

# Cleric

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**Table: Cleric**

Lvl	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	1 Domain, Smite Foe 1/day	3	1+1	-	-	-	-	-	-	-	-
2	+1	+3	+0	+3		4	2+1	-	-	-	-	-	-	-	-
3	+2	+3	+1	+3		4	2+1	1+1	-	-	-	-	-	-	-
4	+3	+4	+1	+4		5	3+1	2+1	-	-	-	-	-	-	-
5	+3	+4	+1	+4	Smite Foe 2/day	5	3+1	2+1	1+1	-	-	-	-	-	-
6	+4	+5	+2	+5		5	3+1	3+1	2+1	-	-	-	-	-	-
7	+5	+5	+2	+5		6	4+1	3+1	2+1	1+1	-	-	-	-	-
8	+6	+6	+2	+6		6	4+1	3+1	3+1	2+1	-	-	-	-	-
9	+6	+6	+3	+6		6	4+1	4+1	3+1	2+1	1+1	-	-	-	-
10	+7	+7	+3	+7	Gain 1 Domain, Smite Foe 3/day	6	4+1	4+1	3+1	3+1	2+1	-	-	-	-
11	+8	+7	+3	+7		6	5+1	4+1	4+1	3+1	2+1	1+1	-	-	-
12	+9	+8	+4	+8		6	5+1	4+1	4+1	3+1	3+1	2+1	-	-	-
13	+9	+8	+4	+8		6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	-	-
14	+10	+9	+4	+9		6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	-	-
15	+11	+9	+5	+9	Smite Foe 4/day	6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	-
16	+12	+10	+5	+10		6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	-
17	+12	+10	+5	+10		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1
18	+13	+11	+6	+11		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
19	+14	+11	+6	+11		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1
20	+15	+12	+6	+12	Gain 1 Domain, Smite Foe 5/day	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1

## Description

Clerics are the representatives of their god, possessed of powers for peace and war both, and often found on the front lines of causes, when there are causes to be had.

## Class Features

**Hit Die:** d8.

**Skill Points:** 2 + INT bonus, x4 at 1<sup>st</sup> level.

**Class Skills:** The cleric's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana, history, religion, and the planes) (Int), Profession (Wis), and Spellcraft (Int). Note: Some domains modify the cleric's skill set somewhat. *Animal*, *Plant* and *Travel* add Survival as a class skill. *Knowledge* adds all Knowledge skills as class skills *and* adds 4 skill points at 1<sup>st</sup> level and adds 1 skill point per level thereafter, which can only be put in knowledge skills. *Trickery* adds Bluff, Disguise and Hide as class skills.

**Armor and Weapon Proficiency:** Clerics are proficient in two weapons groups, all armor and shields. One of the weapon groups must be the favored weapon (group) of the cleric's deity, if there is one. Clerics who take the War domain also gain Weapon Focus in that weapon group for free. A deity without a favored weapon (group) does not restrict the cleric's choices.

## Spells

A cleric casts divine spells. He is limited to a certain number of spells of each spell level per day, according to his class level. Each cleric must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells.

While praying, the cleric decides which spells to prepare. To learn, prepare, or cast a spell, a cleric must have a Wisdom score of at least 10 + the spell's level. A cleric's bonus spells are based on Wisdom. The Difficulty Class for saving throws against cleric spells is 10 + the spell's level + the cleric's Wisdom modifier.

Also, see the next section about bonus spells from the cleric's domains.

## Deity, Domains, and Domain Spells

When a character becomes a cleric, he may choose to serve a specific deity. The cleric's deity influences his alignment, what magic he can perform, his values, and how others see him.

Choose one of the deity's domains for the cleric's domains. If he is not devoted to a particular deity, you still select a domain to represent his spiritual inclinations and abilities. Each domain grants a cleric a power. At 10<sup>th</sup> and 20<sup>th</sup> level, the cleric gains a new domain, which follows the same rules.

In addition to his standard spells, a cleric gets one domain spell of each spell level, starting at 1<sup>st</sup>. A cleric only gets one domain spell at each spell level, no matter how many domains he has.

### **Spontaneous Casting**

Clerics can channel stored spell energy into domain spells that they haven't prepared ahead of time. The cleric can "lose" a prepared spell in order to cast any domain spell of the same level or lower.

### **Smite Foe (Su)**

Once per day, a cleric may attempt to *smite* a foe with one normal melee attack. He adds his Charisma bonus (minimum +1) to his attack roll and deals 1 extra point of damage per cleric level. At 5<sup>th</sup> level, and at every five levels thereafter, the cleric may *smite* one additional time per day, as indicated on Table: The Cleric.

### **Bonus Languages**

A cleric's bonus language options include Celestial. This choice is in addition to the bonus languages available to the character because of his race.

### **Ex-Clerics**

A cleric who grossly violates the code of conduct expected by his god (generally acting in ways opposed to the god's alignment or purposes) loses all spells and cleric class abilities and cannot gain levels as a cleric of that god until he atones.