multiple times, each time increasing the damage healed and dealt by 1d6 and the number of rolls that can gain a +2 profane bonus by one. The maximum damage this damage can heal or deal is equal to 1d6 at 1st level plus 1d6 for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on).

The fifth time a cleric selects this talent, the profane bonus increases to +4.

A cleric must have the domain (Evil or Law) edge to select this talent.

Elemental Channel (Su): [Idolator] The cleric's channel energy heals constructs and disrupts the bodies of living creatures. This deals 1d6 points of electricity damage to all creatures in a 30-foot radius centered on the cleric. Creatures with the construct type are instead healed by this effect. Creatures that take damage from elemental channel receive a Will save to halve the damage. The cleric may use elemental channel a number of times per day equal to 3 + her Charisma modifier.

A cleric must have the domain (Artifice) edge to select this talent.



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THE TALENTED CLERIC

Focused Alignment Channel (Su): [Demonic Apostle] Rather than channel positive or negative energy, the cleric channels the pure power of outsiders such as archons or demons. The cleric selects two alignment aspects (chaos/good, chaos/evil, law/good, or law/evil). The type of alignment chosen when this ability is selected must match both the cleric and her god's (if any) alignment. Creatures with either opposite alignment on the chaos/law and good/evil axis take 1d6 points of damage within a 30-foot radius burst centered on the cleric. Creatures that take damage from the channeled energy receive a Fortitude save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's class level + the cleric's Charisma modifier. If the creature possesses a completely opposite alignment on both the chaos/law and good/evil axis, then they take a -2 penalty on their saving throw.

The third time a cleric selects the focused alignment channel talent, she may choose to target creatures healed with either a *rage* spell (if chaotic and/or evil) or a *heroism* spell (if lawful and/or good). The cleric selects one when channel energy is selected the third time.

The fifth time a cleric selects the focused alignment channel talent, enemies harmed by the channeled energy are also sickened for 1d6 rounds if they fail their saving throw.

This talent may be selected multiple times, each time increasing the damage healed and dealt by 1d6. The maximum damage this damage can heal or deal is equal to 1d6 at 1st level plus 1d4 for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on).

A cleric must have any two versions of the domain (Chaos, Evil, Good, or Law) edge to select this talent.

Iron Channel (Su): [Iron Priest] When the cleric channels energy to heal or harm living creatures, she heals or harms constructs with the clockwork or robot subtypes as well. Constructs without those subtypes are also affected, but gain only half the normal amount of healing or take only half the normal amount of damage, as appropriate. The cleric cannot harm or heal undead with channel energy.

Merciful Channel (Su): [Merciful Healer] The cleric must channel positive energy, and when she does, she cannot choose to target undead. When selecting the channel energy talent to increase the damage healed, the cleric also selects a harmful condition that the channel energy removes.

The second time a cleric selects the channel energy talent, she can remove one chosen condition from one living creature that she heals within her channel energy burst. She can select from one of the following conditions: fatigued, shaken, or sickened.

The third time a cleric selects the channel energy talent, she can remove the previously selected condition or one of the following conditions from up to two creatures within her channel energy burst: dazed, diseased, or staggered.

The fifth time a cleric selects the channel energy talent, she can remove a previously selected condition or one of the following conditions from up to two creatures within her channel energy burst: cursed, exhausted, frightened, nauseated, or poisoned.

The sixth time a cleric selects the channel energy talent, she can remove a previously selected condition or one of the following conditions from up to three creatures within her channel energy burst: blinded, deafened, paralyzed, or stunned.

A cleric must have the domain (Healing) edge to select this talent.

Agent of Divinity: At 20th level, the cleric comes a direct agent of the divine, and gains powers far beyond those of other priests and initiates. She selects one of the following abilities for which she meets the prerequisites.

Aspect of Energy (Su): The cleric becomes a divine conduit of channeled energy. When she channels energy, she can channel both to heal and to harm at the same time. The range of her channel energy is doubled. She may select a variant channel energy (see below) for which she meets the prerequisite, and use it in addition to channeling to heal and harm. Her channel energy uses do not count against her daily limit. This ability lasts for 1 minute. The cleric must have the ability to channel energy to select this agent of divinity.

