

ANCESTRIES

DWARF



Dwarves are a short, stocky people who are often stubborn, fierce, and devoted.

ELF



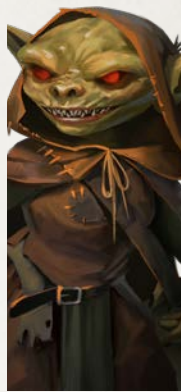
Elves are a tall, slender, long-lived people with a strong tradition of art and magic.

GNOME



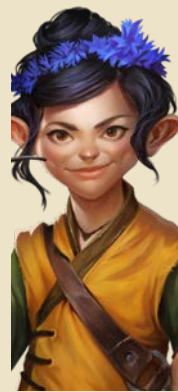
Gnomes are short and hardy folk, with an unquenchable curiosity and eccentric habits.

GOBLIN



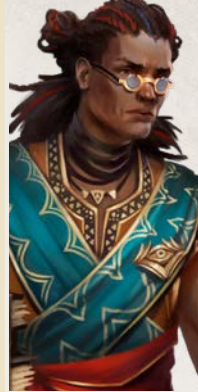
Goblins are a short, scrappy, energetic people who have spent millennia maligned and feared.

HALFLING



Halflings are a short, adaptable people who exhibit remarkable curiosity and humor.

HUMAN



Humans are incredibly diverse. Some, such as half-elves and half-orcs, even have non-human ancestors.

ABILITY BOOSTS

Constitution, Wisdom, free

Dexterity, Intelligence, free

Constitution, Charisma, free

Dexterity, Charisma, free

Dexterity, Wisdom, free

Two free ability boosts

ABILITY FLAW

Charisma

Constitution

Strength

Wisdom

Strength

—

CLASSES

ALCHEMIST



The alchemist throws alchemical bombs and drinks concoctions of their own making.

BARBARIAN



The barbarian flies into a rage on the battlefield, smashing foes with abandon.

BARD



Skilled performances and secrets of the occult enable the bard to distract foes and inspire allies.

CHAMPION



A warrior dedicated to a deity, the champion uses divine power to enhance their abilities and protect allies.

KEY ABILITY SCORE*

Intelligence

Strength

Charisma

Strength or Dexterity

SECONDARY ABILITY SCORES

Constitution, Dexterity

Constitution, Dexterity

Constitution, Dexterity

Charisma, Constitution

CLASSES

CLERIC



The cleric calls on the power of a deity to cast spells that can heal allies or harm foes.

DRUID



The druid uses the magic of the natural world to bolster allies and strike down enemies.

FIGHTER



The fighter is a master of weapons, martial techniques, and powerful attack combinations.

MONK



The monk wields the secrets of martial arts in dazzling displays of battlefield prowess.

KEY ABILITY SCORE*

Wisdom

Wisdom

Dexterity or Strength

Dexterity or Strength

SECONDARY ABILITY SCORES

Charisma, Constitution

Constitution, Dexterity

Constitution

Constitution, Wisdom

CLASSES

RANGER



The ranger is a master of using their surroundings, traps, and animal allies to harry enemies.

ROGUE



The rogue is a multitasking master of skulduggery who strikes when enemies least expect it.

SORCERER



The sorcerer's magical might flows from their blood and manifests as fantastic spells and abilities.

WIZARD



The wizard is a scholar whose reservoirs of arcane knowledge powers their wondrous spells and abilities.

KEY ABILITY SCORE*

Dexterity or Strength

Dexterity or other

Charisma

Intelligence

SECONDARY ABILITY SCORES

Constitution, Wisdom

Charisma, Constitution

Dexterity, Constitution

Dexterity, Constitution

* A character receives an ability boost to their class's key ability score.

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CHAPTER 3: CLASSES

Just as your character's ancestry plays a key role in expressing their identity and worldview, their class indicates the training they have and will improve upon as an adventurer. Choosing your character's class is perhaps the most important decision you will make for them. Groups of players often create characters whose skills and abilities complement each other mechanically—for example, ensuring your party includes a healer, a combat-oriented character, a stealthy character, and someone with command over magic—so you may wish to discuss options with your group before deciding.

The rules within each class allow you to bring a wealth of character concepts to life. Perhaps you want to create a brilliant but scatterbrained alchemist who can rattle off complex formulas for alchemical items but has trouble remembering his best friend's birthday. Or perhaps you want your character to be a muscle-bound swordswoman who becomes as immovable as a mountain when she hoists a shield. Maybe they'll be a hot-tempered sorcerer whose gesticulating fingers pulse with light from an angelic ancestor. The choices you make for your character within their class—such as a cleric's choice of deity, a fighter's choice of weapon, or a sorcerer's bloodline—bring these visions to life within the context of the rules and the world.

The entries on the pages that follow describe the 12 core classes in Pathfinder. Each entry contains the information you need to play a character of that class, as well as to advance them from their humble beginnings at 1st level to the dizzying heights of power at 20th level. In addition to the class entries, you might need to reference the following sections, which detail additional character options and how to advance your character in level.

- **Leveling Up** on page 31 tells you how to make your character stronger when you get enough Experience Points to reach a new level.
- **Animal Companions and Familiars** on page 214 provides rules to create an animal companion or a familiar to share your adventures with. You must have a class feature or feat that grants you a companion or familiar to use these rules.
- **Archetypes** on page 219 gives you thematic options that allow you to further customize your character's abilities. Though these rules are not recommended for beginners, the archetypes in this book allow you to gain abilities from other classes starting at 2nd level.

READING CLASS ENTRIES

Every class entry includes information about typical members of the class, plus suggestions for roleplaying characters of that class and playing these characters in the game's various modes. Each class provides your character with an ability boost to a key ability score; a number of Hit Points they receive at each level; proficiency ranks for

various abilities, equipment, and skills; special abilities from their class features; and more. Your character's class entry also provides the information needed when they gain levels, so it will be a vital reference throughout the course of your campaign.

