

FOUR HORSEMEN PRESENT

CELESTIAL CHARACTER OPTIONS

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Pathfinder
ROLEPLAYING GAME COMPATIBLE



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SOURCES AND SORCERY

Listed below are references for the Pathfinder Roleplaying Game rulebooks that some of the mechanics in this book acknowledge. Those references are sound in superscript next to the relevant option or rule. By now, there are also a growing number of products in the Four Horsemen Presents line. Where one of those products is mentioned in

Four Horsemen Present: Celestial Character Options, we've included that reference below, too.

ACG—*Pathfinder Roleplaying Game Advanced Class Guide*
APG—*Pathfinder Roleplaying Game Advanced Player's Guide*
ARG—*Pathfinder Roleplaying Game Advanced Race Guide*
OA—*Pathfinder Roleplaying Game Occult Adventures*
UC—*Pathfinder Roleplaying Game Ultimate Combat*
UI—*Pathfinder Roleplaying Game Ultimate Intrigue*

From **Rogue Genius Games**:

HCR—*Four Horsemen Present: Hybrid Class Renegade*

HCS—*Four Horsemen Present: Hybrid Class: Shifu*
Finally, spells from this book are marked with an asterisk (*) when mentioned in the text.



Planetouched characters hold incredible appeal for fans of fantasy role-playing games. They tell established tropes that still capture us emotionally, like the misunderstood half-breed with the mysterious past or the destined, last-of-her-kind vagabond. They can also tell new stories, limited only by our ability to fit a planetouched figure into our favorite setting. In most fantasy games, a number of planar concerns allow for very diverse play. Not only are the forces of good and evil represented by celestials and fiends, but elemental kingdoms, balanced neutral beings, and recondite cosmic entities influence the mortal world by blending the mortal and immortal into powerful hybrids.

Four Horsemen Present: Celestial Character Options seeks to provide players and game-masters with mechanical options that expand the versatility of creatures touched by the upper planes. A character need not be from a plane-touched race to take advantage of the rules herein.

THE ISHVARA

Some mortal cultures describe the soul as a mind and heart equally divided between selfless altruism and selfish ambition. All mortals are born with equally potent motivations, but the immediate temptations of the world (comfort, food and drink, lust, or wealth) make the principled life more difficult. The ishvara are a race of native outsiders who embody this concept, embracing a strict morale

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culture in order to minimize distractions. Believing themselves to be reincarnations of imperfect souls who chose more good than evil in their past lives, they strive to achieve a more perfect form of self by continuing those choices in their (to them) semi-mortal lives.

Over time, ishvaran communities became insular. While welcoming of strangers and eager to demonstrate hospitality, the moral turbulence of other races and cultures can prove disruptive to ishvaran life. As a people whose souls struggle to retain the positive spark of divinity, ishvarans examine their relationships and opportunities closely, wary of the potential for compromise. A common belief among ishvara is that sin and good deeds both ripple through the lives of those they encounter, making the certainty of a desired afterlife elusive and worrisome. As a result, ishvara seek out opportunities to demonstrate optimism and willingness to serve, so that the universe might view them favorably at any given time. Ishvara are not uniformly cheerful and beneficent, but the race's historical beliefs cultivate an unwillingness to leave one's eternal disposition to chance.

Ishvara enjoy entertainment and artistic expression, instinctually battling the darker corners of the soul with laughter and thoughtful debate. They don't inherently disparage wealth but try to avoid vanity by appreciating the style and appearance of anyone who makes an effort at individual expression. As with any other facet of life, ishvara struggle to maintain balance in their relationships. A drive to excel should not look like ambition, and an attraction to another should not become obsession. The constant desire to be pure of heart, coupled with the additional desire to seem pure of heart to those watching, can create tremendous pressure, but the divine nature of the ishvaran soul is usually up to the task.

Ishvaran adventurers frequently see themselves as emissaries or missionaries, viewing their travels as necessary encouragement essential to races who seem to falter in the same spiritual struggles. They gravitate toward careers involving divine magic or excellence in some form of expression, making supportive and versatile characters for most good or neutral parties. Ishvara try not to associate with evil individuals at all, concerned the universe will associate them with the sins of others.

THE ISHVARA RACE

Ishvara are designed using the traits from the *Pathfinder Roleplaying Game Advanced Race Guide*. Consult that book for a full definition of the traits below.

ISHVARA RACIAL TRAITS (12 RP)

+2 to One Ability Score

Native Outsider (3 RP): Ishvara are outsiders with the native subtype.

Medium: Ishvara are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Ishvara have a base speed of 30 feet.

Darkvision (2 RP): Ishvara can see in the dark up to 60 feet.

Eternal Hope (2 RP): Ishvara gain a +2 racial bonus on saving throws against fear and despair effects. Also, once per day, after a natural roll of 1 on a d20 roll, ishvara may reroll and use the second result.

Resistant (2 RP): Ishvara gain a +2 racial bonus on saving throws against mind-affecting effects and poison.

Wary (3 RP): Ishvara gain a +1 racial bonus to Perception and Sense Motive rolls, and these skills are always class skills for Ishvara characters.

Languages: Ishvara begin play speaking Common and Celestial. Ishvara with high Intelligence scores can choose from the following languages: Abyssal, Draconic, Dwarven, Elven, Infernal, and Sylvan.

FAVORED CLASS OPTIONS

While aasimar PCs might claim heritage from any good-aligned race of outsiders, they aren't the only plane-touched race with a tendency toward compassion. Sylphs tend to be curious and neutral-minded but their strongest influence are the benevolent djinni of the Plane of Air. Below are favored class options for the aasimar, ishvara, and sylph races.

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AASIMAR

Fighter: Add +1 to one of the aasimar's energy resistance values. If the aasimar fighter has no energy resistance, choose one type of energy damage (acid, cold, electricity, or fire) and gain 1 point of energy resistance against that type.

Medium^{OA}: Gain a +1/2 bonus to saving throws against possession, and to compulsion effects with the evil descriptor.

Samurai^{UC}: Add +1/2 to the additional damage the samurai deals during a challenge.

Skald^{ACG}: Add +1/6 of a rage power.

Warpriest^{ACG}: Add +1/2 to the number of the warpriest's daily uses of the fervor ability.

ISHVARA

Cleric: Add +1/2 to the total when using channeled energy to heal living creatures.

Druid: Add +1/2 hp to the druid's animal companion, as well as to any animal, elemental, or plant the druid summons. If the druid ever replaces her animal companion, the new animal companion gains these hit points.

Monk: Add +1/4 to the damage dealt by the monk's unarmed strikes.

Inquisitor^{APG}: Add +1/6 of a new teamwork feat.

Occultist^{OA}: Increase the occultist's total number of points of mental focus by 1/2 point.

Paladin: Add +1/3 to the number of uses of lay on hands the paladin can use each day.