THE GETTIVS GUIDE TO

Aspect of Magic (Su): The cleric can channel an aspect of magic, gaining potent eldritch abilities. One per day as a swift action she adds half her level to concentration checks and caster level checks, gains SR 30, and does not have to fulfill verbal or somatic components to cast spells, and can ignore material components without cost and divine focus requirements. This ability lasts for 1 minute. The cleric must have the ability to cast cleric spells to select this agent of divinity.

Aspect of War (Su): The cleric can channel an aspect of war, growing in power and martial ability. Once per day as a swift action, the cleric can treat her level as her base attack bonus, gains DR 10/—, and can move at her full speed regardless of the armor she is wearing or her encumbrance. In addition, the domain or blessing-based talents she calls on that have a limited number of uses per day or a limited duration of use each day don't count against her daily limits during this time. This ability lasts for 1 minute. The cleric must have the blessing or domain edge to select this agent of divinity.

Edge: The cleric may select any edge for which she meets the prerequisites.

VARIANT CHANNEL ENERGY

When you create a cleric character, decide whether she uses the standard form of channel energy or a variant presented here based on one aspect of her deity's (if any) portfolio. Once this choice is made, it cannot be altered. Alternate forms of channel energy (see above) cannot be combined with variant channeling. Variant channeling has the same area of effect, save DCs, uses per day, and other rules relating to the channel energy talent. Feats and abilities that modify or present alternative uses for channeled energy (such as Command Undead and Turn Undead) work normally with these variant channeling abilities.

A variant channeling either modifies positive channeled energy when used to heal or modifies negative energy when used to harm. When using positive energy to heal, affected creatures gain only half the normal amount of healing but also receive a specific beneficial effect. When channeling negative energy to harm, affected creatures take only half the normal damage but take an additional

penalty or harmful effect; a successful saving throw negates the additional penalty or effect but does not reduce the damage any further. Creatures that would normally ignore the effect of a particular channel (such as undead with respect to a positive energy channel used to heal) ignore the variant effect of that channel.

Some variant channeling abilities are enhanced when used on particular creature types. Such channeling increases the normal healing or damage from channeled energy by 50% for that creature type, rather than the default half healing or damage for the alternative channeling. For example, a 7th-level cleric who has selected the channel energy talent four times normally heals 4d6 points of damage with channeled positive energy; with the Nature alternative channeling, that cleric instead heals only half that amount (2d6) when channeling, but heals animals and fey an additional +50% over the unhalved value (4d6 + 50%).

Unless otherwise stated, bonuses granted by a variant channeling are sacred bonuses if you channel positive energy or profane bonuses if you channel negative energy. If an alternative channeled energy provides a "channel bonus" on rolls or statistics, the bonus is +1, and increases by +1 when the cleric's channel energy damage healed or dealt increases to 3d6, 5d6, 7d6, and 9d6, to a maximum of +5 when the cleric's channel energy deals or heals 9d6 damage.

Air/Sky/Wind: *Heal*—Creatures gain a channel bonus on Acrobatics and Fly checks, saving throws against wind effects, and effects with the air descriptor until the end of your next turn. *Harm*—Creatures are buffeted with wind until the end of your next turn; this wind gives them a channel penalty on ranged attacks, and their movement is halved if they move toward you.

Alc/Wine: *Heal*—Creatures ignore the nauseated and sickened conditions, as well as ability damage and drain from poison, until the end of your next turn. This does not bring back to life creatures killed by Constitution damage. *Harm*—Creatures are nauseated for 1 round.

Art/Music: *Heal*—Creatures gain a channel bonus on Perform checks and on saving throws against illusions, sonic effects, and language-

THE TALENTED CLERIC

dependent effects for 1 minute. *Harm*—Creatures take a channel penalty on saving throws against illusions, sonic effects, and language-dependent effects for 1 minute.

Battle/Wrath: *Heal*—Creatures gain a channel bonus on weapon damage and critical hit confirmation rolls until the end of your next turn. *Harm*—Creatures take a channel penalty on weapon damage and critical hit confirmation rolls until the end of your next turn.

