



THE CLERIC

REFORGED



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INTRODUCTION

The 'Reforged' classes line explores each class in depth, amping up the fun and playability of each class so that they all feel as though they are on par with one another. We have attempted to address some of the major criticisms of the class with an effort not to make them simply more powerful, but rather more fun to play in a manner that *feels* more in line with their concepts.

Why is it that clerics are the butt of so many jokes in gaming? No one wants to play the heal-bot, right? But clerics should be so much more than just a support class that exists only to refill other players hit points.

The cleric is a divine conduit. They are the voice, the arm and the will of their gods. Clerics should be able to do a lot in the name of their gods. Their play style should reflect that.

The *Cleric Reforged* is all that and more. We've made some changes and granted some options to the style of clerics in play. We've added a host of new options to how you can channel divine energy, letting you be both better at healing and dealing damage to undead and those vulnerable to your channels.

THE CLERIC REFORGED

In faith and the miracles of the divine, many find a greater purpose. Called to serve powers beyond most mortal understanding, all priests preach wonders and provide for the spiritual needs of their people. Clerics are more than mere priests, though; these emissaries of the divine work the will of their deities through



strength of arms and the magic of their gods. Devoted to the tenets of the religions and philosophies that inspire them, these ecclesiastics quest to spread the knowledge and influence of their faith. Yet, while they might share similar abilities, clerics prove as different from one another as the divinities they serve, with some offering healing and redemption, others judging law and truth, and still others spreading conflict and corruption. The ways of the cleric are varied, yet all who tread these paths walk with the mightiest of allies and bear the arms of the gods themselves.

Role: More than capable of upholding the honor of their deities in battle, clerics often prove stalwart and capable combatants. Their true strength lies in their capability to draw upon the power of their deities, whether to increase their own and their allies' prowess in battle, to vex their foes with divine magic, or to lend healing to companions in need. As their powers are influenced by their faith, all clerics must focus their worship upon a divine source. While the vast majority of clerics revere a specific deity, a small number dedicate themselves to a divine concept worthy of devotion—such as battle, death, justice, or knowledge—free of a deific abstraction. (Work

with your GM if you prefer this path to selecting a specific deity.)

Alignment: A cleric's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis.

Hit Die: d8

Starting Wealth: 4d6 × 10 gp (average 140 gp.)
In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The cleric's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (local), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks Per Level: 4 + Int modifier.

Table: Cleric

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day												
						0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th			
1st	+0	+2	+0	+2	Aura, channel energy 1d6 (30'), domains, orisons, spontaneous casting	3	2	—	—	—	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Divine Insight	4	3	—	—	—	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Channel energy 2d6	4	3	2	—	—	—	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Divine Providence	4	4	3	—	—	—	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Channel energy 3d6	4	4	3	2	—	—	—	—	—	—	—	—	—
6th	+4	+5	+2	+5		4	4	4	3	—	—	—	—	—	—	—	—	—
7th	+5	+5	+2	+5	Channel energy 4d6 (40')	4	5	4	3	2	—	—	—	—	—	—	—	—
8th	+6/+1	+6	+2	+6		4	5	4	4	3	—	—	—	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Channel energy 5d6	4	5	5	4	3	2	—	—	—	—	—	—	—
10th	+7/+2	+7	+3	+7		4	5	5	4	4	3	—	—	—	—	—	—	—
11th	+8/+3	+7	+3	+7	Channel energy 6d6	4	5	5	5	4	3	2	—	—	—	—	—	—
12th	+9/+4	+8	+4	+8		4	5	5	5	4	4	3	—	—	—	—	—	—
13th	+9/+4	+8	+4	+8	Channel energy 7d6	4	5	5	5	5	4	3	2	—	—	—	—	—
14th	+10/+5	+9	+4	+9		4	5	5	5	5	4	4	3	—	—	—	—	—
15th	+11/+6/+1	+9	+5	+9	Channel energy 8d6 (50')	4	5	5	5	5	5	4	3	2	—	—	—	—
16th	+12/+7/+2	+10	+5	+10		4	5	5	5	5	5	4	4	3	—	—	—	—
17th	+12/+7/+2	+10	+5	+10	Channel energy 9d6	4	5	5	5	5	5	5	4	3	2	—	—	—
18th	+13/+8/+3	+11	+6	+11		4	5	5	5	5	5	5	4	4	3	—	—	—
19th	+14/+9/+4	+11	+6	+11	Channel energy 10d6	4	5	5	5	5	5	5	5	4	4	—	—	—
20th	+15/+10/+5	+12	+6	+12	Aura of Purity (Profanity)	4	5	5	5	5	5	5	5	5	5	5	5	5