PLAYING THE CLASS

The first section of each class describes the interests and tendencies typical of that class, as well as information on how others view them. This can help inspire you as you determine your character's actions and define their personality, but you aren't obligated to play your character as this section describes.

KEY ABILITY

This is the ability score that a member of your class cares about the most. Many of your most useful and powerful abilities are tied to this ability in some way.

For instance, this is the ability score you'll use to determine the Difficulty Class (DC) associated with your character's class features and feats. This is called your class DC. If your character is a member of a spellcasting class, this key ability is used to calculate spell DCs and similar values.

Most classes are associated with one key ability score, but some allow you to choose from two options. For instance, if you're a fighter, you can choose either Strength or Dexterity as your key ability. A fighter who chooses Strength will excel in hand-to-hand combat, while those who choose Dexterity prefer ranged or finesse weapons.

Additionally, when you choose your character's class, they gain an ability boost to their key ability score, increasing that ability score by 2. For more about ability boosts, see page 20.

HIT POINTS

This section tells you how many Hit Points your character gains from their class at each level. To determine your character's starting Hit Points, add together the Hit Points they got when you chose their ancestry and the amount listed in this entry, which equals your Constitution modifier plus a fixed number. Classes that intend for characters to rush into battle with weapons bared gain a higher number of Hit Points

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each level, while those for characters who cast spells or engage in trickery gain fewer.

Each time your character gains a level, they increase their maximum Hit Points by the amount listed in this entry. For more about calculating your character's Constitution modifier and determining their Hit Points, see page 26.

INITIAL PROFICIENCIES

When you choose your character's class, they gain a set of initial proficiencies. Proficiencies measure your character's ability to perform tasks, use abilities, and succeed at checks. Proficiency ranks range from trained to legendary. For instance, a character who is trained with a longbow can use it effectively, while a person who is legendary with the weapon might be able to split an arrow from 100 paces away!

Each class entry specifies your character's initial proficiency rank in Perception, saving throws, attacks, defenses, and either spells or class DC. You gain the trained proficiency rank in several skills—the exact number depends on your class, and some classes specify certain additional skills that you're trained in. If your class would make you trained in a skill you're already trained in (typically due to your background), you can select another skill to become trained in.

A proficiency rank can unlock various feats and class features, and it also helps determine the modifier for any check you roll or DC you calculate related to that statistic. If your character is trained in Perception, a saving throw, or another statistic, they gain a proficiency bonus equal to their level + 2, while if they have expert proficiency, they gain a proficiency bonus equal to their level + 4. For more about proficiency ranks, see page 13.

Spellcasting classes grant a proficiency rank for spell attacks and DCs, which are further detailed in each class's entry.

If something isn't listed in your character's class entry, their proficiency rank in that statistic is untrained unless they gain training from another source. If your character is untrained in something, you add a proficiency bonus of +0 when attempting a check or calculating a DC related to that statistic.

ADVANCEMENT TABLE

This table summarizes the feats, skill increases, ability boosts, and other benefits your character gains as they advance in level. The first column of the class table indicates a level, and the second column lists each feature your character receives when they reach that level. The 1st-level entry includes a reminder to select your ancestry and background.

CLASS FEATURES

This section presents all the abilities the class grants your character. An ability gained at a higher level lists the required level next to the ability's name. All classes include the class features detailed below, and each class also gets special class features specific to it. Many class

features require you to choose between options. Unless the specific ability states otherwise, such decisions can't be changed without retraining (as explained on page 481).

CLASS FEATS

This section specifies the levels at which your character gains class feats—special feats that only members of that class can access. Class feats are granted beginning at 1st or 2nd level, depending on the class. Specific class feats are detailed at the end of each class entry.

SKILL FEATS

This section specifies the levels at which your character gains feats with the skill trait, called skill feats. Skill feats can be found in Chapter 5: Feats, beginning on page 254. At 2nd level and every 2 levels thereafter, most classes gain a skill feat, though rogues gain them earlier and more often. Your character must be trained in the corresponding skill to take a skill feat.

GENERAL FEATS

This section specifies the levels at which your character gains general feats. Most classes grant a general feat at 3rd level and every 4 levels thereafter. At each of these levels, you can select any general feat (including skill feats) as long as your character qualifies for it. More information can be found in Chapter 5: Feats (page 254).

SKILL INCREASES

This section specifies the levels at which your character can increase their proficiency rank in a skill. At 3rd level and every 2 levels thereafter, most classes grant a skill increase, though rogues gain them earlier and more often. Your character can use a skill increase to either become trained in one skill in which they're untrained or become an expert in one skill in which they're already trained.

If your character is at least 7th level, they can use a skill increase to become a master of a skill in which they're already an expert. If they're at least 15th level, they can use an increase to become legendary in a skill of which they're already a master.

ABILITY BOOSTS

At 5th level and every 5 levels thereafter, your character boosts four different ability scores. Your character can use these ability boosts to increase their ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18. For more about ability boosts and applying them during character creation, see page 20.

ANCESTRY FEATS

This section serves as a reminder of the ancestry feats your character gains at 5th, 9th, 13th, and 17th levels. Ancestry feats are detailed in each ancestry entry in Chapter 2, which begins on page 32.

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**ALCHEMIST****PAGE 70**

The alchemist uses their skill at crafting to create alchemical items—such as bombs, elixirs, and poisons—that they use to defeat foes and aid allies. Smart and resourceful, an alchemist often has just the right tool for the job and esoteric knowledge to help their friends get out of a jam.

**FIGHTER****PAGE 140**

With calculated daring and fearless determination, the fighter tracks down and confronts their enemies while defending allies from harm. A master of the battlefield, the fighter is quick to exploit opportunities and strike any who stumble within reach of their sword or bow.

**BARBARIAN****PAGE 82**

The barbarian is a fearsome embodiment of rage, focusing the deadly power of their anger against anyone who stands in their way. A barbarian is quick to enter battle and, once their fury has been unleashed, is immensely strong, often unpredictable, and nearly unstoppable.