Beauty/Love/Lust: *Heal*—Creatures gain a channel bonus on saving throws against charm effects and abilities based on fascination or physical attractiveness (such as a nymph's blinding beauty and stunning glance abilities) for 1 minute. *Harm*—Creatures gain a channel penalty on saving throws against charm effects and effects that fascinate for 1 minute.

Bravery/Valor: *Heal*—Creatures affected by fear may attempt another saving throw and receive a channel bonus on the roll. A creature unaffected by fear gains a channel bonus to its Armor Class until the end of your next turn and on its attack roll if it makes a charge attack before your next turn. *Harm*—This works like a standard channel (not halved).

Cities: *Heal*—Creatures gain a channel bonus on attack rolls when flanking and to Armor Class when flanked until the end of your next turn. *Harm*—All creatures' squares and threatened areas are treated as difficult terrain until the start of your next turn (these areas move with the creatures rather than being fixed in place at the time of the channeling). Until the end of your next turn, creatures gain a channel penalty on Acrobatics checks and overrun attempts to move through these squares.

Contracts/Oaths: *Heal*—Creatures gain a channel bonus on saves against compulsion effects until the end of your next turn. *Harm*—Creatures gain a channel penalty on saving throws against compulsions until the end of your next turn.

Darkness: *Heal*—Creatures gain low-light vision until the end of your next turn. At cleric level 5, they gain darkvision 30 feet as well, increasing this range by 30 feet for every 5 cleric levels thereafter. *Harm*—The illumination level in the area drops by 1 step, as *darkness*, for 1 minute. At cleric level 10,

the light level drops by 2 steps. At cleric level 15, it drops by 3 steps, and areas of dim light or darkness become supernaturally dark (even creatures with darkvision cannot see within it).

Death: *Heal*—Creatures gain a channel bonus on stabilization checks when dying and on saves against death effects for 1 minute. *Harm*—Creatures gain a channel penalty on stabilization checks when dying for 1 minute, and subtract the channel penalty from all healing magic, fast healing, and regeneration.

Destruction: *Heal*—Creatures gain a channel bonus on attack and damage rolls against objects, CMB for sunder attempts, and Strength checks to break objects until the end of your next turn. *Harm*—Unattended objects take full channel damage (not half).

Disease: *Heal*—Creatures heal a number of points of ability damage to one ability score (your choice) equal to your channel bonus. *Harm*—Creatures are sickened until the end of your next turn, plus a number of rounds equal to your channel penalty. At cleric level 10, you may select one creature as the target of a *contagion* in addition to the effects of the channeled energy. At cleric level 20, all creatures in the area are subject to *contagion* in addition to the effects of the channeled energy.

Dreams: *Heal*—Creatures affected by sleep effects may attempt another saving throw and apply the channel bonus on the roll. Willingly sleeping creatures gain a channel bonus on saving throws and Perception checks for up to 8 hours (this bonus ends if the creature awakens). *Harm*—Creatures gain a channel penalty on Perception checks and saving throws against exhaustion, fatigue, and sleep effects for 1 minute.

Earth: *Heal*—Creatures gain a DR 1/adamantine until the end of your next turn. This DR improves by 1 at 5th level and every 5 levels thereafter. This does not allow recipients to overcome DR/adamantine with their own attacks. *Harm*—All squares in the area are treated as difficult terrain for 1 minute.

Envy: *Heal*—Creatures gain a channel bonus on disarm and steal combat maneuvers, Bluff checks, and Sleight of Hand checks for 1 minute. *Harm*—Creatures must attempt a steal combat maneuver on their next turn against an adjacent enemy. This is a compulsion effect.

THE GETTIVS GUIDE TO

Farming: *Heal*—Creatures ignore fatigue (but not exhaustion) for 1 minute. The healing effect is enhanced for plant creatures. *Harm*—The damage effect is enhanced for plant creatures. Creatures are fatigued, as if experiencing starvation.

Fate: *Heal*—Creatures gain a channel bonus on one d20 roll made during their next readied action as long as it is taken before the end of your next turn. *Harm*—Creatures gain a channel penalty on ability checks and skill checks for 1 minute.

