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NEW CLERIC FEATS

The feats presented here have all be designed for use with cleric characters or characters with cleric levels, however paladins and prestige classes with class features such as channel energy and domains can also take advantage of them.

BATTLE PRIEST

CLERIC

You have spent time training in the arts of war to become a formidable warrior of the faith; this skill in battle has however come at the expense of your magical ability.

Prerequisite: Domains class feature, Cleric level 1st

Benefit: Whenever you receive a new spell level you can choose to sacrifice your domain slot (*losing the use of it permanently for that level*) and take a Combat feat instead. You must still meet the requirements for these feats as normal. This feat does not affect your domain powers.

Normal: Whenever a cleric gains a new spell level they automatically gain a domain spell slot.

Special: This feat can only be taken at 1st-level.

BLAZING AURA

Your aura is powerful even for one of the faithful, and is a beacon of faith to all who cross your path.

Prerequisite: Aura class feature

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ROLEPLAYING GAME COMPATIBLE

Benefit: For the purposes of detect spell and spelllike effects double your level when determining the strength of your aura. In addition a creature using a detect spell or spell-like effect on you must make a Will save against a Difficulty Class of 10 + your Charisma bonus or become Dazed of 1 round. Creatures with Hit Dice equal to or higher than yours are not affected by this ability.

Finally, when using the Intimidate skill on those of with an alignment directly opposed to your own

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(*i.e. Chaotic Evil if you are Lawful Good*) add a +2 moral bonus on your roll and when using the Diplomacy skill on those of the same alignment as you, add a +2 moral bonus to your rolls.

BLESSED FURY

You can channel your god's power into a divine rage that fills you with strength and vigour though leaves you drained afterwards.

Prerequisite: Channel energy class feature

Benefit: As a swift action you can expend a use of your channel energy ability to grant yourself a +2 enhancement bonus to both Strength and Constitution for 1 round. The increase to Constitution grants you 1 extra hit point per Hit Dice, but these disappear when the fury ends and are not lost first like temporary hit points. At 4thlevel and every 4 levels there after you blessed fury lasts an addition round. Finally, once your blessed fury has finished you a considered fatigued for a numbers of rounds equal to the rounds spent in the fury.

CHANNELLING BLAST

You can expend your divine channelling in a single devastating blast of negative or positive energy.

Prerequisite: Channel energy class feature

Benefit: As a full round action you can use your channel energy ability more than once in a round, combining the effects. At 1st-level you may combine two uses of your channel energy ability into a single effect, and then at 4th-level and every four levels thereafter you may add an additional use. Thus a 5th-level cleric could, as a full round action, expend three uses of her channelling into a single blast, healing or harming for 9d6. In all other respects, such as Will saves, range and resistances, a channel blast follows the normal rules for channelling energy.





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Normal: Channel energy is a standard action that can only be used once a round.

CHANNELLING BOLT

You can focus your channelling into a single bolt allowing you to strike out against a single target at a greater range than normal.

Prerequisite: Channel energy class feature

Benefit: As a standard action your can choose to use your channel energy ability as targeted bolt rather than an area effect. Used in this way it becomes a ranged touch attack with a range of 100 ft. In all other respects the bolt functions as a use of your channel energy ability, inflicting or healing the normal amount of damage you are capable of and granting a Will saves as normal.

Normal: Channel energy has a 30 ft radius of effect.

CHANNELLING FOCUS

You have learnt how to siphon positive or negative energy from your channelling ability into spells that cause either heal or harm.

Prerequisite: Channel energy class feature

Benefit: As a swift action you can expend a channel energy use to double the effects of any cure wounds spell you cast, if you channel positive energy, or any cause wounds spell you cast if you channel negative energy. This effect applies only to spells you cast this round.

CHANNEL MAGIC

Such is your skill with channelling energy that you can boost any spell you cast with positive or negative energy making it more deadly.

Prerequisite: Channel energy class feature, Channelling Focus, Caster level 5th or higher

Benefit: As a swift action you can expend a channel energy use to increase the duration, area of effect or damage of any spell you cast by 50%; chosen when the spell is cast. This effect applies only to spell you cast this round.