**MONK****PAGE 154**

The monk seeks perfection in all things, and that includes transforming their body into the perfect weapon. They can be walking with calm purpose and contemplating the subtleties of existence in one minute and then transform into a blur of deadly blows in the next.

**BARD****PAGE 94**

An artist and a scholar, the bard uses performance and esoteric learning to bolster their companions and foil their enemies. Sometimes sneaky and quite often charming, the bard adventures with pizzazz and talent backed up by an impressive repertoire of occult magic.

**RANGER****PAGE 166**

Resourceful and cunning, the ranger is a hunter, tracker, and warrior who preserves the natural world and protects civilization from its ravages. Whether they use a bow, crossbow, a pair of weapons, or snares, the ranger is a fearsome enemy and great ally in the wild.

**CHAMPION****PAGE 104**

A defender of good who straps on armor and wields a righteous weapon, the champion protects the innocent and vanquishes evil. Steadfast in their beliefs, and devoted to both a deity and an aspect of good, they follow a strict code as they fight to make the world a better place.

**ROGUE****PAGE 178**

Cunning and quick, the rogue brings skill and expertise few of their comrades can match. In battle, they excel at sneak attacks and ambushes. Their racket gives them the tools they need to get the job done, and their wide array of skill choices lets them specialize as they see fit.

**CLERIC****PAGE 116**

The cleric is dedicated to the worship of a single deity and draws divine magic from this devotion. Clerics can be vastly different depending on who they worship, and whether they're cloistered clerics who pursue one of their deity's domains or war priests who serve as the sword arm of their god.

**SORCERER****PAGE 190**

The intense magic the sorcerer commands comes from neither study nor worship—it comes from their blood. Their magical abilities depend on whether they have the blood of dragons, angels, fey, aberrant creatures, or some other being flowing through their veins and powering their spells.

**DRUID****PAGE 128**

The druid walks the wild, primordial places of the world without fear, harnessing the primal magic of nature and controlling it with calm purpose. A devotee of the wilderness, the druid finds nourishment in its power, allies among its creatures, and strength in its fury.

**WIZARD****PAGE 202**

The wizard is the arcane master of spellcasting, plucking incredible power from reality through complicated spell formulas. They stride with confidence, without a need for armor or weapons, enacting their will upon the world and bringing woe upon their enemies.



CLERIC

Deities work their will upon the world in infinite ways, and you serve as one of their most stalwart mortal servants. Blessed with divine magic, you live the ideals of your faith, adorn yourself with the symbols of your church, and train diligently to wield your deity's favored weapon. Your spells might protect and heal your allies, or they might punish foes and enemies of your faith, as your deity wills. Yours is a life of devotion, spreading the teachings of your faith through both word and deed.

KEY ABILITY

WISDOM

At 1st level, your class gives you an ability boost to Wisdom.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

If you're a warpriest, you balance between casting spells and attacking with weapons—typically the favored weapon of your deity. If you're a cloistered cleric, you primarily cast spells. Most of your spells can boost, protect, or heal your allies. Depending on your deity, you get extra spells to heal your allies or harm your enemies.

DURING SOCIAL ENCOUNTERS...

You might make diplomatic overtures or deliver impressive speeches. Because you're wise, you also pick up on falsehoods others tell.

WHILE EXPLORING...

You detect nearby magic and interpret any religious writing you come across. You might also concentrate on a protective spell for your allies in case of attack. After a battle or hazard, you might heal anyone who was hurt.

IN DOWNTIME...

You might perform services at a temple, travel to spread the word of your deity, research scripture, celebrate holy days, or even found a new temple.

YOU MIGHT...

- Visit the temples and holy places sacred to your faith, and have an immediate affinity with other worshippers of your deity.
- Know the teachings of your religion's holy texts and how they apply to a dilemma.
- Cooperate with your allies, provided they don't ask you to go against divine will.

OTHERS PROBABLY...

- Find your devotion impressive, even if they don't understand it.
- Expect you to heal their wounds.
- Rely on you to interact with other religious figures.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in Religion

Trained in one skill determined by your choice of deity

Trained in a number of additional skills equal to 2 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in the favored weapon of your deity. If your deity's favored weapon is uncommon, you also gain access to that weapon.

Trained in unarmed attacks

DEFENSES

Untrained in all armor, though your doctrine might alter this
Trained in unarmored defense

SPELLS

Trained in divine spell attacks

Trained in divine spell DCs

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TABLE 3-8: CLERIC ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, deity, divine spellcasting, divine font, doctrine
2	Cleric feat, skill feat
3	2nd-level spells, general feat, second doctrine, skill increase
4	Cleric feat, skill feat
5	3rd-level spells, ability boosts, alertness, ancestry feat, skill increase
6	Cleric feat, skill feat
7	4th-level spells, general feat, skill increase, third doctrine
8	Cleric feat, skill feat
9	5th-level spells, ancestry feat, resolve, skill increase
10	Ability boosts, cleric feat, skill feat
11	6th-level spells, fourth doctrine, general feat, lightning reflexes, skill increase
12	Cleric feat, skill feat
13	7th-level spells, ancestry feat, divine defense, skill increase, weapon specialization
14	Cleric feat, skill feat
15	8th-level spells, ability boosts, fifth doctrine, general feat, skill increase
16	Cleric feat, skill feat
17	9th-level spells, ancestry feat, skill increase
18	Cleric feat, skill feat
19	Final doctrine, general feat, miraculous spell, skill increase
20	Ability boosts, cleric feat, skill feat

CLASS FEATURES

You gain these abilities as a cleric. Abilities gained at higher levels list requisite levels next to their names.

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training, noted at the start of this class.

DEITY

As a cleric, you are a mortal servitor of a deity you revere above all others. The most common deities in Pathfinder appear on pages 437–440, along with their alignments, areas of concern, and the benefits you get for being a cleric of that deity. Your alignment must be one allowed by your deity, as listed in their entry. Your deity grants you the trained proficiency rank in one skill and with the deity's favored weapon. If the favored weapon is uncommon, you also get access to that weapon.

