

## GODSMAN

*"If at first you don't succeed, there's always your next life."*

-- Ranskin Marrowbone, Godsmen trainer

Practice makes perfect, and experience leads to wisdom. Such is the philosophy of the Believers of the Source, also known as the Godsmen. Everyone has the potential to become divine; only those who refine that potential and strip away the superfluous succeed and ascend to fulfill their destiny. The process may take a lifetime...or several lifetimes. A Godsmen is the epitome of patience.

### Becoming a Godsmen

Tact and charisma are the main characteristics of a Godsmen, as personal growth and introspection breed tolerance and a willingness to share one's experience with others. First and foremost, membership in the faction itself is necessary in order to pursue the prestige class. The majority of Godsmen are solitary folk such as rangers or sorcerers, and those born to the faction are often akashics (see *Arcana Evolved* by Malhavoc Press). Charisma is the key ability for a Godsmen, since it influences so many class abilities.

### Entry Requirements

- **Base Will Save:** +5.
- **Skills:** Craft (blacksmithing) 5 ranks, Diplomacy 7 ranks, Perform 5 ranks.
- **Special:** Membership in the Believers of the Source faction.

Godsmen					Hit Die: d8	
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Persuasiveness +5	+1 level of existing spellcasting class
2	+1	+3	+0	+3	Refinement	--
3	+2	+3	+1	+3	Personal improvement	+1 level of existing spellcasting class
4	+3	+4	+1	+4	Persuasiveness +10, spark of divinity	--
5	+3	+4	+1	+4	Personal improvement	+1 level of existing spellcasting class
6	+4	+5	+2	+5	Spark of divinity	--
7	+5	+5	+2	+5	Persuasiveness +15, personal improvement	+1 level of existing spellcasting class
8	+6	+6	+2	+6	Spark of divinity	--
9	+6	+6	+3	+6	Personal improvement	+1 level of existing spellcasting class
10	+7	+7	+3	+7	Persuasiveness +20, spark of divinity	--
<b>Class Skills (4 + Int modifier per level):</b> Appraise, Bluff, Concentration, Craft, Diplomacy, Gather Information, Intimidate, Knowledge (any), Perform, Profession, Sense Motive.						



## Class Features

As a Godsgman, you manifest tangible proof that your pursuit of refinement and divinity is a valid philosophy.

- **Spellcasting:** At 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup> level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a Godsgman, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.
- **Persuasiveness (Su):** You gain a +5 competence bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks. This bonus increases to +10 at 4<sup>th</sup> level, +15 at 7<sup>th</sup> level, and +20 at 10<sup>th</sup> level.
- **Refinement (Su):** In a tangible example of the Godsgmen tenet of reincarnation, you can purify a nonmagical, nonmasterwork object, doubling its current gold piece value. You can use this power to straighten an arrow shaft, remove flaws from a gemstone, remove dents from a shield, and so on. Only one cubic foot of material per level can be affected, and it requires a full-round action. A particular object may only be affected once by this ability. You can use refinement up to three times per day.
- **Personal Improvement:** When you reach 3<sup>rd</sup> level as a Godsgman, you may increase one ability score by 1 point. This is not an enhancement bonus; it is an ability score increase. You may do this again at 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup> level.
- **Spark of Divinity (Ex):** When you reach 4<sup>th</sup> level as a Godsgman, choose one ability from the following list:
  - Damage reduction 5/magic
  - Resistance to acid 5
  - Resistance to cold 5
  - Resistance to electricity 5
  - Resistance to fire 5
  - Resistance to sonic 5
  - Spell resistance 5 + Godsgman levelAt 6<sup>th</sup>, 8<sup>th</sup>, and 10<sup>th</sup> level you may choose another ability from the list. A particular ability may only be chosen once.

## Ex-Godsgmen

If you ever choose to leave the Believers of the Source, you still retain all of the features of this prestige class. Even though you no longer wish to achieve your ultimate potential, you still retain the benefits of the lessons that you learned.

## Playing a Godsgman

You believe everyone has the potential to become a god. All individuals are equal, just not at the same stage of personal development. Because of this, you are tolerant of others' shortcomings and willing to become a teacher if any individual is humble enough to become a student. Even if your wisdom falls upon deaf ears, the act of imparting that wisdom may well be a part of your own growth, and therefore you persevere even in the face of adversity.