Psychic^{OA}: The psychic treats her Charisma bonus as 1/3 point higher for the purpose of determining the number of uses or rounds per day of her discipline powers.

Sorcerer: Add +1/6 of a bonus feat from the list of bonus feats provided by the sorcerer's bloodline.

Spiritualist^{OA}: Add 1/6 to the shield bonus granted to the spiritualist while under the effects of either spiritual interference or greater spiritual interference.

Vigilante^U: Gain 1/6 of a new vigilante talent.

SYLPH

Bard: Add +1/2 to the result of the bard's Perform checks as an audible component of a bardic performance.

Investigator^{APG}: Add +1/3 to the investigator's inspiration pool.

Kineticist^{OA}: Add +1/2 to rolls to confirm critical threats with a light or one-handed piercing weapon, or with a weapon that counts as a light or one-handed slashing weapon for the purposes of class features and feats.

Shifu^{HCS}: The shifu gains 1/4 of a new ki discipline.

Slayer^{ACG}: Increase the studied target bonus on Perception and Survival checks by +1/4. When the slayer gains the stalker class feature, he also gains this increase to the studied target bonus on Stealth checks.

Swashbuckler^{ACG}: Add +1/2 to the melee attack roll when the swashbuckler uses her opportune parry and riposte deed. Each time she chooses this benefit, she chooses whether the bonus adds to her parry attempt or to the attack of opportunity following a successful parry, keeping separate bonuses for each. This choice cannot be changed once it's made at a given level.

ANGELBOUND TEMPLATE

Angels (or other celestial beings subject to the GM's approval) do not grant their gifts lightly. The beneficiary of their divine investment must have admirable character and the ability to accomplish the will of the heavens. To impart angelic power to a mortal or native outsider is to sanction the subject's conduct—a merciless act while under angelic scrutiny can cost both the mortal and his divine patron.

More cynical observers might say there's little difference between a deal with a devil and a deal with an angel. Both entities want something in exchange and neither entity belongs in the mortal world. Angelbound creatures, however, might argue that their patron wants only compassion and courage from them while a devil grants boons only with the expectation of sin and souls as payment. Whether the angel offers her gifts to the mortal out of appreciation for valor, or out of a demand for penance for the crimes of his race, the angelbound template describes that relationship and the benefits of patronage from on high.

CREATING AN ANGELBOUND CREATURE

"Angelbound creature" is an acquired template that can be added to any creature with 5 or more Hit Dice and Intelligence, Wisdom, and Charisma scores of 3 or higher (referred to hereafter as the base creature). The creature retains all of the base creature's statistics and special abilities except as noted here.

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CR: Same as the base creature +1.

Alignment: Any good. An angelbound creature radiates a good aura as if he were a good outsider.

Senses: An angelbound creature gains darkvision 60 ft.

Armor Class: Natural armor improves by +4.

Defensive Abilities: An angelbound creature gains a +4 bonus on saving throws against petrifications and poison, and resist acid 10, cold 10, electricity 10, and fire 10.

Weaknesses: The angelbound creature gains the following weakness.

Angelic Scrutiny (Ex) The creature has agreed to service in return for this template. The angel must reveal her nature as a creature of the upper planes when she offers this boon and cannot hide the details of the agreement in any way. The creature must accept the bargain willingly (without magical compulsion). Usually the creature must agree to abstain from one or more sinful behaviors (at the angel's discretion), and perform one or more tasks in exchange for the angel's trust and therefore the template's abilities. The creature may receive the template upon agreeing, after the angel observes him for a period, or after one or more of the tasks is complete.

The agreement always includes a warning as to specific behaviors that constitute a breach of the agreement, as well as a clear delineation of what punishments, including removal of the template's abilities, accompany such unforgivable acts. The angel is bound to provide the templates abilities until such time as the creature behaves in a way

that dishonors the agreement or the creature fails to pursue the angel's listed tasks. The creature can abandon the agreement, but this normally involves blasphemous or sinful behavior intended to offend the angel.

Though this template and its abilities specify angels, other races of good outsiders might impart divine investment if a mortal displays courage, goodness, obedience, and/or worship. Such cases are at the GM's discretion, in which case the GM chooses which summoning, spell-like abilities and ability scores the agreement provides the base creature.

Spell-Like Abilities: The creature gains the following spell-like abilities, depending on what kind of angel it is bound to. The creature uses its Hit Dice or caster level, whichever is higher, as the caster level for its spell-like abilities. Save DCs are based on the creature's Intelligence, Wisdom, or Charisma, whichever is highest.

Balisse^{B5}: 3/day—*hold person*, *holy smite*

Cassisian^{B2}: 3/day—*memory lapse*^{APG}, *protection from evil*

Choral^{B5}: 3/day—*sculpt sound*, *sound burst*

Deva, Astral: 3/day—*holy smite*, *see invisibility*

Deva, Monadic^{B2}: 3/day—*cure serious wounds*, *holy smite*

Deva, Movanic^{B2}: 3/day—*dispel evil*; 1/day—*plane shift*

Empyrean^{B5}: 3/day—*break enchantment*, *dispel evil*

Planetary: 3/day—*flame strike*, 1/day—*blade barrier*

Solar: 3/day—*dimensional anchor*, *resist energy*; 1/day—*prismatic spray*

Abilities: Adjust the base creature's ability scores according to the kind of angel it is bound to.

Angel	Str	Dex	Con	Int	Wis	Cha
Balisse	—	—	—	+2	+2	+2
Cassisian	—	+2	+2	+2	—	—
Choral	—	+2	—	+2	—	+2
Deva, Astral	+2	—	+2	—	—	+2
Deva, Monadic	+2	—	+2	—	—	+2
Deva, Movanic	—	+2	—	+2	+2	—
Empyrean	—	+2	—	—	+2	+2
Planetary	+2	—	+2	—	+2	—
Solar	+2 to any three different ability scores					

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ARCHETYPES

The following archetypes have a home among celestial planetouched races. However, unless otherwise indicated, characters of any race can take these archetypes when approaching their class.

ANGELIC VOICE (BARD)

The angelic voice casts spells, inspires allies, and worships his celestial patrons with heavenly song.

Accompaniment (Su) Beginning at 3rd level, the angelic voice can chant or sing specific words of advice or support to help one ally while using his bardic performance. As an immediate action he grants that ally the benefits of the aid another action, improving the ally's AC, attack roll, or skill checks. This ability must be used during a bardic performance, and cannot be used the round a bardic performance begins. The bonus from the angelic voice's support increases to +3 at 7th level, and +4 at 15th level. Each time he aids an ally in this manner, he must expend one additional daily use of his bardic performance ability. Certain uses of this ability are infeasible, such as Stealth checks, and may be disallowed at the GM's discretion. An angelic voice cannot accompany himself. This replaces inspire competence.