Your deity also adds spells to your spell list. You can prepare these just like you can any spell on the divine spell list, once you can prepare spells of their level as a cleric.

Some of these spells aren't normally on the divine list, but they're divine spells if you prepare them this way.

ANATHEMA

Acts fundamentally opposed to your deity's alignment or ideals are anathema to your faith. Learning or casting spells, committing acts, and using items that are anathema to your deity remove you from your deity's good graces.

Casting spells with the evil trait is almost always anathema to good deities, and casting good spells is likewise anathema to evil deities; similarly, casting chaotic spells is anathema to lawful deities, and casting lawful spells is anathema to chaotic deities. A neutral cleric who worships a neutral deity isn't limited this way, but their alignment might change over time if they frequently cast spells or use abilities with a certain alignment. Similarly, casting spells that are anathema to the tenets or goals of your faith could interfere with your connection to your deity. For example, casting a spell to create undead would be anathema to Pharasma, the goddess of death. For borderline cases, you and your GM determine which acts are anathema.

If you perform enough acts that are anathema to your deity, or if your alignment changes to one not allowed by your deity, you lose the magical abilities that come from your connection to your deity. The class features that you lose are determined by the GM, but they likely include your divine font and all divine spellcasting. These abilities can be regained only if you demonstrate your repentance by conducting an *atone* ritual (found on page 409).

DIVINE SPELLCASTING

Your deity bestows on you the power to cast divine spells. You can cast divine spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells (see Casting Spells on page 302). Because you're a cleric, you can usually hold a divine focus (such as a religious symbol) for spells requiring material components instead of needing to use a material component pouch.

At 1st level, you can prepare two 1st-level spells and five cantrips each morning from the common spells on the divine spell list in this book (page 309) or from other divine spells to which you gain access. Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare is called your spell slots.

As you increase in level as a cleric, the number of spells you can prepare each day increases, as does the highest level of spell you can cast, as shown in Table 3-9: Cleric Spells per Day on page 120.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or your enemies to roll against your spell DC (typically by attempting a saving throw). Since your key ability is Wisdom, your spell attack rolls and spell DCs use your Wisdom modifier. Details on calculating these statistics appear on page 447.

HEIGHTENING SPELLS

When you get spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain levels.

CANTRIPS

A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up—this is usually equal to the highest level of cleric spell slot you have. For example, as a 1st-level cleric, your cantrips are 1st-level spells, and as a 5th-level cleric, your cantrips are 3rd-level spells.

DIVINE FONT

Through your deity's blessing, you gain additional spells that channel either the life force called positive energy or its counterforce, negative energy. When you prepare your spells each day, you can prepare additional *heal* or *harm* spells, depending on your deity. The divine font spell your deity provides is listed in the Divine Font entry for your deity on pages 437–440; if both are listed, you can choose between *heal* or *harm*. Once you choose, you can't change your choice short of an ethical shift or divine intervention.

Healing Font: You gain additional spell slots each day at your highest level of cleric spell slots. You can prepare only *heal* spells (page 343) in these slots, and the number of slots is equal to 1 plus your Charisma modifier.

Harmful Font: You gain additional spell slots each day at your highest level of cleric spell slots. You can prepare only *harm* spells (page 343) in these slots, and the number of slots is equal to 1 plus your Charisma modifier.

DOCTRINE

Even among followers of the same deity, there are numerous doctrines and beliefs, which sometimes vary wildly between clerics. At 1st level, you select a doctrine and gain the benefits of its first doctrine. The doctrines presented in this book are cloistered cleric and warpriest. Each doctrine grants you initial benefits at 1st level. At 3rd, 7th, 11th, 15th, and 19th levels, you gain the benefits granted by your doctrine's second, third, fourth, fifth, and final doctrines respectively.

CLOISTERED CLERIC

You are a cleric of the cloth, focusing on divine magic and your connection to your deity's domains.

First Doctrine (1st): You gain the Domain Initiate cleric feat (page 121).

Second Doctrine (3rd): Your proficiency rank for Fortitude saves increases to expert.

Third Doctrine (7th): Your proficiency ranks for divine spell attack rolls and spell DCs increase to expert.

Fourth Doctrine (11th): You gain expert proficiency with your deity's favored weapon. When you critically succeed at an attack roll using that weapon, you apply the weapon's critical specialization effect; use your divine spell DC if necessary.



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TABLE 3-9: CLERIC SPELLS PER DAY

Your Level	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	2*	—	—	—	—	—	—	—	—	—
2	5	3*	—	—	—	—	—	—	—	—	—
3	5	3	2*	—	—	—	—	—	—	—	—
4	5	3	3*	—	—	—	—	—	—	—	—
5	5	3	3	2*	—	—	—	—	—	—	—
6	5	3	3	3*	—	—	—	—	—	—	—
7	5	3	3	3	2*	—	—	—	—	—	—
8	5	3	3	3	3*	—	—	—	—	—	—
9	5	3	3	3	3	2*	—	—	—	—	—
10	5	3	3	3	3	3*	—	—	—	—	—
11	5	3	3	3	3	3	2*	—	—	—	—
12	5	3	3	3	3	3	3*	—	—	—	—
13	5	3	3	3	3	3	3	2*	—	—	—
14	5	3	3	3	3	3	3	3*	—	—	—
15	5	3	3	3	3	3	3	3	2*	—	—
16	5	3	3	3	3	3	3	3	3*	—	—
17	5	3	3	3	3	3	3	3	3	2*	—
18	5	3	3	3	3	3	3	3	3	3*	—
19	5	3	3	3	3	3	3	3	3	3	1*†
20	5	3	3	3	3	3	3	3	3	3	1*†

* Your divine font gives you additional *heal* or *harm* spells of this level. The number is equal to 1 + your Charisma modifier.

† The miraculous spell class feature gives you a 10th-level spell slot that works a bit differently from other spell slots.

Fifth Doctrine (15th): Your proficiency ranks for divine spell attack rolls and spell DCs increase to master.

