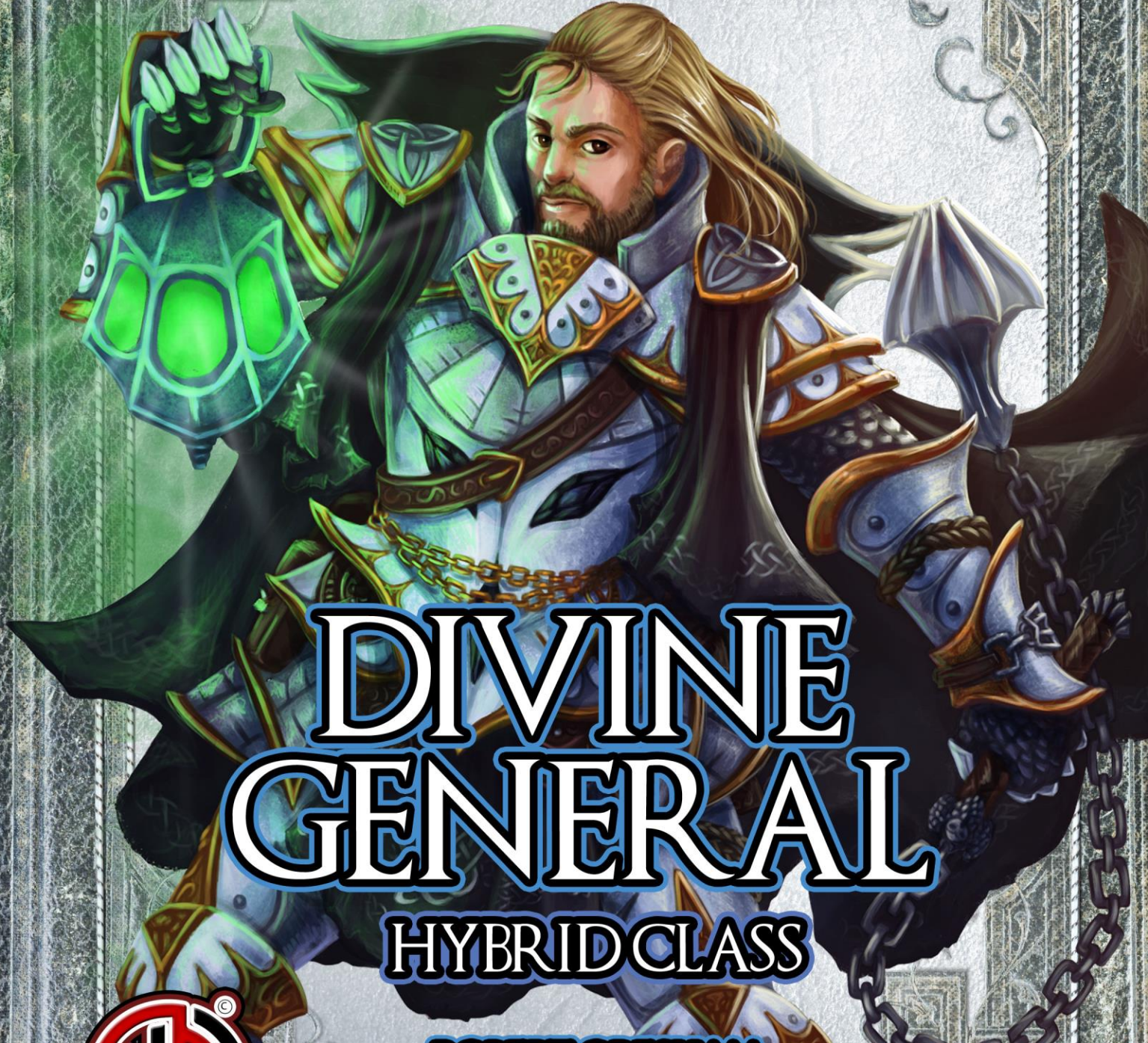


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DIVINE GENERAL

HYBRID CLASS

ROBERT GRESHAM

PATHFINDER

ROLEPLAYING GAME COMPATIBLE

OGL
3.5 SYSTEM COMPATIBLE

CR
PUBLISHING

DIVINE GENERAL HYBRID CLASS

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DIVINE GENERAL

A Divine General is a religious leader on the battlefield, standing on the front line, commanding temple troops and offering aid and healing to allies as the battle rages. They are paragons of battle, be they holy knights or dark warriors, who put their lives and immortal souls on the line for their faith. They are brilliant tacticians, often spelling the difference between defeat and victory. Living conduits of divine power, they are dedicated warriors like knights or paladins, with similar strict codes of behavior.

Adventures: Divine Generals are more commonly found in command of units of church trained soldiers, whether a cadre of the city guard, or a horde of barbarian raiders. Those divine generals who do seek adventure on their own, though, often appear at the head of a group of adventurers, leading the party through inspiration and courage. Divine Generals come from all walks of life -- it is their firm faith and ability that differentiates them from the common soldier. By their instincts and training, the divine general has shown himself to be a true leader. Divine Generals can be found among all the races -- the ability to lead in battle and inspire allies through faith is not a trait limited to any race.

Alignment: A Divine General may be of any alignment. Lawful Divine Generals are found in the ranks of the grand armies, defending civilization from destruction, while chaotic divine generals ride at the head of ravaging hordes bent upon slaughter and conquest.

Role: Divine Generals are front-line combatants and strong warriors in melee. Their abilities provide allies with bonuses to attack and defense, inspire them to great deeds, or urge them forward to victory. They have substantial spellcasting ability, though not so much as a focused cleric or paladin. Those whose religious views align well with the divine general will find a ready ally.