DEVIANT WORSHIPPER

You have a skewed world view and have either rationalised the nature of your god, or worship an aspect of him, in a way that conforms to your own philosophy. Needless to say, others find you odd and have trouble understanding your reasoning.

Prerequisite: Cleric level 1st or higher

Benefit: You can have any alignment, regardless of the alignment of your god. Using your god's favoured weapon, casting spells from his domains and using his domain powers have no negative effects on your alignment. However, all your other actions, including the use of aligned spells which are not part of your domains will affect your alignment as normal.

Normal: Your alignment can only be one step removed from your god along either the good/evil axis or the law/ chaos axis.

Special: Those with this feat are unlikely to be part of their god's organised religion and will probably be hunted or reviled by members of their own faith for their warped outlook. This feat can only be taken at 1st-level.

DIVINE GIFTING

You have forged a special bond with your god and in times of great need you can call upon him to grant you spells outside of the normal rituals of your faith.

Prerequisite: Cleric level 3rd or higher

Benefit: You can pray to recover spells before you would normally be able to. However if you do so you cannot pray for spells for at least a full 24 hours and may not use this feat again until you have had a full 8 hours rest. So, for example if you normally pray for spells at dawn you can instead pray immediately, following all the normal rules for praying for spells. However, you will then not receive spells again for at least 24 hours.

Normal: A divine spell caster recovers her spells at a set time each day regardless of whether or not they rest.

DIVINE MAGIC

You have mastered one of the spells gifted to your by your god, until its use is like second nature.

Prerequisite: Domains class feature, Cleric level 7th or higher

Benefit: Choose one of your 1st-level domain spells to gain as a spell-like ability. You can then use this ability just as if you were casting the spell a number of times a day equal to 3 + your Wisdom bonus. You can still memorise the spell as normal and retain your 1st-level domain slot.

Special: You may take this feat twice, once for each of your two 1st-level domain spells.

DIVINE SHIELD

You can sheath yourself in a nimbus of power fashioned from raw positive or negative energy.

Prerequisite: Channel energy class feature.

2

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Benefit: As a standard action you can expend a use of your channel energy ability to create a shield around yourself of positive or negative energy – depending on which kind you normally channel. This shield lasts for a number rounds equal to your level. During this time any creature striking you with a melee attack will take 1d6 points of damage, as long as they would normally harmed by your channelling. Creatures are also permitted a Will save as normal to reduce this damage by half. Creatures can also touch you as a standard action to be healed for 1d6 points of damage if they would normally be healed by your channelling. This damage or healing increase to 2d6 at 5th-level, and then by an addition 1d6 for every 5 levels thereafter, to a maximum of 5d6 at 20th-level.

Normal: Channel energy

Special: You can use this feat again while your divine shield is still active to increase its duration by a number of rounds equal to your level.

DOMAIN FOCUS

With prayer and practice you have become more deadly with your domain spells, making their effects harder to resist for your foes.

Prerequisite: Domains class feature.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from your domains. This also increases the Difficult Class for saving throws against domain powers.

DOMAIN MASTERY

Through ceaseless pray and adherence to the tenants of your faith you have gained a greater connection to the power of your god and the special blessings he bestows upon his faithful.

Prerequisite: Domains class feature, domain focus.

Benefit: Once a day you can cast any memorised domain spell without losing it from memory. In addition when preparing domain spells you can use a higher level slot to memorise a domain spell of a lower level. So for example a cleric could use his 3rd-level domain spell slot to memorise a 1st or 2nd level domain spell.

FAVOURED WEAPON FOCUS

You are in tune with the mystic properties and divine nature of your god's favoured weapon and when in your hands it is so much more than a simple blade, bow or bludgeon.

Prerequisite: Cleric level 1st or higher, Weapon Focus in your god's favoured weapon

Benefit: When wielding your god's favoured weapon you can reroll the damage dice on a successful hit, though you must accept the second result. Addition dice from such sources as sneak attack, magical properties or spells are never rerolled.

