

THE GENIUS GUIDE TO

# MORE CLERIC TALENTS



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# THE TALENTED CLERIC

The concept of cleric talents (and why they are a good idea) is first presented in *The Genius Guide to the Talented Cleric*, along with a large number of talents (many adapted from the abilities of cleric archetypes, domains, and subdomains). The new talents presented here can be used with that book, or added as new options for the traditional cleric class.

To use these talents with the core cleric class, simply allow a cleric to take any edge presented in place of a domain. A talent can be taken in place of any single domain power or the 1d6 die increase to channel energy gained at 1st level and every two levels thereafter (3rd, 5th, 7th, etc.).

## EDGES

Edges are similar to cleric talents, but are more fundamental to background and worldview. They define a cleric in very distinct and permanent ways. As a result, there's a limit to how many edges a cleric can have. Even edges taken later in a cleric's career represent refinements to abilities the cleric has long studied, possibly even for her entire life.

A cleric may not take an edge more than once unless specified otherwise.

**Cult:** The cleric has become the leader of a cult worshipping her as a deity or prophet. She can draw upon this faith to perform miracles, further reinforcing the belief in her divinity. The cleric gains followers as if she had the Leadership feat, but does not gain a cohort. If she possesses the Leadership feat, she gains a +2 bonus to her Leadership score. A cohort gained through the Leadership feat does not count as a follower for the following abilities, as a true cohort cannot also truly regard the cleric as a living god.

As long as at least one of the cleric's followers is present when she prepares spells, she gains one domain spell slot for each level of cleric spells she can cast, from 1st on up. The cleric can prepare any spell on the cleric spell list in these spell slots. If the cleric possesses the empathic bond or telepathic bond talent (see talents for details), she automatically gains an empathic bond or telepathic bond with all of her followers.

At 10th level, the cleric may cast a spell with a target of "you" on her followers (as a touch spell) instead of on herself. As long as the cleric has at least one follower within line of sight when casting a divine spell, she casts the divine spell at +1 caster level and adds +1 to any save DCs. This ability stacks with any other effect that adds to caster level or save DCs.

At 15th level, the cleric's followers can deliver touch spells for her. If the cleric and the follower are within line of sight at the time the cleric casts a touch spell, she can designate her follower as the "toucher." The follower can then deliver the touch spell just as the cleric would. As usual, if the cleric casts another spell before the touch is delivered, the touch spell dissipates.

A cleric must be at least 5th level and have the cleric spells edges to select this edge.



## SAVE VS WALL OF TEXT

With over 150 unique edges and talents, 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." To help with this issue we've categorized all of the edges

and talents in the following section 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, and other. Some of the options fall under more than one potential category and so are listed multiple times.

### CHANNEL ENERGY

- Dual channel (talent)
- Empower healing (talent)
- Empowered channeling (talent)
- Enlarged channel (talent)
- Heroic channel (talent)
- Maximize channel (talent)
- Maximize healing (talent)
- Quicken healing (talent)
- Repair (talent)

### GENERAL

- Confessor (talent)
- Cult (edge)
- Reincarnated (edge)
- Reputation (talent)
- Sacrifice (edge)
- Void Disciple (edge)

### DOMAINS

#### AIR

- Divine energy (talent)
- Elemental aegis (talent, and lesser, improved, greater)
- Elemental empathy (talent)
- Elemental shape (talent)
- Feather step (talent)
- Gliding steps (talent)
- Hurricane (talent)
- Share resistance (talent)
- Wind shield (talent, and improved)

#### ANIMAL

- Beast shape (talent)
- Natural attack (talent)
- Venom immunity (talent)

### ARTIFICE

- Craft construct (talent)
- Creator (talent)
- Golem enchanter (talent)
- Instant forgery (talent)
- Master craftsman (talent)
- Repair (talent)
- Technology priest (edge)

### CHAOS

- Alignment (talent) empathy
- Coin toss (talent)
- Focused madness (talent)
- Control chaos (talent)
- Crazed thoughts (talent)
- Random Aura (talent)
- Wild magic (talent)

### CHARM

- Allure (talent)
- False love (talent)
- Seductive (talent)
- Youth (talent)

### COMMUNITY

- Aid friend (talent)
- Civilization (talent)
- Cornucopia (talent)
- Empathic bond (talent)
- Friend's aid (talent)
- Peace accord (talent)
- Telepathic bond (talent)

### DARKNESS

- Clinging darkness (talent)
- Nocturnal (talent)
- Resolute shadow (talent)

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## DEATH

Death mark (talent)  
Death walk (talent)  
Funeral pyre (talent)  
Resolute soul (talent)  
Undead empathy (talent)

## DESTRUCTION

Adaptive blow (talent)  
Demolish (talent)  
Vicious strike (talent)  
Vulnerability (talent)

## EARTH

Divine energy (talent)  
Elemental aegis (talent, and lesser, improved, greater)  
Elemental empathy (talent)  
Elemental shape (talent)  
Grounded steps (talent)  
Rock hurling (talent)  
Share resistance (talent)

## EVIL

Alignment (talent) empathy  
Boon (talent)  
Break mind (talent)  
Corrupt (talent)  
Selfish (talent)

## FIRE

Cremate (talent)  
Divine energy (talent)  
Elemental aegis (talent, and lesser, improved, greater)  
Elemental empathy (talent)  
Elemental shape (talent)  
Purifying flame (talent)  
Share resistance (talent)

## GLORY

Challenge (talent)  
Duel (talent)  
Knighthood (talent)  
Rival apprentice (talent)

## GOOD

Alignment (talent) empathy  
Boon (talent)  
Donation (talent)  
Peace accord (talent)  
Redeem (talent)  
Selfless (talent)

## HEALING

Faith healing (talent)  
Improved faith healing (talent)  
Legendary healer (talent)  
Pressure points (talent)

## KNOWLEDGE

Judgment (talent)  
Library (talent)  
Monstrous studies (talent)  
Rote training (talent)  
Training (talent)

## LAW

Alignment (talent) empathy  
Authority (talent)  
Force change (talent)  
Judgment (talent)  
Legalese (talent)

## LIBERATION

Free thinking (talent)  
Slippery (talent)

## LUCK

Coin toss (talent)  
Fortune (talent)  
Wager (talent)

## MADNESS

Break mind (talent)  
Focused madness (talent)  
Crazed thoughts (talent)  
Fanatic (talent)  
Lucky steps (talent)  
Random Aura (talent)

## MAGIC

Arcane studies (talent)  
Counter (talent)  
Diversified magic (talent)  
Earth mover (talent)  
Unweaver (talent)  
Wild magic (talent)

## NOBILITY

Authority (talent)  
Biting smile (talent)  
Challenge (talent)  
Civilization (talent)

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Duel (talent)  
Knighthood (talent)  
Peace accord (talent)  
Rival apprentice (talent)  
Servant (talent)  
Title (talent)

## PLANT

Decompose (talent)  
Greenskin (talent)  
Plant empathy (talent)  
Plant shape (talent)  
Rooted (talent)

## PROTECTION

Guardian (talent)  
Interpose (talent)  
Permanent symbol (talent)  
Sacred temple (talent)  
Share resistance (talent)  
Shield ally (talent)

## REPOSE

Cremate (talent)  
Dead fear (talent)  
Dead sleep (talent)  
Final rest (talent)

## RUINS

Demolish (talent)  
Sacred temple (talent)  
Trap spotter (talent)  
Trapfinding (talent)

## RUNE

Claim symbol (talent)  
Held symbol (talent)  
Symbolist (talent)

## SCALYKIND

Draconic ally (talent)  
Dragon shape (talent)  
Dragon's familiar (talent)  
Void dragon shape (talent)

## STRENGTH

Athletic (talent)  
Break (talent)  
Bulky (talent)  
Giant shape (talent)  
Rock hurling (talent)  
Stamina (talent)

## SUN

Dawn (talent)  
Diurnal (talent)  
Greenskin (talent)  
Light sensitivity (talent)  
Resolute light (talent)  
Steal symbol (talent)

## TRAVEL

Alacrity (talent)  
Marathon runner (talent)  
Passage (talent)  
Tumble (talent)

## TRICKERY

Confidence artist (talent)  
Destroy (talent)  
False love (talent)  
Hidden aura (talent)  
Hidden magic (talent)  
Instant forgery (talent)  
Legalese (talent)  
Likable liar (talent)  
Seductive (talent)

## VERMIN

Swarm chosen (talent)  
Venom immunity (talent)  
Vermin mind (talent)

## VOID

Annihilation (talent)  
Starflight (talent)  
Void dragon shape (talent)  
Void survival (talent)

## WAR

Challenge (talent)  
Crusader (talent)  
Duel (talent)  
General (talent)  
Knighthood (talent)  
Mass bleed (talent)  
Mass stabilize (talent)

## WATER

Divine energy (talent)  
Elemental aegis (talent, and lesser, improved, greater)  
Elemental empathy (talent)

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Elemental shape (talent)  
Holy baptism (talent)  
Sea priest (talent)  
Share resistance (talent)  
Unholy baptism (talent)

## WEATHER

Blue skies (talent)  
Dark skies (talent)  
Fog sight (talent)  
Weathered (talent)

*Null Disciple:* The cleric does not worship a god, and in fact, loathes the gods. A null disciple believes that it is mortals who should define their fate. Most believe even the noble gods are a detriment to followers, as they rob their flock of autonomy merely by existing. A null disciple acts to thwart and undermine the gods and religion in general, taking divine power by force, when others beg for it on their knees.

At 1st level, a null disciple may steal divine power at will as a melee touch attack. If the target is a divine spellcaster, they lose one of the highest level spells or spell slots they possess unless they succeed on a Will save (DC 10 + 1/2 the void disciple cleric's class level + cleric's Wisdom modifier). For divine casters who prepare spells, the divine caster selects which spell is lost. If this ability is used on a spontaneous divine caster, the divine caster selects one spell known at the spell level lost. The cleric can then cast this spell as a spell-like ability usable 1/day. After the spell-like ability is used once, it is lost, however the cleric may wait to use the spell-like ability indefinitely. The divine caster can prepare or regain the lost spell or spell slot as normal, even if the cleric retains the spell-like ability. This ability has no effect on a divine caster with the godless edge.

The cleric may only ever have one spell-like ability stolen in this manner. She may continue using this ability to remove spells or spell slots from a divine caster, keeping or replacing her current spell-like ability (whichever she prefers).

At 5th level, if the cleric has gained a spell-like ability from a divine caster with the domain edge, she gains the domain edge for the purposes of domain spells and domain spell slot bonus spells. If the divine caster has multiple domains, the cleric

selects which she would like to use when preparing spells, and may alter this decision each day when preparing spells. If the spell-like ability is used, bonus spells from the domain are not lost until the cleric prepares spells again. This ability can even allow the cleric to gain access to alignment domains with an alignment aspect she does not possess. However, this domain gained does not count as the domain edge for the purposes of any prerequisites.