Parent Classes: Fighter and Paladin

Alignment: Any.

Hit Die: d10.

CLASS SKILLS

The Divine Generals class skills (and the key ability for each skill) are Acrobatics (Dex),

Bluff (Cha), Climb (Str), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex) and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Divine General.

Weapon and Armor Proficiency: A Divine General is proficient with all simple and martial weapons, with all armor, and with shields (including tower shields).





TABLE: DIVINE GENERAL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1	2	3	4
1st	+1	+2	+0	+2	Domains, Inspirational Invigoration 1d6, Sacred Strategist	-	-	-	-
2nd	+2	+3	+0	+3	Bolster Troops, Channel Energy 1d6	-	-	-	-
3rd	+3	+3	+1	+3	Inspirational Invigoration 2d6	-	-	-	-
4th	+4	+4	+1	+4	Channel Energy 2d6, Chosen Channel, Holy Lantern, Spells	0	-	-	-
5th	+5	+4	+1	+4	Inspirational Invigoration 3d6, Rallying Presence	1	-	-	-
6th	+6/+1	+5	+2	+5	Charge Symbol, Sacred Strategist 2	1	-	-	-
7th	+7/+2	+5	+2	+5	Inspirational Invigoration 4d6, Tears of Ash	1	0	-	-
8th	+8/+3	+6	+2	+6	Bonus feat, Faith Healing	1	1	-	-
9th	+9/+4	+6	+2	+6	Inspirational Invigoration 5d6, Divine Wrath	2	1	-	-
10th	+10/+5	+7	+3	+7	Ashen Blood, Channel Smite, Focused Assault	2	1	0	-
11th	+11/+6/+1	+7	+3	+7	Inspirational Invigoration 6d6, Rallying Presence +2	2	1	1	-
12th	+12/+7/+2	+8	+3	+8	Versatile Channel	2	2	1	-
13th	+13/+8/+3	+8	+4	+8	Divine Judgment, Inspirational Invigoration 7d6	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Blood to Ash, Sacred Strategist 3	3	2	1	1
15th	+15/+10/+5	+9	+4	+9	Inspirational Invigoration 8d6, Rallying Presence +3	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10	Bonus feat, Divine Retribution	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10	Inspirational Invigoration 9d6	4	3	2	1
18th	+18/+13/+8/+3	+11	+5	+11	Holy Lantern 2	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	Inspirational Invigoration 10d6	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	Victorious Charge	4	4	3	3