## Combat

Violence may well be a solution to some problems, but it plays little part in your personal growth. Your skill lies in the force of your personality, although you may



improve your body as you advance as a Godsmen. Rather than brute force, trickery and dominance are your assets in combat. Feint instead of charge; intimidate instead of feint. If all else fails, the next life will bring you one step closer to enlightenment.

### **Advancement**

You can only gain access to this prestige class through membership in the Believers of the Source faction. As you gain levels, your personality becomes your most powerful tool, and you take on minor qualities of divinity. It is your choice to improve your mind or body, or achieve a careful balance between the two. The ultimate focus of your personal development is up to you, but it would be best to keep the future in mind.

### **Resources**

By far, your faction is your greatest resource. Its power and influence can gain you contact and equipment, as well as access to magic that only those embracing your philosophy can truly master. Since your advancement as a Godsmen offers you little in the way of combat expertise or protection, be sure to procure such items as you need to ensure you continue on your chosen path of development.



## Godsmen in the Multiverse

*"They're deluded in thinking they can achieve divinity, and such blasphemy can only lead to their destruction."*

-- Marissa Peasblossom, cleric of Yondalla

A Godsmen is a good way to introduce any supplemental rules to your campaign, such as the akashic class from *Arcana Evolved*, prestige race alterations from *Oathbound*, or the dual-school spells from the *Player's Handbook II*. If you are interested in incorporating the rules for divine ascension from *Deities and Demigods*, Godsmen and the Believers of the Source are the logical choice to do so. This character should be patient and kindly, almost the direct opposite of most savvy planars. A Godsmen makes a good patron for any Clueless getting their first taste of the planes.

### Daily Life

Daily life for a Godsmen is one of discipline and repetition. Study and reflection are key to plumbing the depths of one's potential, and the faction believes in fostering such behavior. Everyone, no matter what their status, takes a turn at the forges of the Great Foundry, manufacturing mundane metal implements for the denizens of Sigil and beyond. The tempering and shaping of common iron is a metaphor for the process of forging one's divinity, and all participants come to that realization, given time.

### Notables

First and foremost of the Godsmen is Factol Ambar Vergrove, head of the Believers of the Source. Another notable is Black Marian, an oracle based in Sigil. Yet another is Ranskin Marrowbone, a Godsmen trainer born into the faction and responsible for the Namer barracks at the Great Foundry. These three individuals demonstrate the three stages of Godsmen development – encouragement (Ranskin), instruction (Black Marian), and introspection (Factol Ambar).

### Organization

Godsmen are organized within the structure of the faction itself, but they are always at least factors. See the Believers of the Source affiliation for more information.

### NPC Reactions

For the most part, Godsmen have a good relationship with members of the other factions. The Athar find the doctrine of inherent divinity abhorrent, but they applaud the Godsmen's emphasis on self-development and introspection. The Doomguard harbor the belief that ascension to divinity is contrary to entropy, but there's no denying that the gods are the greatest destroyers in the multiverse. Because of their charismatic personalities, Godsmen are welcome almost everywhere in the multiverse, and many are sought out as teachers and mediators.

### Godsmen Lore

Characters with ranks in Knowledge (the planes) or Knowledge (local – Sigil) can research Godsmen to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

- **DC 10:** Godsmen are elite members of the Believers of the Source faction, based in Sigil.
- **DC 15:** Godsmen are masters of debate with forceful, charismatic personalities.



- **DC 20:** Godsmen develop minor supernatural defenses over time that foreshadow their claim to divinity.

### Godsmen in the Game

Godsmen are a good introduction to Sigil, offering new arrivals a place to stay and a job at the Great Foundry, all the while expounding on the virtues of self-realization and the goal of divinity. Godsmen can also be encountered as craftsmen and teachers, and occasionally as lawyers, thanks to their Charisma-based skills. In a campaign focused more on roleplaying than combat, Godsmen make a good choice for player characters. If a party consists of members from different factions, a Godsmen character can act as a buffer between faction members that don't normally cooperate. In a campaign focusing on proxies, gods, and/or with an eye to epic levels, Godsmen are also a good choice because of the faction's philosophy.

### Adaptation

The Godsmen prestige class can be completely divorced from the Believers of the Source faction, instead becoming a religious or philosophical sect in an isolated area. Alternately, Godsmen can be integrated into the religions of a campaign as "divine mouthpieces," given their bonuses for Charisma-based skills.

### Sample Encounter

Encounters with Godsmen are not unique affairs, but they give an opportunity to introduce the Believers of the Source philosophy.

