

Everyman Minis

Cleric Options



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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

EVERYMAN MINIS combines top *PATHFINDER ROLEPLAYING GAME* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *EVERYMAN MINIS* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *EVERYMAN MINIS* are intended to add something cool or weird to the *PATHFINDER ROLEPLAYING GAME*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *EVERYMAN MINIS* you’ll feel the same!

~ Alexander Augunas



New Feat

The following feat is available to characters who meet the listed prerequisites.

Domain Flexibility

You can hone your mastery over your deity’s domains, allowing you to slightly alter how you manifest your deity’s power.

Prerequisites: Domain class feature, cleric level 4th.

Benefit: Choose one domain or subdomain that you possess.

If you chose a domain, each day when you prepare your spells for the class that granted you the chosen domain, you can choose to gain the domain powers of one subdomain associated with the chosen domain instead of the domain’s usual domain powers until the next time you prepare your spells. If you chose a subdomain, each day when you prepare your spells for the class that granted you the chosen subdomain, you can choose to gain the domain powers of your deity’s domain that is associated with the chosen subdomain instead of the subdomain’s usual domain powers until the next time you prepare your spells.

This ability doesn’t allow you to change your chosen domain or subdomain’s list of domain spells, nor does it allow you to gain the domain powers of a cleric domain that your deity can’t normally grant. You cannot benefit from this ability if you have an archetype or some other ability that prevents you from choosing a different domain or subdomain.

Special: You can select this feat multiple times. Each time you do, you must select a different domain.

New Archetypes

The following archetypes are available to cleric characters.

Bloodseeker (Cleric Archetype)

Avatars of powerful deities devoted to war and violence, bloodseekers fight to spill the blood of their enemies in defense of their homes, for the glory of their god or faith, or simply to revel in the carnage and devastation they bring.

Diminished Spellcasting: A bloodseeker only selects one domain, which must be the War domain or the Blood subdomain. If she worships a deity, it must possess the War domain. In addition, bloodseeker's number of non-domain spells per day for each spell level is one less than normal. If this reduced the number of spells per day that the bloodseeker would receive to zero, she receives only the spells she would be entitled to based on her Wisdom score, plus her domain spell for the level.

This ability alters domains and the standard cleric's spellcasting.

Enhanced Battle Rage: A bloodseeker can use the War domain's battle rage domain power to target herself as a free action. When she does so, she gains a +2 bonus on weapon attack rolls and damage rolls equal to half her cleric level (minimum 1). These bonuses only apply on attacks made with her deity's favored weapon, and the bonuses are sacred bonuses if the bloodseeker is good or profane bonuses if she is evil. If the bloodseeker is neutral, she must select profane or sacred bonuses. Once made, this choice cannot be changed.

Each time the bloodseeker uses the battle rage domain power, the bonuses she gains last for a number of rounds equal to 1 + her Charisma bonus (minimum 0). A bloodseeker cannot target creatures other than herself with the battle rage domain power.

This ability alters the battle rage domain power and replaces channel energy 1d6.

Battle Rage Powers: At 3rd level, a bloodseeker gains a barbarian rage power, using her cleric level as her effective barbarian level for all purposes. The bloodseeker gains the benefits of rage powers only while under the effects of her battle rage domain power, and she cannot benefit from rage powers that modify a barbarian's rage class feature.

A bloodseeker can only select totem rage powers if they correspond to her deity's list of available cleric domains. For example, a bloodseeker can only select celestial totem rage powers if her deity has the Good domain, beast totem rage powers if her deity has the Animal domain, or dragon totem rage powers if her deity has the Scalykind domain. The GM can waive this restriction at her discretion if a deity's areas of concern or the cleric's backstory make such a waiver appropriate.

At 5th level and every 2 levels thereafter, the bloodseeker gains an additional rage power.

This ability replaces all later iterations of the channel energy ability.

Weapon Expertise (Ex): At 4th level, the bloodseeker can draw her deity's favored weapon as a free action as if she

had the Quick Draw feat. In addition, she gains a +2 bonus on attack rolls to confirm critical hits with her deity's favored weapon. Finally, her cleric levels count as fighter levels and stack with any fighter levels she possesses for the purpose of meeting the prerequisites of feats that specifically select her deity's favored weapon, such as Weapon Specialization.

Grievous Injury (Su): At 8th level, whenever the bloodseeker successfully deals damage to a creature with her deity's favored weapon, she may sacrifice a prepared cleric spell of 1st level or higher as a swift action in order to inflict a grievous injury upon her foe. This spell is not cast; its power simply fuels this ability. When she uses this ability, the bloodseeker chooses one of the injuries listed below and inflicts it upon her target for a number of rounds equal to the spell's level.

Bewildered: The target takes a -2 penalty to AC. Against attacks made by the bloodseeker, the target takes an additional penalty equal to half the spell level of the sacrificed spell.