CLASS

FEATURES

The following are class features of the cleric.

Weapon and Armor Proficiency

Clerics are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). Clerics are also proficient with the favored weapon of their deities.

Player Option: A cleric may choose at 1st level whether or not they are proficient with medium armor. If they choose to lose the medium armor proficiency, they may gain a single crafting or metamagic feat they qualify for as a bonus feat instead.

Designer Note: In some settings, not all clerics are gifted with the ability to don medium (or better) armor and do physical battle. Some are more reserved, guiding their followers, and are of a more spiritual or metaphysical nature. This option gives clerics more versatility.

Aura (Ex)

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see detect evil for details).

Spells

A cleric casts divine spells which are drawn from the cleric spell list. Her alignment, however, may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells. A cleric must choose and prepare her spells in advance.

To prepare or cast a spell, a cleric must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the cleric's Wisdom modifier.

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Cleric. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells).

Clerics meditate or pray for their spells. Each cleric must choose a time at which she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Channel Energy (Su)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius plus an additional 10' at 7th and 15th level, centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus the cleric's Charisma modifier, plus 1d6 points of damage for every two cleric levels

beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost.

A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect.

A cleric must be able to present her holy symbol to use this ability.

Player Option: Divine Bolt

Instead of channeling energy in a wide burst, the cleric can fire rays of energy in a tight, concentrated blast. The cleric channels as per normal, but makes a ranged touch attack versus a single target. This energy ray deals an extra +1 point of healing (or damage) per channel die, has a range increment of 30' and has a critical threat of 20/x2. Willing, stationary targets are AC 5. Missed targets expend the use of channel energy with no effect. Critical effects deal double the normal effect of healing (or damage). Others near the target are unaffected by the channeled ray.

Example: Tovar the cleric is 5th level, with a Charisma of 14. He channels an energy bolt at a wight who is wreaking havoc against his allies. He channels and makes his ranged touch attack, rolling a natural 20! He deals 3d6+5 normally with his bolt, and that damage is now doubled on this attack, leaving the wight wincing in pain, grievously injured.

Designer's Note: We opted to give clerics more options with their channeling. Not being able to critically hit with channel energy seemed like an oversight. GMs that would like to implement this with regular channels should feel free to do so, but then natural 1s should fail to

produce any effect (and force clerics to question their conviction...).

Also, rather than use the standard DCs for channeling, the cleric *could* optionally use a Knowledge: religion check result to set the DC. This could represent the cleric's intimate knowledge of rite and ritual over inner power and personal conviction. Also, using the channeled ray option will allow greater use of several of the channeling feats against additional creature types.

Domains

A cleric's deity influences her alignment, what magic she can perform, her values, and how others see her. A cleric chooses two domains from among those belonging to her deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if her alignment matches that domain. If a cleric is not devoted to a particular deity, she still selects two domains to represent her spiritual inclinations and abilities (subject to GM approval). The restriction on alignment domains still applies.

Each domain grants a number of domain powers, dependent upon the level of the cleric. Clerics may also spontaneously cast any spell on their domain spell lists. *Cure* and *inflict* spells are only available as spontaneous spells if they are in the cleric's chosen domain (Healing, etc.).

In addition, a cleric gains the listed powers from both of her domains, if she is of a high enough level. Unless otherwise noted, activating a domain power is a standard action.

A cleric must be able to present her holy symbol to use this ability.