Final Doctrine (19th): Your proficiency ranks for divine spell attack rolls and spell DCs increase to legendary.

WARPRIEST

You have trained in the more militant doctrine of your church, focusing on both spells and battle.

First Doctrine (1st): You're trained in light and medium armor, and you have expert proficiency in Fortitude saves. You gain the Shield Block general feat (page 266), a reaction to reduce damage with a shield. If your deity's weapon is simple, you gain the Deadly Simplicity cleric feat (page 121). At 13th level, if you gain the divine defense class feature, you also gain expert proficiency in light and medium armor.

Second Doctrine (3rd): You're trained in martial weapons.

Third Doctrine (7th): You gain expert proficiency with your deity's favored weapon. When you critically succeed at an attack roll using that weapon, you apply the weapon's critical specialization effect; use your divine spell DC if necessary.

Fourth Doctrine (11th): Your proficiency ranks for divine spell attack rolls and spell DCs increase to expert.

Fifth Doctrine (15th): Your proficiency rank for Fortitude saves increases to master. When you roll a success at a Fortitude save, you get a critical success instead.

Final Doctrine (19th): Your proficiency ranks for divine spell attack rolls and spell DCs increase to master.

CLERIC FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a cleric class feat. These begin on page 121.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

You can use any of these skill increases you gain at 7th level or higher to become a master in a skill in which you're already an expert, and any of these skill increases you gain at 15th level or higher to become legendary in a skill in which you're already a master.

ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability

score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ALERTNESS

5TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

ANCESTRY FEATS

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

RESOLVE

9TH

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

LIGHTNING REFLEXES

11TH

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

DIVINE DEFENSE

13TH

Your training and your deity protect you from harm. Your proficiency rank in unarmored defense increases to expert.

WEAPON SPECIALIZATION

13TH

You've learned how to inflict greater injuries with your weapons. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

MIRACULOUS SPELL

19TH

You're exalted by your deity and gain truly incredible spells. You gain a single 10th-level spell slot and can prepare a spell in that slot using divine spellcasting. You can't use this spell slot for abilities that let you cast spells without expending spell slots or that give you more spell slots. You don't gain more 10th-level spells as you level up, though you can take the Maker of Miracles feat to gain a second slot.

CLERIC FEATS

At each level that you gain a cleric feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

DEADLY SIMPLICITY

FEAT 1

CLERIC

Prerequisites deity with a simple or unarmed attack favored weapon, trained with your deity's favored weapon
Your deity's weapon is especially powerful in your hands. When you are wielding your deity's favored weapon, increase the damage die size of that weapon by one step.

KEY TERMS

You'll see the following term in many cleric class features.

Metamagic: These actions tweak your spells. You must use a metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Effects added by a metamagic action are part of the spell's effect, not of the metamagic action.

If your deity's favored weapon is an unarmed attack (such as a fist, if you worship Irori) and its damage die is smaller than d6, instead increase its damage die size to d6.

DOMAIN INITIATE

FEAT 1

CLERIC

Your deity bestows a special spell related to their powers. Select one domain—a subject of particular interest to you within your religion—from your deity's list. You gain an initial domain spell for that domain, a spell unique to the domain and not available to other clerics. Each domain's theme and domain spells appear in Table 8-2: Domains on page 441.

Domain spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to pray to your deity or do service toward their causes.

Focus spells are automatically heightened to half your level rounded up. Focus spells don't require spell slots, nor can you cast them using spell slots. Certain feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. The full rules for focus spells appear on page 300.

Special You can select this feat multiple times, selecting a different domain each time and gaining its domain spell.

HARMING HANDS

FEAT 1

CLERIC

Prerequisites harmful font

The mordant power of your negative energy grows. When you cast *harm*, you roll d10s instead of d8s.

HEALING HANDS

FEAT 1

CLERIC

Prerequisites healing font

Your positive energy is even more vibrant and restorative. When you cast *heal*, you roll d10s instead of d8s.

HOLY CASTIGATION

FEAT 1

CLERIC

Prerequisites good alignment

You combine holy energy with positive energy to damage demons, devils, and their evil ilk. *Heal* spells you cast damage fiends as though they were undead.

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CLERIC FEATS

If you need to look up a cleric feat by name instead of by level, use this table.

Feat	Level
Advanced Domain	8
Align Armament	8
Avatar's Audience	20
Cantrip Expansion	2
Cast Down	6
Castigating Weapon	10
Channel Smite	4
Channeled Succor	8
Command Undead	4
Communal Healing	2
Cremate Undead	8
Deadly Simplicity	1
Defensive Recovery	12
Deity's Protection	14
Directed Channel	4
Divine Weapon	6
Domain Focus	12
Domain Initiate	1
Domain Wellspring	16
Echoing Channel	18
Emblazon Antimagic	12
Emblazon Armament	2
Emblazon Energy	8
Eternal Bane	16
Eternal Blessing	16
Extend Armament Alignment	14
Fast Channel	14
Harming Hands	1
Healing Hands	1
Heroic Recovery	10
Holy Castigation	1
Improved Command Undead	10
Improved Communal Healing	4
Improved Swift Banishment	18
Maker of Miracles	20
Metamagic Channel	20
Necrotic Infusion	4
Reach Spell	1
Replenishment of War	10
Resurrectionist	16
Sap Life	2
Selective Energy	6
Shared Replenishment	12
Steady Spellcasting	6
Swift Banishment	14
Turn Undead	2
Versatile Font	2

REACH SPELL

FEAT 1

CLERIC CONCENTRATE METAMAGIC

You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

2ND LEVEL

CANTRIP EXPANSION

FEAT 2

CLERIC

You study a wider range of simple spells. You can prepare two additional cantrips each day.

COMMUNAL HEALING

FEAT 2

CLERIC HEALING POSITIVE

You're a conduit for positive energy, and as you channel it through you, it heals some of your minor injuries. When you cast the *heal* spell to heal a single creature other than yourself, you regain Hit Points equal to the spell level of the *heal* spell.

