OPTIONS FOR FERVOR

FOREST GUARDIAN PRESS

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Warpriest: Zeal

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WARPRIEST: ZEAL Options for Fervor

As the chosen of their god and guardians of their deities ethos, warpriests fulfil their role with mettle, martial acumen and divine power. Some warpriests eschew the more mystical arts to focus on vanquishing their foes in combat – bolstered by their very faith, and fervor. The warpriest's fervor ability holds a great deal of thematic possibility a measure of zeal that can be tapped to provide even more than mere healing/harming or swift self-only casting - a true font of divinely inspired, or granted, exertion, expertise and power. Herein find a multitude of options to express that divine bond.

FERVOR (REVISED)

Fervor (Su): At 2nd level, a warpriest can draw upon the power of his faith to heal wounds or harm foes. He can also use this ability to quickly cast spells that aid in his struggles or empower himself or his allies in a number of ways. This ability can be used a number of times per day equal to 1/2 his warpriest level + his Wisdom modifier.

At second level, when he gains the fervor ability, the warpriest may select a number of fervor options equal to 1+ his Wisdom modifier (minimum 1) – each represents a divinely bestowed functionality provided by the fervor ability. At 4th level and every three levels after that the warpriest may select one new option. The warpriest may reassign one fervor option at 4th level and every three levels thereafter.

Note that the original capabilities of Fervor are now individual choices - Fervor Casting and Fervor Heal/ Harm. Unless otherwise specified, using fervor is a swift action.

[But wait - where's the tradeoff?]

This revised Fervor adds more options to the base Warpriest's capability without an appreciable loss to other class abilities. However, action economy in Pathfinder is still a cap on utility. It is hoped that the fervor options presented herein will broaden without extending that utility, especially for those who wish more than just "I swift cast x".

[Alternative Option - Feat Tax]

Consider offering these options in place of the normal feats a character gains as they level, outside of their class advancement - i.e. at 3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th and 19th level OR in place of a warpriest's Bonus Combat Feat gained at 3rd, 6th, 9th, 12th, 15th and 18th level. Each character level progression feat replaced should provide two selections from among these options, and each Bonus Combat feat should provide three selections from among these options.

FERVOR OPTIONS

Adamant Strike: Upon successfully making a critical threat with a sacred weapon, by spending one use of fervor as an immediate action, the warpriest gains a +2 morale bonus to the critical confirmation roll. The warpriest also gains this bonus to all confirmation rolls with any sacred weapon for a number of rounds equal to his Wisdom modifier.

Adamant Aura: By expending one use of fervor as a swift action the warpriest provides a +1 morale bonus to saves against *fear* effects or effects with the emotion descriptor to allies in a 10' aura for a number of rounds equal to his Wisdom modifier. This bonus increases by +1 for every four levels of the warpriest to a maximum of +5.

Bastion of Pain: By expending one use of fervor, the warpriest adds a morale bonus to damage equal to his 1 + his Wisdom modifier (minimum 1) on one attack for one round. This attack also ignores an amount of damage reduction equal to half the warpriest's level.

Beatific Amelioration: By expending one use fervor as an immediate action the warpriest takes no damage on a successful save from an effect that normally inflicts half damage on a successful save.







Beware Unbeliever: Upon a successful strike, the warpriest can, as an immediate action, expend one use of fervor to make an additional attack using his full base attack bonus against a foe that is adjacent to the first and also within reach. Unless the warpriest expends a another use of fervor in the same action, he takes a -2 penalty to his armor class until his next turn. The warpriest can only make one additional attack per round with this ability.

Blessed Defense: By expending two uses of fervor as an immediate action, the warpriest can ignore one attack of opportunity made against him. The warpriest can only ignore one attack of opportunity per round with this ability.

Chosen One: By expending one use of fervor as an immediate action, the warpriest may add 1d6 to any skill or ability check.

Deep Wrath: By expending two uses of fervor, the warpriest may make an additional attack at their full base attack bonus as part of a full attack action. The warpries may only make one additional attack per round in this manner. The warpriest must be 10th level to select this ability.

Divine Mantle: By expending one use of fervor as an immediate action, the warpriest gains a bonus to one saving throw equal to his Wisdom modifier against any spell, spell like effect or ability originating from a divine source.

Divine Awe: By expending one use of fervor as a swift action, the warpriest's channel ability inflicts bonus damage damage equal to his Wisdom modifier to any creature with an inimical condition. This includes creatures with permanent conditions such as *blindness* or *deafness*.