Designer's Notes: By allowing clerics the ability to spontaneously cast any spell on their domain list, you allow clerics much greater room to *feel* like they serve the domain(s) they have chosen. Also, they will be forced to choose wisely. A cleric of War will not be able to spontaneously *cure light wounds*, though in return he will have greater flexibility with warlike spells.

An example: Is risking the wrath of the god of war by asking for what he considers a weak and cowardly spell (*cure light wounds*) worth it to you? Are his clerics allowed to heal or do they have to endure the pains of war like everyone else? What about a god of death?

Orisons

Clerics can prepare a number of orisons, or 0-level spells, each day, as noted on Table: Cleric under 'Spells per day.' These spells are treated like any other spell, but they are not expended when cast and may be used again.

Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can 'lose' any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice must correspond with the cleric's decision to channel positive or negative energy (see channel energy).

Chaotic, Evil, Good, and Lawful Spells

A cleric can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

Divine Insight

At 2nd level, as an immediate action, the cleric may expend a use of their channel divine energy class feature to gain a sacred (or profane) bonus on a skill, save, or attack roll. The bonus is

equal to the total number of divine energy dice you would normally channel.

Divine Providence

At 4th level, the cleric gains Divine Providence. Whenever the cleric is reduced to zero or less hit points, he may expend one of his remaining uses of channel divine energy as an immediate action to perform a self-only healing channel.

Designer's Note: It really sucks when the cleric dies. All your good deeds seem for naught, and despite healing the rest of the party and doing your god's will, you are not rewarded. Divine providence gives a little back to the cleric, rewarding them for their service. GMs should not allow this ability to work if a cleric has violated their tenets, or has yet to atone for misgivings.

Aura of Purity (Profanity)

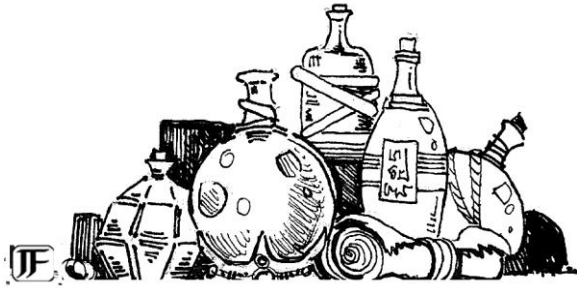
At 20th level, the cleric gains the aura of purity (or profanity if wielding negative energy). The cleric gains an aura that is the equivalent of the *consecrate* (or *desecrate*) spell, which is continuously active. In addition, they deal their Charisma modifier as channeling damage to creatures of opposing alignments within that aura. Those of opposing alignments find it hard to even stand in their presence.

Bonus Languages

A cleric's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of her race.

Ex-Clerics

A cleric who grossly violates the code of conduct required by her god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. She cannot thereafter gain levels as a cleric of that god until she atones for her deeds (see the atonement spell description).



ROLEPLAYING

Often ignored, clerics are actually a huge roleplaying opportunity for both the player *and* the GM. Who says that just because you pray for your spells each morning you actually get them? What if you did nothing to further your deity's cause? You are not simply a wizard that casts spells with Wisdom. No, you are a divine instrument of your god.

As an option, you and your GM could work out ways for you to further your god's causes and machinations, and that could be how you earn your spells.

Don't forget that gods are often exaggerations of the worst traits of humanity. Your god might be terribly jealous and petty, and you must seek to placate them at all opportunities. Perhaps your deity interferes with your best laid plans just to remind you who is in charge. Won't your friends and allies be pleased?

Divine rivalries could also ensue. Despite both being good, the cleric and the paladin in the party could have some severe rivalries going on as the adventuring group rises to prominence and both deities attempt to steer them towards their goals and glorification.

Let's not forget heathens and non-believers. If your party is rife with miscreants and those that your deity finds offensive, healing and contributing to their success with buff spells, etc., might not be seen too favorably...

VARIANT CHANNELING

Instead of simply healing, harming, turning, or commanding, clerics should be able to use their divine energy in ways that match their domains and deity's spheres of influence. In Paizo Publishing's *Ultimate Magic*, they provide a list of variant channeling abilities which do just that. Be sure to give your clerics that opportunity.

