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ABANDONED ARTS® PRESENTS:

FEATS OF FAITH

EIGHT NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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CLEANSING FLAMES

You can channel a divine flame with which to burn away undead monsters.

PREREQUISITES: channel energy or lay on hands class features, access to the Fire or Sun domains (or any subdomain thereof)

BENEFIT: When you use the channel energy or lay on hands class features to damage undead creatures, you may choose for that ability to deal fire damage. If an undead creature receives fire damage from your channel energy or lay on hands class features, it must succeed on a Reflex saving throw equal to the damage dealt or catch fire.

DEAD REST

You may enter a state of restfulness which is indistinguishable from death.

PREREQUISITES: access to the Evil, Death, Repose, or Trickery domains (or any subdomain thereof), ability to cast a necromancy spell of 5th-level or higher

BENEFIT: You may perform a minute-long divine ritual before resting or sleeping. If you do, you may enter a supernatural sleep in which you are effectively dead. You count as a dead creature for the purposes of spells such as *deathwatch* or *speak with dead*, and any creature that examines you will perceive you as a relatively fresh corpse. Any spell that would raise you from the dead simply awakens you instead. You may not be the target of any spell or effect which could not affect a corpse or an object.

You may choose to wake from this state normally, though after waking, you must wait at least 1 hour before you may perform the divine dead rest ritual again. This is a supernatural ability.

FORTUNATE FAITH

Your faith may rescue you from death's door.

PREREQUISITES: access to the Luck or Protection domains (or any subdomain thereof), ability to cast an abjuration spell of 3rd-level or higher

BENEFIT: Whenever your hit points fall to -1 or less, you gain DR/– equal to the level of the highest-level divine spell that you have prepared. This benefit persists until your hit points reach 0 or higher. If the level of the highest-level spell available to you changes, so does the amount of damage reduction granted by this feat. This damage reduction does not stack with damage reduction from any other source.

HOLY SLAYER

Your divine mission to seek out and destroy the abominable undead has made you adept at marrying opportune martial attacks with channeled positive energy.

PREREQUISITES: non-evil alignment, access to the Good or Sun domains (or any subdomain thereof), channel energy 2d6, sneak attack 2d6

BENEFIT: Once per round, when you deal sneak attack damage to an undead creature, you may deal an additional amount of damage equal to your channel energy dice to that creature. This ability does not expend a daily use of your channel energy ability.

LEY LONGEVITY

The ley lines that run through your bonded terrain grant you long life and vitality.

PREREQUISITES: access to any terrain domain¹

BENEFIT: For every five years that you spend primarily occupying a terrain type matching one of your terrain domains, you age only a year. As long as you occupy a terrain type that matches one of your terrain domains, you gain a +2 sacred bonus on saving throws against death and necromancy effects, and on Knowledge (geography) and Knowledge (local) skill checks relevant to that terrain. This is a supernatural ability.

RELIQUARY ANTIQUARIAN

You possess an encyclopedic knowledge of religious artifacts.

PREREQUISITES: access to the Artifice or Knowledge domains (or any subdomain thereof) or Appraise 3 ranks and Knowledge (religion) 3 ranks

BENEFIT: You can use the Knowledge (religion) skill in place of the Spellcraft skill to identify the properties of magic items with religious significance, including magic items whose construction requires a spell found on the cleric or inquisitor spell list.

Additionally, you gain a +2 bonus on skill checks made to bargain for such items (see the *Pathfinder® Roleplaying Game: Ultimate Campaign* sourcebook).

SPELL CHANNEL

You can channel spells through your holy symbol.

PREREQUISITES: Int 11, access to the Magic domain (or any subdomain thereof), channel energy 2d6, any two metamagic feats

BENEFIT: Once per round, when you channel energy, you may choose to expend any number of additional daily uses of that ability. If you do, you may cast a spell as a swift action as a part of the same action used to channel energy. Any spell cast in this way must have a spell level equal to the number of additional uses of channel energy that you expended to gain the benefits of this feat, and the selected spell may not target any creature that is not included in the area of your channeled energy. Spells which do not target one or more creatures may not be cast in this way.

ZEALOT'S CONVICTION

You can cast spells with verbal components while raging.

PREREQUISITES: Cha 15, ability to cast divine spells, access to the Strength or War domain (or any subdomain thereof), moment of clarity rage power, rage class feature

BENEFIT: You can cast divine spells with exclusively-verbal components (but not spells with divine focus, focus, material, somatic, or other components, or spells which do not have verbal components) while raging.

¹ See the *Pathfinder® Roleplaying Game: Ultimate Magic™* sourcebook.



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