At 10th level, if the cleric has gained a spell-like ability from a divine caster with the domain edge, she gains access to any and all domains possessed by the divine caster.

At 15th level, as long as the cleric has a spell-like ability gained from a divine caster, she disrupts the connection between the divine caster and her divine power. Whenever the divine caster attempts to cast a divine spell subject to spell resistance, he must succeed on a caster level check (as if overcoming spell resistance) equal to 5 + the cleric's class level. On a failed check, the spell fails, as if the divine caster had failed to overcome spell resistance. Each time a spell fails in this manner, the cleric is aware of it (and the attempted spell), and may choose to replace her current spell-like ability with the failed spell.

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

*Reincarnated:* The cleric was a powerful and influential figure for her religion in past lives. Returned to the world in a new body, she slowly recovers her memories and power as she ages. Most religions with commonly reincarnated leadership figures have tests and signs used to identify the newest incarnation of the individual's soul.

At 1st level, each night the cleric dreams of her past lives, seeing visions that aid her for the day's trials. Once per day the cleric selects a Knowledge skill. She gains that skill as a class skill, and adds ranks in the skill equal to 1/2 her cleric level (minimum +1, to a maximum number of ranks equal to her character level). Each day, the cleric can change the Knowledge type this ability applies to.

At 5th level, the cleric's connection to her past lives deepen, making her soul and mind a deeper well than her appearance might indicate. Whenever she succeeds on a Will save against an effect that normally deals a partial effect on a successful save, she instead suffers no effect.

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At 10th level, the cleric's connection to the memories of countless past lives deepens. She can gain bonus ranks in any skill instead of only Knowledge skills. She treats this skill as a class skill, but still only applies the bonus to one skill per day and her ranks in the skill are limited to her character level.

At 15th level, the cleric fully masters the memories of her past lives, but it can take time to sift through them for something useful. She adds *legend lore* and *vision* to her spell list (if any). After meditating for one hour the cleric can alter the skill she applies her bonus ranks to and treats as a class skill. She may use this ability at will, but each time it requires 1 hour of uninterrupted meditation.

**Sacrifice (Su):** The cleric can perform sacrifices to her god to gain favor. For a sacrifice to have a benefit, it must also have worth. The more valuable the total sacrifice, the greater boon the cleric's god bestows. The cleric must completely and irrevocably destroy the sacrifice. The actual form a sacrifice takes can vary widely, and must suit the deity the cleric sacrifices to. A single sacrifice can be multiple objects having worth, for example if a ship full of grain is burned, the value of both the ship and grain count toward the sacrifice.

A boon is a one-time spell-like ability the cleric can use after completing the sacrifice (the cleric chooses the spell when making the sacrifice). The spell-like ability can have a maximum spell level equal to 1/2 the cleric's class level, but can be drawn from either the cleric or sorcerer/wizard spell list. A cleric may have no more than one boon at any one time or gain more than one boon within a 24 hour period. Boons gained from this edge persist until used. The cleric uses her class level as her caster level and the save DC is equal to 10 + the spell level + the cleric's Charisma modifier. If the spell gained as a spell-like ability has a costly material component, the value of the component is added to the required sacrifice.

When sacrificing a living creature, the creature's effective "price" is equal to the creature's CR x 500 gp. Creatures with the animal type instead have a value of CR x 250 gp. To be an acceptable sacrifice, a creature must be at least CR 1. In general, only gods with the Evil domain are willing to accept living sacrifice. Likewise, while some gods might be specifically willing to accept sacrifices of coin, most prefer a supplicant take the time to prepare something more fitting to their nature.

Spell-like Ability Spell Level	Sacrifice Price
0	25 gp
1st	50 gp
2nd	400 gp
3rd	900 gp
4th	1,600 gp
5th	2,500 gp
6th	3,600 gp
7th	4,900 gp
8th	6,400 gp
9th	8,100 gp

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

**Technology Priest:** The cleric worships a technological god or else technology itself, using rote ritual in place of actual understanding. This edge references rules found in the official Pathfinder Roleplaying Game book on technology. She gains Disable Device and Knowledge (engineering) as class skills, and the Technologist feat as a bonus feat. She adds a bonus equal to 1/2 her class level (minimum +1) to Craft, Disable Device, Knowledge (engineering), and Linguistics checks regarding technology. The cleric may prepare any of the following spells as domain spells.

**Technology Domain Spells:** 1st—*technomancy*, 2nd—*protection from technology*, 3rd—*recharge*, 4th—*greater make whole*, 5th—*destroy robot*, 6th—*greater discharge*, 7th—*memory of function*, 8th—*greater remove radioactivity*.

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

## TALENTS

As a cleric gains experience, she learns a number of talents that expand her access to divine powers or represent skills gained from associating with her chosen path.

Unless otherwise noted, using a talent is a standard action and the save DC is equal to 10 + 1/2 the cleric's level + cleric's Wisdom modifier. A cleric cannot select an individual talent more than once.

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*Accursed Channel (Su):* When the cleric channels negative energy to damage her enemies, any affected enemy failing the save suffers one of the following effects for 1 round per two dice of the cleric's channel energy damage (minimum 1 round). The cleric must choose the effect used when channeling negative energy. Using channel energy in this manner is a full-round action. This is a curse effect.

- -2 decrease to an ability score (minimum 1). If the cleric has selected the channel energy talent three times, the ability score decrease is -4. If the cleric has selected the channel energy talent six times, the ability score decrease is -6.
- -1 penalty on attack rolls, saves, ability checks, and skill checks. If the cleric has selected the channel energy talent three times, the penalty is -2, if she selects it six times it is -3, if she selects it nine times it is -4.
- Each turn, the target has a 10% chance to not act; otherwise, it acts normally. If she has selected the channel energy talent three times, the chance is 25% or 50% if she selects it nine times.

A cleric must be at least 8th level and have the channel energy (negative) talent to select this talent.

*Adaptive Blow (Su):* After the cleric damages a creature in melee combat, as an immediate action she can attune her attacks to the creature, allowing further attacks to bypass the creature's damage reduction. For 1 round any melee attack the cleric makes against the creature bypasses any damage reduction the creature might possess (except epic damage reduction). The cleric's attacks only bypass the damage reduction of the specific creature, and not similar creatures or damage reduction. The cleric can use this talent a number of times per day equal to 3 + her Wisdom modifier.

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

*Aid Friend (Ex):* The cleric does not require an attack roll or successful check to assist an ally with the aid another action, and simply must devote a standard action toward defending, interfering, or helping. At 10th level, the cleric only requires a move action to perform the aid another action.

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

*Alacrity (Ex):* As a swift action, the cleric can move up to her base land speed. This movement does not draw attacks of opportunity. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

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

*Alignment Empathy (Ex):* The cleric can improve the attitude of any creature with a subtype corresponding to the domain she uses as prerequisite for this talent (chaotic, evil, good, or lawful). If the cleric has more than one of these domains, she selects a single creature subtype for this talent to apply to. 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 alignment empathy check result. To use alignment 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. If the creature is intelligent enough to be subject to the Diplomacy skill, the cleric may either use her alignment empathy check or her Diplomacy check with a bonus equal to 1/2 her cleric level. This talent may be selected multiple times, each time applying to a different alignment subtype.

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

*Allure (Su):* As an immediate action, the cleric may create an effect identical to *charm person* when she succeeds on a Diplomacy check to improve a humanoid creature's attitude by 5 or more. She uses her class level as her caster level and the save DC is equal to 10 + 1/2 her cleric level + her Charisma modifier. The cleric may use this ability a number of times per day equal to 3 + her Charisma modifier, but may only ever have one *charm person* from this talent in effect at any one time. Attempting to use the ability again immediately dispels any *charm person* effect on the previous target. This is a mind-affecting charm effect.

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

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*Annihilation (Su):* The cleric can perform a quick ritual sacrifice to the outer gods, allowing her victim to be utterly consumed for power. When performing a coup de grace action against a living target, the cleric can choose to sacrifice her victim to the outer gods. If the victim dies, its body and soul is utterly consumed, and the creature cannot be resurrected by any means short of a *miracle* or *wish* spell. Additionally, the creature counts as a living sacrifice for the purposes of the sacrifice edge. This is a death effect. A sacrifice must have HD within 4 of the cleric's HD to be a sacrifice for this ability.

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

*Arcane Studies (Ex):* The cleric adds any one spell on the sorcerer/wizard spell list to her spell list. The spell must be equal to or lower in level than the highest level cleric spell the cleric is capable of casting. This spell is cast as a divine spell. Additionally, the cleric can also research new divine spells independently as a wizard, allowing her to create entirely new spells. The cost to research a new spell, and the time required, are left up to GM discretion, but it should probably take at least 1 week and cost at least 1,000 gp per level of the spell to be researched. This should also require a number of Spellcraft and Knowledge (arcana) checks.

A cleric must have the cleric spells and domain (Magic) edges to select this talent.

*Athletic (Ex):* The cleric gains the benefits of the Run feat, and counts as having the Run feat for any prerequisites. If she possesses or gains the Run feat, she can move five times her normal speed even if wearing heavy armor or carrying a heavy load.

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

*Authority (Ex):* The cleric is a legally registered and empowered authority equivalent to a judge, with a specific sphere of influence based on what group she is registered with (with the GM's discretion). She gains a +1 circumstance bonus to Diplomacy, Intimidate, Linguistics, and Sense Motive skill checks. This bonus increases to +2 when she is dealing with any creature possessing a lawful alignment. This bonus increases to +3

when she is within her legal sphere of influence and dealing with any creature possessing a lawful alignment. This bonus increases to +4 when she is within her legal sphere of influence and dealing with a creature possessing the lawful subtype.

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

*Beast Shape (Su):* The cleric gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell, except as noted here. The effect lasts for 1 hour per cleric level, or until she changes back. The form chosen must be that of an animal with which the cleric is familiar.

A cleric loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form.

This talent may be selected a second time at 6th level, granting an additional use of the ability per day and allowing the cleric to use change into a Large or Tiny animal. This talent functions as *beast shape II*.

This talent may be selected a third time at 8th level, granting an additional use of the ability per day and allowing the cleric to use change into a Huge or Diminutive animal. This talent functions as *beast shape III*.

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

*Biting Smile (Ex):* The cleric has mastered techniques of delivering dire threats or devastating insults disguised as compliments or casual conversation. The cleric may attempt a Bluff check in place of an Intimidate check to alter a single creature's attitude or demoralize. Any observer (other than the target) must succeed on a Sense Motive check with a DC equal to the cleric's Bluff check to know the cleric is threatening or insulting the target.