Fire: *Heal*—The healing effect is enhanced for creatures with the fire subtype. *Harm*—The damage effect is enhanced for creatures with the cold subtype. Affected creatures who fail their saves catch on fire.

Forge: *Heal*—Creatures in metal armor gain a channel bonus to Armor Class until the end of your next turn. Alternatively, you may repair damage to metal objects and metal constructs as if they were creatures, and this healing is enhanced. *Harm*—The damage effect is enhanced against metal constructs and unattended metal objects.

Freedom: *Heal*—Creatures gain a channel bonus on Escape Artist checks, CMB checks to escape a grapple, and saving throws against becoming entangled, paralyzed, or slowed. *Harm*—Creatures are slowed (as *slow*) until the end of your next turn.

Hunting: *Heal*—Creatures gain a channel bonus on Survival checks and ranged attack rolls until the end of your next turn. *Harm*—Creatures gain a -5 penalty on Stealth checks for 1 minute and temporarily lose effects or special abilities that reduce or negate tracks for that duration.

Justice/Law: *Heal*—Lawful creatures gain a channel bonus on Perception and Sense Motive checks, attack rolls, and saving throws until the end of your next turn. *Harm*—Creatures are affected by *zone of truth* until the end of your next turn.

Knowledge: *Heal*—Creatures gain a channel bonus on Knowledge and Perception checks until the end of your next turn. *Harm*—Sentient creatures (Intelligence 3+) who fail their saves take 1d2 points of Intelligence damage. A successful save negates this Intelligence damage.

Luck: *Heal*—Creatures gain a channel bonus or a luck bonus (creature's choice) on one roll (attack roll, CMB check, saving throw, or skill check) made before the end of your next turn. *Harm*—Creatures take a channel penalty on all d20 rolls until the end of your next turn.

Madness: *Heal*—Creatures gain a channel bonus on saving throws against confusion, insanity, rage, and similar effects. *Harm*—Creatures are *confused* until the end of your next turn.

Magic: *Heal*—Creatures gain a channel bonus on caster level checks and concentration checks until the end of your next turn. *Harm*—All creatures must make concentration checks (DC = channel energy DC plus spell level) to use spells or spell-like abilities until the end of your next turn.

Monsters: *Heal*—The healing effect is enhanced for aberrations, dragons, magical beasts, and monstrous humanoids. *Harm*—Creatures gain a channel penalty on attack and damage rolls against summoned and called creatures.

Murder: *Heal*—Creatures that critically hit before the end of your next turn add a bleed effect equal to your channel bonus. *Harm*—Creatures gain a bleed effect equal to your channel penalty.

Nature: *Heal*—The healing effect is enhanced for animals and fey. Creatures gain a channel bonus on Handle Animal and wild empathy checks for 1 minute. *Harm*—The harmful effect is enhanced for animals and fey.

Nightmares: *Heal*—Creatures gain a channel bonus on charm and compulsion saves for 1 minute. *Harm*—Creatures gain a channel penalty on concentration checks and saves against fear and phantasms.

Pain: *Heal*—Creatures gain a channel bonus on pain effect saves for 1 minute. *Harm*—Creatures are sickened until the end of your next turn, plus a number of rounds equal to your channel penalty. At cleric level 10, you may select one creature to be nauseated in addition to the effects of the channeled energy.

Poison: *Heal*—Creatures gain a channel bonus on poison saves for 1 minute. *Harm*—Creatures take 1 point of Strength, Dexterity, or Constitution damage (your choice) as a poison effect.

THE TALENTED CLERIC

Protection: *Heal*—Creatures gain a channel bonus to Armor Class until the end of your next turn. *Harm*—Creatures gain a channel penalty to Armor Class until the end of your next turn.

Revenge/Vengeance: *Heal*—This works like a standard channel (not halved). *Harm*—Creatures gain a channel penalty on attack rolls until the end of your next turn.

Rulership: *Heal*—Creatures gain a channel bonus on Diplomacy checks and to the DC of their language-dependent and charm effects until the end of your next turn. *Harm*—Creatures are dazed for 1 round.