Divine Composure: By expending one use of fervor as a swift action, the warpriest may Take 10 using a skill where normally this would not be possible. Alternatively, the warpriest may add a bonus to a Concentration check equal to their Wisdom modifier.

Divine Might: By expending one use of fervor as a swift action, the warpriest may use the damage dice roll from his most recent attack with his sacred weapon for all attacks with that sacred weapon for a number of rounds equal to 1 + his Wisdom modifier (minimum 1) - each round the warpriest must expend one further use of fervor - this further expenditure is a free action.









Divine Sight: By expending one use of fervor as an immediate action, the warpriest gains a bonus to his flat footed AC against a single opponent of his choice equal to half his Wisdom modifier (minimum 1) for one round. He also adds half his Wisdom modifier (if any) to his AC against melee attacks from invisible creatures.

[*****Preternatural Excess!*****]

Note that this can create a weird situation where a warpriest can possibly have a higher AC while flat-footed or being attacked by invisible creatures than normal. Such is the mystery of divine benificence!

Enduring Zeal: By expending one extra use of fervor, the target of the warpriest's fervor heal ability gains either a +1 morale bonus to one of their attacks per round or a +1 morale bonus to their saving throws while any hit points gained through that application of fervor remain. The warpriest must decide which bonus to convey at the application of fervor. This bonus increases by +1 for every six levels of the warpriest to a maximum of +3.

Empowered Channel: By expending two uses of fervor the warpriest adds 1d6 to his Channel dice. This effect stacks - he can with one swift action expend a maximum number of uses of fervor equal to 1 + his Wisdom modifier (minimum 1).

Empowered Fervor: By expending a number of uses of fervor equal to the level of the spell cast +1, a warpriest is no longer limited to spells that target himself when using fervor to cast a spell as a swift action. Spells cast in this way ignore somatic components and do not provoke attacks of opportunity. The warpriest does not need to have a free hand to cast a spell in this way.

Exalted Senses: By expending two uses of fervor as a standard action, the warpriest gains a divinely inspired heightened awareness that grants him a +5 Perception bonus to locate invisible creatures and halves the miss chance (to 25%) on his melee attacks against invisible creatures - this stacks with any other bonuses the warpriest has to offset his miss chance against invisible creatures. These bonuses affect the warpriest for 24 hours or until he rests, whichever occurs first.

Exalted Wrath: By expending one use of fervor as an immediate action the warpriest treats his level as 4 levels higher for the purposes of added enhancement damage from sacred weapon for one round for one sacred weapon only. The warpriest must be at least 4th level to choose this ability.

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Faith Strike: By expending two uses of fervor as an immediate action, the warpriest can add his sacred weapon damage dice (as indicated on the Warpriest level progression table) to a melee attack roll that has missed its target - this expenditure must be called after the result has been announced. The attack is then resolved with the added die roll and may result in a hit. Any value over that needed to make a successful strike is the damage inflicted - any other bonuses to damage due to ability modifiers or enhancement still apply, but not any class special abilities such as sneak attack or hidden strike, or other fervor options such as exalted wrath.



Fervent Blessing: By expending one use of fervor as an immediate action while using a blessing, the warpriest adds +1 to the DC of that blessing's effect for every 5 levels of warpriest he has. The warpriest must be 5th level to select this ability.

Fervor Casting: As a swift action, a warpriest can expend one use of fervor to cast any one warpriest spell he has prepared with a casting time of 1 round or shorter. When cast in this way, the spell can target only the warpriest, even if it could normally affect other or multiple targets. Spells cast in this way ignore somatic components and do not provoke attacks of opportunity. The warpriest does not need to have a free hand to cast a spell in this way.

Fervor Heal/Harm: By expending one use fervor, a good warpriest (or one who worships a good deity) can touch a creature to heal it of 1d6 points of damage, plus an additional 1d6 points of damage for every 3 warpriest levels he possesses above 2nd (to a maximum of 7d6 at 20th level). Using this ability is a standard action (unless the warpriest targets himself, in which case it's a swift action). Alternatively, the warpriest can use this ability to harm an undead creature, dealing the same amount of damage he would otherwise heal with a melee touch attack. Using fervor in this way is a standard action that provokes an attack of opportunity. Undead do not receive a saving throw against this damage. This counts as positive energy.

An evil warpriest (or one who worships an evil deity) can use this ability to instead deal damage to living creatures with a melee touch attack and heal undead creatures with a touch. This counts as negative energy.