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

*Blue Skies (Su):* The weather around the cleric is always a little nicer than it would normally be for the season and climate. This affects a 2 mile radius around the cleric. The specifics of the improved

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weather is subject to GM discretion and the climate, but generally reduces powerful storms to normal storms, storms to inclement weather, inclement weather to normal weather, and normal weather to relatively perfect conditions. This does not cause less precipitation for the benefit of plants and animals, but most precipitation falling in normal or perfect weather is light and pleasant. This ability has no effect on weather that is supernaturally or magically altered (such as the *control weather* spell or similar magic). The cleric may cease or resume this ability as a free action.

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

**Boon (Su):** The cleric makes a pact with some mighty supernatural force for power, gaining improved capabilities, but generally at some steep long-term cost. The cleric gains a bonus spell slot of the highest level spell she is capable of casting. She may use this spell slot to prepare any cleric spell or her domain spells (if any) of the spell slot's level or less. If the cleric gains access to higher level spells, the bonus spell slot becomes the highest level spell the cleric is then capable of casting.

The boon requires the cleric obey an agreement made in addition to her normal oaths as a cleric. The GM and player may agree upon such a deal, or select the paladin or antipaladin code of a specific deity, or edicts of a specific cavalier order. If the cleric breaks her agreement with the supernatural force, she loses this bonus spell slot until she makes amends with the entity or is subject to an *atonement* spell to restore cleric spell powers.

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

**Break (Su):** The cleric is empowered to tear down or rip apart inanimate objects. The cleric adds 1/2 her cleric level (minimum +1) to Strength checks for the purposes of breaking or bursting items.

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

**Break Mind (Ex):** The cleric is familiar with methods of psychological torture designed to make any victim insane with sufficient time. Tormenting a creature in this manner requires at least 1 hour of effort per day, although the time spent does not need to be consecutive. The creature exposed

must succeed on a Will save. On a failed save, the creature takes 1d4 Wisdom drain. The cleric can continue the torture over multiple days, and the effects are cumulative, but the Wisdom drain cannot equal or exceed the creature's Wisdom score. When the creature's Wisdom drain equals or exceeds 6, he acts as if under the effects of a permanent confusion effect (as the *insanity* spell). When the Wisdom drain penalties reduce the victim to an effective Wisdom of 1, the creature can do nothing but babble incoherently. These effects can only be removed if the victim's Wisdom drain is fully healed, but are automatically removed if the creature's Wisdom drain is fully healed. Using this ability is an evil act, and it is a mind-affecting effect.

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



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**Bulky (Ex):** The cleric grows in size, becoming a near-giant for her race. She counts as being one size category larger for the purposes of CMB, CMD, the Intimidate skill, lifting and carrying capacity. This does not change what size weapons she can use, but she takes only half the normal attack penalty when using oversized weapons. However, she does not gain increased reach, and takes penalties to Stealth and Fly skill checks as a creature one size larger.

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

**Challenge (Ex):** The cleric gains the challenge ability associated with her cavalier order (see *Pathfinder Roleplaying Game: Advanced Player's Guide* for details). She also gains the order's edict, and loses her ability to challenge for 24 hours if she violates her order's edicts. The cleric can issue a challenge once per day and the bonus associated is +1. This talent may be selected multiple times. Each time it is selected, the cleric gains an additional use of challenge per day and the bonus associated with her challenge increases by +1. The cleric can select this talent once per four cleric levels she possesses.

A cleric must have the knighthood talent and the domain (Glory, Nobility, or War) edge to select this talent.

**Civilization (Ex):** The cleric is comfortable in large communities due to her connections and influence. The cleric may add her Charisma modifier (minimum +1) to any single settlement modifier (corruption, crime, economy, law, lore, and society) once per day for the purposes of skill checks made by the cleric or her allies within the settlement for the day.

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

**Claim Symbol (Su):** The cleric can alter the triggering conditions of a symbol (any spell with "symbol" in the name) or a *glyph of warding* she has successfully disarmed. The new triggering conditions can be any allowable by a symbol spell and as simple or elaborate as she desires. She may also alter the triggering conditions of any touched symbol she has cast as a standard action.

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

**Clinging Darkness (Su):** A creature exiting the area of a spell cast by the cleric with the darkness descriptor must succeed on a Will save or radiate darkness equivalent to the spell effect in a radius equal to the creature's reach. This darkness persists for 1 round. This is a darkness effect with a spell level equal to the original spell with the darkness descriptor.

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

**Coin Toss (Su):** As an immediate action before making an attack, save, or skill check, the cleric may roll 1d6. An even result is added as a luck bonus to the check, while an odd result is subtracted from the check. 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 or Luck) edge to select this talent.

**Confessor (Sp):** The cleric can cast *atonement* as an at will spell-like ability. However, the casting time remains 1 hour, the cleric cannot target herself, and the spell-like ability still requires an expensive material component when a creature is atoning for deliberate misdeeds.

A cleric must be at least 8th level to select this talent.

**Confidence Artist (Ex):** The cleric develops individualized tactics of deception against specific creatures, making them more gullible one lie at a time. Any time the cleric succeeds on a Bluff check against a creature, she gains a cumulative +2 competence bonus on all future Bluff checks made against that creature. The cleric can gain these bonuses against any number of creatures in a given day, but can only increase her bonus against a specific creature by +2 per day. The cleric loses all bonuses to Bluff against the creature if the creature ever sees through one of the cleric's lies.

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

**Control Chaos (Su):** When rolling for a randomly determined effect (such as activating a *rod of wonder* or the *confusion* spell) the cleric may roll twice and take the preferred result as an immediate action a number of times per day equal to 3 + her Wisdom modifier. This ability does not stack

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with any other ability to roll additional times for a random effect.

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

*Cornucopia (Su):* The cleric can *create food and water* (as the spell) once per day as a spell-like ability, using her cleric level as her caster level. Food the cleric creates with the *create food and water* spell (through this talent or any other ability) is always delicious and varied instead of simply nourishing. If the cleric casts the *create food and water* spell using the cleric spells edge, she can feed twice as many creatures as her caster level normally allows.

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

*Corrupt (Su):* The cleric may use the temptation version of the *atonement* spell as an at will spell-like ability. Each time the cleric uses this ability to change the alignment of a good creature to evil, the cleric gains the benefits of the boon talent (a bonus spell slot for the highest level spell she can cast). These effects last for 1 day per HD of the subject creature. The benefits of corrupting multiple good creatures do not stack, but the duration of the benefits is cumulative. The benefits of this talent stack with the benefits of the boon talent.

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

*Counter (Ex):* The cleric is adept at reactively counterspelling. She does not require a readied action to attempt to counterspell, and may counterspell as an immediate action. She must still succeed on a Spellcraft check (DC 15 + the spell's level) and use an appropriate spell. On the cleric's turn following the use of this talent, the cleric may only take a single move action or free actions (and not a standard or full-round action).

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

*Craft Construct (Ex):* The cleric gains the benefits of the Craft Construct feat and counts as having the feat for the purposes of all prerequisites. If she gains or possesses the Craft Construct feat,

she can craft or repair animated objects and other constructs faster and easier. She reduces the time required to craft or repair any construct by 1/2, and reduces the CR of the construct by 2 (minimum CR 1) for the purposes of determining the construct's cost to create.

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

*Crazed Thoughts (Ex):* The cleric's thoughts are confusing and arguably alien, making it painful to peer into or form a connection with her mind. Whenever the cleric is targeted by a divination effect (whether or not the cleric's save, if any, is successful) that determines her alignment or reads her surface thoughts, or a compulsion effect, the source of the effect is stunned for 1 round (no save) if the source creature's alignment is lawful. A creature with a non-lawful alignment is permitted a Will save to negate. A creature with a chaotic aura or the chaotic subtype is immune to this effect. This is a mind-affecting effect.

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

*Creator (Ex):* The cleric's deep understanding of artifice allows her to create anything, regardless of training. The cleric no longer treats the Craft skill as separate types of skills. Her highest rank in any type of Craft skill can be used to create any item. For example, a cleric with ranks in Craft (stonemasonry) could make Craft (stonemasonry) checks when creating traps or ships.

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

*Cremate (Su):* The cleric can utterly incinerate a single touched corpse, reducing it to charred ashes. This counts as the *disintegration* spell for the purposes of resurrection magic. This talent has no effect on corporeal undead creatures unless they have already been destroyed. If this ability is used on the corpse of a creature that is currently an incorporeal undead, the creature immediately takes 1d6 points of fire damage per two cleric levels that deals full damage (no save). This effect functions regardless of range.

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

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**Crusader (Su):** Whenever the cleric commands an army (see *Pathfinder Roleplaying Game: Ultimate Campaign* for details), she grants the army one of the following special abilities: aura of courage, bravery, challenge, divine health, or fast healing 1. The special ability she grants is chosen when this talent is selected. This talent may be selected multiple times, each time granting a different special ability.

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

**Dark Skies (Su):** The weather around the cleric is always a little worse than it would normally be for the season and climate. This affects a 2 mile radius around the cleric. The specifics of the worsened weather is subject to GM discretion and the climate, but generally causes normal weather to be inclement weather, inclement weather to be storms, and storms to be more powerful. In general, the environment around the cleric is almost always

overcast, wet, and miserable. This ability has no effect on weather that is supernaturally or magically altered (such as the *control weather* spell or similar magic). The cleric may cease or resume this ability as a free action.

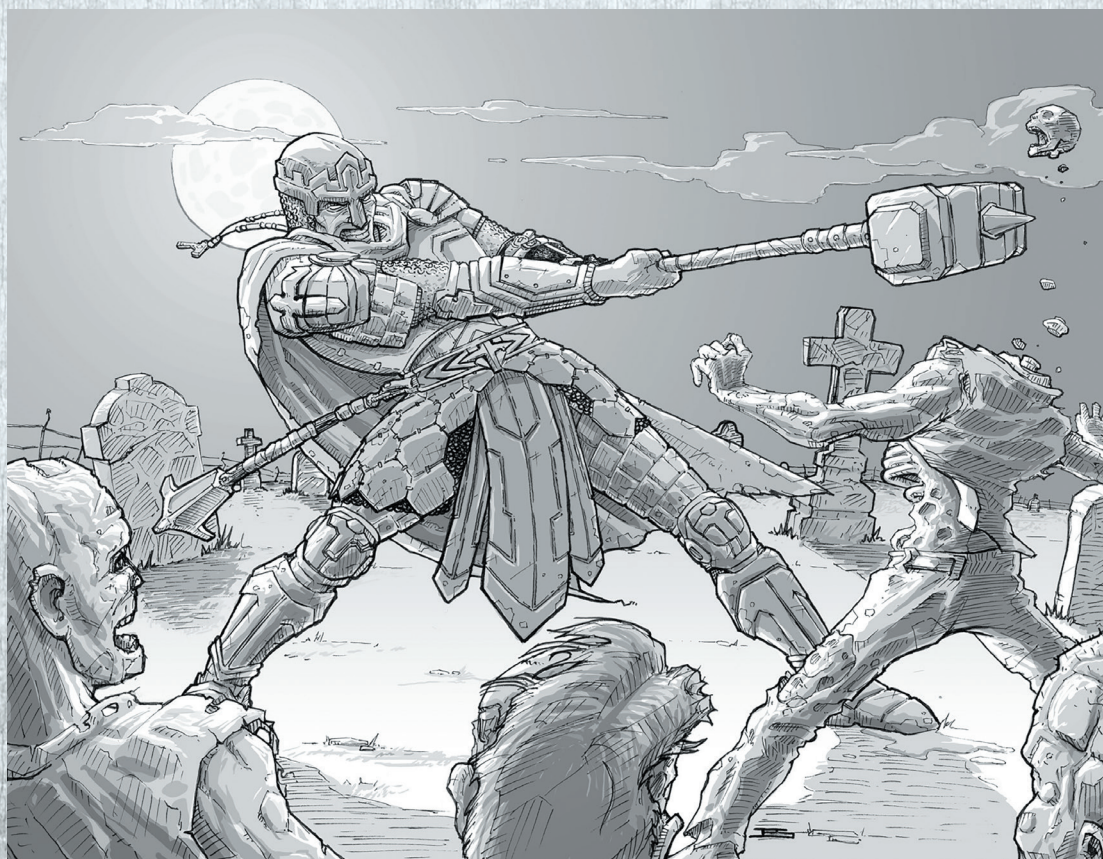
A cleric must be at least 8th level and have the domain (Weather) edge to select this talent.