Ocean/Sea/Water: *Heal*—Creatures gain a channel bonus on Climb and Swim checks and Constitution checks to hold their breath; this bonus lasts for 1 minute. Creatures ignore fatigue from thirst and pressure damage from deep water for 1 minute. *Harm*—The harming effect is enhanced for creatures with the aquatic or water subtypes.

Secrets: *Heal*—Creatures gain a channel bonus on Sense Motive checks and caster level checks and to save DCs of their divination spells until the end of your next turn. *Harm*—Creatures gain a channel penalty on saving throws against divinations for 1 minute. Creatures using Sense Motive against affected creatures for the next minute gain a channel bonus on Sense Motive checks.

Self-Perfection: *Heal*—Creatures may ignore one temporary condition of their choice until the end of your next turn. *Harm*—Creatures gain a channel penalty on attempts to dispel, remove, or make additional saving throws against all ongoing conditions for 1 minute (this does not apply to any initial saving throw allowed against such an effect but does apply to effects that begin during this duration).

Slavery/Tyranny: *Heal*—Creatures ignore fatigue and exhaustion for 1 minute. *Harm*—Creatures gain a channel penalty on saves against compulsions, pain, and stun for 1 minute.

Strategy: *Heal*—Until your next turn, creatures using aid another add your channel bonus to the aided creature's roll in addition to the normal aid another bonus. *Harm*—Creatures may not take attacks of opportunity until the end of your next turn.

Strength: *Heal*—Creatures gain a channel bonus on all Strength-based attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks until the end of your next turn. *Harm*—Creatures gain a channel penalty on all Strength-based rolls and to Strength-based game statistics (such as CMD) until the end of your next turn.

Sun: *Heal*—The illumination level in the area increases by one step, and creatures gain a channel bonus on saves against blindness and light-based effects. *Harm*—Creatures are dazzled for 1 minute; creatures with light blindness or light sensitivity are blinded instead of dazzled.



THE GETTUS GUIDE TO

Trickery: *Heal*—Creatures gain a channel bonus on Bluff, Disguise, Sleight of Hand, and Stealth checks for 1 minute. *Harm*—Creatures gain a channel penalty on Perception and Sense Motive checks for 1 minute.

Undeath: *Heal*—This works like a standard channel (not halved). *Harm*—The healing effect is enhanced for undead creatures and those with negative energy affinity.

Weapons: *Heal*—Creatures gain a channel bonus on attack rolls until the end of your next turn when wielding your deity's favored weapon. *Harm*—Creatures gain a channel penalty on attack and damage rolls until the end of your next turn when wielding manufactured weapons.

Weather: *Heal*—Creatures gain a channel bonus on saving throws against electricity, sonic, and wind effects. *Harm*—Each time you channel energy, you may change half the channeled energy damage to electricity or sonic damage.

APPENDIX TWO: CLERIC/ORACLE SPELLS

The cleric spell list has been compiled from the *Pathfinder Roleplaying Game: Core Rulebook*, *Pathfinder Roleplaying Game: Advanced Class Guide*, *Pathfinder Roleplaying Game: Advanced Race Guide*, *Pathfinder Roleplaying Game: Occult Adventures*, *Pathfinder Roleplaying Game: Ultimate Magic*, and *Pathfinder Roleplaying Game: Ultimate Combat*.

0-LEVEL CLERIC/ORACLE SPELLS

Abjuration: *resistance*.

Conjuration: *create water, stabilize*.

Divination: *detect magic, detect poison, guidance, read magic*.

Evocation: *light, spark*.

Transmutation: *mending, purify food and drink, virtue*.

1ST-LEVEL CLERIC/ORACLE SPELLS

Abjuration: *endure elements, entropic shield, hide from undead, protection from chaos/evil/good/law, remove fear, sanctuary, shield of faith, stunning barrier, winter feathers*.

Conjuration: *abundant ammunition, air bubble, cure light wounds, mighty fist of the earth, obscuring mist, path of glory, remove sickness, stone shield, summon minor monster, summon monster I*.

Divination: *comprehend languages, deadeye's lore, detect chaos/evil/good/law, detect undead, diagnose disease, karmic blessing, know the enemy*.

Enchantment: *bane, bless, command, compel hostility, forbid action, moment of greatness, murderous command*.

