



FEATS OF LEGEND:

20 WARPRIEST FEATS



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CREDITS

Designed & Written by: Brian Berg and Patrick Harn

Editing: Skip Twitchell

Cover Design: Brian Berg

Layout: Brian Berg

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CONTACT

Official Site: www.tpkgames.com

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Feedback: necro@tpkgames.com



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Crusader

Many are the battles you have fought in the name of god and country.

Prerequisite(s): Fervor class ability, BAB +5

Benefits: You gain a +1 bonus to attack rolls and damage with your deity's favored weapon. In addition, you reduce your worn armor's skill check penalty by 1, and increase the armor's maximum Dex bonus by 1.

Extra Blessing

Your attunement to your god grants you greater divinity through him/her.

Prerequisite: Blessing class feature, Knowledge (religion) 7 ranks

Benefit: You gain one additional Blessing. The extra blessing must match one of the domains of the deity you worship.

Extra Fervor

Your zeal grants you additional power.

Prerequisite(s): Fervor class ability

Benefit: You may use your Fervor class ability 3 more times per day.

Greater Project Aura

Your projected aura is extremely potent.

Prerequisite(s): Improved Project Aura

Benefit: As Improved Project Aura except that you may expend more Fervor points to increase the number of rounds your targets are either stunned or shaken. For every 2 Fervor points expended beyond the first, your targets are stunned (or shaken if saving throw is successful) for an additional round.

Additionally, the DC to resist the projected aura is increased by 1 for each Fervor point spent beyond the first needed to activate the ability.

For example, an 8th level good aligned war priest with a charisma of 15 may expend 3 points of his fervor ability to produce a greater projected aura against an evil anti-paladin. The anti-paladin would have to make a Will save of 18 (10 plus ½ warpriest level (4) plus charisma mod (2) plus 2 for the extra 2 points of Fervor the warpriest spent in the burst. If the anti-paladin fails the saving throw he would be stunned for 2 rounds. If he succeeds, he is still shaken for 2 rounds.

Greater Sacred Armor

Your holy fervor creates a bulwark of divine power.

Prerequisite(s): Improved Sacred Armor

Benefit: The enhancement bonus of your sacred armor ability increases by +1, to a maximum of a +6 bonus worth of enhancements.

Greater Sacred Weapon

Your holy fervor is channeled through your blade, dealing grievous wounds.

Prerequisite(s): Improved Sacred Weapon

Benefit: The enhancement bonus of your sacred weapon ability increases by +1, to a maximum of a +6 bonus worth of enhancements.

Improved Insightful Strike

Your faith and insight allow your blows to strike true.

Prerequisite(s): Insightful Strike

Benefits: You may add your Wisdom bonus when making critical confirmation checks with your deity's favored weapon.

Improved Project Aura

Your projected aura is powerful and inspiring to allies.

Prerequisite(s): Project Aura, Cha 15+

Benefit: Your aura improves to a 30-foot cone, and those affected targets that share your alignment gain a +1 morale bonus on saving throws for 1 minute.

Improved Sacred Armor

You are capable of withstanding your foes for an extended duration.

Prerequisite(s): Sacred Armor ability

Benefit: You gain a number of minutes to the duration of your sacred armor ability equal to your charisma modifier (minimum 1).

Improved Sacred Weapon

Your holy fervor is channeled through your blade, dealing grievous wounds.

Prerequisite(s): Sacred Weapon ability

Benefit: While activated, your sacred weapon is treated as though your warpriest level was +1 levels greater at 1st level and increases by +1 level at 5th level and every 5 levels thereafter. This only affects the damage the sacred weapon deals.

Insightful Strike

Your faith in your god guides your hand in combat.

Prerequisite(s): Wis 13+, ability to cast divine spells

Benefits: When attacking with a melee or ranged attack with your deity's favored weapon, you may substitute your Wisdom

bonus with your Strength or Dexterity bonus to determine your attack rolls.