**Dawn (Su):** As an immediate action, the cleric can awaken all sleeping allies within 60 feet. This ability even affects allies who are asleep due to magical sleep effects. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

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

**Dead Fear (Ex):** Undead creatures are affected by cleric's mind-affecting fear spells and effects as if they were living creatures.

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



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*Dead Sleep (Ex):* The cleric can enter a state of deep meditative sleep similar to hibernation. While in this state, she cannot be awoken by normal noise, although slapping or wounding awakens her (as the *sleep* spell). While sleeping the cleric does not require food, drink, or air to breathe, and regains hit points and ability damage as if being provided long-term care with the Heal skill. The cleric typically decides before going into hibernation how long it is to last, but can otherwise remain in the state indefinitely.

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

*Death Mark (Su):* As an immediate action after a creature fails a save against an inflict spell (any spell with “inflict” in the name) cast by the cleric, the cleric can mark the creature with a death symbol. This acts as the *arcane mark* spell, except the mark’s duration is 1 hour per cleric level and it must be visible. The arcane mark cannot be dispelled, but can be removed by the cleric or by an *erase* spell. If a creature with the *arcane mark* dies, the cleric automatically gains the benefits of the *death knell* spell (regardless of her proximity to the marked creature) and the creature cannot be brought back to life by the *raise dead* spell. This is a death effect. The cleric can use this ability one time per day at 8th level, plus an additional time per day for every four levels thereafter.

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

*Death Walk (Su):* The cleric can send her soul from her body to explore or attempt to possess other creatures. This acts as the cleric gaining the ghost template (see the *Pathfinder Roleplaying Game: Bestiary* for details), except the cleric does not gain the rejuvenation defensive ability and only ever gains the malevolence special attack. Using this ability is a standard action and the cleric can remain a ghost for a number of minutes per day equal to her class level. These minutes need not be consecutive, but must be spent in 1 minute increments. While the cleric remains a ghost, her corporeal body is helpless, and she has no awareness of its condition. If either the cleric’s incorporeal or corporeal body is destroyed or killed, she dies.

A cleric must be at least 17th level and have the domain (Death) edge to select this talent.

*Decompose (Ex):* The cleric can gain energy from rapidly decaying and absorbing the corpses of living creatures. Decomposing requires 1 minute of concentration while the cleric touches the corpse. After 1 minute, the corpse is destroyed (as the *disintegrate* spell). For 1 day per Hit Die of the dead creature the cleric does not require food, drink, or sleep. She can still gain beneficial effects from consumable items (such as potions or *heroes’ feast*).

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

*Demolish (Su):* The cleric is adept at tearing down the paltry structures of civilization. As a full-round action, the cleric can attack an adjacent structure standing on open ground with any weapon she is proficient with. The structure takes 100 points of damage, which is enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature (potentially including the cleric) caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble. Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead. The cleric can use this ability a number of times per day equal to her Wisdom modifier.

A cleric must be at least 15th level and have the domain (Destruction or Ruins) edge to select this talent.

*Destroy (Ex):* The cleric’s inflict spells and channel energy (negative) talent affect objects and constructs as if they were living creatures, but the damage dealt is reduced by half. These effects bypass any magic immunity a construct creature might possess.

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

*Disguised Casting (Ex):* The cleric uses subterfuge to make her spells more difficult to classify. When casting a spell, the cleric may roll a Bluff check. If the check result exceeds 15 + the spell’s level, the check result becomes the DC for Spellcraft checks to identify the spell as the cleric casts it.

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

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*Diurnal (Ex):* The cleric gains a +1 morale bonus to ability checks, saves, and skill checks during daylight hours. She does not need to be exposed to sunlight to gain this bonus, but loses it during nighttime hours. She may not possess the nocturnal talent.

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

*Diversified Magic (Ex):* The cleric's caster level stacks with her caster level for any single chosen arcane spellcasting class when determining the cleric's total caster level for either cleric spells or the arcane spells of the selected arcane spellcasting class.

A cleric must have the cleric spells and domain (Magic) edges to select this talent.

*Divine Companion (Su):* The cleric is trained to be a formal companion, able to converse well and comfortable engage in intimate physical contact. Depending on the cleric's deity and her preferred social standards this may be as simple as massage or healing the soul with a gentle hug. When providing long-term care to a single patient, if the cleric succeeds on a DC 20 Heal check, the patient recovers as if resting a full day in 8 hours. For each full day of complete rest, the patient recovers 8 hit points per level and 8 ability score points. If the cleric succeeds on a DC 25 Heal check, she may transfer any number of harmful persistent or continuous effects that she is aware of from her patient to herself. If these effects originally allowed saving throws to avoid, she receives one new saving throw immediately at a +4 bonus against each effect.

*Divine Energy (Su):* The cleric selects one elemental energy descriptor corresponding to the domain she uses as a prerequisite for this talent (air/electricity, earth/acid, fire/fire, or water/cold). Whenever she casts a damaging spell with the selected energy descriptor, half of the damage results directly from divine power and is therefore not subject to being reduced by resistance or immunity.

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

*Donation (Ex):* The cleric believes in the benefits of charity, and her hope is reinforced by performing acts of good will. The cleric can either donate her

time or wealth to charity, which must be a worthy cause as defined by her nature or religion. If the cleric donates her time, she must perform actions on behalf of the cause, such as delivering food, healing the sick, or counseling those in need. For every 8 hours the cleric spends performing acts of charity, she gains a +1 morale bonus to ability checks, skill checks, and saves for 1 day. If the cleric donates her wealth to charity, she gains the morale bonus for 1 day per 100 gp given. The cleric may donate any amount of time, wealth, or combination of the two. The morale bonuses do not stack, but the duration of the morale bonus is additive. For example, a cleric donating 500 gp in medical supplies and spending 40 hours distributing them among a diseased populace would gain a +1 morale bonus to ability checks, skill checks, and saves for 10 days.

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

*Draconic Ally (Ex):* The cleric gains the Leadership feat as a bonus feat, but attracts no followers. Instead, she gains a monstrous cohort. This cohort takes the form of one of the children of the true dragon she worships.

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

*Dragon Disciple:* The cleric is a worshiper of a specific true dragon, who must be at least the wrym or great wrym age category. The relationship the cleric has to the dragon may vary, but it is rare for such an ancient and powerful creature to regard a mortal follower as more than a short-lived pet. The cleric gains Draconic as a bonus language and Alertness as a bonus feat.

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

*Dragon's Familiar (Su):* The cleric forms a mutual bond with her draconic lord and his or her children. The cleric gains an empathic link with the true dragon she worships and any of its children (including her draconic ally). This functions as the empathic link between a wizard and his familiar. The cleric can deliver touch spells through any dragon she has an empathic link with as a familiar, and likewise any dragon the cleric has an empathic link with can use her to deliver touch spells.

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

*Dragon Shape (Su):* The cleric gains the ability to turn herself into a Medium chromatic or metallic dragon and back again once per day. This talent functions as *form of the dragon I*, except as noted here. The effect lasts for 1 hour per cleric level, or until she changes back. The form chosen must be that of a dragon type with which the cleric is familiar.

This talent may be selected a second time at 13th level, granting an additional use of the ability per day and allowing the cleric to use change into a Large dragon. This talent functions as *form of the dragon II*.

This talent may be selected a third time at 15th level, granting an additional use of the ability per day and allowing the cleric to use change into a Huge dragon. This talent functions as *form of the dragon III*.

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

*Dual Channel (Su):* When using the channel energy talent, the cleric may spend 2 daily uses of channel energy to both heal living creatures and harm undead (if channeling positive energy) or harm living creatures and heal undead (if channeling negative energy).

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

*Duel (Su):* The cleric can challenge (per the challenge talent) an enemy leader. If the cleric defeats the target of her challenge (destruction, killing, or knocking the creature unconscious) in melee combat, all allies of the challenged creature with less Hit Dice who have line of sight to the leader's defeat must succeed on a Will save or become frightened for 1 round per cleric level. On a successful save, the creatures are only shaken for the duration. This is a mind-affecting fear effect.

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

*Earth Mover (Su):* The cleric can move dirt (clay, loam, sand, and soil) as the *move earth* spell as a caster of her cleric level. However, the effect

functions at a range of touch. The cleric adds the *move earth* spell to her cleric spell list (if any). If the cleric casts the *move earth* spell as a cleric spell, she can use this ability to either double the maximum area affected or reduce the time required to cast the spell to 1 minute (but not both with a single casting). The cleric can use this ability once per day at 11th level, and an additional time per day at 15th level.

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

*Eldritch Heritage:* The cleric's connection to the magic domain unlocks the hidden powers of her blood. She gains the benefits of either the Eldritch Heritage, Improved Eldritch Heritage, or Greater Eldritch Heritage feat (see the *Pathfinder Roleplaying Game: Ultimate Magic* for details). She must still meet all prerequisites for the feat. This talent may be selected multiple times, each time granting the benefits of a different Eldritch Heritage feat. If the cleric gains or possesses the Eldritch Heritage feat she may exchange any of her selected bloodline's bonus spells for her magic domain spells. If the cleric gains the Improved Eldritch Heritage feat, she gains the benefit of her selected bloodline's bloodline arcana.

A cleric must have the cleric spells and domain (Magic) edges to select this talent.