Domains: A divine general's deity influences his alignment, what magic he can perform, his values, and how others see him, but most importantly, guides his decisions on the battlefield. A divine general chooses one domain from among those belonging to his deity. A divine general can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain. If a divine general is not devoted to a particular deity, he still selects one domain to represent his 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 divine general, as well as a number of bonus spells. A divine general gains one domain spell slot for each level of paladin spell he can cast, from 1st through 4th. Each day, a divine general can prepare one of the spells from his domain in that slot. If a domain spell is not on the paladin spell list, a divine general can prepare it

only in his domain spell slot. Domain spells cannot be used to cast spells spontaneously.

In addition, a divine general gains the listed powers from his domain, if he is of a high enough level. Unless otherwise noted, activating a domain power is a standard action.

Sacred Strategist (Su): At 1st level, the divine general begins to demonstrate the brilliance of his battlefield leadership. The divine general and all allies within 10 ft. per point of his Charisma bonus + half his class level gain a +2 bonus to initiative. This bonus increases to +3 at 6th level and +4 at 14th level.

In addition, all allies that can see the divine general gain a +1 bonus to attack and weapons damage rolls. This bonus increases to +2 at 6th level, and +3 at 14th level.

Inspirational invigoration (Sp): During battle, the divine general exhorts his comrades with words of courage and



determination. This inspiration affects all allies within a 30-foot radius centered on the divine general, and bestows 1d6 temporary hit points, plus 1d6 additional points for every two warlord levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on) These temporary hit points last until the battle ends, or until they are removed through damage. A divine general may inspire a number of times per day equal to 3+ his Charisma modifier. This is a standard action and does not provoke an attack of opportunity. The divine general can choose whether or not to include himself in this effect.

Bolster Troops (Ex): At 3rd level, the divine general gains the ability to bolster a defensive line. When forming a defensive line (fighting defensively and standing adjacent to one another), the divine general and all allies gain a +2 competence bonus to AC.

Channel Energy (Su): Regardless of alignment, any divine general can release a wave of energy by channeling the power of his faith through his 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 divine general (or a neutral divine general who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil divine general (or a neutral divine general who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral divine general of a neutral deity (or one who is not devoted to a particular deity) must choose whether he channels positive or negative energy. Once this choice is made, it cannot be reversed.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the divine general. The amount of damage dealt or healed is equal to 1d6 points of damage (this increases to 2d6 at 4th level). 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 divine general's level + the divine general's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A divine general may channel energy a number of times per day equal to 3 + his Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A divine general can choose whether or not to include himself in this effect.

A divine general must be able to present his holy symbol to use this ability.

Chosen Channel (Ex): Gain one of the following feats: Alignment Channel or Elemental Channel.

Holy Lantern (Su): Beginning at 4th level a divine general can focus some of his power into his holy symbol, strengthening it by the grace of his god. By spending 10 minutes in prayer, he imbues his holy symbol with divine essence. While holding the symbol, the divine general gains the ability to cast light and protection from evil (or good, chaos, law) 3x per day (in total), and the divine general's chosen 1st level domain spell once per day.

At 18th level the divine general adds all domain spells from his chosen domain to the lantern, and may cast them each 3x per day.

The holy symbol remains empowered for 24 hours. The symbol does not provide these spells to any other wielder, and the divine general does not need to be holding the symbol for it to retain this power.

Spells: Beginning at 4th level, a divine general gains the ability to cast a small number of divine spells which are drawn from the paladin spell list. A divine general must choose and prepare his spells in advance. To prepare or cast a spell, a divine general must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a divine general's spell is 10 + the spell level + the divine general's Charisma modifier.

