

Role: More than capable of upholding the honor of their deities in battle, clerics often prove stalwart and capable combatants. Their true strength lies in their capability to draw upon the power of their deities, whether to increase their own and their allies' prowess in battle, to vex their foes with divine magic, or to lend healing to companions in need. As their powers are influenced by their faith, all clerics must focus their worship upon a divine source.

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

Hit Die: d8

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

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

Skill Ranks Per Level: 4 + [Int](#) modifier.

Level	BAB	Fort	Ref	Will	Special	Spells Per Day									
						0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Aura , deity's favor, grace, orisons , domain, domain spontaneous casting	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3		4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Grace	4	3	2	—	—	—	—	—	—	—
5th	+3	+4	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5	Secondary domain	4	3	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Grace	4	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7	Holy Altar	4	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+9/+4	+8	+4	+8	Grace	4	4	4	4	3	3	2	—	—	—

13th	+9/+4	+8	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9		4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9		4	4	4	4	4	4	3	2	1	—
16th	+12/+7/+2	+10	+5	+10	Grace	4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11		4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Chosen of the Divine, grace	4	4	4	4	4	4	4	4	4	4

Class Features

The following are class features of the cleric.

Weapon and Armor Proficiency

Clerics are proficient with all [simple weapons](#), light armor, medium armor, and shields (except tower shields). Clerics are also proficient with the favored weapon of their deities.

Aura (Ex)

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see [detect evil](#) for details).

Bonus Languages

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

Spells

A cleric casts divine spells which are drawn from the [cleric spell list](#). Her alignment, however, may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells. A cleric must choose and prepare her spells in advance.

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

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table: Cleric**. In addition, she receives bonus spells per day if she has a high [Wisdom](#) score (see [Table: Ability Modifiers and Bonus Spells](#)).

Clerics meditate or pray for their spells. Each cleric must choose a time at which she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. Time spent on divine obediences and rites of faith may be counted as part of the time needed to regain spells for the day, so long as they take place within the full hour of quiet contemplation or supplication. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Chaotic, Evil, Good, and Lawful Spells A cleric can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

Orisons: Clerics can prepare a number of orisons, or 0-level spells, each day, as noted on **Table: Cleric** under "Spells per day." These spells are treated like any other spell, but they are not expended when cast and may be used again.

Deity's Favor

As a representative of their religion, clerics command the favor of their deity. This favor allows them to provide blessings and perform minor miracles in the service of their deity's goals.

At 1st level the cleric gains a pool of favor that begins empty. The pool has a maximum number of points equal to 3 + the cleric's Charisma bonus. When the cleric performs certain actions, she gains favor with her deity that can be spent on the graces known by the cleric. Favor earned by the cleric remains until it is spent, and any favor earned above the cleric's maximum is lost. Favor can be gained in the following ways, and each method may not provide points more than once per day unless specifically noted:

Divine Obedience: Each deity requires a different daily obedience, but all obediences take no more than thirty minutes per day to perform. Once a cleric has performed the obedience, she gains the benefit of a special ability or resistance as indicated in the "Obedience" entry for her god, and gains one favor point.

Dedication: When a cleric formally consecrates a new altar to her god, or reclaims an altar of her god that was desecrated, she gains up to 3 favor points (GM's discretion).

Evangelize: When a cleric preaches her faith to others or otherwise offers formal religious services, she gains one point. Additionally, if she persuades someone to convert to her religion, she gains one point.

Rites of Faith: Each domain has an associated Rite of Faith. Performing a rite of faith gains the cleric 1 favor point. Once a cleric gains 6th level she may perform 1 rite of faith for each of her chosen domains once per day.

Feats of Faith: Once per day, when a cleric performs an exceptional feat that furthers the cause of their deity, she may regain up to 3 favor points (GM's discretion). For example, a goddess of freedom would reward the freeing of slaves, a god of undeath would reward the creation of a particularly powerful undead.

Additionally, she gains the basic Grace, Spontaneous Insight.

Spontaneous Insight (Su): As long as the cleric has at least 1 point of favor, the cleric may cast *guidance* as a swift action. The cleric may do so even if she does not have *guidance* memorized as one of her orisons. She may do this a number of times per day equal to her charisma bonus. While casting *guidance*, the cleric may expend a point of favor. If she does so, she may increase the competence bonus it provides by +1 for every 5 levels she has.

Finally, when a cleric does something that earns disapproval from her god, she may lose up to 3 favor points, and it is possible for this to cause a cleric to have negative favor. A cleric that has negative favor loses access to her graces until she is no longer negative, and having negative favor equal to twice her class level immediately causes her to become an ex-cleric. Gross violations of her god's beliefs (e.g. a cleric of a goddess of freedom selling a person into slavery) can cause the cleric to lose all her accumulated favor, or even to immediately become an ex-cleric in the most extreme cases.