*Elemental Aegis (Ex):* The cleric's elemental features become more pronounced, but still easily hidden. For example, an earth cleric's skin might become rough to the touch or a cleric with the water domain might lose all bone rigidity. She no longer requires sleep and is immune to bleed and poison effects. The cleric's bonus to Charisma-based checks and skill checks with creatures with her chosen domain prerequisite as a subtype increases to +2.

A cleric must be at least 6th level, have the domain (Air, Earth, Fire, or Water) edge, and the lesser elemental aegis talent to select this talent.

*Elemental Aegis, Improved (Ex):* The cleric's elemental features become distinct and difficult to conceal. A fire cleric might fill the air around her with heat mirages or a cleric with the air domain might become partially translucent. She becomes immune to paralysis and stunning. The cleric's

bonus to Charisma-based checks and skill checks with creatures with her chosen domain prerequisite as a subtype increases to +3.

A cleric must be at least 8th level, have the domain (Air, Earth, Fire, or Water) edge and the elemental aegis talent to select this talent.

*Elemental Aegis, Lesser (Ex):* The cleric takes on some elemental features corresponding to the domain she uses as a prerequisite for this talent (air, earth, fire, or water). For example, a cleric with the fire domain might gain flame-red hair or a cleric with the air domain might always seem to be struck by a light breeze. If the cleric has more than one of these domains, she selects one elemental type to resemble when this talent is selected. The cleric gains immunity to sleep effects and does not need to breathe or eat. She can still gain beneficial effects from consumable items (such as potions or *heroes' feast*). She gains a +1 bonus on Charisma-based checks or skill checks when dealing with creatures with her chosen domain prerequisite as a subtype.

A cleric must have the domain (Air, Earth, Fire, or Water) edge to select this talent.

*Elemental Aegis, Greater (Ex):* The cleric's elemental features become distinct and impossible to conceal. A cleric with the fire domain might be continually bathed in heatless flame, or a cleric with the earth domain might appear composed of gemstones. The cleric becomes immune to flanking. She has a 50% chance to ignore any critical hit or additional damage from precision-based attacks, such as sneak attack. The cleric's bonus to Charisma-based checks and skill checks with creatures with her chosen domain prerequisite as a subtype increases to +4.

A cleric must be at least 15th level, have the domain (Air, Earth, Fire, or Water) edge, and the improved elemental aegis talent to select this talent.

*Elemental Empathy (Ex):* The cleric can improve the attitude of any creature with a subtype corresponding to the domain she uses as prerequisite for this talent (air, earth, fire, or water). If the cleric has more than one of these domains, she selects a single creature subtype for this talent to apply to. 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 elemental empathy check result. To use elemental 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. If the creature is intelligent enough to be subject to the Diplomacy skill, the cleric may either use her elemental empathy check or her Diplomacy check with a bonus equal to 1/2 her cleric level. This talent may be selected multiple times, each time applying to a different elemental subtype.

A cleric must have the domain (Air, Earth, Fire, or Water) edge to select this talent.

*Elemental Shape (Su):* The cleric gains the ability to turn herself into a Small elemental and back again once per day. This talent functions as *elemental body I*, except as noted here. The effect lasts for 1 hour per cleric level, or until she changes back. The form chosen must be that of an elemental with which the cleric is familiar.

This talent may be selected a second time at 8th level, granting an additional use of the ability per day and allowing the cleric to use change into a Medium elemental. This talent functions as *elemental shape II*.

This talent may be selected a third time at 11th level, granting an additional use of the ability per day and allowing the cleric to use change into a Large elemental. This talent functions as *elemental shape III*.

This talent may be selected a fourth time at 13th level, granting an additional use of the ability per day and allowing the cleric to use change into a Huge elemental. This talent functions as *elemental shape IV*.

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

*Empathic Bond (Su):* The cleric can create an empathic bond between herself and her allies. The cleric can maintain an empathic bond with a number of allies equal to her Wisdom modifier (minimum 1). The bond persists until the cleric ends it as a free action, or the ally is 1 mile or

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further away from the cleric. The cleric can reestablish an empathic bond as a standard action at touch. The cleric and her ally can communicate empathically with each other (general emotions). The cleric has the same connection to an item or place as an empathically connected ally. Each creature empathically bonded to the cleric is bonded to all others the cleric bonds to.

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

*Empowered Channeling (Su):* When using the channel energy talent, the cleric may spend 2 daily uses of channel energy to increase the hit points healed or damage dealt by half. Using channel energy in this manner is a full-round action.

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

*Empower Healing (Su):* The cleric can empower cure or inflict spells by spending uses of her channel energy talent. A cleric that channels positive energy can spend 2 use of channel energy as a swift action to spontaneously empower a cure spell (any spell with “cure” in the name) as the Empower Spell feat when it is cast on a living creature, or creature healed by positive energy. A cleric that channels negative energy can spend 1 use of channel energy as a swift action to instead empower an inflict spell (any spell with “inflict” in the name) as the Empower Spell feat when it is cast on an undead creature, or creature healed by negative energy.

A cleric must have the Empower Spell feat, cleric spells edge, and channel energy talent to select this talent.

*Enlarged Channel (Su):* When using the channel energy talent, the cleric may spend 2 daily uses of channel energy to increase the area of effect for channel energy to a 60-foot radius burst. Using channel energy in this manner is a full-round action.

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

*Faith Healing (Ex):* The cleric gains the Bluff skill as a class skill. The cleric can

temporarily trick a creature into believing they’ve been healed. Essentially, the cleric fools the target into believing so strongly in the healing that their faith briefly heals themselves. The cleric goes through the actions of casting divine magic, and attempts a Bluff check opposed by the target’s Sense Motive or Spellcraft skill check. If the cleric succeeds, the target gains temporary hit points equal to  $1d8 + 1$  per caster level (maximum +10). These



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temporary hit points cannot exceed the creature's maximum hit points and last for 1 minute. If the target loses any of these temporary hit points due to damage during this time, they take damage equal to the temporary hit points lost when the effect ends. The cleric can use this talent a number of times per day equal to 3 + her Wisdom modifier.

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

*False Love (Su):* Any spell or spell-like ability the cleric casts with the charm descriptor has its duration increased to permanent. However, the effect is immediately dispelled if the cleric casts any other spell or spell-like ability with the charm descriptor.

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

*Fanatic (Ex):* The cleric is utterly mindlessly devoted to her cause and faith. Whenever she is suffering from a fear effect, she downgrades the condition's effects by one step (to a minimum of shaken). So if the cleric is panicked, she acts as if frightened, or if she is frightened, she acts as if shaken. When her hit point total is below 0, but she is not dead, the cleric remains conscious. She may only take free, swift, or immediate actions, but is not helpless. If the cleric possesses or gains the Diehard feat, she may take both a single move action and a single standard action when staggered (but not full-round actions).

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

*Feather Step (Su):* For a number of rounds per day equal to her cleric level, the cleric can move effortlessly across nearly any surface. These rounds need not be consecutive. When the cleric activates this talent, she can ignore all difficult terrain, and cross any solid surface, even if it would normally not support her weight. This does not allow her to walk on liquids.

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

*Final Rest (Su):* Any undead creature the cleric destroys cannot rejuvenate (as a lich or ghost) while the cleric is alive. If the cleric dies, all undead capable of rejuvenating immediately begin rejuvenating as normal. Any living creature killed

by the cleric cannot become or be turned into an undead creature by any means short of a *miracle* or *wish* spell while the cleric is alive.

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

*Focused Madness (Ex):* The cleric can become confused (as the *confusion* spell) as an immediate action at will for 1 round. This affects the cleric, even if she is normally immune to confusion or mind-affecting effects. Whenever the cleric is confused (from this talent or any other effect), she may roll twice when determining her behavior and take the preferred result. While the cleric is confused, any other mind-affecting effect is suppressed.

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

*Fog Sight (Su):* The cleric's sight is not obstructed by natural smoke, fog, or mist. Magical fog or mist (as the *obscuring mist* or *fog cloud* spells) still obstructs her vision. At 10th level and higher, the cleric's vision is no longer obstructed by magical smoke, fog, or mist.

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

*Force Change (Su):* The cleric can force a creature with the shapechanger subtype to revert to its original form or appearance. This requires a melee touch attack and the target is entitled to a Fortitude save to negate. On a failed save the creature returns to its original or base form, and cannot change shapes for a number of rounds equal to the cleric's level. This is a polymorph effect. The cleric 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.

*Fortune (Su):* The cleric is supremely lucky, and is twice as likely to win games of chance unless she intentionally loses to keep opponents from becoming suspicious. This includes coin flips, card games, or any other competition with a strong component of luck. When making a Profession (gambler) skill check to earn money from dedicated work, she makes gold pieces equal to her check result per week.

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

*Free Thinking (Ex):* The cleric's alignment does not have to be within one step of her god's alignment (her alignment can be as divergent as she wishes with no repercussions). Her aura matches either her alignment or her god's alignment, whichever she prefers. This decision is made when the cleric gains this talent, and cannot be changed thereafter.

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

*Friend's Aid (Ex):* Allies do not require an attack roll or successful check to assist the cleric with the aid another action, and simply must devote a standard action toward defending, interfering, or helping. At 10th level, the cleric's allies only require a move action to perform the aid another action when granting her a bonus.

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

*Funeral Pyre (Su):* The cleric can burn an ally or creature who in life had an attitude of at least friendly (per the Diplomacy skill) in a ceremonial pyre, along with the creature's worldly possessions and special ceremonial oils worth at least 100 gp per HD of the creature cremated. The creature's soul has the option of arising as a ghost (see *Pathfinder Roleplaying Game: Bestiary* for details on the ghost template), except the soul is not in a state of anguish and can go to its final rest whenever it wishes. The cleric possesses no control over a ghost created in this manner. The ghost retains incorporeal copies of any equipment destroyed in the funeral pyre. Ghosts created in this fashion are weaker than naturally arising spirits, and take a -2 penalty on all ability checks, attack rolls, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks. The ghost is also treated as two levels lower (minimum caster level 1) for the purpose of level-dependent variables (such as spellcasting).

A cleric must be at least 13th level and have the domain (Death) edge to select this talent.

*General (Ex):* When the cleric is commanding an army (see *Pathfinder Roleplaying Game: Ultimate Campaign* for details) she grants a bonus tactic and

boon to the army. The tactic and boon she grants are chosen when this talent is selected. This talent may be selected multiple times, each time granting a new tactic and boon.

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

*Giant Shape (Su):* The cleric gains the ability to turn herself into a Large humanoid creature of the giant subtype and back again once per day. This talent functions as *giant form I*, except as noted here. The effect lasts for 1 hour per cleric level, or until she changes back. The form chosen must be that of a giant type with which the cleric is familiar.

This talent may be selected a second time at 15th level, granting an additional use of the ability per day and allowing the cleric to use change into a Huge giant. This talent functions as *giant form II*.

A cleric must be at least 13th level and have the domain (Strength) edge to select this talent.