A neutral warpriest who worships a neutral deity (or one who is not devoted to a particular deity) uses this ability as a good warpriest if he chose to spontaneously cast cure spells or as an evil warpriest if he chose to spontaneously cast inflict spells.



Fullness of Faith: While the warpriest still has one remaining use of fervor, he may choose to receive one of the following benefits: receive a +4 bonus to Will saves against Intimidate; a +2 bonus to any three class skills, +1 bonus to two saving throws or gain 10 temporary hit points. Once the warpriest has chosen one benefit he cannot choose another until he rests. Any effects in place disappear when the last point of fervor is expended. The warpriest must be at least 8th level to select this ability.

Gift of the Divine: By expending two uses of fervor, the warpriest can, as a standard action touch a willing ally to grant them the damage dice of their sacred weapon for one round. This use of fervor can be combined with *precocious zeal*. The warpriest must be at least 4th level to choose this ability.

Godsarm: By expending one use of fervor, the warpriest can pick up a dropped sacred weapon as a free action. At 5th level, the warpriest can reach a dropped sacred weapon up to 10' distant. This ability improves by 5ft for every five levels up to 20' at 20th level.

Godseye: By expending one use of fervor as a swift action, the warpriest can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on his attack roll. If the warpriest is attacking with their sacred weapon, this expenditure provides a +1 morale bonus to the attack and damage roll - this bonus improves by +1 for every four warpriest levels to a maximum of +5.

Godspeed: By expending one use of fervor as a swift action, the warpriest gains a +5 ft. bonus to his speed. He may expend a number of uses of fervor equal to his Constitution modifier to stack its effects.

Grace of God: By expending one use of fervor as a free action, the warpriest can ignore any armor check penalty for his armor or shield for a number of minutes equal to his Wisdom modifier. **Life is Precious:** By expending one use of fervor as an immediate action, the warpriest applies a -2 penalty to a foe's roll to confirm a critical upon him. The warpriest must be 6th level to select this ability.

Mote of Healing: By extending one use of fervor, the warpriest can suppress the effects of the cowering, dazed, dazzled, exhausted, fatigued, frightened, nauseated, panicked, shaken or staggered conditions in an adjacent ally for 1d3 rounds.

Pragmatic Casting: By expending one use of fervor as a free action the warpriest can prepare and cast a spell of an alignment opposed to his own.

Pragmatic Channel: By expending one use of fervor as an immediate action, the warpriest can choose to change his channel from positive to negative, or vice versa for one round.

Pragmatic Touch: By expending two uses of fervor good aligned warpriests can use fervor heal to







harm the living as if he were evil or an evil aligned warpriest can use fervor harm to heal the living as if he were good.

Precocious Zeal: By expending two uses of fervor, the warpriest treats his level as 4 levels higher for the purposes of his sacred weapon damage dice for all attacks for one round.

Righteous Defense: Once per round when the warpriest would normally be hit with an attack from a ranged weapon, he may expend one use of fervor as an immediate action to deflect it so that he takes no damage from it. The warpriest must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack does not count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects cannot be deflected. The warpriest must be holding his sacred weapon (either in one hand or two if a two-handed weapon) to use this ability.

Sacred Aegis: The warpriest can provide a bonus to one saving throw by expending two uses of his fervor as a full round action. He gains a +1 resistance bonus to one of his saving throws (Fortitude, Reflex, or Will). The warpriest may change the affected saving throw by expending another use of fervor as a swift action. The bonus affects the chosen saving throw until the warpriest spends another use of fervor to change it again, until he uses his last remaining point of fervor, or he rests.

Sacred Defense: By expending one use of fervor as an immediate action, the warpriest prevents one enemy of his choice that flanks him from gaining the +2 flanking bonus to melee attacks or sneak attacks against him for a number of rounds equal to his Wisdom modifier.

Sacred Pair: By expending one use of fervor, the warpriest can attack with two sacred weapons as a standard action rather than a full round action.

Sacred Twin: When attacking with two sacred



weapons, by expending one use of fervor as an immediate action, the warpriest can use his first weapon's die roll for both weapons' attack rolls.

Sacrifice: By expending one use of fervor as an immediate action the warpriest gains DR/- equal to his Wisdom modifier against a successful attack made against him. The warpriest may expend more uses of fervor - this ability's effects stack.