Harmonic Casting (Su) At 8th level, the angelic voice can sing the verbal components to a spell in harmony with other casters. Whenever the angelic voice casts a spell with a verbal component or as part of a bardic performance, he can forego the effects of his spell to increase the caster level and save DC of the same spell cast by another caster by +2. The base DC, caster level, and any requirements for delivering the spell (such as a caster level check, concentration check, or touch attack) are determined and performed by the other caster, as are any decisions made regarding the spell's effects. The angelic voice must hold his action to cast a spell when the spell he is supporting is cast, unless the spell allows multiple saving throws (for example *hold person* or an illusion that allows a save each time a subject interacts with it), in which case the angelic voice only increases the spell's DC if the saving throw is made after he uses this ability. At 14th level, the angelic voice can support a spell by expending a spell slot of the same level instead of having to cast the same spell. This replaces dirge of doom and frightening tune.

CELESTIAL OUTLAW (RENEGADE^{HCR})

The scoundrel's life may appeal to the daring celestial outlaw, but his wayfaring nature often gives way to a sense of decency.

Alignment: A celestial outlaw may not be the most selfless hero, but there are some things even he won't do. He can be of any nonevil alignment. A celestial outlaw with a reputation for evil actions cannot use the false surrender or feign innocence abilities against subjects who believe him to be evil.

What About Him? (Ex) The celestial outlaw often finds himself deflecting blame for mishaps or rationalizing less-than-responsible behavior. He gains a +2 bonus on Bluff, Diplomacy, and Intimidate checks. As part of the action to make a Bluff, Diplomacy, or Intimidate check, the celestial outlaw can point out the (sometimes irrelevant) failures or sins of another creature, even if exaggerated or not true. If the check succeeds, the attitude of target toward the celestial outlaw improves by one category, while the target's attitude toward the subject he criticizes moves one step toward hostile. This replaces intimidate equipment.

False Surrender (Ex) Beginning at 3rd level, whenever the celestial outlaw is able to parley with potential rivals before combat begins, he can spend 1 point of panache and make a Bluff or Diplomacy check. If the result of his check is higher than his opponent's Sense Motive check, he can redraw his weapon as a free action and initiate combat without a surprise round. He and any allies who can see him gain a bonus on their initiative rolls equal to the celestial outlaw's Charisma bonus (minimum +1). To use this ability, the celestial outlaw (and his allies) must either appear unarmed, or holster or sheath his weapons as he makes his skill check. He cannot use this ability to end and then resume a combat once it begins. This replaces shoot first.

Feign Innocence (Ex) The celestial outlaw isn't afraid to lean on the better parts of his reputation to avoid scrutiny. At 5th level, the celestial outlaw can invoke a nonmagical effect similar to the *innocence*^{APG} spell once per day as an immediate action. The celestial outlaw uses his class level as his caster level for this ability. At 11th level he can use this ability three times per day. This replaces the sneak attack dice normally gained at 5th and 11th levels.

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CELESTIAL SOUL (MONK)

For some the search for inner perfection manifests outward transformation.

Alignment: A celestial soul can be of any good alignment. A celestial soul who becomes nongood loses his celestial soar, good nature, and perfect soul abilities and cannot gain new levels as a celestial soul until his good alignment is restored via *atonement* or other means.

Celestial Soar (Su) At 3rd level, the celestial soul gains the ability to fly as a supernatural ability. His flight is limited at first, but improves as he gains levels. At 3rd level, his fly speed is 10 feet with clumsy maneuverability. At 4th level, and again at every four levels after 4th, his fly speed increases by 10 feet, to a maximum fly speed of 60 feet at 20th level. His maneuverability increases to poor at 6th level, and increases again by one category every four levels, until his maneuverability becomes perfect at 18th level. This replaces fast movement and slow fall.

Good Nature (Su) At 10th level, the celestial soul's unarmed strikes are treated as good weapons in addition to magical weapons for the purposes of overcoming damage reduction. At 16th level his unarmed strikes are treated as mithral weapons as well. This modifies ki pool.

Perfect Soul (Su) At 13th level, the celestial soul unlocks his inner angelic self. His type changes to outsider and he gains the good and native subtypes. He gains DR 5/evil and SR equal to 5 + his celestial soul level. At 20th level, these abilities are replaced by the celestial creature template, except that his SR now equals 10 + his celestial soul level. This replaces diamond soul and perfect self.

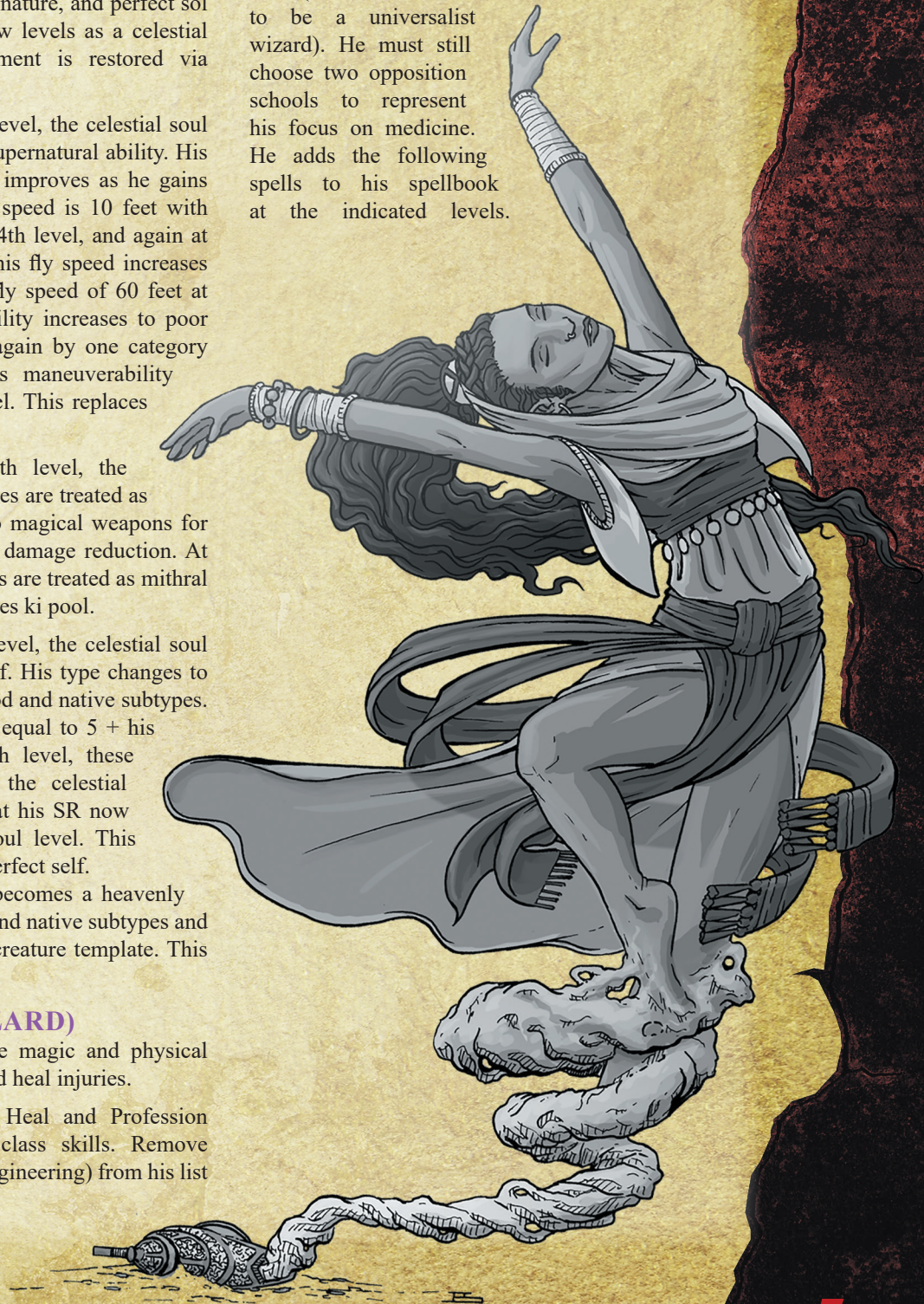
At 20th level, the monk becomes a heavenly creature. He gains the good and native subtypes and the benefits of the celestial creature template. This modifies perfect self.