NEW CLERIC FEATS

Battle Grace [Channeling]

You can cast enhancing spells more quickly.

Prerequisite(s): Channel Energy class feature, Cha 13+

Benefit: You can cast a spell with a target of 'you' as part of a move action. You must expend a number of your daily channel energy uses equal to the spell's level. Spells cast in this manner do not have somatic components nor do they cause attacks of opportunity.

Concussive Channel [Channeling]

When you channel energy, you knock your foes off their back.

Prerequisite(s): Channel Energy class feature

Benefit: When channeling energy, you also initiate a bull rush maneuver. You substitute your Charisma modifier for Strength when calculating your CMB check. This consumes one additional use of channel energy.

Dazing Channel [Channeling]

Your channel energy ability can daze foes.

Prerequisite(s): Channel Energy class feature, Knowledge (religion) 7 ranks, Improved Channel, Cha 13+

Benefit: When choosing to deal damage with your divine energy, targets that do not save are also dazed for 1 round. Mindless undead are staggered instead. This consumes one additional use of channel energy.

Divine Flames [Channeling]

Your channel energy ability sets the afflicted on fire.

Prerequisite(s): Channel Energy class feature, Knowledge (religion) 5 ranks, Cha 13+

Benefit: When choosing to deal damage with your divine energy, targets that do not save are also set on fire, suffering 1d6 points of fire damage per round until put out. This consumes one additional use of channel energy.

Divine Spell Transformation

You can pray to instantly swap out a memorized spell.

Prerequisite(s): Ability to cast 1st level divine spells, Knowledge (religion) 3 ranks, Cha 13+

Benefit: Once per day as a swift action, you may change one of your memorized spells for another that you are able to cast.

Domain Specialization

Spells you cast from one domain are more powerful than most.

Prerequisite(s): Ability to cast 1st level divine spells, access to a domain

Benefit: Choose one domain that you have access to. Spells you cast from that domain are cast at +1 effective spell level.

Special: You may gain this feat multiple times, but each time you must choose a new domain.

Dual Channel [Channeling]

You can both harm the undead and heal with your positive energy.

Prerequisite(s): Channel Energy class feature (2d6), Knowledge (religion) 5 ranks, Cha 13+

Benefit: When channeling energy, and before rolling for effect, you may split your channel energy dice pool among harming undead and

healing the living. You must also designate which pool of energy your Charisma bonus is added to.

Special: Clerics who channel negative energy simply reverse the above effects so that their channeled energy both heals undead and harms the living.

Empowered Channel [Channeling]

You can increase the power of your channeling, causing it to deal or heal more damage.

Prerequisite(s): Channel Energy class feature

Benefit: When channeling energy, add an extra 50% to the result of your channel energy. This consumes one additional use of channel energy.

Exalted Weapon [Channeling]

You can grant your weapon holy damage.

Prerequisite(s): Channel Energy class feature, Cha 13+, Knowledge (religion) 1 rank

Benefit: You may expend one use of your daily channel energy to infuse one weapon you touch with divine energy. The weapon gains the *holy* or *unholy* special quality for a number of rounds equal to your total number of channel energy dice.

Explosive Channel [Channeling]

When you channel energy, you knock your foes off their feet.

Prerequisite(s): Concussive Channel

Benefit: When channeling energy, you also initiate a trip maneuver. You substitute your Charisma modifier for Strength when calculating your CMB check. This consumes two additional uses of channel energy.

Extra Domain

You have access to an additional domain.

Prerequisite(s): Domain spells, Knowledge (religion) 7 ranks

Benefit: Choose an additional domain from your deity's domain list. You now have access to that domain's spells and granted powers as normal.

Greater Channel [Channeling]

Your channel energy is stronger than most.

Prerequisite(s): Improved Channel, Cha 13+
Benefit: The DC to resist your channel energy increases by +2.

Inspired Expertise [Channeling]

You may pray for enhanced combat knowledge.

Prerequisite(s): Knowledge (religion) 8 ranks, channel energy class ability

Benefit: As a swift action, you may expend a use of your divine energy ability to gain the use of any combat feat your base attack would allow, though you need not meet any other prerequisites or qualifications.