Project Aura

You may project the power of your deity's alignment as a surge of radiant power that affects those you are not aligned with.

Prerequisite(s): Aura class ability, Fervor class ability, Cha 13+

Benefit: By expending a point of your Fervor as part of a full-round action, you may project your aura in a 15-foot cone that effectively doubles your War Priest class level for the purpose of determining if you overwhelm a creature of opposite alignment. Those of opposite alignment on the good / evil and chaotic / lawful axis are immediately affected as if they had cast *detect evil/good* or *detect chaos/law* and studied you for 3 rounds. The opponent may make a will save vs dc 10 plus ½ her warpriest level plus charisma modifier to reduce the effect from stunned to shaken.

Ranged Fervor

You may heal or harm foes at a distance with your Fervor ability.

Prerequisite(s): Fervor class ability, Wis 13+

Benefit: By expending 2 extra Fervor points, you may use your Fervor ability to heal allies or harm undead (or inflict wounds and heal undead if an evil warpriest) as a ranged touch attack within 30 feet. 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. The extra expenditure of Fervor points to make the ranged touch attack are sacrificed for that ability and do not count towards the number of dice the warpriest intends to heal or inflict.

Sacred Armor Boon

You may enhance your Sacred Armor with additional enchantments.

Prerequisite(s): Sacred Armor ability, Knowledge (religion) 5 ranks

Benefit: You may add the Bolstering, Crusading, Impervious, and Stanching enhancements to your list of Sacred Armor enhancements.

Sacred Armor Flexibility

You may choose different enhancements for your armor during combat.

Prerequisite(s): Sacred Armor and Fervor class abilities, Knowledge (religion) 5 ranks

Benefits: As a move action you may expend 1 of your Fervor points to switch the armor enhancement you have placed on your armor with your Sacred Armor ability. The enhancement must be one that you can use per the Sacred Armor ability. To have a different enhancement on your shield than your armor you must expend one additional Fervor point to enhance the shield.

Sacred Weapon Flexibility

You may choose different enhancements for your weapon during combat.

Prerequisite(s): Sacred Weapon and Fervor class abilities, Knowledge (religion) 5 ranks

Benefits: As a move action you may expend 1 of your Fervor points to switch the weapon enhancement you have placed on your focus weapon with your Sacred Weapon ability. The enhancement must be one that you can use per the Sacred Weapon ability. To switch additional weapons you must expend one additional Fervor point per weapon.

Summon Raiments

You can summon your holy armor and weapons at a moment's notice.

Prerequisite(s): Divine Energy class ability, Knowledge (religion) 3 ranks

Benefits: By expending 1 use of your divine energy ability as part of a full round action, the warpriest may summon a bonded suit of armor and weapon. The armor appears fully donned, and the weapon appears in hand. The warpriest must spend 100 gp and 8 hours in ritual to bond with an item.

Vigilant Blade

You can summon the power of your sacred weapon at a moment's notice.

Prerequisite(s): Sacred weapon class ability, Fervor class ability, Wis 13+

Benefits: By expending 1 point of fervor, the warpriest may enhance their sacred weapon as a free action. A warpriest may enhance multiple sacred weapons with this ability.

Normal: Warpriests normally enhance their weapons as a swift action.

Zealot's Strike

You channel your fervor into a blow that few can resist.

Prerequisite(s): Sacred weapon class ability, Cha 13+

Benefits: By expending 2 points of fervor, the warpriest may deal maximum damage on their next successful attack. In addition, if the attack is a critical hit, it gains a +4 sacred (or profane) bonus on critical confirmation rolls.

Zealous Healing

Your fervored healing boosts your allies' ability to withstand wounds.

Prerequisite(s): Fervor class ability, Wis 13+

Benefits: When you heal an ally with your fervor ability, hit points healed in excess of their maximum hit points become temporary hit points, up to a maximum amount equal to half your warpriest level (minimum 1).

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