FIELD MEDIC (WIZARD)

A field medic blends arcane magic and physical science to diagnose, treat, and heal injuries.

Skills A field medic adds Heal and Profession (physician) to his list of class skills. Remove Appraise and Knowledge (engineering) from his list of class skills.

Medical School A field medic studies both magical and scientific principles of medicine and physical repair. These studies are intense and time consuming, but yield unique wisdom about mortal health. He does not choose a specialized school of magic at 1st level (nor can he choose to be a universalist wizard). He must still choose two opposition schools to represent his focus on medicine. He adds the following spells to his spellbook at the indicated levels.



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1st—*stabilize*, 2nd—*cure light wounds*, 3rd—*cure moderate wounds*, 4th—*cure serious wounds*, 5th—*cure critical wounds*, 6th—*cleanse*^{APG}, 7th—*mass cure light wounds*, 8th—*mass cure moderate wounds*, 9th—*mass cure serious wounds*. Each day he gains one additional spell slot of each spell level he can cast, which must be used to prepare one of the spells from this list. He can memorize a lower level spell in a higher level slot to gain additional uses of a spell or to apply a metamagic feat to it. He cannot use his normal wizard spell slots to prepare these spells. The field medic learns these spells as arcane spells, but other arcane casters lack the study required to learn them from his notes.

A field medic gains the following abilities at the indicated levels.

Field Surgeon (Ex) At 1st level, a field medic uses science and arcane principles to repair damage done to a fallen ally. Whenever a field medic uses the Heal skill to diagnose or treat a living creature, he can choose to heal that creature for a number of hit points equal to 1/2 his class level with a successful check. Alternatively, the field medic can spend 10 minutes making a Heal check to restore 1 point of ability damage or allow a patient to count a successful save against disease as two successful saves. In this case, the next saving throw a patient makes must be a success in order to count twice. A field medic can use this ability once per day per living creature he examines, and only if the subject has received no magical healing since it was last wounded.

Triage (Ex) Beginning at 1st level, the field medic can use *deathwatch* as a spell-like ability a number of times each day equal to 3 + his class level. He uses his class level as his caster level for this ability.

Rationed Care (Su) Beginning at 8th level, when a field medic casts a *cure* spell and heals a subject to its maximum hit point total, he can choose a target within 30 feet to heal as well. The second target gains any unused hit points from the spell that fully healed the first target. At 13th level, when the field medic learns his first mass cure spell, he can transfer leftover healing from any one target to any other living subject, even if the recipient of the unused hit points was also a target of the spell.

These abilities replace arcane school.

GUARDIAN ANGEL (CLERIC)

Ishvaran and other priests focus on protecting their allies from corrupting influences and negative energy.

Domains and Spells The guardian angel may not choose the darkness, death, destruction, evil or madness domains, or subdomains associated with those domains. She cannot cast spells with the evil descriptor.

Protective Channeling (Su) When the guardian angel channels energy to heal living creatures, she chooses one of the following: acid, cold, electricity, fire, negative energy, or sonic. Allies within the radius of her channel energy ability gain a +2 sacred bonus on saving throws against spells or effects with the chosen descriptor or that deal the indicated type of hit point damage. They also ignore the first 5 points of damage of the indicated type from any source. These effects last until the beginning of the guardian angel's next turn. The guardian angel damages undead normally with channeled energy. This modifies channel energy.

Spontaneous Shield (Su) At 5th level, the guardian angel can spontaneously cast *life pact*^{ACG} and *shield other* and expending a 2nd level (or higher) memorized spell, exactly like spontaneously casting cure spells. At 9th level, the guardian angel can spontaneously cast *contagious zeal*^{OA} and *sacred bond*^{APG} by expending a 4th level (or higher) memorized spell. This replaces the additional dice of channeled energy normally gained at 5th and 9th levels.

PHRENIC DEFENDER (PSYCHIC)

Psychics with an other-worldly focus can ward off evil impulses and spirits. A phrenic defender uses her mental focus to protect others from evil magic.

Spells A phrenic defender gains magical power from her innate goodness. If she ever learns or casts a spell with the evil descriptor (or knowingly commits an evil act), she loses her class abilities and cannot regain them until she receives an *atonement* spell or otherwise removes the stain of evil from her own mind.

Dauntless Discipline (Su) As an immediate action, a phrenic defender can spend a point from her phrenic pool to gain a +2 bonus on a single Will saving throw against spells and effects from the (compulsion) subschool or with the [evil] descriptor. This bonus lasts until the beginning of her next turn. A phrenic defender cannot choose the abomination or pain psychic

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disciplines. Regardless of her discipline, at 4th level she learns *spear of purity*^{UM} as a 2nd level psychic spell. At 10th level she learns *dispel evil* as a 5th level psychic spell. These spells replace the discipline spells for the phrenic defender's chosen discipline. This modifies phrenic pool and psychic discipline.

Shielding Spells (Su) At 3rd level, the phrenic defender gains the following phrenic amplification.