You gain the use of this feat for a number of rounds equal to the number of divine energy dice you would normally channel. You may only have one bonus feat active in this manner at a time.

Imbue With Divine Energy [Channeling]

You may grant your healing energy to another.

Prerequisite(s): Cha 13+, Knowledge (religion) 7 ranks

Benefit: As a full round action, you may touch another target and grant them the ability to channel divine energy by spending 2 daily uses of that ability. The target channels divine energy at your level of ability. Once expended, their ability to channel is lost. This imbued channel lasts for a number of minutes equal to the cleric's level.

Improved Dual Channeling

You have perfected your ability to both harm the undead and heal the living with your positive energy.

Prerequisite(s): Dual Channeling, Channel Energy class feature (6d6), Knowledge (religion) 9 ranks, Cha 15+, Wis 15+

Benefit: When channeling energy, the full effect is both harmful to undead and healing to the living with each use.

Special: Clerics who channel negative energy simply reverse the above effects so that their channeled energy both heals undead and harms the living.

Improved Quick Channel [Channeling]

You can channel energy with but a thought.

Prerequisite(s): Quick Channel Feat

Benefit: You may channel energy as a swift action. This consumes one additional use of channel energy.



Intense Channel [Channeling]

Your channeling is so powerful it leaves targets shaken.

Prerequisite(s): Knowledge (religion) 3 ranks, Cha 15+

Benefit: When you channel energy, foes that do not successfully save against the effect are also shaken for 1 round. This consumes one additional use of channel energy.

Inspired Healing

Through great ritual power, your healing spells are enhanced.

Prerequisite(s): Wis 13+, Knowledge (religion) 3 ranks

Benefit: You may add your Wisdom modifier to all *cure* or *inflict* spells you cast.

Maximize Channel [Channeling]

Your channel energy ability has maximum effect.

Prerequisite(s): Channel Energy class feature, 1 other channeling feat, Cha 13+

Benefit: When channeling divine energy, you deal the maximum effect. This consumes two additional uses of channel energy.

Multi-Channel [Channeling]

You gain the use of a variant channel ability.

Prerequisite(s): Channel Energy class feature

Benefit: You gain the use of an additional variant channel ability, or the full use of the healing/harming ability if you initially chose a variant. When channeling, you may choose between these options.

Special: You may choose this feat multiple times. Each additional time you gain this feat you must choose an additional variant channel ability which you could normally use within your domains.

Nauseating Channel [Channeling]

When you channel energy, you can nauseate opponents.

Prerequisite(s): Channel Energy class feature, Sickening Channel, Knowledge (religion) 9 ranks

Benefit: When channeling energy, opponents who fail to save are also nauseated for one round. This consumes one additional use of channel energy.

Radiant Prayer [Channeling]

You grant your allies lasting vigor.

Prerequisite(s): Channel Energy class feature, Cha 13+

Benefit: You may expend one use of your channel divine energy to grant every target of your channel energy Fast Healing, using your number of channel divine energy dice as the amount healed per round, for a duration equal to your Charisma modifier (minimum 1). If used to harm targets, the damage is ongoing (save each round).

Ranged Channel [Channeling]

You can channel energy at a distance.

Prerequisite(s): Channel Energy class feature, Cha 13+

Benefit: You may choose to channel divine energy at range, up to 25' plus 5' per level. You choose the square in which your channel effect originates. You must make a ranged touch attack versus AC 5 to correctly place your channeled bolt. This consumes one additional use of channel energy.

Resolute Channel [Channeling]

Your inner strength guides your channeled bolts.

Prerequisite(s): Channel Energy class feature, Cha 13+

Benefit: When using the divine bolt channeling option, you may use your Wisdom modifier instead of your Dexterity modifier when making channel attacks against targets.

Searing Channel [Channeling]

When you channel energy, the scorching heat of your divine energy can blind foes.

Prerequisite(s): Divine Flames, Knowledge (religion) 9 ranks

Benefit: When channeling energy, you can also choose to blind affected targets. Foes who do not save against your channel are blinded for 1 round. This consumes one additional use of channel energy.