*Gliding Steps (Su):* The cleric is affected by a constant *feather fall* effect. Additionally, the cleric can add a +20 bonus to Acrobatics checks made to jump a number of times per day equal to 3 + her Wisdom modifier.

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

*Golem Enchanter (Ex):* The cleric's spells automatically bypass any spell resistance or magic immunity possessed by creatures with the construct type that she controls.

A cleric must have the cleric spells and domain (Artifice) edges to select this talent.

*Greenskin (Ex):* The cleric's skin turns a bright vibrant green color, and can gain most of the energy her body requires from exposure to light. As long as the cleric has direct exposure to at least 1 hour of sunlight (or some equivalent, such as the *daylight* spell) she does not require food to survive, and gains a +4 bonus on Constitution checks to avoid nonlethal damage from thirst (this bonus stacks with the Endurance feat). If the cleric eats food in addition to gaining direct exposure to sunlight for 1 hour, she gains a +1 morale bonus to ability checks, saves, and skill checks for 24 hours.

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

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*Grounded Steps (Ex):* The cleric may ignore any difficult terrain caused by natural ground features (mud, rocks, etc.), moving across such features at her normal speed. Ground that has been magically manipulated to impede motion, however, still affects her.

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

*Guardian (Ex):* The cleric can interpose herself between an ally and an attack. The cleric knocks a willing adjacent ally prone as an immediate action in response to the ally being hit by a melee or ranged attack. The cleric becomes the target of the attack, which automatically hits the cleric, ignoring any miss chance, targeting, or reach limitations.

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

*Held Symbol (Su):* The cleric may hold the charge for a symbol spell (any spell with “symbol” in the name) or *glyph of warding* spell after casting it, in order to quickly place the symbol. This works as holding the charge for a touch spell. The first applicable object or surface the cleric touches thereafter gains whatever symbol spell she is holding. The cleric must decide all variables of the symbol when it is first cast, not when it is placed on a touched surface.

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

*Heroic Channel (Su):* When the cleric channels positive energy to heal her allies, she may expend 2 uses of channel energy to cause healing in excess of her ally’s maximum hit points to become temporary hit points. These temporary hit points last for 1 round per cleric level. Using channel energy in this manner is a full-round action.

A cleric must be at least 8th level and have the channel energy (positive) talent to select this talent.

*Hidden Aura (Su):* The cleric does not possess an aura corresponding to her alignment or deity’s (if any) alignment. She still registers to divination spells and effects as an aligned creature of her Hit Dice. This is a mind-affecting illusion effect.

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

*Hidden Magic (Su):* The magical auras of any spell affecting the cleric or any magic item on the cleric’s person are concealed from divination spells and effects. A creature attempting to study the cleric’s magical auras must succeed on a Will save or no aura on the cleric’s person registers as magical. The cleric may cease or resume this ability as a free action. This is a mind-affecting illusion effect.

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

*Holy Baptism (Su):* Any water the cleric is touching or immersed in becomes holy water (per the *bless water* spell). When the cleric is immersed in or touching large bodies of water, she affects only the water within 5 feet per cleric level in this fashion. This effect is not permanent, and ends 1 round after the cleric ceases touching the water or leaves its proximity. The cleric may cease or resume this ability as a free action.

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

*Hurricane (Su):* The cleric can increase the force of her wind shield to hurricane strength for a number of rounds per day equal to her cleric level. These rounds need not be consecutive. When the cleric activates this talent, all flames within 10 feet are automatically extinguished, and ranged attacks against her are impossible (except with siege weapons at a –8 penalty). While this effect is active, the cleric cannot make ranged attacks and automatically fails any Perception checks.

A cleric must be at least 11th level, have the domain (Air) edge, and the improved wind shield talent to select this talent.

*Improved Faith Healing (Ex):* When the cleric uses the faith healing, the target gains temporary hit points equal to  $2d8 + 1$  per caster level (maximum +20). Additionally, if the cleric beats the target in the opposed Bluff check by 5 or more, they are so convinced that it temporarily removes some negative conditions. If a creature is suffering from one of the following conditions: blinded, deafened, fatigued, shaken, or sickened, then the condition is suppressed for 1 minute. If the target is suffering from more than one of the conditions, then the cleric

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can only suppress one with each use of this talent, chosen when the talent is used. The duration of any ongoing effect is not reduced while it is suppressed.

A cleric must have the domain (Healing or Trickery) edge and the faith healing talent to select this talent.

*Improved Wind Shield (Su):* As the wind shield talent, except the winds have a 50% chance of extinguishing protected flames, and impose a -4 penalty on ranged attack rolls against the cleric. While this effect is active the cleric takes a -4 penalty to ranged attack rolls and Perception checks. This ability can disperse fog or cloud effects as a severe wind.

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

*Instant Forgery (Su):* The cleric can create or alter documents at a touch. This allows her to use the Linguistics skill to create forged documents as a standard action at will. If used as evidence to support a Bluff check, the forged document grants a +5 bonus (as convincing proof) if the examining person cannot succeed against the cleric's opposed Linguistics check. This ability has no effect on written spell effects such as runes, glyphs, or symbols.

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



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*Interpose (Ex):* As the guardian talent, except the cleric does not need to knock her ally prone. Instead as an immediate action the cleric and the ally switch squares, with the cleric becoming the target of the attack.

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

*Judgment (Su):* Whenever the cleric casts a divination spell that determines a subject's alignment (such as *detect evil* or *detect law*), the cleric always immediately gains the maximum amount of information without requiring multiple rounds of scrutiny and concentration.

A cleric must have the cleric spells and domain (Knowledge or Law) edges to select this talent.

*Knighthood (Ex):* The cleric belongs to a cavalier order (see *Pathfinder Roleplaying Game: Advanced Player's Guide* for details). The cleric gains the order's skills as class skills and the order's listed skill ability.

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

*Light Sensitivity (Su):* The cleric can inflict a weakness to light as a melee touch attack. The target gains the light sensitivity weakness, causing it to become dazzled in areas of bright sunlight or within the radius of a *daylight* spell for 1 round per cleric level. If the creature naturally possesses the light sensitivity weakness, then the target instead gains the light blindness weakness, causing it to be blinded for 1 round if exposed to bright light and dazzled as long as they remain in areas of bright light for the duration. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

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

*Likable Liar (Ex):* The cleric finds she has a much easier time lying to creatures that like her. She gains a +2 circumstance bonus on Bluff checks made to lie or feint against friendly creatures (per the Diplomacy skill). This bonus increases to +5 against helpful creatures.

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

*Legalese (Ex):* The cleric knows endless legal jargon, loopholes, and contractual minutiae that

allow her to befuddle or startle lawful creatures. When attempting a Bluff or Intimidate check against a creature with a lawful alignment, the cleric may use her Linguistics skill check in place of either Bluff or Intimidate. When attempting such a Linguistics check against a creature with the lawful subtype, the cleric adds a bonus equal to 1/2 her cleric level to her skill check. Note the cleric may not necessarily know a creature's alignment or subtype is lawful, and so attempts to use legalese should be rolled in secret by the GM.

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

*Legendary Healer (Sp):* The cleric supports long-term healing with unmatched magical aid. When providing long-term care to another creature with the Heal skill, the cleric can use increasingly powerful spell-like abilities with a successful Heal check. This is in addition to the normal benefits for long-term care. A DC 20 check grants the creature the benefits of the *remove disease* or *delay poison* spells, a DC 25 check grants the benefits of the *neutralize poison*, or *remove curse* spells, a DC 30 check grants the benefits of the *restoration* spell, a DC 35 check grants the benefits of the *heal* spell, and a DC 40 check grants the benefits of the *regenerate* spell. The cleric uses her class level as her caster level. The cleric only gains a single spell-like ability in this manner, with the cleric selecting which spell to use once she knows the result of her Heal check. The cleric must provide rare herbs and poultices with a value equal to any costly material components of the spell effect desired. The cleric can only care for one patient at a time in this manner, although may grant the mundane benefits of the Heal skill to other patients. The cleric can use this talent once per day.

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

*Library (Ex):* The cleric always possesses easy access to a library, whether by carrying a wide assortment of reference volumes on her person, possessing a membership to a religious repository of knowledge, or both. The cleric selects a number of Knowledge skill checks equal to her Intelligence modifier. When consulting her library (requiring 1d4 hours of research) the cleric may

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make untrained Knowledge skill checks of these types, perform Knowledge checks of these types untrained, retry a failed Knowledge check of these types (she may retry only once), and gains a +2 bonus to her Knowledge checks. At 10th level and higher, the bonus to the Knowledge checks increases to +4 and the cleric only ever requires 1 hour consulting her library. If the cleric's Intelligence modifier permanently increases for any reason, she may add additional Knowledge checks to the types available for her library.

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

*Lucky Steps (Su):* The cleric does not activate any mechanical trap with a proximity, sound, or visual trigger. She may purposeful activate such traps if she is aware of them. She still activates mechanical traps with a timed or touch trigger, and all magical traps. Likewise, the cleric might be caught in a trap activated by a nearby creature.

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

*Marathon Runner (Ex):* The cleric does not take nonlethal damage from hustling or performing a forced march during overland movement.

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

*Mass Bleed (Su):* As a standard action, the cleric can cause every stabilized enemy within 30 feet per cleric level to resume dying (as the *bleed* spell).

A cleric must be at least 8th level, and the channel energy (negative) talent or the domain (War) edge to select this talent.

*Mass Stabilize (Su):* As a standard action, the cleric can stabilize (as the *stabilize* spell) every allied creature within 30 feet per cleric level.

A cleric must be at least 8th level, and the channel energy (positive) talent or the domain (War) edge to select this talent.

*Master Craftsman (Ex):* The cleric gains the benefits of the Master Craftsman feat, even if she does not meet the prerequisites for the feat. If she possesses or gains the Master Craftsman feat, she may apply the benefits of the feat to any item crafting feat (not just the Craft Magic Arms and Armor and Craft Wondrous Item feats). However,

she still cannot create any spell-trigger or spell-activation items in this manner.

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

*Maximize Channel (Su):* When using the channel energy talent, the cleric may spend 3 daily uses of channel energy to maximize the hit points healed or damage dealt by her channel energy. Using channel energy in this manner is a full-round action.

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

*Maximize Healing (Su):* The cleric can maximize cure or inflict spells by spending uses of her channel energy talent. A cleric that channels positive energy can spend 3 uses of channel energy as a swift action to spontaneously maximize a cure spell (any spell with "cure" in the name) as the Maximize Spell feat when targeting a living creature or creature healed by positive energy. A cleric that channels negative energy can spend 2 uses of channel energy as a swift action to instead maximize an inflict spell (any spell with "inflict" in the name) as the Maximize Spell feat when targeting an undead creature or creature healed by negative energy.

A cleric must have the Maximize Spell feat, cleric spells edge, and channel energy talent to select this talent.