Shielding Spells (Su) The phrenic defender can spend 1 point from her phrenic pool to give one target of the linked spell a +2 sacred bonus on saves against evil spells and effects for 1 round per class level (maximum 10 rounds). The phrenic defender can instead spend 2 points to increase the bonus to +4. If the linked spell affects more than one creature, the phrenic defender can spend the same number of points for each additional creature she wants to affect with this amplification. She must choose to spend either 1 point for each creature, or 2 points for each creature; she can't grant different bonuses to different targets. This replaces the phrenic amplification normally gained at 3rd level.

Exorcising Spell At 11th level, the phrenic defender gains the following major amplification.

Exorcising Spell (Su) The phrenic defender can cast out evil spirits and banish evil outsiders. Whenever an evil outsider fails a saving throw against the linked spell, the subject must succeed at a Will save (DC 14 + the phrenic defender's Charisma bonus) or be exorcised. If the subject is an evil outsider, it is dismissed (as with the dismissal spell) on a failed save. If the subject is the subject of domination (as with *dominate person*) or possession (as with *magic jar* or a similar effect, it can willingly forego this save in order to attempt a new saving throw against the effect (at its original DC). This replaces the major amplification normally gained at 11th level.

SEVENTH SASH (ARCANIST)

A member of the Seventh Sash belongs to an order devoted to the beauty and power of prismatic magic. Blessed by the azata, or couatls, or the gods they serve, members of this order display artistic and diverse power.

Alignment and Race Seventh sashes are generally not found among races (or racial variants) known for evil or subterranean cultures (like drow or duergar). Exceptions might be found in other races at the GM's

discretion, but the forces that grace the seventh sash with its mixture of arcane and divine power are exceptional judges of character and do not bestow their gifts lightly. The seventh sash cannot have an evil alignment. A seventh sash who becomes evil cannot progress in levels of the class until she receives an *atonement* spell or performs a similar act of contrition.

Colorful Spells (Su) The seventh sash adds the following spells to her spellbook at the indicated spell level: 1st—*color spray*, 2nd—*prismatic beam**, 3rd—*chromatic orb**, 4th—*rainbow pattern*, 5th—*chromatic sphere**, 6th—*blazing rainbow*^{ACG}, 7th—*prismatic spray*, 8th—*prismatic wall*, 9th—*prismatic sphere*. Remove all necromancy spells from the seventh sash's spell list. The seventh sash may not learn or research spells or effects associated with the school of necromancy, though she may identify them normally with the Spellcraft skill.

Prismatic Boon (Su) Whenever the seventh sash casts a spell from the schools of abjuration, evocation, or illusion, she can choose one ally within 30 feet and one color of the rainbow, representing one of the schools of magic. Alternatively she can choose black for necromancy. The seventh sash and her ally gain the following benefit (based on the school she chooses) until the beginning of her next turn.

- Red (enchantment)—+4 bonus on saves against charm and compulsion affects
- Orange (evocation)—+4 bonus to total damage dealt by the seventh sash or ally's spells
- Yellow (abjuration)—+2 dodge bonus to AC
- Green (transmutation)—+4 enhancement bonus to any one ability score (subject chooses)
- Blue (divination)—+4 bonus on Appraise, Perception, and Sense Motive checks
- Indigo (illusion)—+4 bonus on Will saves to disbelief illusions
- Violet (conjuration)—subjects "teleport" and take an immediate 5-ft. step
- Black (necromancy)—+4 bonus on saves against fear and death effects

The seventh sash can give the chosen benefit to an additional ally at 3rd level, and one additional ally for every three levels beyond that (to a maximum number of seven allies at 18th level). This replaces the arcanist exploit normally gains at 1st level. The seventh sash gains arcane exploits normally beginning at 3rd level.

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Colorful Exploits (Su) Beginning at 11th level, the seventh sash adds her Charisma modifier to her class level when determining the effects of the following arcanist exploits: acid jet, arcane barrier, energy shield, flame arc, force strike, ice missile, or lightning lance. She also increases the maximum level of the exploits' effects by her Charisma modifier (so a 19th level seventh sash with a +6 Charisma modifier would deal 13d6+6 points of cold damage with her ice missile exploit). This replaces the arcanist exploit normally gained at 11th level. The seventh sash can still choose greater exploits any time she can choose an exploit at 11th level or higher.

CELESTIAL FEATS

The following feats are most commonly found among characters with some celestial influence. These feats are available to any character that meets its prerequisites.

VIRTUE FEATS

Some feats belong to a category called virtue feats. These feats represent devotion to a moral code and only lend their benefits as long as the character follows that code. A character need not have a good alignment to take one of these feats, but they are rare outside good or celestial circles.

BOON OF ABSTINENCE [VIRTUE]

Self-denial prepares you for drought or famine.

Prerequisite: You must survive a fast lasting two full days without water and four full days without food without losing consciousness

Benefit: You can go one additional day before making Constitution checks due to a lack of food or water. When you do make such checks, you gain a +4 bonus. In addition, you gain a +2 bonus on Fortitude saves against poisons and harmful effects from consumable magical items, as well as magical effects that deal nonlethal damage due to starvation or thirst.

BOON OF CHASTITY [VIRTUE]

Attempts to coerce you into intimate behavior must overcome your modesty and resolve.

Prerequisite: You must belong to a creature type and race capable of sexual attraction or contact

Benefit: You gain a +4 sacred bonus on Will saves against enchantment spells and effects, as well as any effect that relies on romantic or sexual attraction. You lose this bonus for 24 hours after intimate or romantic contact beyond a chaste kiss.

BOON OF DILIGENCE [VIRTUE]

You're preparation and work ethic make you the very best in your field.

Prerequisite: You must have the maximum number of ranks in at least one class skill.

Benefit: Whenever you take a 10 or take a 20 on a skill or ability check you gain an additional +2 bonus to your check result. If you have 10 or more ranks in a skill when you take 10 or take 20, this bonus improves to +4.

BOON OF GENEROSITY [VIRTUE]

There's power in donating your resources to help others.

Prerequisite: Use Magic Device 1 or more ranks

Benefit: Whenever you offer an ally the effect of a beneficial consumable item the effect functions at +1 caster level. This benefit extends to edible magical items, potions, scrolls, or items that use charges (as with a staff or wand), or items that can only be used once.

BOON OF HUMILITY [VIRTUE]

You are content to help your allies achieve success in your encounters.

Benefit: Whenever you use the aid another action to improve an ally's AC, attack roll, or skill check, you can choose to take a -2 penalty to the same category or check to give your ally an additional +2 morale bonus. The bonus has its normal duration but your penalty lasts for 1 full minute.

BOON OF KINDNESS [VIRTUE]

You have a practiced hand at mercy.

Prerequisite: Base attack bonus +1

Benefit: You take no penalties on attack rolls when you choose to deal nonlethal damage with a weapon attack. When you deal nonlethal damage with a weapon or spell, you add your Charisma modifier to the total damage dealt.

BOON OF PATIENCE [VIRTUE]

Good opportunities come to those who wait.