Sickening Channel [Channeling]

When you channel energy, you can sicken opponents.

Prerequisite(s): Channel Energy class feature

Benefit: When channeling energy, opponents who fail to save are also sickened for one round. This consumes one additional use of channel energy.

Theurgic Transference

You can use your divine energy to help cast divine spells with metamagic.

Prerequisite(s): Channel Energy class feature, Knowledge (religion) 1 rank, Spellcraft 1 rank.

Benefit: You may expend divine energy uses as a swift action to reduce the cost of metamagic

when casting divine spells. For every channel energy use spent in this way, you may reduce the increased spell level costs by 1.

Widen Channel [Channeling]

Your channeling covers a much larger area of effect.

Prerequisite(s): Channel Energy class feature

Benefit: When channeling energy, you may double the radius of the effect of your channel. This consumes one additional use of channel energy.

FAVORED CLASS BONUSES

Instead of receiving an additional skill rank or hit point whenever they gain a level in a Favored Class, some races have the option of choosing from a number of other bonuses, depending upon their Favored Classes. The following options are available to the listed race who have clerics as their Favored Class. Unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

Table: Favored Class Bonuses

RACE	FAVORED CLASS BONUS
Aasimar	Add +1/2 to damage when using positive energy against undead or using Alignment Channel to damage evil outsiders.
Catfolk	Add +1/5 to your effective Wisdom score when determining bonus spells.
Changelings	Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.
Dhampir	Add +1 to the caster level of any

	channeling feat used to affect undead.
Drow	Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.
Duergar	Add a +1/2 bonus on checks made to craft magic items.
Dwarves	Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.
Elves	Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.
Fetchling	Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy to channel negative energy.
Gillmen	Add +1/3 to the cleric's channeled energy total when healing creatures of the aquatic subtype.
Gnomes	Add +1/2 to the cleric's channeled energy total when healing creatures of the animal, fey, and plant types.
Goblins	Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy to channel negative energy.
Grippli	Add +1/2 to the cleric's channeled energy total when healing creatures of the animal and plant types.
Half-elves	Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy.
Half-orcs	Select one domain power granted at

	1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.
Halflings	Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.
Hobgoblins	Add +1/2 to negative energy spell damage, including inflict spells.
Humans	Add +1 on caster level checks made to overcome the spell resistance of outsiders.
Ifrit	Add a +1/2 bonus on Knowledge (planes) checks relating to the Plane of Fire and creatures with the fire subtype.
Kitsune	Add +1/4 to the DC of enchantment spells.
Kobold	Add +1 to channel energy damage dealt to creatures denied their Dexterity bonus to AC (whether or not the creature has a Dexterity bonus to AC).
Merfolk	Add +1/3 to the cleric's channeled energy total when healing creatures of the aquatic subtype.
Nagaji	Add +1/6 bonus channeling feats.
Orc	Add +1/5 to the save DC when the cleric channels negative energy.
Oread	Add a +1/2 bonus on Knowledge (planes) checks relating to the Plane of Earth and creatures with the earth subtype.
Ratfolk	Add a +1 bonus on concentration checks when casting cleric spells and within 5 feet of an ally.
Samsarans	Add a +1/2 bonus on any Knowledge skill known.

Strix	Add a +1/2 bonus on Knowledge (nature) checks relating to weather and creatures with the air subtype.
Suli	Add +1/2 damage of a specific energy type (acid, cold, fire or electricity) to your channel energy rolls.
Svirfneblin	Add +1/3 to the cleric's channeled energy total when healing creatures of the earth subtype.
Sylph	Add a +1/2 bonus on Knowledge (planes) checks relating to the Plane of Air and creatures with the air subtype.
Tengu	Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power.
Tiefling	Add a +1 bonus on caster level checks made to overcome the spell resistance of outsiders.
Undine	Add a +1 bonus on caster level checks to overcome the spell resistance of creatures with the aquatic or water subtype.
Vanara	Add +1/3 to the cleric's channeled energy total when healing creatures of the animal or vanara subtype.
Vishkanya	Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power.
Wayangs	Add +1/5 to the save DC when the cleric channels negative energy.