EMBLAZON ARMAMENT

FEAT 2

CLERIC EXPLORATION

Carefully etching a sacred image into a physical object, you steel yourself for battle. You can spend 10 minutes emblazoning a symbol of your deity upon a weapon or shield. The symbol doesn't fade until 1 year has passed, but if you Emblazon an Armament, any symbol you previously emblazoned and any symbol already emblazoned on that item instantly disappears. The item becomes a religious symbol of your deity and can be used as a divine focus while emblazoned, and it gains another benefit determined by the type of item. This benefit applies only to followers of the deity the symbol represents.

- **Shield** The shield gains a +1 status bonus to its Hardness. (This causes it to reduce more damage with the Shield Block reaction.)
- **Weapon** The wielder gains a +1 status bonus to damage rolls.

SAP LIFE

FEAT 2

CLERIC HEALING

You draw the life force out of your enemies to heal your own wounds. When you cast a *harm* spell and damage at least one living creature, you regain Hit Points equal to the spell level of your *harm* spell. If you aren't a living creature, you gain no benefit from this feat.

TURN UNDEAD

FEAT 2

CLERIC

Undead harmed by your positive energy might flee, compelled by an innate aversion to the force opposite undeath. When you use a *heal* spell to damage undead, each undead of your level or lower that critically fails its save gains the fleeing condition for 1 round.

VERSATILE FONT

FEAT 2

CLERIC

Prerequisites harmful font or healing font, deity that allows clerics to have both fonts

As you explore your deity's aspects, you move beyond restrictions on healing or harming. You can prepare either *harm* or *heal* in the spell slots gained from the harmful font or healing font.

4TH LEVEL

CHANNEL SMITE

FEAT 4

CLERIC DIVINE NECROMANCY

Prerequisites harmful font or healing font

Cost Expend a *harm* or *heal* spell.

You siphon the destructive energies of positive or negative energy through a melee attack and

into your foe. Make a melee Strike and add the spell's damage to the Strike's damage. This is negative damage if you expended a *harm* spell or positive damage if you expended a *heal* spell.

The spell is expended with no effect if your Strike fails or hits a creature that isn't damaged by that energy type (such as if you hit a non-undead creature with a *heal* spell).

COMMAND UNDEAD ◆

FEAT 4

CLERIC CONCENTRATE METAMAGIC

Prerequisites harmful font, evil alignment

You grasp the animating force within an undead creature and bend it to your will. If the next action you use is to cast *harm* targeting one undead creature, you transform the effects of that *harm* spell. Instead of *harm*'s normal effects, the target becomes controlled by you if its level is equal to or lower than your level - 3. It can attempt a Will saving throw to resist being controlled by you. If the target is already under someone else's command, the controlling creature also rolls a saving throw, and the undead uses the better result.

Critical Success The target is unaffected and is temporarily immune for 24 hours.

Success The target is unaffected.

Failure The undead creature becomes a minion under your control. The spell gains a duration of 1 minute, but it is dismissed if you or an ally attacks the minion undead.

Critical Failure As failure, but the duration is 1 hour.

DIRECTED CHANNEL

FEAT 4

CLERIC

You can shape the energy you channel in a single direction, reaching farther and in a more directed fashion. When you cast a version of *harm* or *heal* that has an area, you can make its area a 60-foot cone instead of a 30-foot emanation.

IMPROVED COMMUNAL HEALING

FEAT 4

CLERIC

Prerequisites Communal Healing

You can direct excess channeled energy outward to benefit an ally. You can grant the Hit Points you would regain from Communal Healing to any one creature within the range of your *heal* spell instead of yourself. You can also use Communal Healing when you target only yourself with a *heal* spell, though if you do, you must grant the additional healing to someone other than yourself.

NECROTIC INFUSION ◆

FEAT 4

CLERIC CONCENTRATE METAMAGIC

Prerequisites harmful font, evil alignment

You pour negative energy into your undead subject to empower its attacks. If the next action you use is to cast *harm* to restore Hit Points to a single undead creature, the target then deals an additional 1d6 negative damage with its melee weapons and unarmed attacks until the end of its next turn.

If the *harm* spell is at least 5th level, this damage increases to 2d6, and if the *harm* spell is at least 8th level, the damage increases to 3d6.

CONTROLLING UNDEAD

Controlled undead gain the minion trait. Minions can use 2 actions per turn and can't use reactions. A minion acts on your turn in combat when you spend an action to issue it verbal commands (this action has the auditory and concentrate traits). If given no commands, undead minions use no actions except to defend themselves or to escape obvious harm. If left unattended for at least 1 minute, mindless undead minions don't act, and intelligent ones act as they please. You can't have more than four undead minions at a time.

6TH LEVEL

CAST DOWN ◆

FEAT 6

CLERIC CONCENTRATE METAMAGIC

Prerequisites harmful font or healing font

The sheer force of your faith can bring a foe crashing down. If the next action you use is to cast *harm* or *heal* to damage one creature, the target is knocked prone if it takes any damage from the spell. If the target critically fails its save against the spell, it also takes a -10-foot status penalty to its Speed for 1 minute.

DIVINE WEAPON ◆

FEAT 6

CLERIC

Frequency once per turn

Trigger You finish Casting a Spell using one of your divine spell slots on your turn.

You siphon residual spell energy into a weapon you're wielding. Until the end of your turn, the weapon deals an additional 1d4 force damage. You can instead deal an additional 1d6 damage of an alignment type that matches one of your deity's alignment components. As usual for aligned damage, this can damage only creatures of the opposite alignment.

SELECTIVE ENERGY

FEAT 6

CLERIC

As you call down divine power, you can prevent some enemies from benefiting or some allies from being hurt. When you cast a version of *harm* or *heal* that has an area, you can designate a number of creatures equal to your Charisma modifier (minimum 1) that are not targeted by the spell.

