

Stephen Spud

The Harvester of Truth

Details

Alignment: Lawful Neutral

Pantheon: Hero Gods

Other Pantheons: Ascended Pantheon

Areas of Concern: Law, Truth, Fate, Enterprise

Domains: Community, Earth, Law, Liberation, Luck, Nobility

Subdomains: Industry, Toil, Petrification, Judgement, Legislation, Leadership, Self-realization, Cooperation

Favored Weapon: Heavy Crossbow

Symbol: A brass potato with eight onyx eyes and an emerald eye in the center

Sacred Animal(s): Mole and Elephant

Sacred Colors: Earthy Brown and Black

Obedience:

Gather up a handful of dirt and a handful of seeds and allow the wind to blow them from your hands. Wherever the dirt scatters, a garden must be planted (or maintained if a garden already exists there). Wherever the seeds land, they must be covered with dirt and watered as to start a new garden (if a garden already exists where the seeds scatter, simply expand the garden to accommodate). This obedience should take an hour every day. Focus on the fate of the seeds and the connection between life and death to receive a +4 sacred or profane bonus (depending on alignment) to all saving throws against chaotic creatures.

Boons- Deific Obedience

Evangelist

Unerring Protector- 3/day liberating command, 2/day protection from chaos communal, 1/day stunning barrier, greater

Judge, Jury, and Executioner- You gain the Judgement (Su) you treat your level for this equal to your character level -5. If you already possess the Judgement (Su), you instead may increase your effective level for judgment by 4.

Partitioning Justice- Once a day as a swift action you may grant two allies the benefits of lend judgement greater even if you do not normally have access to this spell.

Exalted

Protector of the Faith- 3/day Blessing of the Watch, 2/day Arrow of Law, 1/day Dispel magic

Law Bringer- As a free action, you can grant the axiomatic weapon special ability to a weapon that you hold. If that weapon is not magical, it is considered magical while under the effect of this ability. This ability affects only weapons held in your hand; if you drop the weapon or give it away, the effect ends on that weapon. You can affect a weapon in this way a number of rounds each day equal to 1 + 1 for every 4 Hit Dice you possess (maximum 6 rounds). These rounds don't need to be consecutive.

Blight- Once a day you may use Spud Strike, this is a ranged attack roll that deals 4d6 bludgeoning and 4d6 acid. On a successful hit, the target must make a fortitude saving throw DC (10+1/2 character level + Charisma) or the potato ingrain in the target functioning as green caress.

Sentinel

Maelstrom Tamer- 3/day Divine Favor, 2/day Hold Person, 1/day Retribution

Potato Roll- Your devotion to the balance of life and death has granted you nimbleness on the battlefield. Three times a day, when an attack you make would provoke an attack of opportunity, you can gain a +5 sacred (or profane) bonus to acrobatics to roll away and attack simultaneously without provoking. If the acrobatics check is unsuccessful you instead fall prone and take the attack of opportunity.

Chaos Bane- Once a day you may gain the benefits of the bane weapon special ability. The benefits of this only affect chaotic creatures. You must select the one creature type when using this ability which will last until the end of combat. If activating against outsiders, you must choose the Chaotic subtype. Activating Bane is an immediate action.