Graces

Graces are blessings and minor miracles that a cleric can perform using her deity's favor. At 1st level, 4th level, and every 4 levels thereafter a cleric gains access to a grace. Unless otherwise mentioned, graces that allow saving throws have a DC of 10 + $\frac{1}{2}$ the cleric's level + her Charisma modifier.

Below is a list of Universal Graces, which all clerics have access to. Clerics also have access to [Domain Graces](#) according to their chosen Primary Domain.

Channel Energy (Su): At 1st level, as long as the cleric has favor, they can channel energy as the base cleric class ability up to 3 times per day. She can channel energy additional times per day by expending 1 point of favor each time she does. This feature counts as channel energy for cleric archetypes. A cleric taking an archetype that gives up channel energy instead loses their choice of grace at first level. A cleric taking an archetype that modifies channel energy must choose channel energy as their grace at 1st level.

Diabolism (Su): At 1st level, as long as the cleric has at least 1 favor point, her summon spells to summon evil creatures function at a +1 caster level. By expending a point of favor as a swift action, she can take aspects of an evil outsider for a number of minutes equal to her charisma bonus (minimum 1). She gains one of the following: darkvision with a range of 30 feet, electricity and fire resistance 5, or a +4 bonus on fortitude saves against poison.

Favored Bodyguard (Ex): At 1st level, as long as the cleric has at least 1 favor point, she is treated as if she has the Bodyguard feat even if she does not meet the feat's prerequisites. In addition, as an immediate action by expending a point of favor, the cleric is treated as having a number of attacks of opportunity equal to her 1 + her wisdom bonus until the start of her next turn. These attacks of opportunity may only be used with Bodyguard.

Merciful (Su): At 1st level, as long as the cleric has at least 1 favor point, she may treat her weapon as if it had the Merciful weapon ability. If the cleric spends a point of favor, the non-lethal damage done by the weapon ignores all DR (except DR/epic) for a number of rounds equal to cleric's charisma bonus (minimum 1).

Skulk (Ex): At 1st level, as long as the cleric has at least 1 favor point, she gains +1d6 sneak attack dice per the Unchained Rogue's class feature when using her deity's favored weapon. These sneak attack dice stack with sneak attack gained from other sources. By expending a point of favor as part of an attack action, she may treat her target as flat-footed for that attack.

Temple Guardian (Su): At 1st level, as long as the cleric has at least 1 point of favor, she gains the benefits of the Trapfinding rogue ability using half her cleric

level as her rogue level (minimum 1). If the cleric spends 1 point of favor, she can create a spiked snare trap as a full round action.

Captivating Sermon (Su): At 4th level, as long as the cleric has favor, spells that she casts that improve a creature's attitude towards herself or her allies, such as *charm person*, or a spell that worsens a creature's attitude towards someone else, such as *denounce*, gain a +1 bonus to their save DC. The cleric can spend 1 favor point while speaking to enthrall creatures listening within 30 feet as the Bard's fascinate ability for a number of rounds equal to half her level. Creatures targeted by this effect may attempt a Will save to ignore the effect. Creatures that make this save cannot be targeted by this ability again for 24 hours.

Channeling Specialist (Su): At 4th level, the cleric chooses one channeling feat for which she qualifies. This choice is only made once and it cannot be changed. As long as the cleric has favor she has access to this feat. If the cleric spends 1 point of favor as a swift action she gains the benefit of one additional channeling feat that she qualifies for. This effect last for 1 minute.

Divine Favor (Sp): At 4th level, as long as the cleric has 1 point of favor, she can cast *divine favor* spontaneously by expending a 1st level cleric spell. If the cleric spends 1 point of favor as a standard action, she can cast *divine favor* as a spell-like-ability on a targeted creature with a range of touch.

Divine Wrath (Su): At 4th level, as long as the cleric has 1 point of favor, she gains a +2 bonus to Intimidate checks versus enemies who have at least one alignment component opposite her own. If the cleric spends 1 point of favor, the cleric may make an [Intimidate](#) check to demoralize all enemies with at least one alignment component opposite her own within 20 feet who can see her holy symbol.

Healer's Touch (Su): At 4th level, as long as the cleric has a point of favor, she gains a +1 to caster level for healing spells. By expending a point of favor, for a number of rounds equal to her Charisma bonus (minimum 1), the maximum number of hit points healed by her cure spells is based on her cleric level, not the limit based on the spell. For example, a 7th-level cleric with this revelation may cast *cure light wounds* to heal 1d8+7 hit points instead of the normal 1d8+5 maximum.