Evocation: *divine favor, sanctify corpse*.

Illusion: *muffle sound, silent table*.

Necromancy: *cause fear, curse water, deathwatch, decompose corpse, doom, inflict light wounds, life pact, ray of sickening, restore corpse, unliving rage*.

Transmutation: *air step, ant haul, bless water, blessed fist, dancing lantern, holy ice weapon, ironbeard, liberating command, magic stone, magic weapon, marching chant, marid's mastery, recharge innate magic, refine improvised weapon, reinforce armaments, sun metal, theft ward, unholy ice weapon*.

2ND-LEVEL CLERIC/ORACLE SPELLS

Abjuration: *communal endure elements, communal protection from chaos/evil/good/law, grace, greater stunning barrier, resist energy, shield of fortification, shield other, surmount affliction, undetectable alignment*.

Conjuration: *blessing of courage and life, cure moderate wounds, delay disease, delay poison, instant armor, lesser restoration, remove paralysis, returning weapon, summon monster II, web shelter*.

Divination: *augury, aura sight, find traps, mark of obvious ethics, share language, status, whispering lore*.

THE TALENTED CLERIC

Enchantment: *aid, bestow weapon proficiency, blessing of luck and resolve, calm emotions, compassionate ally, delay pain, enthrall, hold person, mantle of calm, zone of truth.*

Evocation: *arrow of law, blinding ray, consecrate, darkness, desecrate, dread bolt, ghost whip, imbue with elemental might, pilfering hand, protective penumbra, sacred space, shard of chaos, shatter, sound burst, spear of purity, spiritual weapon.*

Necromancy: *calm spirit, death candle, death knell, enemy's heart, gentle repose, inflict moderate wounds, lesser animate dead, oracle's burden, sentry skull.*

Transmutation: *aboleth's lung, alchemical tinkering, align weapon, ancestral regression, bear's endurance, blood blaze, boiling blood, bull's strength, communal ant haul, communal reinforce armaments, communal water walk, disfiguring touch, eagle's splendor, effortless armor, ghostbane dirge, groundswell, imbue with aura, instrument of agony, life channel, magic siege engine, make whole, masterwork transformation, owl's wisdom, savage maw, weapon of awe.*

3RD-LEVEL CLERIC/ORACLE SPELLS

Abjuration: *anti-incorporeal shell, communal resist energy, dispel magic, enchantment foil, glyph of warding, guardian of faith, lesser spellcrash, magic circle against chaos/evil/good/law, obscure object, protection from energy, remove curse.*

Conjuration: *communal delay poison, communal returning weapon, create food and water, cure serious wounds, greater path of glory, remove blindness/deafness, remove disease, summon monster III, symbol of healing.*

Divination: *blood biography, communal share language, elemental speech, guiding star, locate object.*

Enchantment: *bestow insight, contagious zeal, prayer.*

Evocation: *agonize, archon's aura, borrow fortune, chain of perdition, continual flame, daybreak*

arrow, daylight, deeper darkness, discovery torch, helping hand, invisibility purge, searing light, wind wall, wrathful mantle.

Illusion: *agonizing rebuke, vision of hell.*

Necromancy: *animate dead, bestow curse, blindness/deafness, bloatbomb, catatonia, contagion, deadly juggernaut, inflict serious wounds, ki leech, nap stack, sands of time, speak with dead, speak with haunt.*

Transmutation: *badger's ferocity, blessing of the mole, blood scent, communal align weapon, enter image, magic vestment, meld into stone, paragon surge, persistent vigor, raging rubble, stone shape, water breathing, water walk.*

4TH-LEVEL CLERIC/ORACLE SPELLS

Abjuration: *communal protection from energy, dimensional anchor, dismissal, freedom of movement, healing warmth, repel vermin, soothe construct, spell immunity, spellcrash, thaumaturgic circle, ward of the season.*

Conjuration: *cure critical wounds, fleshworm infestation, lesser planar ally, neutralize poison, restoration, summon monster IV.*

Divination: *discern lies, divination, symbol of revelation, tongues.*

Enchantment: *battle trance, control summoned creature, debilitating portent, greater command, greater forbid action, planeslayer's call, serenity, symbol of sleep, terrible remorse.*