*Monstrous Studies (Ex):* The cleric has spent considerable time studying monstrous encyclopedias and memorizing pertinent information regarding the biology of diverse creatures. When making a Knowledge check to identify a monster, if the Knowledge check is one of the types selected for the cleric's library talent, she gains a +5 bonus to the check and recalls two useful bits of information on a successful check. She recalls an additional two pieces of useful information for every 5 points by which her check results exceeds the DC.

A cleric must have the domain (Knowledge) edge and library talent to select this talent.

*Natural Attack (Ex):* The cleric grows an animalistic feature, gaining a single primary natural attack (bite, claw, gore, slam, sting, or talons) of her choice that deals damage as normal for a creature of her size.

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This talent may be taken multiple times, each time granting a new primary natural attack. However, the cleric cannot select any natural attack more than twice or the bite and slam attack more than once.

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

*Nocturnal (Ex):* The cleric gains a +1 morale bonus to ability checks, saves, and skill checks during nighttime hours. She does lose this bonus if exposed to bright light, but loses it during daylight hours. She may not possess the diurnal talent.

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

*Passage (Su):* As part of a move action, the cleric can step through any wall or door that is no thicker than 1 inch per cleric level. The cleric cannot bypass magically created walls (any spell with “wall” in the name) or effects in this manner. She cannot take any other creature with her when moving through walls in this manner. If the cleric attempts to move through a wall that is thicker than her ability to pass through, she fails, takes 1d6 damage, and her movement is stopped. The cleric can use this ability a number of times per day equal to 3 + her Wisdom modifier.

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



*Peace Accord (Su):* The cleric can magically sanctify agreements between two or more willing parties. Each individual agreeing to the peace accord must be fully aware of all terms, both in word and spirit, and cannot be magically compelled in any way. Should the agreement be broken, all individuals taking part in the agreement are made immediately aware. Each individual involved knows which of the agreeing individuals is responsible for the breaking of the accord, and also gains a vague understanding of the severity of the violation and circumstances involved. The duration of this effect is permanent until the accord is broken. A single creature may have no more than one active accord at a time, but the cleric may sanctify any number of peace accords.

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

*Permanent Symbol (Sp):* The cleric can create permanent (as the *permanency* spell) symbols (any spell with “symbol” in the name). The cleric must still pay any material component associated with the *permanency* spell.

*Plant Empathy (Ex):* The cleric can improve the attitude of any creature with the plant 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 plant empathy check result. To use plant 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. If the creature is intelligent enough to be subject to the Diplomacy skill, the cleric may either use her plant empathy check or her Diplomacy check with a bonus equal to 1/2 her cleric level.

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

*Plant Shape (Su):* The cleric gains the ability to turn herself into a Small or Medium plant creature and back again once per day. This talent functions as *plant shape I*, except as noted here. The effect lasts for 1 hour per cleric level, or until she changes back. The form chosen must be that of plant creature with which the cleric is familiar.

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This talent may be selected a second time at 11th level, granting an additional use of the ability per day and allowing the cleric to use change into a Large plant creature. This talent functions as *plant shape II*.

This talent may be selected a third time at 13th level, granting an additional use of the ability per day and allowing the cleric to use change into a Huge plant creature. This talent functions as *plant shape III*.

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

**Pressure Points (Ex):** The cleric learns the complex system of nerve endings that she can use to harm or heal. She gains the Stunning Fist feat as a bonus feat, even if she does not meet the prerequisites. The cleric may attempt to use the Stunning Fist feat as a melee touch attack that does not draw an attack of opportunity, or as part of an unarmed strike if she has the Improved Unarmed Strike feat. Additionally, the cleric may target an adjacent stunned or paralyzed ally and use one of her Stunning Fist attempts for the day to grant the ally an additional save against the effect that caused them to become stunned or paralyzed.

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

**Purifying Flame (Su):** The cleric can touch a creature with searing white flame, painfully burning away harmful conditions. If the creature is unwilling, this requires a melee touch attack and the creature is permitted a Fortitude save to negate the effect. The creature takes 1d6 points of damage per three cleric levels (to a maximum of 6d6 damage at 18th level). Half of this damage is fire, but the other half is divine energy and not subject to fire resistance or immunity. A creature that takes full damage from this effect has one of the following adverse conditions affecting the target ended: diseased, nauseated, poisoned, or sickened. The cleric can use this ability a number of times per day equal to her Wisdom modifier (minimum 1).

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

**Quicken Healing (Su):** The cleric can quicken cure or inflict spells by spending uses of her channel

energy talent. A cleric that channels positive energy can spend 4 uses of channel energy to spontaneously quicken a cure spell (any spell with “cure” in the name) as the Quicken Spell feat. A cleric that channels negative energy can spend 3 uses of channel energy to instead spontaneously quicken an inflict spell (any spell with “inflict” in the name) as the Quicken Spell feat.

A cleric must have the Quicken Spell feat, cleric spells edge, and channel energy talent to select this talent.

**Random Aura (Ex):** It is wildly difficult to accurately determine the cleric’s alignment and power with magic. Whenever the cleric is targeted by a divination effect that determines her alignment and aura power, her alignment and aura strength are rolled randomly on the following tables. This is rolled for each separate effect, so two creatures using divination or a creature using two divination effects at separate times might get different results.

d%	Alignment
0-10	Chaotic evil
11-20	Neutral evil
21-30	Lawful evil
31-40	Chaotic neutral
41-50	Neutral
51-60	Lawful neutral
61-70	Chaotic good
71-80	Neutral good
81-90	Lawful good
91-100	Cleric’s choice

d%	Aura Strength
0-15	None
16-30	Faint
31-45	Moderate
46-60	Strong
61-75	Overwhelming
76-100	Cleric’s choice

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

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*Redeem (Su):* The cleric may use the redemption version of the *atonement* spell as an at will spell-like ability. Each time the cleric uses this ability to change the alignment of an evil creature to good, the cleric gains the benefits of the boon talent (a bonus spell slot for the highest level spell she can cast). These effects last for 1 day per HD of the subject creature. The benefits of redeeming multiple evil creatures do not stack, but the duration of the benefits is cumulative. The benefits of this talent stack with the benefits of the boon talent.

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

*Repair (Ex):* The cleric's cure spells and channel energy (positive) talent affect objects and constructs as if they were living creatures, but the damage healed is reduced by half. These effects bypass any magic immunity a construct creature might possess.

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

*Reputation (Ex):* The divine reputation of the cleric or her god precedes her. Creatures with an Intelligence score of 3 or higher and an alignment within one step of the cleric or her god begin with an attitude (per the Diplomacy skill) of one step higher than normal.

*Resolute Light (Su):* Any spell with the light descriptor the cleric casts is cannot be countered or dispelled by any spell with the darkness descriptor, regardless of the level of the darkness spell.

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

*Resolute Shadow (Su):* Any darkness spell the cleric casts is cannot be countered or dispelled by any spell with the light descriptor, regardless of the level of the light spell.

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

*Resolute Soul (Ex):* The cleric's soul becomes more receptive to resurrection magic. The required worth of the material component of any conjuration (healing) spell that restores the cleric to life is halved, and the cleric never takes negative levels or Constitution drain from any resurrection spell or effect.

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

*Rival Apprentice (Ex):* The cleric gains a second cohort (per the Leadership feat). However, the cleric's cohorts are rivals for her attention, and refuse to travel together. Instead, the cleric selects one of her cohorts to accompany her at any given time, with the other typically seeing to more vested and stationary interests. The rivalry between the cohorts gives the cohort's leadership score a -2 modifier.

A cleric must have the Leadership feat and the domain (Glory or Nobility) edge to select this talent.

*Rock Hurling (Ex):* The cleric can hurl rocks up to one category smaller than her size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The cleric can hurl the rock up to five range increments (range 10 feet). Damage from a thrown rock is generally 1d4 for Small clerics or 1d6 for Medium clerics plus 1-1/2 the cleric's Strength bonus.

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

*Rooted (Ex):* The ground beneath the cleric's feet unfailingly supports her. The cleric gains a circumstance bonus to CMD when resisting bull rush, grapple, push, pull, or trip equal to 1/2 her cleric level whenever she is touching the ground and has not moved more than 5 feet for 1 round.

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

*Rote Training (Ex):* When making a skill check with a skill selected for the training talent, the cleric may take 10 even if stress and distractions would normally prevent her from doing so. If the cleric selects or has selected the training talent for multiple skills, the benefits of this talent apply to all skills selected for the training talent.

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

*Sacred Temple (Su):* The cleric can sanctify a single permanent distinct structure (such as a temple, mansion, fortress, or castle), instilling it with permanency and power. The walls of the structure gain the hardness, hit points, and break DC of

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iron of its thickness, regardless of what material it is composed of (hardness 10, 90 hit points per 3 inches of thickness, and break DC 25 + 5 for every 3 inches of thickness). If the cleric casts the *consecrate*, *desecrate*, *hallow*, or *unhallow* spell within her temple, the spell's area affects the entire structure regardless of its normal area restrictions. Designating a temple in this manner requires a 24 hour ritual, and the effect is permanent. The cleric may only have one sacred temple at a time, and if the cleric designates a new sacred temple, the first effect is immediately ended.

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

*Sea Priest (Ex):* The cleric is beloved by the wind and waves. The witch cleric a +2 morale bonus to the Profession (sailor) checks of all allies within 30 feet. This bonus increases to +4 at a range of 60 feet at 8th level and +6 at a range of 90 feet 16th level. If using the vehicle rules from *Pathfinder Roleplaying Game: Ultimate Combat*, any sailing ship the witch is on always moves as if it was moving with the air current (double base speed).

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

*Seductive (Ex):* The cleric gains the Bluff skill as a class skill. She may use her Bluff skill check in place of any Diplomacy skill check. She gains a +2 bonus on Bluff checks in place of Diplomacy checks if the creature shares her creature type and subtype. However, she takes a cumulative -2 penalty for any creature type or subtype her target possesses that she lacks. For example, a human cleric using Bluff in place of Diplomacy against a solar would do so at a -8 penalty as it is an outsider with the angel, extraplanar, and good subtypes.

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

*Selfish (Ex):* The cleric usually reserves her real power for herself rather than allies. Whenever the cleric targets herself with a beneficial harmless divine spell with a range of touch or personal, the spell is cast at +1 caster level. However, when the cleric targets an ally with a beneficial harmless divine spell with a range of touch, the spell is cast at -1 caster level.

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

*Selfless (Ex):* The cleric usually reserves her real power for others rather than herself. Whenever the cleric targets an ally with a beneficial harmless divine spell with a range of touch, the spell is cast at +1 caster level. However, when the cleric targets herself with a beneficial harmless divine spell with a range of touch or personal, the spell is cast at -1 caster level.