Magic Item Creation (Ex): At 4th level, as long as the cleric has favor she gains the benefit of one Magic Item Creation feat of her choosing. She chooses the feat

when she picks this grace and it cannot be changed. If she spends 1 favor point she can add a +5 insight bonus to the roll needed to create any magic item.

Poisoner (Su): At 4th level, as long as the cleric has a point of favor, she is considered trained in the use of poisons and is never at risk of accidentally poisoning herself when applying poison to a weapon. By expending a point of favor as a swift action, she can cause a profane poison to seep from the hilt of her weapon, coating it instantly. This poison lasts until the weapon hits a target or for a number of rounds equal to the cleric's Charisma modifier (minimum 1), whichever comes first.

Profane poison

Type - poison (injury); Save - Fortitude DC 10 + ½ class level

Frequency - 1/round for the cleric's Charisma modifier (minimum 1) rounds

Effect - 1d3 Con damage; Cure - 2 consecutive saves.

Righteous Onslaught (Ex): At 4th level, as long the cleric has favor, whenever she cleric wields her deity's favored weapon, the weapon is considered masterwork. If the weapon is already masterwork, the weapon is treated as magical for the purpose of bypassing damage reduction. Additionally, the cleric can spend 1 favor point to make one additional attack at her highest attack bonus with her deity's favored weapon.

Silent Prayer (Su): At 4th level, as long as a cleric has favor, once per day the cleric may cast a divine spell with the range of personal as if it were modified by the Silent Spell feat, without increasing the level or modifying the cast time. By spending a favor point, she is not limited to choosing only spells with a range of personal.

Spontaneous Heal/Inflict (Su): At 4th level, as long as the cleric has favor, she can channel stored spell energy into healing spells (if she is a good cleric) or inflict spells (if she is an evil cleric) that she did not prepare ahead of time. Neutral clerics can choose to either *cure* or *inflict* when they choose this grace, this choice may only be made once. The cleric can "lose" any prepared spell that is not an orison spell in order to cast any *cure* or *inflict* spell of the same spell level or lower (a cure spell is any spell with "cure" in its name, an inflict spell is any spell with "inflict" in its name).

Aura of Forgetfulness (Su): At 12th level, while the cleric has favor, people have trouble recalling details about the cleric. Anyone attempting to identify specific details (height, weight, gender, hair color, etc) about the cleric must make a Will

save to do so (DC = 10 + $\frac{1}{2}$ her class level + the cleric's Charisma modifier). As an immediate action, the cleric can expend 1 favor to cause all non-allies within a 10-foot radius to forget what has happened. Unless those within the area succeed at a Will save, they forget anything that has happened within the last 1d4 minutes.

Champion of the Faith (Su): At 12th level, as long as the cleric has favor, her attacks automatically bypass up to 5 DR of all undead and outsiders of a single opposing alignment of your deity, chosen when you take this ability. Neutral clerics may choose any alignment. As a swift action she may expend 1 favor, targeting a creature that she dealt damage to this round, preventing that creature from casting divine spells or SLAs for one round (Will Save negates).

Divine Savior (Su): At 12th level, once per day, as long as the cleric has favor, when an ally within 60 feet would be reduced to negative hit points sufficient to kill her, the cleric may target the ally with *Breath of Life* as an immediate action, using her cleric level as her caster level. Doing so sacrifices all of her remaining favor points, and grants the cleric a temporary negative level that wears off after 24 hours. If the negative level would reduce the cleric's level to 0, the cleric becomes unconscious until it is removed instead of dying. The cleric cannot gain favor as a result of this action.

Far Healing (Su): At 12th level, as long as the cleric has favor, the cleric can cast *stabilize* on a target within 30' as a SLA. When casting a *cure* spell to heal an ally (or *inflict* for allies healed by negative energy) the cleric can spend 1 favor point to increase the range of the spell from touch to close, as if it was modified by the Reach metamagic feat.

Greater Diabolism (Su): At 12th level, as long as the cleric has favor she gains one of the aspects of the *Diabolism* grace, which she can change as a swift action. If she spends 1 favor point she further takes on the aspect of an evil outsider for a number of minutes equal to her charisma bonus. She is considered an outsider for the purposes of spells or effects targeting her if it would be beneficial to her, and she gains one of the following abilities: fire and electricity resistance 10, immunity to poison or leathery wings that allow you to fly at a speed of 30 feet (average maneuverability).

Presence of the Divine (Su): At 12th level, as long as the cleric has favor, she gains a +1 bonus to attack and damage rolls against shaken enemies. The cleric may expend 1 point of favor as a standard action, targeting any shaken or frightened creature within 30 feet. If the target fails a Will Save, it becomes

frightened, or panicked if already frightened, for the remaining duration of its fear effect.