Evocation: *blood crow strike, chaos hammer, divine power, holy smite, imbue with spell ability, order's wrath, sending, spiritual ally, unholy blight.*

Necromancy: *aura of doom, death ward, inflict critical wounds, plague carrier, poison, rest eternal, summoner conduit, wall of blindness/deafness.*

Transmutation: *air walk, blessing of fervor, control water, giant vermin, greater magic weapon, planar adaptation, ride the waves, spit venom, symbol of slowing.*

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5TH-LEVEL CLERIC/ORACLE SPELLS

Abjuration: atonement, break enchantment, communal spell immunity, curse of magic negation, dispel chaos/evil/good/law, life bubble, spell resistance, spellcrash.

Conjuration: breath of life, call spirit, insect plague, mass cure light wounds, pillar of life, raise dead, summon monster V, wall of stone.

Divination: communal tongues, commune, scrying, symbol of scrying, true seeing.

Enchantment: greater command, greater forbid action, serenity, symbol of sleep.

Evocation: cleanse, flame strike, hallow, unhallow, wall of ectoplasm.

Illusion: symbol of striking, village veil.

Necromancy: greater contagion, lesser astral projection, major curse, mark of justice, mass inflict light wounds, sessile spirit, slay living, spawn ward, symbol of pain.

Transmutation: communal air walk, disrupting weapon, fickle winds, greater magic siege engine, half-blood extraction, holy ice, mass ghostbane dirge, rapid repair, reprobation, righteous might, snake staff, treasure stitching, unholy ice.

6TH-LEVEL CLERIC/ORACLE SPELLS

Abjuration: antilife shell, banishment, forbiddance, greater dispel magic, greater glyph of warding, symbol of sealing.

Conjuration: heal, heroes' feast, joyful rapture, mass cure moderate wounds, planar ally, summon monster VI, word of recall.

Divination: find the path, truespeak.

Enchantment: geas/quest, mass blessing of luck and resolve, symbol of persuasion.

Evocation: blade barrier, cold ice strike.

Necromancy: create undead, epidemic, harm, mass inflict moderate wounds, plague storm, symbol of fear, undeath to death.

Transmutation: animate objects, dust form, mass bear's endurance, mass bull's strength, mass eagle's splendor, mass owl's wisdom, mass planar adaptation, wind walk.



THE TALENTED CLERIC

7TH-LEVEL CLERIC/ORACLE SPELLS

Abjuration: *circle of clarity, repulsion, greater spellcrash.*

Conjuration: *greater restoration, lesser create demiplane, mass cure serious wounds, refuge, regenerate, resurrection, summon monster VII.*

Divination: *discern location.*

Enchantment: *symbol of stunning, waves of ecstasy.*

Evocation: *blasphemy, dictum, holy word, jolting portent, word of chaos.*

Necromancy: *destruction, mass inflict serious wounds, symbol of weakness.*

Transmutation: *awaken construct, bestow grace of the champion, control weather, ethereal jaunt.*

8TH-LEVEL CLERIC/ORACLE SPELLS

Abjuration: *antimagic field, cloak of chaos, dimensional lock, greater spell immunity, greater spellcrash, holy aura, nine lives, shield of law, unholy aura.*

Conjuration: *call construct, create demiplane, greater planar ally, mass cure critical wounds, summon monster VIII.*

Enchantment: *euphoric tranquility, symbol of insanity.*

Evocation: *earthquake, fire storm, stormbolts.*

Necromancy: *create greater undead, mass inflict critical wounds, orb of the void, symbol of death.*

Transmutation: *divine vessel, frightful aspect.*

9TH-LEVEL CLERIC/ORACLE SPELLS

Abjuration: *greater communal spell immunity, symbol of vulnerability.*

Conjuration: *gate, greater create demiplane, interplanetary teleport, mass heal, storm of vengeance, summon monster IX, true resurrection, wooden phalanx.*

Enchantment: *overwhelming presence, symbol of strife.*

Evocation: *implosion, miracle, winds of vengeance.*

Necromancy: *astral projection, cursed earth, energy drain, soul bind.*

Transmutation: *etherealness, polar midnight.*

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