Like other spellcasters, a divine general can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Divine General. In addition, he receives bonus spells per day if he has a high Charisma score (see Table: Ability Modifiers and Bonus Spells). When Table: Divine General indicates that the divine general gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

A divine general must spend 1 hour each day in quiet prayer and meditation to regain his daily allotment of spells. A divine general may prepare and cast any spell on the paladin spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a divine general has no caster level. At 4th level and higher, his caster level is equal to his divine general level - 3.

Rallying Presence: At 5th level the divine general gains the ability to rally others. The divine general and all allies within 10 ft per point of his Charisma bonus (minimum 10ft) gain a +1 morale bonus on saves against fear spells and effects. This bonus increases to +2 at 11th level and +3 at 15th level.





Charge Symbol (Su): A divine general can channel energy into his holy symbol as a standard action; when carried, the symbol gives the divine general a sacred bonus (if positive energy) or profane bonus (if negative energy) to his Armor Class equal to the number of dice of the divine general's channel energy. This bonus lasts for 24 hours or until the divine general is struck in combat, whichever comes first. The symbol does not provide this bonus to any other wielder, and the divine general does not need to be holding the symbol for it to retain this power.

Tears of Ash (Su): A divine general may shed tears of ash (or blood) in service to his faith. At 7th level, he may stop or start the flow of tears by force of will as a standard action; at 10th level it becomes a move action, and at 16th level it becomes a swift action. Activating tears of ash causes bleed damage equal to half the divine general's class level, and

this bleed damage is not halted by curative magic. While crying tears of ash, the divine general gains a sacred bonus (if he channels positive energy) or profane bonus (if he channels negative energy) equal to half his class level. Each time he activates his tears of ash, the divine general decides if the bonus applies to attack rolls, weapon damage rolls, Armor Class, caster level checks, or saving throws; to change what the bonus applies to, the divine general must deactivate and reactivate his tears. While crying tears of ash, the divine general ignores blood drain and bleed damage from any other source and can use bleed or stabilize at will as a standard action.

Bonus Feat At 8th and 16th level, the divine general may take a bonus feat from the following list. The divine general must meet any prerequisites when taking a feat.





Animal Affinity, Cleave, Combat Reflexes, Diehard, Endurance, Great Cleave, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Initiative, Intimidating Prowess, Improved Vital Strike, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Vital Strike, Weapon Focus, Weapon Specialization.

Faith Healing (Su): At 8th level, any *cure wounds* spells a divine general casts on himself are automatically empowered as if by the Empower Spell feat, except they do not use higher spell level slots or an increased casting time. If the divine general targets himself with a cure spell that affects multiple creatures, this ability only applies to himself. At 8th level, these healing spells are maximized rather than empowered.

Divine Wrath (Sp): At 9th level, when a divine general confirms a critical hit, he may sacrifice a prepared 1st-level spell or available 1st-level spell slot to invoke doom upon the target as an immediate action (using the divine general's caster level). The save DC is increased by +2 if his weapon has a $\times 3$ damage multiplier, or by +4 if it is $\times 4$. The divine general can also use this ability in response to being critically hit, even if the attack incapacitates or kills the divine general.

Ashen Blood (Su): At 10th level, while a divine general's crying tears of ash, his tears coat his weapons like sacred or profane liquid energy; when he uses Channel Smite, the damage increases by 1d6, and if the target fails its save, it is sickened and takes 1d6 points of bleed damage each round on its turn. The target can attempt a new save every round to end the sickened and bleed effects.

Channel Smite: At 10th level, a divine general gains Channel Smite as a bonus feat. If he already has this feat from another class or some other source, he may instead chose a bonus feat from his list of available bonus feats he gains at 8th and 16th level.

Focused Assault (Ex): At 10th level, the divine general may direct his allies to attack a specific target, overwhelming the enemy. The divine general designates a target, and until the end of the divine general's next turn, any attack roll against that target can now score a critical hit on a roll of 18-20, and receive a +4 bonus to confirm the results of a critical hit.

The divine general can use focused assault a number of times per day equal to 3+ his Charisma modifier. This is a standard action, and does not provoke an attack of opportunity.