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

*Servant (Su):* The cleric possesses a personal butler or assistant that sees to her everyday needs and errands. This acts as the Leadership feat, except the cleric gains no followers and her cohort can only have levels in the expert NPC class. The servant gains the following 10 skills as class skills for his expert levels: Appraise, Bluff, Craft, Diplomacy, Heal, Knowledge (nobility), Knowledge (religion), Linguistics, Sense Motive, and Survival. The cleric may possess this talent in addition to the Leadership feat, but if she does so, her Leadership modifier takes a -2 penalty.

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

*Share Resistance (Su):* As a standard action, the cleric can touch an ally to grant him the cleric's acid resistance, cold resistance, electricity resistance, or fire resistance talent for 1 minute. When she uses this ability she loses her resistance granted by the talent for 1 minute. She can use this ability a number of times per day equal to 3 + her Wisdom modifier. If the cleric has multiple talents granting different resistances, she can bestow any or all of the given talents with a use of this ability.

A cleric must have the domain (Protection) edge and the acid resistance, cold resistance, electricity resistance, or fire resistance talent to select this talent.

*Shield Ally (Ex):* The cleric can grant any adjacent ally her shield bonus to armor class for 1 round as an immediate action. However, the cleric loses her shield bonus to armor class for 1 round.

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

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*Slippery (Su):* When using the Escape Artist skill, the cleric can escape from rope bindings, manacles, or other restraints as a full-round action. Additionally, the cleric can attempt to escape from a net, grapple, pin, or an *animate rope*, *command plants*, *control plants*, or *entangle* spell as a move action.

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

*Stamina (Ex):* The cleric gains benefits of the Endurance feat. She counts as having the Endurance feat for all prerequisites. If she possesses or gains the Endurance feat, she can sleep in heavy armor without becoming fatigued.

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

*Starflight (Su):* The cleric can fly at incredible speed through the void. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the cleric knows the way to her destination. The cleric can grant this ability to a number of allies equal to her Wisdom modifier (minimum 1) within 60 feet. Allies granted this ability automatically travel with the cleric, but may become vulnerable to the perils of space if further than 60 feet away from her for any reason.

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

*Steal Symbol (Su):* The cleric can remove a symbol or glyph of warding spell from a surface, holding it as the held symbol talent. The cleric must either have cast the symbol or glyph spell, or else have successfully disarmed it.

A cleric must be at least 11th level, have the domain (Rune) edge, and the held symbol talent to select this talent.

*Sun's Chariot (Su):* Once per day the cleric can summon a chariot of fire and sunlight after a 10 minute ritual. This acts as the *phantom chariot* spell (see *Pathfinder Roleplaying Game: Ultimate Combat* for details), except the chariot is affected by a constant *daylight* spell effect. The cleric uses her class level as her caster level.

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

*Swarm Chosen (Ex):* The cleric is not damaged by swarms with the vermin creature type, and is immune to the distraction ability of swarms.

She does not require concentration checks for spellcasting or concentrating on spells when in the area of a swarm. She may use skills involving patience and concentration while within a swarm without a Will save.

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

*Symbolist (Ex):* The cleric adds all symbol spells (a spell with “symbol” in the name) to her spell list and may prepare any symbol spell in her domain spell slots. The cleric can safely read and study any symbol spell she can see without activating it (although she may otherwise trigger it depending on the triggering conditions). The cleric can disable a symbol- or glyph-based magical trap as a rogue with the trapfinding skill, using her Spellcraft skill check in place of the Disable Device skill.

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

*Telepathic Bond (Su):* The cleric can create a telepathic bond between herself and her allies. The cleric can maintain a telepathic bond with a number of allies equal to her Wisdom modifier (minimum 1). The bond persists until the cleric ends it as a free action, or the ally is 1 mile or further away from the cleric. The cleric can reestablish a telepathic bond as a standard action at touch. The cleric and her allies can communicate telepathically through the bond regardless of language. Each creature telepathically bonded to the cleric is bonded to all others the cleric bonds to. The effects of this talent are in addition to the effects of an empathic bond and supersede the effects of an empathic bond.

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

*Title (Ex):* The cleric possesses a noble title, such as lord/lady, duke/duchess, baron/baroness, prince/princess, etc. This is no empty honorific, and the cleric has lands, money, family, and connections she can bring to bear. Once per day the cleric can call upon either the wealth or influence associated with her title. Calling upon wealth allows the cleric to purchase one non-magical item or service with a total price equal to or less than 100 gp per cleric level, or she may reduce the price of one non-magical item or service by this amount. Calling

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upon influence grants the cleric a bonus equal to 1/2 her cleric level to one of the following types of skill checks: Craft, Diplomacy, Intimidate, Knowledge (any), or Profession.

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

*Training (Ex):* The cleric selects any skill. She gains that skill as a class skill and adds 1/2 her cleric level as a bonus to all skill checks made with that skill. This talent may be taken multiple times, each time applying to a different skill.

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

*Trap Spotter (Ex):* The cleric receives an immediate Perception skill check to notice any trap when she comes within 10 feet. This check should be made in secret by the GM.

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

*Trapfinding (Ex):* The cleric adds Disable Device to her list of class skills and adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). The cleric can use Disable Device to disarm magic traps.

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

*Tumble (Ex):* The cleric gains Acrobatics as a class skill. She gains a bonus to Acrobatics checks equal to 1/2 her cleric level (minimum +1) when attempting to move through a threatened square or an enemy's space.

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

*Undead Empathy (Ex):* The cleric can improve the attitude of any creature with the undead 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 undead empathy check result. To use undead 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. If the creature is intelligent enough to be subject to the Diplomacy skill, the cleric may either use her undead empathy check or her Diplomacy check with a bonus equal to 1/2 her cleric level.

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



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*Unholy Baptism (Su):* Any water the cleric is touching or immersed in becomes unholy water (per the *curse water* spell). When the cleric is immersed in or touching large bodies of water, she affects only water within 5 feet per cleric level in this fashion. This effect is not permanent, and ends 1 round after the cleric ceases touching the water or leaves its proximity. The cleric may cease or resume this ability as a free action.

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

*Unweaver (Ex):* The cleric understands methods of tearing apart the underpinnings of active spells. The cleric must specifically target one spell affecting a single creature or an area (such as a *wall of fire*). She must name the specific spell effect to be targeted in this way. She must then cast the spell or a spell of the same school that is one or more spell levels higher than the targeted spell. The spell the cleric casts in this way has no effect, save to dispel the targeted spell. If successful, the targeted spell is dispelled (as the *dispel magic* spell). When using the *dispel magic* spell to perform a targeted dispel to end a spell affecting a single creature or area, she may expend a prepared spell of the same school to gain a bonus on her caster level check equal to the level of the spell expended.

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

*Venom Immunity (Ex):* The cleric gains immunity to all poisons.

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

*Vermin Mind (Ex):* The cleric may temporarily surrender her mind in order to ignore mind-affecting effects. Whenever the cleric fails a save against a mind-affecting effect, as an immediate action she may choose to gain immunity to the effect. However, she then becomes near-mindless for 1d4 rounds. Her Intelligence and Charisma scores each drop to 1 for the duration. She is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, she knows who her friends are and can follow them and even protect them.

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

*Vicious Strike (Su):* The cleric can sacrifice her health to hurt another creature. As an immediate action when the cleric deals damage to a creature during a melee attack, she may take 1d6 damage and deal 2d6 damage to her opponent. At 5th level, and every five levels thereafter (10th, 15th, and 20th level), the damage the cleric takes increases by 1d6 and the damage her opponent takes increases by 2d6, to a maximum of 5d6 and 10d6 damage at 20th level. The cleric 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.

*Void Dragon Shape (Su):* The cleric can transform into outer dragons (see *Pathfinder Roleplaying Game: Bestiary 4* for details) in addition to chromatic or metallic dragons when using the dragon shape talent. She gains an additional use of dragon shape per day.

A cleric must be at least 13th level, have the domain (Scalykind), and domain (Void) edges to select this talent.

*Void Survival (Su):* The cleric can survive in the void of outer space. The cleric can grant this ability to a number of allies equal to her Wisdom modifier (minimum 1) within 60 feet.

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

*Vulnerability (Su):* The cleric can heighten a creature's natural weaknesses or vulnerabilities. This requires a melee touch attack. A creature with no natural vulnerabilities or weaknesses is unaffected. A target with a natural weakness or vulnerability is allowed a Will save to negate. On a failed save, a creature with a vulnerability to damage takes double damage (+100%) from the specific energy type. Creatures with a vulnerability that is not an energy type instead take a -8 penalty on saves against spells and effects that cause or use the listed vulnerability. This effect lasts for 1 round per cleric level. This is a curse effect. The cleric 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.

*Wager (Su):* The cleric can magically enforce bets between two willing parties. Each contributing individual must be fully aware of the terms of the

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wager, and cannot be magically compelled in any way. The loser of the wager must pay the winner any agreed upon sum or service. Should the loser refuse or fail to complete the required terms, the winner may target the loser with a *bestow curse* effect, except it operates at any range (Will save negates). Use the cleric's class level as the caster level for the effect. The winner invoking the curse determines all variables of the *bestow curse* effect. The effect is removed should the loser suffering from the curse successfully complete the required terms. A single creature may have no more than one active wager at a time, but the cleric may oversee any number of active wagers. This is a curse effect. The cleric can use this ability once per day at 8th level, plus an additional time per day for every four levels thereafter (12th, 16th, and 20th level).

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

*Weathered (Su)*: The cleric is protected from natural weather effects. She suffers no penalties to attacks or Perception checks due to natural wind or rain. She does not take damage from storms or powerful storms. This ability does not protect the cleric from unnatural weather caused by spells or supernatural effects.

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

*Wild Magic (Su)*: The cleric can empower her spells or spell-like abilities with chaos magic, but risks losing control of the effect. To successfully use chaos magic, the cleric must succeed on a caster level check (DC 15 + the level of the spell or spell-like ability) when casting a spell or using a spell-like ability. On a failure, roll twice on the wild magic planar trait table (see *Pathfinder Roleplaying Game: GameMastery Guide*) and the GM selects whichever result they prefer. On a success, the cleric may roll twice on the wild magic table and take whichever result she prefers. When on a plane with the wild magic trait, the cleric gains a +5 bonus to caster level checks to make her magic function normally or attempts to use wild magic.

A cleric must have the cleric spells and domain (Chaos or Magic) edges to select this talent

*Wind Shield (Su)*: The cleric is surrounded by constant strong winds she can summon or banish as a free action. These winds automatically extinguish

unprotected flames (candles, torches, and the like) within 5 feet and impose a -2 penalty on ranged attack rolls against the cleric. While this effect is active the cleric takes a -2 penalty to ranged attack rolls and Perception checks. This ability cannot disperse fog or cloud effects.

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

*Youth (Ex)*: The cleric retains her youth and beauty until death. She no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties she has already taken are removed. Age bonuses still accrue, and the cleric still dies of old age when her time is up.

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



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