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Share Blessing: By expending two uses of fervor, the warpriest can bestow his first level *blessing* ability to one adjacent ally. The ally may use this *blessing* once, and must use it within a number of rounds equal to the warpriest's Wisdom modifier.

[Resource Pools]

Alternatively, consider expending uses of blessing for this blessing-related bestowal. Also see the Versatility in Resource Pools sidebar below.

Soldier of God: By expending one use of fervor, the warpriest treats his Strength as 5 points higher when determining carrying capacity. This effect lasts for 24 hours, until the warpriest uses his last use of fervor, or until the warpriest rests, whichever occurs first.

Sundering Wrath: By expending one use of fervor, the warpriest gains a +4 bonus to Strength checks to break inanimate objects, and ignores the first 5 points of hardness when breaking objects for one round.

Transfigured Strike: By expending one use of fervor, the Warpriest can treat one sacred weapon as having a different damage type - either Slashing, Bludgeoning or Piercing, for a number of rounds equal to his Wisdom modifier. If the Warpriest is dual wielding sacred weapons he must expend one use of fervor for each weapon.

Undying Vessel: By expending one use of fervor, the warpriest can remain conscious and continue fighting even if his hit point total is below 0. He is still staggered and loses 1 hit point each round – he must expend a use of fervor each round to benefit from this. The warpriest still dies when his hit point total reaches a negative amount equal to his Constitution score.

Versatile Blessing: The Warpriest can exchange one use of fervor to use his first level blessing ability. He must expend three uses of fervor to use his 10th level Blessing ability. (See sidebar for more options)



[Versatility in Resource pools]

Alternatively, the GM can rule that Fervor and Blessing uses are interoperable, or that Blessing uses can be used for Fervor ONLY. Also consider making this versatility a Feat Tax like so:

Versatile Benificence

Your divine power pulls double duty, and your versatility is legendary.

Benefit: You may expend uses of Blessing to use Fervor and vice versa.

Given the different nature of Fervor and Blessing options, the GM can rule that two uses are required to exchange per one use of the alternate resource.



Versatile Weapon: By expending two uses of fervor, the warpriest can add one additional damage type (Bludgeoning, Piercing or Slashing) to one sacred weapon for a number of rounds equal to his Wisdom modifier. If the Warpriest is dual wielding sacred weapons he must expend two uses of fervor for each weapon.

Wave of Healing: By expending three uses of fervor as an immediate action the warpriest's channel ability suppresses the effects of the cowering, dazed, dazzled, exhausted, fatigued, frightened, nauseated, panicked, shaken or staggered conditions in a number of allies equal to the warpriest's Wisdom modifier for 1d3 rounds. The warpriest must be 8th level to select this ability.

Wrath of Proximity: By expending one use of fervor, the warpriest can strike adjacent creatures with a reach sacred weapon without penalty for a number of rounds equal to his Wisdom modifier.











WARPRIEST ARCHETYPE: BASTION

This archetype is a highly specialised adjunct to a Paladin, Cleric, Inquisitor, Druid or another Warpriest of the same god. As such it is a niche option for a specific type of party composition or campaign concept.

Protector of the Faith (Su): A bastion is first and foremost a protector of the faith and those who uphold his ideals. At 1st level, the bastion can, as a swift action, designate one divine character of their deity as their ward. A divine character is hereby defined as a Cleric, Paladin, Inquisitor, Druid or another Warpriest of the same deity as the bastion. A bastion may only have one ward designated at any one time.

A bastion can provide support to their ward in a number of ways.

While the ward remains adjacent to the bastion the following bonuses and effects apply:

The ward gains a sacred (or profane) bonus on all Wisdom- and Charisma-based skill checks equal to 1/2 the bastion's level (minimum 1), and a +1 sacred (or profane) bonus to her AC and CMD. This bonus to AC and CMD increases by +1 at 5th level and every four levels thereafter, up to a maximum of +5 at 17th level. This bonus to the ward's AC or CMD may be provided within reach of the bastion if wielding a reach weapon.

If the ward is a divine spellcaster (characters or creatures with levels in the antipaladin, cleric, druid, inquisitor, oracle, paladin, or warpriest class), the ward also gains a sacred (or profane) bonus on Concentration checks equal to the bastion's Wisdom modifier (minimum 1), and a sacred (or profane) bonus on all Knowledge (Religion) and Spellcraft skill checks equal to 1/2 the bastion's level (minimum 1).