**EL 9:** Ranskin Marrowbone is a trainer in charge of the Namer dorms at the Great Foundry, much akin to a drill sergeant in the military. He pairs the recruits with craftsmen to learn the appropriate skills, drills the Namers in the appropriate meditation and self-actualization techniques, and ensures no other faction recruiters try to lure the fresh-faced Believers away. In his spare time, he does some recruiting of his own, which is the best way for player characters to meet him.

### Ranskin Marrowbone

**CR 9**

Male tiefling akashic 6/Godsmen 3

LN Medium Outsider (native)

**Init** +2

**Senses** darkvision 60 ft; Listen +9, Spot +9

**Languages** Common, Draconic, Elven, Goblin, Infernal, Orc

**Affiliation Score** 17

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**AC** 19 (+2 Dex, +8 armor, -1 max Dex), touch 11, flat-footed 18 [**22/14/21 minor battle memory**]

**HP** 33 (9 HD)

**Fort** +5 (+6 good, +9 poison), **Ref** +3 (+4 good), **Will** +8 (+9 good)

**Resistances** cold 5, electricity 5, fire 5

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**Speed** 30 ft (20 ft in armor)

**Melee** dagger +5/+0 (1d4-1/19-20) [**dagger +8/+3**]

**Melee** masterwork longsword +6/+1 (1d8-1/19-20)

**Ranged** dagger +8 (1d4-1/19-20, 10 ft)

**Ranged** +1 *shortbow of distance* +9/+4 (1d6+1/x3, 120 ft)

**Base Atk** +6

**Grp** +5

**Atk Options** Combat Expertise, Improved Disarm, Improved Feint, Improved Trip, minor battle memory, sneak attack +1d6



## SA

**Combat Gear** arrows (20), *elixir of fire breath*, potion of *bull's strength*, potion of *invisibility*

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### Spell-like Abilities (CL 8):

- 1/day – *darkness*
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**Abilities** Str 9, Dex 15, Con 10, Int 18, Wis 11, Cha 12

**SQ** delve into collective memory 6/day, minor akashic abilities (bonus feat, minor battle memory, sneak attack +1d6), perfect recall, personal improvement (1), persuasiveness +5, refinement, skill memory 3/day

**Feats** Combat Expertise, Fiendish Heritage, Improved Disarm, Improved Feint, Improved Trip

**Skills** Appraise +4 (+6 blacksmithing), Bluff +17, Craft (blacksmithing) +13, Diplomacy +19, Disguise +1 (+3 acting), Escape Artist +11, Gather Information +15 (+17 Sigil), Heal +9, Hide +13, Intimidate +8, Knowledge (local – Sigil) +17, Knowledge (the planes) +17, Listen +9, Perform (oratory) +15, Sense Motive +12, Sleight of Hand – (+6 skill memory), Spot +9, Survival +0 (+2 planes), Use Rope +2 (+4 bindings)

**Possessions** Combat gear, full plate armor, masterwork longsword, dagger, +1 *shortbow of distance*, 170 gp

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**Darkness (Sp):** As a standard action, Ranskin can create a 20-ft-radius cloud of magical darkness around himself, granting him concealment (20% miss chance). The effect lasts for 1 hour.

**Delve into Collective Memory (Su):** After concentrating for 10 minutes, Ranskin may make a special Intelligence check with a bonus equal to his akashic level in order to recall relevant information about notable persons, places, or things. He may not take 10 or 20 when making this check. This ability is usable six times per day.

**Minor Battle Memory (Su):** Once per day as a full-round action, Ranskin can gain a +3 competence bonus on attack and damage rolls, and a +3 dodge bonus to AC. This ability lasts for 6 rounds.

**Perfect Recall (Ex):** Ranskin doubles his Intelligence bonus when making Knowledge checks. This bonus is not cumulative with the skill memory class ability.

**Personal Improvement:** Ranskin increased his Charisma by 1 point.

**Persuasiveness (Su):** Ranskin gains a +5 competence bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks.

**Refinement (Su):** Three times per day as a full-round action, Ranskin can double the gold piece value of a nonmagical, nonmasterwork item of up to 6 cubic feet in size.

**Skill Memory (Su):** After concentrating for a full round, Ranskin gains a +2 bonus on a single skill check he makes the next round. He can use this ability three times per day.

**Sneak Attack (Ex):** Whenever Ranskin flanks an opponent or catches an opponent flat-footed, he deals an additional +1d6 points of damage. If attacking with a ranged weapon, he may deal his sneak attack damage up to 30 feet away.