Bleed: The target takes bleed damage equal to the spell level of the sacrificed spell. Bleeding creatures take this damage every round for the injury's duration at the start of their turn. Bleed damage from this injury doesn't stack with itself, and it bypasses any damage reduction the target might possess.

Disoriented: The target takes a -2 penalty on attack rolls. When attacking the bloodseeker, the target takes an additional penalty on its attack rolls equal to half the spell level of the sacrificed spell.

Hampered: All of the target's speeds are reduced by 5 feet per level of the sacrificed spell (to a minimum of 5 feet). In addition, the target cannot take a 5-foot step.

These penalties do not stack with themselves, but additional grievous injuries add their duration to the existing injury's duration. A creature cannot suffer from more than one injury from this ability at a time. If a new injury is applied, the old injury immediately ends. A grievous injury can be removed by a successful Heal check (DC 15 + the spell level of the sacrificed spell + the bloodseeker's Wisdom modifier). The grievous injury is also removed if the injured target receives an amount of magical healing that equals or exceeds the total amount of hit point damage done by the attack that triggered the grievous injury.

Flame Warden (Cleric Archetype)

Flame wardens are followers of deities of flame and fire. Worshipping fire in all its shapes and forms, flame wardens possess a dazzling array of fiery powers and abilities that have been gifted unto them by their god.

Weapon and Armor Proficiency: A flame warden is proficient with all simple weapons and light armor. Flame wardens are also proficient with their deity's favored weapon.

This replaces the standard cleric's weapon and armor proficiencies.

Domains: A flame warden only gains one domain, which must be the Fire domain (she cannot select any of the Fire domain's subdomains either). If she worships a deity, it must

grant the Fire domain.

This ability alters domains.

Channel Fire (Su): At 1st level, a flame warden gains Elemental Channel (fire) as a bonus feat. Whenever a flame warden channels energy to heal, she can only heal creatures with the fire subtype. Whenever she uses channel energy to cause damage, she can choose to harm creatures with the fire subtype using Elemental Channel or deal fire damage to all creatures without the fire subtype.

A flame warden cannot heal creatures without the fire subtype, even if she possesses abilities or feats like Alignment Channel or Elemental Channel with different elemental subtypes. A flame warden counts herself as a creature with the fire subtype for the purpose of this effect.

This ability alters channel energy.

Enhanced Fire Bolt (Su): At 1st level, a flame warden can sling magical bolts of fire at will by shooting a bolt or touching her foe. A melee fire bolt is a melee touch attack while a ranged fire bolt is a ranged attack with a range of 30 feet. A fire bolt deals 1d6 points of fire damage plus your Charisma modifier, plus an additional 1 point of fire damage for every 4 cleric levels you have.

Attacking with a fire bolt takes the place of one of the flame warden's normal attacks, and you can make a full attack using fire bolts. The flame warden attacks with flame bolts as if they were light one-handed weapons, and the bolts can be used for two-weapon fighting (with each hand creating one fire bolt) and feats and abilities that apply to weapon attacks (unless they're excluded from that feat, such as with Power Attack). Weapon Focus (ray) doesn't apply to fire bolts, but a flame warden can take Weapon Focus (fire bolt) and apply it to both melee and ranged fire bolts.

Creating a fire bolt requires the hand to be free, but the bolt only appears briefly, so a flame warden has a free hand any time she isn't attacking with a fire bolt. The flame warden threatens with a fire bolt, but only if she has a hand free. Because fire bolts are impermanent, a spell that targets a single weapon (like magic weapon) can't affect it, nor can a fire bolt be made with magic weapon special abilities. Abilities that affect all weapon attacks that the flame warden makes function with fire bolts.

This ability alters the fire bolt domain power.

Spontaneous Pyromancy: A flame warden can channel stored spell energy into fire spells that she did not prepare ahead of time. The flame warden can "lose" any prepared spell that is not an orison or domain spell in order to cast any fire elemental wizard spell of a lower level (see *PATHFINDER ROLEPLAYING GAME: ADVANCED PLAYERS GUIDE*). These spells count as divine spells on the cleric spell list when cast in this manner, but this ability doesn't allow the flame warden to treat those spells as being on her spell list for other purposes (such as activating spell completion or spell trigger magic items).

This ability replaces spontaneous casting.

Shape the Flame (Su): At 4th level, whenever the flame

warden uses her channel fire ability, she can shape the fire that she channels into a 30-foot cone or a 120-foot line instead of a 30-foot radius burst. If she gains the versatile channel holy vindicator class feature, she increases the area of her cone or radius burst by 10 feet or her line by 20 feet.