SAMPLE CLERIC CONCEPTS

Below are some examples of 1st level clerics that could be played using the information within this product, and how to make them both fun and effective.

Cleric of Antum

Race: Dwarf

Alignment: LN

Domains: Earth, Artifice

Channel: Positive Energy

Armor: Medium and heavy shield

Weapon: Warhammer

Feats: Battle Grace

Armed with heavy dwarven armor, you are a capable warrior in your own right, able to boost your own combat abilities with ease and still keep your allies safe.

Cleric of Ares

Race: Human

Alignment: CN

Domains: War, Destruction

Channel: Variant Channel (Battle/Heal)

Armor: Medium and heavy shield

Weapon: Longsword

Feats: Power Attack, Battle Grace

Armed with the heaviest armor and shield you can afford, you wade into combat with the best of them, bringing your god's favor of war, spreading increased damage and destruction wherever you go. Buff yourself with battle grace as you charge into battle.

Cleric of Athena

Race: Human



Alignment: LG

Domains: Protection, Good

Channel: Heal, Variant Channel (Protection/Heal)

Armor: Medium

Weapon: Spear

Feats: Multi-channel, Extra Channel

Play this cleric to wade into battle with the best of the beefcakes, healing them while boosting everyone's ACs. Use a reach weapon to stay slightly more out of harm's way, or get in melee and flank to aid your allies even more.

Cleric of Isis

Race: Human

Alignment: NG

Domains: Magic, Charm

Channel: Positive Energy

Armor: Light and light shield

Weapon: Dagger

Feats: Theurgic Transference, Domain Specialization, Empower Spell

Play this cleric to blend the divine and the arcane. Use your god-granted abilities to

augment your magical ones, and do so stronger than typical clerics.

Cleric of Jazirian

Race: Human

Alignment: LG

Domains: Healing, Fire

Channel: Positive Energy

Armor: Light and light shield

Weapon: Mace

Feats: Radiant Prayer, Empowered Channel, Exalted Weapon

Despite being lightly armored, you are a force to be reckoned with. You can strike at evil just as well as you can heal the sick and injured.

Cleric of Maramaga



Alignment: NE

Domains: Death, Decay

Channel: Harm, Variant Channel (Decay/Harm)

Armor: Light

Weapon: Sickle

Feats: Multi-Channel, Selective Channel

Use this cleric to spread horrific wounds in combat and sicken your foes. Make those peasants pay tribute in gold or blood to your god's magnificence or suffer her wrath by way of plagues or worse!

Cleric of Tammuz

Race: Elf

Alignment: NG

Domains: Plant, Animal

Channel: Positive Energy

Armor: Light and light shield

Weapon: Sickle

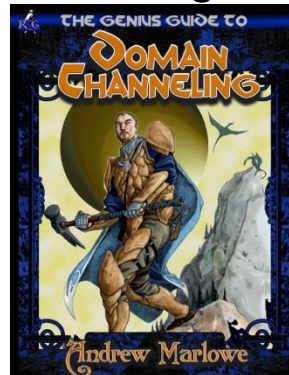
Feats: Augment Summoning, Spell Focus Conjunction

Play this cleric to act as the will of nature. Summon plants and animals to aid you in combat.

ADDITIONAL THIRD PARTY SUPPORT

Below is a list of other excellent options for clerics that will also enhance your game from respected independent publishers.

The Genius Guide to Domain Channeling



The Genius Guide to Domain Channeling is a great resource for those who want to expand their options for clerics. Specifically, it introduces alternate channeling abilities for each domain.

Players could use these feats as is, or opt to gain one of these domain channeling feats instead of an existing variant channel ability.

Divine Favor: The Cleric

Divine Favor: The Cleric provides a number of of new archetypes, domains and spells for clerics in your game. Specifically, the archetypes could add a lot of flavor to clerics in your campaigns.



The Genius Guide to: Feats of Divine Might



Feats of Divine Might includes a number of very flavorful feats to enhance your cleric's abilities. Of excellent benefit are the feats that grant some minor domain abilities to adherents of deities, but whom might not be divine characters.

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