

This archetype replaces or modifies all aspects of the Cleric class, as such, it is not compatible with any other Cleric archetype.

Ascetic

Hit Die: d8

Class skills: Acrobatics (Dex), Bluff (Cha), Climb (Str), Heal (Wis), Intimidate (Cha), Perception (Wis), Profession (Wis), Sense Motive (Wis), Swim (Str), and all Intelligence based skills.

Skill Ranks per level: 4+Int modifier

LvL	BAB	Fort	Ref	Will	Damage	Special
1	1	2	0	2	1d6	Domain, Orisons, AC Bonus, Unarmed Strike, Ascetic Training, Bonus Feat
2	2	3	0	3	1d6	Bonus Feat
3	3	3	1	3	1d6	Divine Defense +1
4	4	4	1	4	1d8	AC Bonus +1
5	5	4	1	4	1d8	Bonus Feat
6	6/1	5	2	5	1d8	Divine Defense +2
7	7/2	5	2	5	1d8	AC Bonus +2
8	8/3	6	2	6	1d10	Bonus Feat
9	9/4	6	3	6	1d10	Divine Defense +4
10	10/5	7	3	7	1d10	AC Bonus +3
11	11/6/1	7	3	7	1d10	Bonus Feat
12	12/7/2	8	4	8	2d6	Divine Defense +5
13	13/8/3	8	4	8	2d6	AC Bonus +4
14	14/9/4	9	4	9	2d6	Bonus Feat
15	15/10/5	9	5	9	2d6	Divine Defense +6

16	16/11/6/1	10	5	10	2d8	AC Bonus +5
17	17/12/7/2	10	5	10	2d8	Bonus Feat
18	18/13/8/3	11	6	11	2d8	Divine Defense +8
19	19/14/9/4	11	6	11	2d8	AC Bonus +6
20	20/15/10/5	12	6	12	2d10	Bonus Feat, Divine Bastion

Domain:

An ascetic chooses one domain, and can select an alignment domain (Chaos, Evil, Good, or Law) only if her alignment matches that domain. Each domain grants a number of domain powers, dependent on the level of the level of the ascetic, as well as a number of bonus spells. An ascetic gains one domain spell slot for each level of ascetic spell she can cast, from 1st on up. Each day, an ascetic can prepare spells from her domain in that slot. If a domain spell is not on the cleric spell list, an ascetic can prepare it only in her domain spell slot.

In addition, an ascetic gains the listed powers from her domain, if she has a high enough level. Unless otherwise noted, using a domain power is a standard action.

An ascetic may select two inquisitions in place of her domain. If an inquisition's granted power calls for a saving throw, the DC of the save is equal to 10 + 1/2 the ascetic class level + her Wisdom modifier. Unless otherwise stated, the caster level for granted power spell-like abilities is equal to the ascetic's class level. If the ascetic chooses to gain inquisitions instead of a domain, she does not gain domain-spell slots or domain spells. The ascetic treats her ascetic class levels for the purpose of inquisition granted powers.

Orisons:

Ascetics can prepare a number of orisons, or 0-level spells, each day, as noted in the Spells Per Day table below. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Diminished Spellcasting:

The ascetic receives one fewer spell slot at each spell level, as shown on the table Spells Per Day below. When there are no spells per day at a spell level, domain spells of that level can be cast normally, but non-domain spells of that level are only available through bonus spells per day.

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

the ascetic's Wisdom modifier. The ascetic receives bonus spells per day if she has a high Wisdom score.

Ascetics must meditate for their spells, but they are not restricted to a specific time a specific time of day in which to do so. She must spend at least 1 hour each day in quiet contemplation to regain her daily allotment of spells.

An ascetic casts divine spells which are drawn from the cleric spell list as well as spells that are available to a Qinggong monk. An ascetic must prepare her spells in advance.

An ascetic can only cast up to 6th level spells. Any spells granted by a domain past 6th level spells cannot be cast. An ascetic cannot spontaneously cast cure or inflict spells by sacrificing prepared spells.

Spells Per Day																
LvL	0	1st	2nd	3rd	4th	5th	6th		LvL	0	1st	2nd	3rd	4th	5th	6th
1	2	0+1							11	4	4+1	3+1	3+1	1+1		
2	3	1+1							12	4	4+1	4+1	3+1	2+1		
3	3	2+1							13	4	4+1	4+1	3+1	2+1	0+1	
4	3	2+1	0+1						14	4	4+1	4+1	3+1	3+1	1+1	
5	3	3+1	1+1						15	4	4+1	4+1	4+1	3+1	2+1	
6	4	3+1	2+1						16	4	4+1	4+1	4+1	3+1	2+1	0+1
7	4	3+1	2+1	0+1					17	4	4+1	4+1	4+1	3+1	3+1	1+1
8	4	3+1	3+1	1+1					18	4	4+1	4+1	4+1	4+1	3+1	2+1
9	4	4+1	3+1	2+1					19	4	4+1	4+1	4+1	4+1	4+1	3+1
10	4	4+1	3+1	2+1	0+1				20	4	4+1	4+1	4+1	4+1	4+1	4+1

Chaotic, Evil, Good, and Lawful Spells:

An ascetic can't cast spells of an alignment opposed to her own. Spells associated with a particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

Bonus Languages:

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

AC Bonus:

When unarmored, add Wisdom bonus (if any) to AC and CMD. In addition, at 4th level, gain a +1 deflection bonus to AC. This bonus increases by 1 for every 3 levels.