At any time, the bastion can, as an immediate action, choose to roll a Fortitude or Reflex saving throw on behalf of his chosen ward. If the save is successful, the ward is considered to have made the save. If the save fails, the bastion receives the effects of the attack or effect, including any damage, conditions, or magical effects. As part of this immediate action, the bastion can expend one use of his fervor to gain a +2 circumstance bonus to this save.

In addition, once per day, as an immediate action the bastion can sacrifice any number of hit points to a maximum total equal to his bastion level + his Wisdom modifier to grant his chosen ward an equal number of temporary hit points. These temporary hit points last until depleted. The ward must be injured to receive these hit points, and cannot receive more hit points than their total hit point - any extra hit points granted are lost. When using this ability, the bastion cannot cause his own hit points total to fall below 0. This ability replaces blessings.

[*****Wards and Believers*****]

At the GM's discretion, the bastion may be able to select any character who worships the same deity or that is within one step of his alignment as the bastion as their ward - though the flavor of the nature of the bastion's defense of should be discretely and fully established - whether it be a natural theological/theosophical pairing or a true bodyguarding of a fellow believer.

Devoted Guardian (Ex): At 1st level, the bastion gains the Combat Reflexes feat as a bonus feat, using his Wisdom modifier in place of his Dexterity modifier to determine the number of additional attacks of opportunity he may make each round.

If this AoO targets a foe adjacent to the bastion's ward the bastion gains a +1 circumstance bonus to hit and damage - this bonus increases by +1 at 5th level and every four levels thereafter, up to a maximum of +5 at 17th level.









At 4th level and every three levels thereafter, the bastion may choose one extra fervor option that he qualifies for over and above those chosen normally or with regular character progression feats or Warpriest bonus feats. The bastion can choose a fervor option in place of Bonus Feats gained from any other class. This ability replaces orisons and spellcasting. Faithful Bulwark (Ex): A bastion gains an additional 1 point per die when determining hit points.

[*****Faithful Bulwark and Toughness*****] Effectively this ability means the bastion has a 1d8 + 1 HD - this stacks with the Toughness feat if the character decides to select it, but note that bastion only adds the +1 from *faithful bulwark* for each Warpriest level, NOT character level.







Bond of Faith (Su): At 2nd level, the bastion can expend one use of fervor as an immediate action to provide a +1 morale bonus to the DC of a spell his ward casts as long as the ward is within 30' of the bastion. This ability modifies fervor.

Undying Faith (Ex): At 4th level, as long as the bastion's ward remains conscious, and within 30 feet of the bastion, the bastion can remain conscious and continue fighting even if his hit point total is below 0. He is still staggered and loses 1 hit point each round. The bastion still dies when his hit point total reaches a negative amount equal to his Constitution score. This ability and ward healer replace channel energy.

Wardhealer (Su): If he has not done so already, the bastion must select *fervor heal* as one of his fervor options at 4th level. Whenever a bastion uses his fervor heal ability to heal his ward, the ward is healed for 1d6 points of damage for every even level the bastion possesses (maximum 10d6 at 20th level).

New Fervor Option:

The following Fervor Option is restricted to the Bastion Warpriest Archetype:

Shared Fervor: If the bastion's ward is also a Warpriest, the bastion can gift his ward fervor on a 2 points for 1 basis. The ward must still have one point of fervor to receive this bestowal, and the bastion cannt bestow more points of fervor than his Wisdom modifier x2.

New Feats:

Additional Ward

Prerequisite: Bastion Warpriest archetype, 6th level **Benefit:** You can nominate one extra creature as your ward for the purposes of your Protector of the Faith class feature and any other class feature that concerns a bastion's ward. The new creature must still follow the usual prerequisite's for a ward.

You may select this feat more than once, each time it enables you to nominate an extra creature as a ward.

Blood Fervor

Prerequisite: Warpriest 3rd level

Benefit: When you reduce a creature to 0 or fewer hit points with an attack with your sacred weapon you regain one point of fervor. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half your character level does not restore any fervor. You must have at least one use of fervor to benefit from this ability. You may restore a number of uses of fervor per day in this fashion equal to 1/2 your Warpriest level (minimum 1).

Bond of Blood

Prerequisite: Blood Fervor feat, Bastion Warpriest archetype 6th level

Benefit: Whenever your ward reduces a creature to 0 or fewer hit points with an attack you regain one point of fervor. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the ward's character level does not restore any fervor. You must have at least one use of fervor to benefit from this ability. You may restore a number of uses of fervor per day in this fashion equal to 1/2 your Warpriest level (minimum 1).

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