

## Ecclesiast

Some find a greater purpose in the faith and the miracles of the divine. Others are born with a mysterious connection to the divine that some see as a boon and others see as a curse. Yet still others seek to unite the tenants of divine worship with the natural connections to the divine. These ecclesiasts seek to discover a way to forge a unique connection with deities to enhance their own spiritual understanding.

**Role:** Ecclesiasts are the seekers of all things divine. They constantly seek out new ways to connect with deities or with underlying philosophical forces of the universe. While some are looking only for personal enlightenment others use their new understanding to aid those around them.

**Alignment:** An ecclesiast's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis. If the ecclesiast worships a philosophy instead the ecclesiast's alignment should resonate with that philosophy.

**Hit Die:** d6.

**Starting Wealth:**  $3d6 \times 10$  gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The ecclesiast's class skills are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Ranks per Level:** 2 + Int modifier.

## Table: Ecclesiast

2nd	+1	+0	+0	+3	Devotee Power	3	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Focused Channeling 2d4	4	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Devotee Power	4	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Focused Channeling 3d4	4	3	—	—	—	—	—	—	—
6th	+3	+2	+2	+5	Devotee Power	4	4	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Focused Channeling 4d4	4	4	3	—	—	—	—	—	—
8th	+4	+2	+2	+6	Devotee Power	4	4	4	2	—	—	—	—	—
9th	+4	+3	+3	+6	Focused Channeling 5d4	4	4	4	3	—	—	—	—	—
10th	+5	+3	+3	+7	Devotee Power, Greater Devotee Power	4	4	4	4	2	—	—	—	—
11th	+5	+3	+3	+7	Focused Channeling 6d4	4	4	4	4	3	—	—	—	—
12th	+6/+1	+4	+4	+8	Devotee Power, Greater Devotee Power	4	4	4	4	4	2	—	—	—
13th	+6/+1	+4	+4	+8	Focused Channeling 7d4	4	4	4	4	4	3	—	—	—

14th	+7/+2	+4	+4	+9	Devotee Power, Greater Devotee Power	4	4	4	4	4	4	2	—	—
15th	+7/+2	+5	+5	+9	Focused Channeling 8d4	4	4	4	4	4	4	3	—	—
16th	+8/+3	+5	+5	+10	Devotee Power, Greater Devotee Power	4	4	4	4	4	4	4	2	—
17th	+8/+3	+5	+5	+10	Focused Channeling 9d4	4	4	4	4	4	4	4	3	—
18th	+9/+4	+6	+6	+11	Devotee Power, Greater Devotee Power	4	4	4	4	4	4	4	4	2
19th	+9/+4	+6	+6	+11	Focused Channeling 10d4	4	4	4	4	4	4	4	4	3
20th	+10/+5	+6	+6	+12	Ultimate Devotee Power	4	4	4	4	4	4	4	4	4

**Table: Ecclesiast Spells Prepared**

Level	Spells Prepared									
	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—

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

## Class Features

The following are the class features of the ecclesiast.

### Weapon and Armor Proficiencies

Ecclesiasts are proficient with all simple weapons, light armor and shields. Ecclesiasts are not proficient in martial weapons, medium or heavy armor, or with tower shields, but they may gain proficiency with them normally or as part of their devotion.

### Spell Casting

An ecclesiast casts divine spells drawn from the cleric/oracle and druid spell lists. An ecclesiast must prepare her spells ahead of time, but unlike a cleric, her spells are not expended when they're cast. Instead, she can cast any spell that she has prepared consuming a spell slot of the appropriate level, assuming she hasn't yet used up her spell slots per day for that level.

To prepare or cast a spell, an ecclesiast must have a Wisdom score equal to at least  $10 +$  the spell level. The Difficulty Class for a saving throw against a cleric's spell is  $10 +$  the spell level + the cleric's Wisdom modifier.

Like other spellcasters, an ecclesiast can only cast a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table: Ecclesiast** under "Spells per Day." In

addition, she receives bonus spells per day if she has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells).

An ecclesiast may know any number of spells, but the number she can prepare each day is limited. At 1st level, she can prepare four 0-level spells and two 1st-level spells each day. At each new ecclesiast level, the number of spells she can prepare each day increases, adding new spell levels as indicated on **Table: Ecclesiast Spells Prepared**. Unlike the number of spells she can cast per day, the number of spells an ecclesiast can prepare each day is not affected by her Wisdom score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells an ecclesiast can prepare.

Ecclesiasts meditate or pray for their spells. Each ecclesiast must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether an ecclesiast can prepare spells. An ecclesiast may prepare and cast any spell on the cleric/oracle spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Like an oracle, an ecclesiast can choose to apply any metamagic feats she knows to a prepared spell as she casts it, with the same increase in casting time (see Spontaneous Casting and Metamagic Feats). However, she may also prepare a spell with any metamagic feats she knows and cast it without increasing casting time like a cleric. She cannot combine these options—a spell prepared with metamagic feats cannot be further modified with another metamagic feat at the time of casting.