These bonuses to AC applies even against touch attacks or when flat-footed. This bonus is lost when immobilized or helpless, wears any armor, or when carrying a shield.

Unarmed Strike:

An ascetic gains Improved Unarmed Strike as a bonus feat (if the ascetic already has this feat from another source, she can instead gain another feat that she meets the prerequisites for). The ascetic may attack with fists, elbows, knees, and feet. This means unarmed strikes may be made with hands full. For an ascetic, there is no such thing as an off-hand attack when striking unarmed. The ascetic applies her full Strength modifier on damage rolls for all unarmed strikes.

An ascetic's unarmed strikes deal lethal damage, but she can deal nonlethal damage instead with no penalty on the attack roll if desired. The choice to deal lethal or nonlethal damage while grappling is also available.

Unarmed strike is treated as both a manufactured weapon and a natural weapon for the purposes of spells and effects that modify either manufactured weapons or natural weapons.

These unarmed strikes deals more damage, as shown on the table above. The unarmed damage values given on that table are for Medium characters. A Small character deals less damage than the amount given there with her unarmed attacks, while a Large character deals more damage; see the following table.

Small or Large Sized Unarmed Damage		
Level	Small Ascetic Damage	Large Ascetic Damage
1-3	1d4	1d8
4-7	1d6	2d6
8-11	1d8	2d8
12-15	1d10	3d6

16-19	2d6	3d8
20	2d8	4d8

Ascetic Training:

Ascetic class levels stack with those of a monk or brawler and cleric to determine to level dependent class abilities such as AC bonus, Unarmed Damage, and Flurry of Blows. Ascetics count as both a cleric and monk for feats and magic items that have different effects based on whether the character has levels in those classes (such as Stunning Fist or a Monk's Robe). This ability does not automatically grant feats normally granted to clerics and monks based on class level, such as Stunning Fist. Abilities with the same name do not stack, only the highest bonus applies.

Bonus Feats:

Ascetics gain a bonus feat at 1st and 2nd level, and every third level thereafter (5th, 8th, 11th, etc). These bonus feats must be selected from the following list:

Acrobatics, Agile Maneuvers, Alertness, Athletic, Blind-Fight, Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Defensive Combat Training, Diehard, Endurance, Fleet, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Nimble Moves, Run, Self-Sufficient, Skill Focus, and Toughness. Prerequisites for these feats do not need to be met to be selected.

In addition, the first Style feat of a style feat chain may be chosen as a bonus feat. At 5th level, the second Style feat of a style feat chain may be chosen. At 11th level, the third and final Style feat of a style feat chain may be chosen. An ascetic must meet the prerequisites to take a style feat.

In place of a bonus feat, the ascetic may gain the unchained monk's Flurry of Blows ability.

At 14th level, in place of a bonus feat, the ascetic may gain the additional Flurry of Blows attack that an unchained monk would gain at 11th level.

Divine Defense (Su):

At 3rd level, the ascetic trusts in the power of her beliefs to keep her safe. As a standard action that does not provoke an attack of opportunity, an ascetic can enhance her flesh by channeling the power of her god. This lasts for 1 minute per ascetic level. When channeled, the divine energy causes the ascetic to shed light like a torch, this can be suppressed or resumed as a move action. At 3rd level, the energy grants her skin a +1 enhancement bonus.

At levels 6, 12, and 15, this the ascetic gains another +1 enhancement bonus. At levels 9 and 18, the ascetic gains another +2 enhancement bonus.

These bonuses can be used to add any of the following properties to the ascetic's flesh: ghost touch, heavy fortification, invulnerability, light fortification, moderate fortification, spell resistance (13, 15, 17, or 19).

Adding these properties consumes an amount of bonus equal to the property's cost.

In addition, the bonuses can be consumed at the listed amount to add any of the following armor properties:

brawling for +1 bonus, energy resistance for +3 bonus, improved energy resistance for +4 bonus, or righteous for +4 bonus.

These bonuses do not function if the ascetic wears any type of armor. At least a +1 bonus must be kept as an enhancement bonus before any other properties can be added to the ascetic. The energy imparts no bonuses if the ascetic falls unconscious or dies, but it resumes giving bonuses if the ascetic recovers before the duration runs out.

An ascetic can use this ability a number of times per day equal to 3 + Wisdom modifier.

Divine Bastion (Su):

At 20th level, when the ascetic uses Divine Defense, the total enhancement bonus increases to +10 and the bonuses Divine Defense grants to the ascetic no longer lapse if the ascetic falls unconscious before the duration ends. In addition, while Divine Defense lasts, the ascetic gains a +8 divine bonus to Strength or Dexterity (once this choice is made, it applies to all future uses of this ability and cannot be changed), Constitution, and Wisdom.