Versatile Channel (Su): At 12th level, a divine general's channel energy can instead affect a 30-foot cone or a 120-foot line.

Divine Judgment (Sp): At 13th level, when a divine general's melee attack reduces a creature to -1 or fewer hit points, he may sacrifice a prepared 2nd-level spell or available 2nd level spell slot to invoke *death knell* upon the target as an immediate action (using the divine general's caster level). As divine generals mete out divine judgment, this is not an evil act. The save DC increases by +2 if his weapon has a $\times 3$ critical multiplier, or by +4 if it is $\times 4$.

Blood to Ash (Su): At 14th level, while crying tears of ash, the divine general's harmful channeled energy is accompanied by a burst of sacred or profane liquid energy, increasing the damage by 1d6. Creatures failing their saves against the channeled energy become sickened and take 1d6 points of bleed damage each round. Affected creatures can attempt a new save every round to end the sickened and bleed effects.

Divine Retribution (Sp): At 16th level, when a divine general confirms a critical hit, he may sacrifice a prepared 3rd level spell or available 3rd-level spell slot to invoke *bestow curse* upon the target as an immediate action (using the divine general's caster level). The save DC increases by +2 if his weapon has a $\times 3$ critical multiplier, or by +4 if it is $\times 4$. The divine general can also use this ability in response to being critically hit, even if the attack incapacitates or kills the divine general.

Victorious Charge (Ex): At 20th level, the divine general may exhort their allies to glory. Until the end of divine general's next turn, the divine general and all allies within 10 ft. per point of point of his Charisma bonus + half his class level may follow up a standard action with an attack made as a free action. This ability may be used once per day

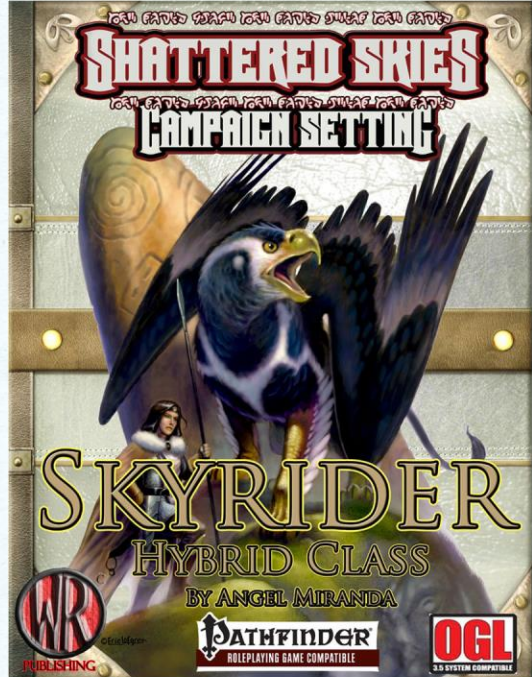


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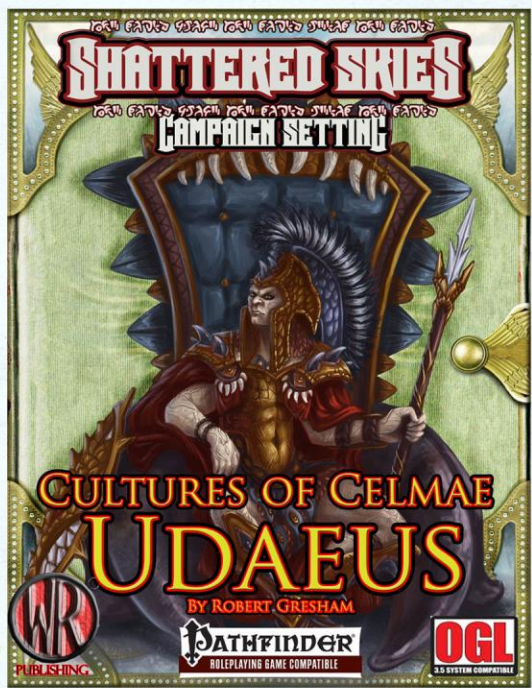
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