Self-Sacrifice (Su): At 12th level, as long as the cleric has favor she gains the benefit of the In Harm's Way feat even if she does not meet the feat's prerequisites. If she takes damage for an ally in this way, she may immediately spend 1 favor point to gain a +2 sacred bonus to AC for a number of rounds equal to her Charisma modifier.

Return to Sanctuary (Su): At 12th level, as long as the cleric has favor, she always knows the direction and distance to the nearest temple or shrine dedicated to her deity on the same plane. The cleric can spend 1 hour meditating and expend 1 favor point to create a portal to that temple or shrine. The portal appears on a nearby wall, or if there is no wall within fifty feet, the portal appears five feet away from the cleric, floating in the air. This portal lasts for a number of minutes equal to her Charisma modifier. Only creatures who worship the cleric's deity or who are designated by the cleric may enter the portal.

Channel Energy (Su)

A cleric who chooses the Channel Energy grace can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to [undead](#) creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal [undead](#) creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed.

Channeling energy causes a burst that affects all creatures of one type (either [undead](#) or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 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 cleric's level + the cleric's [Charisma](#) modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost.

This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect.

A cleric must be able to present her holy symbol to use this ability.

Domains

A cleric's deity influences her alignment, what magic she can perform, her values, and how others see her. At level 1 a cleric chooses a [domain](#) from among those belonging to her deity. This domain becomes her primary domain and represents the aspect of her deity that she holds in highest reverence. A cleric can select an alignment [domain](#) (Chaos, Evil, Good, or Law) only if her alignment matches that [domain](#). Her primary [domain](#) grants a number of [domain](#) powers, dependent upon the level of the cleric, as well as a list of domain spells.

At level 6, once per day when a cleric is preparing her spells, she can choose another domain among those belonging to her deity. This secondary domain represents a specific aspect of her deity that she calls upon to succeed with the tasks of that day. Her secondary domain grants her access to its domain spells.

Until she prepares spells again, she treats her domain spells as spells on her spell list, and she may "lose" any prepared spell that is not an orison in order to cast any of her primary or secondary domain spells of the same spell level.

- A complete listing of cleric domains can be found here: [Cleric Domains](#)
- A complete listing of [Rites of Faith and Domain Graces can be found here.](#)

Holy Altar

At 10th level, the cleric's god calls upon her to further her faith by establishing a place of worship and tending it. This requires the cleric to consecrate an altar to her god in a suitable location and tend to it at least once per year. As long as the altar is in good condition and has been visited and tended to in the past year, it behaves as if it were under the effects of *hallow* or *unhallow* as appropriate for the cleric's alignment, and the cleric gains access to a secondary pool of favor from the altar. This pool gains one point of favor each day, and can store a number of points equal to half her level. As long as the cleric has favor and is on the same plane as the altar, she can draw upon this pool as if it were part of her own.

Additionally, by spending one week meditating at her altar, she may replace one grace she knows with another of the same level.

Chosen of the Divine

At level 20 a cleric's connection to her god is so strong that she can use her favor to perform miracles. She can cast any spell on her spell list as a spell-like ability by expending a number of points of divine favor equal to twice the spell's level, e.g. casting *miracle* would require 18 points of favor. Additionally she chooses one Final Grace from those available to her. Once you have made this choice, it cannot be changed by any means.

Final Graces

Divine Messenger (Su): She may spend 1 point of favor to cast *greater teleport* or *plane shift* as a spell-like-ability.

Divine Vessel (Su): She may spend 1 point of favor to gain the benefits of [divine vessel](#) for 2 minutes. She can only choose an aspect that matches her own alignment. The spell resistance granted by this ability only protects against spells cast by someone of the opposite alignment from the cleric's or spells which have a descriptor of an opposite alignment. A cleric of neutral alignment must choose chaotic, evil, good, or lawful when she gains this ability and the choice is permanent.

Divine Wrath (Su): As long as the cleric has favor, when using her deity's favored weapon she bypasses all damage reduction of undead and outsiders of a single opposing alignment of your deity, chosen when you take this ability. Neutral clerics may choose any alignment (except DR/epic). She may spend 1 point of favor as a standard action to target an enemy whose alignment is directly opposed to her own. That creature must make a will save or become panicked for 1 round. A neutral-aligned cleric may use this ability against creatures of any of the four alignment extremes: lawful good, chaotic good, lawful evil, or chaotic evil.

Rich of Spirit (Su): When the cleric casts a spell with an expensive material component, she can choose to spend favor points in lieu of the cost of the component. For each favor point she spends, she may ignore up to 1,000 gp worth of expensive material components.

Ex-Clerics

A cleric who grossly violates the code of conduct required by her god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. She cannot thereafter gain levels as a cleric of that god until she atones for her deeds (see the [*atonement*](#) spell description).