

Priest

The OGL for this document is titled "OGL License.pdf".

Table: Priest

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

Description

Priests are the rank, file and leadership core of any religion. Unlike the cleric and holy warrior, the priest is the local icon of his god, serving the people in less militant fashion.

Class Features

Hit Die: d4.

Skill Points: 4 + INT bonus, x4 at 1st level.

Class Skills: The priest's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (CHA), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (WIS), and Spellcraft (Int). Note: Some domains modify the priest's skill set somewhat. *Animal*, *Plant* and *Travel* add Wilderness Lore as a class skill. *Knowledge* adds 4 skill points at 1st 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.

Weapon and Armor Proficiency: Priests are proficient with one weapon group, but not armor or shields. This weapon group must be the favored weapon (group) of the priest's deity, if there is one. Priests 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 priest's choices.

Spells

A priest casts divine spells. He is limited to a certain number of spells of each spell level per day, according to his class level. Each priest 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 priest can prepare spells.

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

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

Deity, Domains, and Domain Spells

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

Choose two from among the deity's domains for the priest's domains. If he is not devoted to a particular deity, you still select two domains to represent his spiritual inclinations and abilities. Each domain grants a priest a power, and he gets the granted powers of all the domains selected. At 10th and 20th level, the priest gains an additional domain, which follows the same rules.

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

Spontaneous Casting

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

Bonus Languages

A priest may substitute Abyssal, Celestial or Infernal for one of the bonus languages available to the character.

Bonus Feats

Every four levels, a priest gains a bonus feat. This feat must be a divine feat, a metamagic feat, an item creation feat, or Spell Mastery.

Ex-Priests

A priest 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 class features and cannot gain levels as a priest of that god until he atones.