In addition your god's favoured weapon counts as a divine focus for the purposes of casting spells.

FORKEDCHANNELLING

Your skill with channelling energy is such that you can create separate tendrils of power simultaneously; both harming and healing at the same time.

Prerequisite: Channel energy class feature, Cleric level 3rd or higher

Benefit: When you channel energy you can choose to split your dice between healing and damage. So for example a 5th-level cleric channelling energy with a channel energy of 3 dice could choose to either have 1 dice inflict damage and 2 dice heal wounds or vice versa. In all other respects channel energy remains the same when using this feat.

Normal: When using channel energy a character must choose to either inflict damage or heal wounds.

HOLY/KNIGHT

You are a divine warrior for your faith, favoured in combat by your god and destined to lead the righteous into battle.

Prerequisite: At least 1 class level in both cleric and paladin.

Benefit: You count both cleric and paladin as favoured classes as long as you are both a cleric and paladin of the same god.

Normal: Characters can only choose a single favoured class.

MASKAURA

You have learnt through careful practise to diminish your aura, hiding its power and making it more difficult to detect.

Prerequisite: Aura class feature, Caster level 5th or higher

Benefit: As a swift action you can mask your aura for 1 round. For the purposes of detect spells and spell-like effects you are considered not to have the aura class feature.

Normal: Your level determines the strength of your aura when targeted by detect spells and spell-like effects.

Special: Masking your aura only hides its strength but does not change its alignment.

3

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MYSTIC PRIEST

You are more schooled in the arts of magic than war and have given up time in the sparring yard for time communing with your god on the nature of magic.

Prerequisite: Cleric level 1st

Benefit: You gain an additional memorisation slot for each spell level. In exchange for this increase in power you start with no armour or shield proficiencies and the only weapons you are proficient in are the club, dagger, heavy crossbow, light crossbow, and quarterstaff. You are also proficient in your god's favoured weapon.

Normal: Clerics receive Light Armour Proficiency, Medium Armour Proficiency, Shield Proficiency and Simple Weapon Proficiency as bonus feats at 1st-level.

Special: This feat can only be taken at 1st-level.

PARAGON OF THE FAITH

You have a reputation among the faithful as a staunch protector of the church and blessed guardian of the faith.

Prerequisite: Cleric level 7th or higher, Leadership.

Benefit: Whenever your personal cohort or dedicated followers of your god are within 30 ft of you, and can hear your voice, they gain a +1 moral bonus on attack rolls and saves versus fear effects. At 12th-level, and then every 4 levels thereafter, this bonus increases by +1, to a maximum of +4 at 20th-level.

In addition to this effect you gain a +2 circumstance bonus on all Charisma checks and Charisma based skills when dealing with followers of your god.

SCHOLAR PRIEST

You have taken to the path of the scholar, learning the history and nature of your world but leaving behind more martial pursuits.

Prerequisite: Cleric level 1st

Benefit: You gain an additional 2 skill points each level and count all Knowledge skills as class skills. In exchange for this increase in knowledge you start with no armour or shield proficiencies.

Normal: Clerics receive Light Armour Proficiency, Medium Armour Proficiency and Shield Proficiency as bonus feats at 1st-level.

Special: This feat can only be taken at 1st-level.

SHADOW PRIEST

Your order favours the art of killing with stealth and you have received training in their deadly ways.

Prerequisite: Domain class feature

Benefit: You gain the sneak attack class feature as if you were a rogue of equal to your current level. In exchange for your specialised training you permanently lose the ability to cast any domain spells and no longer have a domain spell slot for each spell level. You retain your other domain powers as normal.

Special: This feat can only be taken at 1st-level.

TOUCHOFPURITY

You are especially dedicated to your god's teachings and are extremely difficult to subvert even with the use of magic.

Prerequisite: Cleric level 7th or higher, Wisdom 15 or greater

Benefit: If you are the subject of any kind of charm or compulsion spell or spell-like ability that would make you either act against your alignment or against followers of your own god you may make two saving throws and choose the highest one.

4

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