Engulfing Flames (Su): At 8th level, whenever the flame warden uses her channel fire ability, she can spend 2 daily uses of that ability instead of 1 in order to infuse her fire with divine energy. When using this ability, half of any damage that the flame warden deals with channel fire results directly from divine energy, and is therefore not subject to fire resistance or immunity.

If the flame warden has the Quick Channel^{APG} feat, she can use this ability in conjunction with that feat by spending a total of 3 of her daily uses of channel fire.

Spellkeeper (Cleric Archetype)

Devoted to deities of great magical power and skill, spellkeepers study magic in order to better understand their deity and faith.

Weapon and Armor Proficiency: A spellkeeper is proficient with all simple weapons and light armor. Spellkeepers are also proficient with their deity's favored weapon. Unlike most divine spellcasters, a spellkeeper suffers arcane spell failure while wearing medium or heavy armor, or while wielding a tower shield, even if she is proficient in the armor's use.

This replaces the standard cleric's weapon and armor proficiencies.

Domains: A spellkeeper only gains one domain, which must be the Magic domain (not including subdomains). If she worships a deity, it must grant the Magic domain.

This ability alters domains.

Arcane Bond (Su): At 1st level, a spellkeeper gains arcane bond, as the wizard class feature, using her cleric level as her wizard level. A spellkeeper cannot bond with a familiar, and if she binds with a weapon, it must be her deity's favored weapon. When using her bonded object to cast a spell, she may cast any spell from the cleric spell list.

Arcane Reservoir (Su): At 1st level, a spellkeeper's god grants her a reservoir of magical energy that she can draw upon to enhance her divine spells and abilities. This functions as an arcanist's arcane reservoir class feature. If the spellkeeper possesses levels in another class that grants points to an arcane reservoir, points from the spellkeeper class stack with those gained from the other class to determine the total number of points in the arcane reservoir. The spellkeeper can use points from this combined arcane reservoir to power the abilities of every class she possesses that grants an arcane reservoir.

This ability replaces channel energy 1d6.

Arcane Spellkeeping: A spellkeeper can channel stored spell energy to arcane spells that she did not prepare ahead of time. The spellkeeper can "lose" any prepared spell that is not an orison in order to cast any spell from the sorcerer/wizard spell list that is also on the cleric spell list. A spellkeeper can lose her

domain spells to cast sorcerer/wizard spells in this manner.

This ability replaces spontaneous casting.

Arcane Gifts: At 3rd level and every 2 levels thereafter, a spellkeeper gains an arcane gift from her deity that allows her to use her arcane reservoir in new ways. Unless otherwise noted, each arcane gift can be selected only once, and once chosen it cannot be changed.

This ability replaces all later iterations of the channel energy ability.

Arcanist Exploits: The spellkeeper can select an arcanist exploit in place of an arcane gift. The spellkeeper uses her cleric level as her arcanist level for the purpose of determining the effects of these exploits. The spellkeeper can select this gift multiple times. This ability doesn't allow a spellkeeper to meet the prerequisites of the Extra Arcanist Exploit feat.

Arcane Strike: The spellkeeper gains Arcane Strike as a bonus feat, ignoring its prerequisites. In addition, the spellkeeper counts as having the ability to cast arcane spells for the purpose of meeting the prerequisites of feats that list Arcane Strike as a prerequisite, and her divine spells and spellcasting count as arcane spells and spellcasting for the purpose of meeting all prestige class requirements.

Improved Arcane Spellkeeping: When using arcane spellkeeping to "lose" a prepared cleric spell, a spellkeeper can cast any spell on the sorcerer/wizard spell list that isn't on the cleric spell list, provided the sorcerer/wizard spell is at least one spell level lower than the lost cleric spell and she has the Spell Focus feat with that spell's school. For instance, a spellkeeper with the Spell Focus (evocation) feat can lose a 3rd-level cleric spell to cast any 3rd-level sorcerer/wizard spell that is also on the cleric spell list, or any 2nd-level sorcerer/wizard spell that is not on the cleric spell list.

When spontaneously casting a spell that is not on the cleric spell list in this manner, the spellkeeper does not apply the benefits of her feats (if any) to the spell, including Spell Focus, and cannot enhance the spell with her arcane reservoir or arcane gifts. These spells count as divine spells on the cleric spell list when cast in this manner, but this ability doesn't allow the spellkeeper to treat those spells as being on her spell list for other purposes (such as activating spell completion or spell trigger magic items).

Mystic Recall (Su): As a swift action, a spellkeeper with this gift can recall any domain spell that she has already prepared and cast that day by expending a number of points from her arcane pool equal to the spell's level (minimum 1). The domain spell is prepared again, just as if it had not been cast. The spellkeeper must be at least 7th level before selecting this gift.

Spellstrike (Su): The spellkeeper gains the spellstrike magus class feature. She can only use this ability when casting spells from classes that grant an arcane reservoir with a range of touch.

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