Benefit: Whenever you ready an action in combat, you may choose up to two specific triggering conditions and actions to take in response to each. You may respond to either triggering action if one occurs before your next turn, but you can only respond to one. Your action for remaining rounds changes to the initiative count you acted on normally.

CELESTIAL CHARACTER OPTIONS

CELESTIAL FAMILIAR

Your familiar has a divine countenance.

Prerequisite: character level 3rd or higher, familiar class feature

Benefit: Your familiar gains the celestial simple template. It's Hit Dice for the purposes of this template equals your combined levels in classes that contribute to your familiar class feature.

MERCIFUL CRITICAL [COMBAT]

You can hit a foe hard in combat without risking too great an injury.

Benefit: Whenever you deal precision damage or confirm a critical hit with a weapon attack, you can choose for the additional damage you deal to be nonlethal damage. You take no penalties for dealing nonlethal damage in this way, and the base damage for the attack deals damage normally. You can decide whether the additional damage is nonlethal before you make the attack roll or after you determine the attack deals critical or precision damage.

MERCIFUL SMITE

You prefer not to maim or kill even the most reprehensible foes.

Prerequisite: Challenge, smite or smite evil class feature

Benefit: You can choose whether the additional damage dealt by your challenge or smite ability is nonlethal damage instead of normal damage. You must make this decision before making an attack roll against the object of an active smite. You take no penalties to your attack roll for dealing nonlethal damage with your smite, but take normal penalties for dealing nonlethal damage with the remaining damage from your attack.

RESOLUTE CHARACTER

You resist magic that would cause you to act against your own beliefs.

Prerequisite: Iron Will

Benefit: When you fail a saving throw against any spell or effect that compels you to act in a way that contradicts your alignment or nature, you immediately gain a new saving throw at the beginning of your next turn to resist the effect. A success on the second attempt is treated as if you had saved successfully when the spell was cast.

You gain a new saving throw every time the effect forces you to do something against your nature, but only one new saving throw per individual act the effect forces you to take.

SMITING SPELL [METAMAGIC]

Your magic seems to seek out and punish creatures you view as sinners.

Benefit: Any result of a 1 on damage dice rolled for a smiting spell may be rerolled when the spell damages a creature with an alignment that directly opposes yours on at least one axis (good vs. evil or lawful vs. chaotic). A smiting spell uses up a spell slot one level higher than the spell's actual level.

SINGULAR BRILLIANCE

The light you produce is brighter and more dazzling than that of other creature who create light.

Prerequisite: ability to produce a magical light effect with a spell, or a spell-like or supernatural ability.

Benefit: The save DC of any spell, spell-like, or supernatural or ability you have that produces bright light increases by +1. Any effects of your magical light on other creatures (such as blindness, or the dazed or dazzling condition) last one round longer than normal.

UNCOMMON RESISTANCE

Because of a different destiny or heritage, your racial energy resistance is different from most others like you.

Prerequisite: you must have energy resistance 5 or higher from your base race or from an acquired or inherited template.

Benefit: Choose one energy you have resistance to and one you do not. You reduce your existing resistance by 5 points and gain resistance 5 to the new energy type.

Special: You must take this feat at 1st level, or immediately when you gain a form of energy resistance from an acquired template. Once this feat is taken, your energy resistance cannot be changed back without magic.

CELESTIAL RELICS

Sometimes a botched creation or wicked motivation results in a cursed magical item—one that appears to function normally until it betrays its wielder in a specific circumstance. The opposite of magical items secretly inimical to a bearer's success is a relic. In terms of identifying their additional properties or ridding a creature of a punishing relic, relics follow the same rules as cursed items. Though not necessarily intelligent magical items, relics inherently know the alignment of their bearer's and any potential targets for their abilities.

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Relics always bear some sort of holy iconography that implies they are special or unique, though they never give away their additional powers or the conditions for using them correctly. They are either imbued with special conditions for their use by bearers or provide a specific benefit because of the beneficent will of their creator. As a general rule, relics aren't intelligent magical items imbued with a special purpose, but normal magical items that only impart their abilities to bearers with a specific outlook or mission. Relics frequently do not vary from their traditional counterparts in construction or market price.

DECANTUR OF ENDLESS HOLY WATER

Aura: moderate transmutation; **CL:** 7th

Slot —; **Price:** 4,500 gp; **Weight:** 1 lb.

DESCRIPTION

This flask works exactly like a *decantur of endless water*. If an undead creature or evil outsider is within 20 feet of the decantur when it is unstoppered, it unleashes a torrent of holy water directly at the closest such creature regardless of the user's intentions. This torrent works like the geyser function of the decantur, only the decantur doesn't stop until its target is dead or out of range. The decantur targets a new undead or evil outsider at the beginning of its bearer's next turn.

Once the decantur targets a creature in this way, the geyser ability continues until there are no undead or evil outsiders within 20 feet for 2 full rounds. Even if stoppered, the decantur has a 5% chance to "notice" an undead creature or evil outsider within 20 feet and activate on its own.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *control water*, *know alignment*; **Cost:** 2,250 gp.

EFREETI PRISON BOTTLE

Aura: strong conjuration; **CL:** 14th

Slot —; **Price:** 145,000 gp; **Weight:** 1 lb.

DESCRIPTION

All efreeti imprisoned in bottles have vexed some greater power, whether a political rival or embittered sultan. Some bottles contain an efreeti bound by

a powerful celestial as punishment for its crimes. In these cases, the bottles periodically exhude a thin stream of acrid incense. The bottle functions the same as a traditional *efreeti bottle*, except that the efreeti inside has no chance to become insane, and is aware of the behavior it was incarcerated for. There is a 10% chance the efreeti's sentence is over, in which case the genie attacks the opener before attempting to return to its home. There is a 10% chance that it grants three wishes, and an 80% chance it serves for 10 minutes each day it is called. However, the terms of the efreeti's imprisonment allow it to refuse a requested evil or unlawful service. In these cases it attacks the bearer of the bottle for 1 round before returning to its prison. An efreeti prison bottle cannot be re-opened after such a service is requested until the next day.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *geas*, *planar binding*; **Cost:** 72,500 gp.

ELVEN THROWER

Aura: moderate vocation; **CL:** 10th

Slot: —; **Price:** 60,312 gp; **Weight:** 3 lbs.

DESCRIPTION

Popular among wood elf barbarians, this weapon functions as a +2 *mithral throwing axe* in the hands of most users. In the hands of an elf, the warhammer gains an additional +1 enhancement bonus (for a total bonus of +3) and gains the *returning* special ability. It can be hurled with a 30-foot range increment. When hurled, an elven thrower deals an extra 2d8 points of damage against creatures of the orc or goblin subtypes, or an extra 1d8 points of damage against any other target. If an evil creature throws the hammer, it targets the wielder instead, missing its target and striking the thrower automatically.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *know alignment*, creator must be an elf of at least 10th level; **Cost:** 30,312 gp.