## Orisons

Ecclesiasts can prepare a number of cantrips, or 0-level spells, each day as noted on **Table: Ecclesiast Spells Prepared**. These spells are cast like any other spell, but they do not consume spell slots. As with her other spells, these spells are not expended when cast.

## Devotions

By continuously trying to find the divine, an ecclesiast gains a deeper spiritual connection with the world around her, allowing her to channel this underlying source of divine energy in unusual ways. At 1st level and every other level thereafter (3rd, 5th, etc.) she gains access to a bonus spell of her choice from the Ecclesiast Devotions. She may only choose one of the devotions. Once the choice is made it cannot be changed. Further, she may choose only one of the spheres of focus within that devotion at 1st level—though she may choose to switch to a different sphere of focus within the devotion at 5th, 10th, 15th, and 20th levels.

In addition to the bonus spell, starting at 2nd level (and every even level thereafter) an ecclesiast gains access to various devotee powers through their spirituality. She can only choose one devotee power. She must be of high enough level to access this power. Starting at 10th level, an ecclesiast may choose a greater devotee power instead of a regular one. Unless otherwise noted, activating a devotee power is a standard action.

## Focused Channeling

At 1st level, an ecclesiast learns to channel healing or harming energies as if they were a cleric. However, the amount healed or harmed is one die less than that of a cleric of the same level (1d4 at 1st level instead of 1d6). They are, however, also able to create a special effect depending on

the sphere of focus they choose from within their devotion. When the healing or harming takes place, creatures also receive a specific beneficial/harmful effect that takes place at the same time. A successful saving throw negates the additional penalty or effect but does not reduce the damage any further. Creatures that would normally ignore the effect of a particular channel (such as undead with respect to a positive energy channel used to heal) ignore the variant effect of that channel. If the effect states that the healing or damage effect is enhanced this means that you channel energy as if you were a cleric equal to your ecclesiast level (using 1d6), but only to whatever is specified as being so affected.

An ecclesiast's alignment is not tied to their ability to either heal or harm, so good-aligned characters may choose the harm channeling ability and evil-aligned characters may choose the heal channeling abilities. Neutral-aligned characters can choose either, but regardless of alignment, once a choice is made to harm or heal it cannot be changed.

If a focused channeled energy provides a "channel bonus" on armor class, saving throws, skill checks or similar, the bonus is +1, increasing to +2 at ecclesiast level 5 and +1 for every 5 ecclesiast levels thereafter (to a maximum of +5). Likewise, a "channel penalty" is initially -1, increasing to -2 at ecclesiast level 5 and -1 every 5 ecclesiast levels thereafter (to a maximum of -5).

Focused channeling causes a burst that affects all creatures of a specific type in a 30-foot radius centered on the ecclesiast. The amount of damage dealt or healed is equal to 1d4 points of damage plus 1d4 points of damage for every two ecclesiast levels beyond 1st (2d4 at 3rd, 3d4 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to  $10 + 1/2$  the ecclesiast's level + the ecclesiast's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. An ecclesiast may channel energy a number of times per day equal to  $3 +$  her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. An ecclesiast can choose whether or not to include herself in this effect. Focused channeling can benefit from any feats that would affect normal channeling.

### **Ultimate Devotion**

At 20th level, the ecclesiast has reached the heights of mortal understanding of a particular divine aspect. This gives them either access to a final devotion power that represents the pinnacle of this understanding and communion or to show the divine within herself. Once the choice of either one of the ultimate devotion powers or the Divine Manifestation ability has been chosen, it cannot be changed. The ultimate devotion powers are listed within the devotions, the **Divine Manifestation** power is as follows:

Your size increases by one category, your height doubles, and your weight increases by a factor of eight. You gain a +6 size bonus to Strength and Constitution, a +3 natural armor bonus, low light vision (triple if you already possess low light vision), darkvision 60 ft. (120 if you already possess darkvision), and Spell Resistance of 30. Your base speed increases by +5 feet. These modifiers replace the normal modifiers for increasing your size. The size modifier for AC, attacks, CMB, and CMD changes as appropriate for your new size category. Determine space and reach as appropriate for your new size. If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process (see Breaking and Entering). If you

fail, you are constrained without harm by the materials enclosing you—the spell cannot crush you by increasing your size. All equipment you wear or carry is similarly enlarged by this effect. Melee weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage.

Magical effects that increase size do not stack.

In addition, your features shift to look however you want. Your presence inspires incredible awe in those nearby. A creature that fails a save against this power falls to the ground and prostrates itself before you, believing it bows before a divine presence. A flying creature incapable of hovering must land immediately in order to prostrate itself. These creatures are considered to be helpless for the duration of the effect. Each round on its turn, a target of this power may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. A creature that recovers from this spell early after being affected by it for at least 1 round takes 1d6 points of Wisdom drain and is staggered for 1d4 rounds. A creature that makes the initial save to resist this spell is merely staggered for 1 round.

This power can last for up to 1 round per level or until you dismiss it. These rounds do not need to be consecutive. You can use this power once a day unless you have more rounds of your power to use.