STEADY SPELLCASTING

FEAT 6

CLERIC

Confident in your technique, you don't lose spells easily. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

8TH LEVEL

ADVANCED DOMAIN

FEAT 8

CLERIC

Prerequisites Domain Initiate

Your studies or prayers have unlocked deeper secrets of your deity's domain. You gain an advanced domain spell from one

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SAMPLE CLERIC



GOZREN

Following the Wind and the Waves, you protect the beauty of nature in all its forms.

ABILITY SCORES

Prioritize Wisdom and Strength. Charisma increases your divine font *heal* spells.

SKILLS

Athletics, Nature, Religion, Survival

DEITY

Gozreh (alignment: LN; divine font: *heal*)

DOCTRINE

Warpriest

HIGHER-LEVEL FEATS

Domain Initiate (water, 1st), Divine Weapon (6th)

PREPARED SPELLS

1st *gust of wind, sanctuary, heal* spells from divine font;
Cantrips *detect magic, know direction, light, message, shield*

of your domains (as listed in Table 8-2: Domains on page 441). Increase the number of Focus Points in your focus pool by 1.

Special You can select this feat multiple times. Each time, you must select a different advanced domain spell from a domain for which you have an initial domain spell.

ALIGN ARMAMENT

FEAT 8

CLERIC DIVINE EVOCATION

Prerequisites chaotic, evil, good, or lawful deity

Frequency once per round

You bring a weapon into metaphysical concordance with your deity's beliefs. When you select this feat, choose chaotic, evil, good, or lawful. Your choice must match one of your deity's alignment components. This action has the trait corresponding to the chosen alignment component.

When you use this action, you touch a weapon. For 1 round, that weapon deals an additional 1d6 damage of the chosen type to creatures of the opposed alignment. For example, if you chose good, the weapon would deal an extra 1d6 good damage to evil creatures. If you Align an Armament again, any previously aligned armament loses its additional damage.

Special You can select this feat a second time, choosing your deity's other alignment component. When you Align an Armament, you can choose either alignment component.

CHANNELED SUCCOR

FEAT 8

CLERIC

Prerequisites healing font

You can remove conditions with divine grace. You can sacrifice one *heal* spell you've prepared in your extra slots from healing font to cast one of the following spells instead: *remove curse*, *remove disease*, *remove paralysis*, or *restoration*. The spell is heightened to the same level as the *heal* spell you sacrificed.

CREMATE UNDEAD

FEAT 8

CLERIC

Your positive energy sets undead alight. When you use a *heal* spell to damage undead, each undead that takes damage also takes persistent fire damage equal to the spell's level.

EMBLAZON ENERGY

FEAT 8

CLERIC

Prerequisites Emblazon Armament

With elemental forces, you make your emblazoned symbols more potent. When you Emblazon an Armament, you can choose from the following effects instead of the effects listed in that feat. These effects have the same restrictions as the base options.

- **Shield** Choose acid, cold, electricity, fire, or sonic. The wielder gain the shield's circumstance bonus to saving throws against that damage type and can use Shield Block against damage of that type. The shield also gains resistance to that damage type equal to half your level if you have a domain spell with a trait matching that type (such as fire).

- **Weapon** Choose acid, cold, electricity, fire, or sonic. The weapon deals an extra 1d4 damage of that type. Increase this extra damage to 1d6 if you have a domain spell with a trait matching that type (such as fire).

10TH LEVEL

CASTIGATING WEAPON

FEAT 10

CLERIC

Prerequisites Holy Castigation

The force of your deity's castigation strengthens your body so you can strike down the wicked. After you damage a fiend using a *heal* spell, your weapon or unarmed Strikes deal extra good damage to fiends equal to half the level of the *heal* spell until the end of your next turn. This is cumulative with any good damage the weapon already deals (such as from a *holy* rune).

HEROIC RECOVERY ◆

FEAT 10

CLERIC CONCENTRATE METAMAGIC

Prerequisites healing font, good alignment

The restorative power of your healing invigorates the recipient. If the next action you use is to cast *heal* targeting a single living creature and the target regains Hit Points from the spell, it also gains three bonuses until the end of its next turn: a +5-foot status bonus to its Speed, a +1 status bonus to attack rolls, and a +1 status bonus to damage rolls.

IMPROVED COMMAND UNDEAD

FEAT 10

CLERIC

Prerequisites harmful font, Command Undead, evil alignment

Undead creatures find it all but impossible to resist your commands. When you use Command Undead, if the undead succeeds at its save but doesn't critically succeed, it is your minion for 1 round. If the undead fails its save, it is your minion for 10 minutes. If it critically fails, it is your minion for 24 hours.

REPLENISHMENT OF WAR

FEAT 10

CLERIC

Prerequisites expert in your deity's favored weapon

Striking out against your enemies draws praise and protection from your deity. When you damage a creature with a Strike using your deity's favored weapon, you gain a number of temporary Hit Points equal to half your level, or equal to your level if the Strike was a critical hit. These temporary Hit Points last until the start of your next turn.

12TH LEVEL

DEFENSIVE RECOVERY ◆

FEAT 12

CLERIC CONCENTRATE METAMAGIC

Prerequisites harmful font or healing font

Your faith provides temporary protection in addition to healing. If the next action you use is to cast *harm* or *heal* on a single target and the target regains Hit Points from the spell, it also gains a +2 status bonus to AC and saving throws for 1 round.

DOMAIN FOCUS

FEAT 12

CLERIC

Prerequisites one or more domain spells

Your devotion to your deity's domains grows greater, and so does the power granted to you. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

EMBLAZON ANTIMAGIC

FEAT 12

CLERIC

Prerequisites Emblazon Armament

Your deity's symbol protects against offensive magic. When you Emblazon an Armament, you can choose from the following effects instead of the effects listed in that feat. These effects have the same restrictions as the base options.

- **Shield** When the wielder has the shield raised, they gain the shield's circumstance bonus to saving throws against magic, and they can use Shield Block against damage from their enemies' spells.
- **Weapon** When the weapon's wielder critically hits with the weapon, they can attempt to counteract a spell on their target, using half their level, rounded up, as the counteract level. If they attempt to do so, the emblazoned symbol immediately disappears.