IOUN STONE, MIDNIGHT BLUE RHOMBOID

Aura: moderate divination; **CL:** 12th

Slot —; **Price:** 10,000 gp; **Weight:** 1 lb.

CELESTIAL CHARACTER OPTIONS

DESCRIPTION

A midnight blue rhomboid functions like a normal dark blue rhomboid *ioun stone*, providing its bearer the benefits of the Alertness feat in most circumstances. Whenever a creature of good alignment makes a Bluff, Diplomacy, Disguise, or Stealth check opposed by the stone's bearer, any bonus on Perception or Sense Motive checks provided by the stone become penalties instead.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *know alignment*, creator must be 12th level; **Cost:** 5,000 gp.

PURITAN'S PISTOL

Aura: moderate transmutation; **CL:** 7th

Slot —; **Price:** 22,300 gp; **Weight:** 1 lb.

DESCRIPTION

This firearm functions as a +1 *lucky*^{UE} revolver until fired by an evil-aligned wielder. In this case, the gun loses its enhancement bonus and *lucky* ability, and no longer counts as a magical weapon for the purpose of overcoming damage reduction. Additionally, an evil wielder must roll two dice with every attack and choose the lowest result, increasing the chances both that an evil wielder misses and the gun misfires in her hands. An evil wielder finds herself dropping another weapon in her primary hand and drawing the revolver instead whenever she takes her first action in combat.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *heroism*, *know alignment*, creator must be a grit user; **Cost:** 13,300 gp.

ROBES OF BENIGN HERITAGE

Aura: moderate necromancy; **CL:** 9th

Slot body; **Price:** 16,000 gp; **Weight:** 1 lb.

DESCRIPTION

This robe looks and functions exactly like a *robe of arcane heritage*. However, if donned by a creature with the abyssal, infernal, or undead bloodlines, or the bloodline of an evil chromatic dragon, the robe confers a single negative level instead.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *speak with dead*, creator must be a sorcerer without one of the penalized bloodlines; **Cost:** 8,000 gp.

SACRED BOOK

Aura: moderate transmutation; **CL:** 7th

Slot —; **Price:** 12,500 gp; **Weight:** 1 lb.

DESCRIPTION

A *sacred book* functions exactly like a *blessed book* for arcane casters. If the book's bearer casts an evil spell (from any source) or commits an evil act by casting one of the spells he memorized from the sacred book, the spells in the book disappear for one day per spell level of the offending spell. If an evil spell is scribed into the sacred book, all spells that do not have the evil descriptor vanish, as if there were no ink on the pages. The spells only return if all evil spells are removed from the book and an *atonement* or *consecrate* spell is cast on the book.

If a spell with the good descriptor is memorized from a sacred book, that spell is then cast at +1 caster level.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *know alignment*, *secret page*; **Cost:** 6,250 gp.

CELESTIAL SPELLS

While not every spell below has the good descriptor, or requires an alignment, they were conceived or are commonly used by agents of celestial powers.

BORROW GRACE

School abjuration

Level alchemist 3, bard 2, bloodrager 3, cleric 3, inquisitor 2, medium 4, psychic 3, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a spotless square of white silk)

Range short (25 feet plus 5 ft./2 levels)

Target 1 creature, then 1 creature/level, no two of which can be more than 30 feet apart (see below)

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** none

You tap into the divine grace or undead power of a creature that adds its Charisma bonus to its AC or saving throws. You then target up to 1 creature per caster level and give each a portion of the creature's power. Each of your subjects (aside from the initial target creature you choose) gains a +1 sacred (if the initial target is good or neutral)

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or profane (if the initial target is evil) bonus to the same statistic the target creature enjoys. This bonus increases by +1 for every 5 caster levels you possess, but cannot exceed the initial target's Charisma bonus. The initial target's statistics are not affected in any way, and an unwilling target can negate the effect with a successful Will save. Once cast, the spell remains in effect even if the initial target moves out of range.

CELESTIAL FORM

School transmutation (polymorph) [good]

Level alchemist 2, bard 2, cleric 3, druid 3, inquisitor 2, medium 4, paladin 4, psychic 3, shaman 3, sorcerer/wizard 3, spiritualist 2, summoner 2, witch 3

Casting Time 1 standard action

Components V, S, M (a flawless white feather)

Range touch

Target 1 intelligent creature (see below)

Duration 1 round/level

Saving Throw none (harmless); **Spell Resistance** no

You touch your target and create a connection to the upper planes. The creature becomes a higher version of itself, gaining the celestial creature template and the extraplanar subtype. This change extends to almost any creature—constructs gleam and shine, other creatures become pristine and idyllic. If your subject changes form it retains the template. If the subject assumes a form the spell doesn't affect, the effect ends. The spell has no effect on aberrations, oozes, outsiders, undead, or vermin.

CHROMATIC ORB

School evocation [acid, cold, electricity, fire]

Level bard 3, magus 2, occultist 3, psychic 5, sorcerer/wizard 3, spiritualist 3

Casting Time 1 standard action

Components V, S, M (a multicolored marble)

Range short (25 ft. plus 5 ft./2 levels)

Duration instantaneous (see below)

Saving Throw Fortitude partial (see below); **Spell Resistance** no

You fire a scintillating orb of bright shifting colors at an opponent, striking automatically. A creature struck by the orb takes 1d8 points each of acid, cold, electricity, and fire damage and gains the dazzled condition for 1 minute. A creature's energy resistance applies normally, but only to the damage dealt by an applicable energy type. You instinctively

know which energy types dealt no damage or additional damage (such as due to vulnerability). A successful Fortitude save halves the damage from each energy type and negates the dazzling.

You fire one orb, plus an additional orb for every four caster levels beyond 5th (to a maximum of four orbs at 17th level). The orbs may be fired at the same or different targets, but all orbs must be aimed at targets within 30 feet of each other and fired simultaneously.

CHROMATIC SPHERE

School abjuration [acid, cold, electricity, fire]

Level bard 6, magus 6, occultist 6, psychic 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, F (a vibrantly painted eggshell)

Range personal

Target you

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes (see below)

You surround yourself with a thin shell of swirling multicolored energy. This energy gives you 8 points each of acid, cold, electricity, and fire resistance. Any creature striking you with its body or a handheld weapon deals damage to you normally, but takes 1d8 points each of acid, cold, electricity, and fire damage. If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack you. If a creature does take damage, you instantly know whether any of the energy types dealt no damage or dealt additional damage (such as due to vulnerability).