SHARED REPLENISHMENT

FEAT 12

CLERIC

Prerequisites Replenishment of War

When your deity blesses your warlike acts, you can extend that favor to your allies. You can grant the temporary Hit Points from Replenishment of War to an ally within 10 feet instead of gaining them yourself. You can grant these temporary Hit Points to a different ally each time, meaning you might be able to grant them to multiple creatures in a single turn.

14TH LEVEL

DEITY'S PROTECTION

FEAT 14

CLERIC

Prerequisites Advanced Domain

When you call upon your deity's power to fulfill the promise of their domain, you gain divine protection. After you cast a domain spell, you gain resistance to all damage until the start of your next turn. The amount of resistance is equal to the level of the domain spell you cast.

EXTEND ARMAMENT ALIGNMENT

FEAT 14

CLERIC

Prerequisites Align Armament

The alignment you impose on a weapon lasts much longer. The duration of Align Armament increases to 1 minute.

FAST CHANNEL

FEAT 14

CLERIC

Prerequisites harmful font or healing font

Divine power is always at your fingertips, swiftly responding

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SAMPLE CLERIC



PHARASMIN

A follower of the Lady of Graves, you respect the sanctity of both life and death.

ABILITY SCORES

Prioritize Wisdom, with Charisma second to maximize your healing and help you spread the word of your faith.

SKILLS

Diplomacy, Medicine, Occultism, Religion

DEITY

Pharasma (alignment: N; divine font: *heal*)

DOCTRINE

Cloistered cleric (death domain)

HIGHER-LEVEL FEATS

Turn Undead (2nd), Selective Energy (6th)

PREPARED SPELLS

1st *fear*, *mindlink*, *heal* spells from divine font; **Cantrips** *detect magic*, *disrupt undead*, *daze*, *light*, *stabilize*

to your call. When you cast *harm* or *heal* by spending 2 actions, you can get the effects of the 3-action version instead of the 2-action version.

You can do this with *harm* if you have harmful font or *heal* if you have healing font (or both if you have Versatile Font).

SWIFT BANISHMENT

FEAT 14

CLERIC

Trigger You critically hit a creature that is not on its home plane.

Requirements You have a *banishment* spell prepared.

The force of your blow sends your victim back to its home plane. You expend a *banishment* spell you have prepared, affecting the creature you critically hit without needing to cast the spell. The creature can attempt to resist the spell as normal.

16TH LEVEL

ETERNAL BANE

FEAT 16

CLERIC

Prerequisites evil alignment

A life of evil has made you a nexus for your deity's vile power. You're continuously surrounded by a *bane* spell with a spell level equal to half your level (rounded up). The radius is 15 feet, and you can't increase it. You can Dismiss the spell; if you do, it returns automatically after 1 minute.

ETERNAL BLESSING

FEAT 16

CLERIC

Prerequisites good alignment

Your good deeds have brought your deity's grace to you for all of eternity. You're continuously surrounded by a *bless* spell with a spell level equal to half your level (rounded up). The radius is 15 feet, and you can't increase it. You can Dismiss the spell; if you do, it returns automatically after 1 minute.

RESURRECTIONIST

FEAT 16

CLERIC

You can cause a creature you bring back from the brink of death to thrive and continue healing. When you restore Hit Points to a dying creature or bring a dead creature back to life and restore Hit Points to it, you grant that creature fast healing 5 for 1 minute. This fast healing ends if the creature is knocked unconscious.

18TH LEVEL

DOMAIN WELLSPRING

FEAT 18

CLERIC

Prerequisites Domain Focus

The intensity of your focus grows from the investment you've placed in your domains. If you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

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ECHOING CHANNEL ◆

FEAT 18

CLERIC CONCENTRATE METAMAGIC

When you pull forth positive or negative energy, you also create a smaller pocket of that energy. If the next action you use is to cast a 2-action *harm* or *heal* to heal or damage a single creature, choose one additional creature adjacent to either you or the target. Target that creature with a 1-action version of the same spell. This spell is the same level as the 2-action *harm* or *heal* you cast and doesn't cost another spell slot.

IMPROVED SWIFT BANISHMENT

FEAT 18

CLERIC

Prerequisites Swift Banishment

You easily banish creatures with your weapon. You can use Swift Banishment as long as you have a spell slot of 5th level or higher remaining, even if you don't have *banishment* prepared. You must sacrifice a prepared spell of 5th level or higher, and the *banishment* effect you create is heightened to the level of that spell. Your weapon serves as the special material component of *banishment*, causing the target to take the -2 penalty to its save against any *banishment* you cast using Swift Banishment.

20TH LEVEL

AVATAR'S AUDIENCE

FEAT 20

CLERIC

Your extensive service has made you a lesser herald of your

deity, which affords you certain privileges. First, any creature you encounter knows instinctively that you speak for your deity. Second, if you conduct the *commune* ritual to contact your deity, you don't have to pay any cost and you automatically get a critical success. Third, once per day, you can cast *plane shift* as a divine innate spell, but only to travel to the realm of your deity. When you cast it this way, its casting time is 1 minute, your religious symbol is a sufficient tuning fork for this spell, and you appear exactly where you want to be. If you're in your deity's realm due to this spell, you can return to the point you left when you cast it by spending a single action, which has the concentrate and divine traits.

MAKER OF MIRACLES

FEAT 20

CLERIC

Prerequisites miraculous spell

You are a conduit for truly deific power. You gain an additional 10th-level spell slot.

METAMAGIC CHANNEL ◆

FEAT 20

CLERIC CONCENTRATE

Deep understanding of divine revelations into the nature of vital essence allows you to freely manipulate the effects of your positive or negative energy. Use 1 metamagic action that you can perform that normally takes 1 action and can be applied to the *harm* or *heal* spell. If you use it in this way, its effects apply only to a *harm* or *heal* spell.