FLIES THEN HONEY

School enchantment (charm) [language-dependent, mind-affecting]

Level bard 6, magus 6, occultist 6, psychic 5, sorcerer/wizard 5

Casting Time 1 immediate action

Components V, S, F (a gold-covered tooth)

Range personal

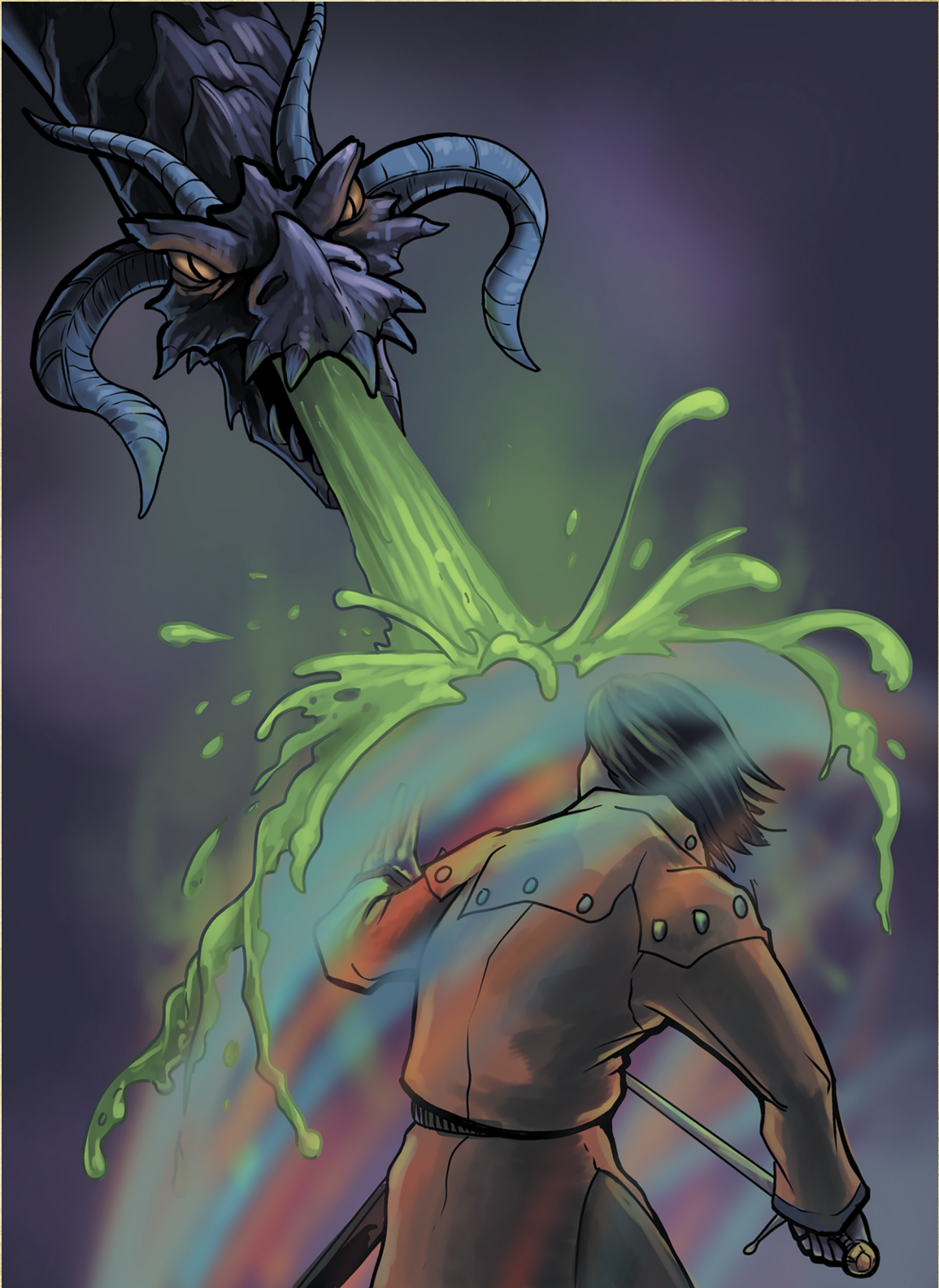
Target you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You cast this spell immediately when you or another creature fail with a Bluff, Diplomacy, or Intimidate check. You immediately offer soothing

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words to cover the blunder, even using the awkward initial comments to improve your delivery by comparison. You make a Diplomacy check with a bonus equal to your modifier for the ability that controls your spellcasting. If you succeed at the original DC, the failed check has no ill effects. If you succeed at the original DC by 5 or more, you influence the subject of the skill check normally (as if your check hit the initial DC).

HEAVENSPEAK

School evocation [fear, good]

Level bard 3, cleric 4, inquisitor 3, paladin 3, shaman 4, witch 4

Casting Time 1 standard action

Components V, S, DF

Range 30 ft.

Area all allies and foes within a 30-ft.-radius burst centered on you

Duration 1 round/level

Saving Throw Will partial (see below); **Spell Resistance** no

You produce a chant, homily, or song of profound goodness and virtue. Your delivery brings comfort and courage to your allies, healing them for a number of hit points equal to your caster level when the spell is cast. Additionally, each ally gains a +2 bonus on Will saving throws against compulsion and fear effects for the remainder of the spell's duration.

This perfect tone also agitates and punishes opponents with evil dispositions. Any evil creature that begins its turn in or enters the spell's area gains the shaken condition (including when the spell is first cast). Leaving the spell's area Any outsiders with the evil subtype, evil-aligned dragons, or undead within the spell's area when it is cast also take hit point damage equal to your caster level. A successful Will save halves the damage (for creatures damaged by the spell) and negates the shaken condition.

This spell only requires somatic and verbal components for bard or witch casters.

PRISMATIC BEAM

School evocation

Level bard 2, bloodrager 2, psychic 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a spotless square of white silk)

Range short (25 feet plus 5 ft./2 levels)

Target 1 creature, then 1 creature/level, no two of which can be more than 30 feet apart (see below)

Duration 1 round/level

Saving Throw see text; **Spell Resistance** yes

You fire a thin flashing beam of colored light with unpredictable magical effects. If you succeed at a ranged touch attack, your target is dazed for 1 round. The final color of the beam when it hits your target indicates the other effects of the spell.

PRISMATIC BEAM RESULTS

1	Red	10 points fire damage (Reflex half)
2	Orange	10 points acid damage (Reflex half)
3	Yellow	Electricity damage equal to 5 + your caster level (Reflex half)
4	Green	Nauseated 1 round (Fortitude negates)
5	Blue	Paralyzed 1 round (Fortitude negates)
6	Indigo	Confused (as <i>confusion</i> spell) 2 rounds (Will negates)
7	Violet	Target affected by <i>hostile juxtaposition</i> ^{UC} for 2 rounds (Will negates)
8	Struck by two beams	Roll twice more, ignoring any "8" results

CELESTIAL CHARACTER OPTIONS

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