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Priest

Alignment: A priest's alignment must be that of his deity's.

Hit Die: d6.

Class Skills

The priest's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Domains and Class Skills: A priest who chooses the Animal or Plant domain adds Knowledge (nature) (Int) to the priest class skills listed above. A priest who chooses the Knowledge domain adds all Knowledge (Int) skills to the list. A priest who chooses the Travel domain adds Survival (Wis) to the list. A priest who chooses the Trickery domain adds Bluff (Cha), Disguise (Cha), and Hide (Dex) to the list. See Deity, Domains, and Domain Spells, below, for more information.

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Starting Gold: 5d4 x 10(125gp)

Table: Priest

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Max Bonus Spell Casting Points	Base Spell Casting Points	Max Spell Level
1st	+0	+0	+0	+2	Turn or Rebuke Undead	1	1	1
2nd	+1	+0	+0	+3		1	2	1
3rd	+1	+1	+1	+3		3	4	2
4th	+2	+1	+1	+4		3	6	2
5th	+2	+1	+1	+4		6	9	3
6th	+3	+2	+2	+5	Bonus Feat	6	13	3
7th	+3	+2	+2	+5		10	17	4
8th	+4	+2	+2	+6		10	22	4
9th	+4	+3	+3	+6	Leadership	15	28	5
10th	+5	+3	+3	+7		15	34	5
11th	+5	+3	+3	+7		21	41	6
12th	+6/+1	+4	+4	+8	Bonus Feat	21	49	6
13th	+6/+1	+4	+4	+8		28	59	7
14th	+7/+2	+4	+4	+9		28	68	7
15th	+7/+2	+5	+5	+9		36	80	8
16th	+8/+3	+5	+5	+10		36	90	8
17th	+8/+3	+5	+5	+10		45	104	9
18th	+9/+4	+6	+6	+11	Bonus Feat	45	116	9
19th	+9/+4	+6	+6	+11		45	132	9
20th	+10/+5	+6	+6	+12		45	145	9

Class Features

All of the following are class features of the priest.

Weapon and Armor Proficiency: Priests are proficient with all simple bludgeoning weapons, but not with any type of armor or shield.

A priest who chooses the War domain receives the Weapon Focus feat related to his deity's weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat if required.

Aura (Ex): A priest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

Spells: A priest casts divine spells, which are drawn from the priest/cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below.

Like other spellcasters, a priest can cast only a certain number of spells per day. Unlike other casters, the priest has a spell casting point pool which determines the spells he can cast. A spell has a point cost equal to its spell level.

To cast a spell, the priest must have an Wisdom score equal to at least 10 + the spell level. The Difficulty

Class for a saving throw against a priest's spell is 10 + the spell level + the priest's Wisdom modifier. The priest must use spell casting points from the spell point pool equal to the spell's point cost. 0-level spells have no cost and do not use spell casting points. The number of 0-level spells a priest may cast in one day is equal to the priest's wisdom score.

A priest does not memorize spells. Instead, he must ask his deity for the power to do his will through daily prayer. In answer to the priest's prayers, the deity grants his priest the power to carry out his will. All of a priest's spells are cast spontaneously.

His base daily spell point allotment is given on Table: The Priest. In addition, he receives bonus spell casting points if he has a high Wisdom score. The bonus spell casting points he receives is equal to the summation of all numbers from 1 to his WIS modifier, up to a WIS modifier equal to his highest current spell level. For instance, a 4th level priest has an WIS modifier of 4 and can cast 2nd level spells. His bonus spell casting points are 1 + 2, for a total of 3. If he reaches 9th level and his WIS modifier is still 4, his bonus spell casting points are 1 + 2 + 3 + 4, for a total of 10. He does not get the full 15 bonus spell casting points because his WIS modifier is not high enough. The maximum value for bonus spell casting points is listed in Table: The Priest.

Spell casting points are regained by praying. A priest regains all spell casting points after praying to his deity. This must be done daily or his spell casting points are reduced to 0. While a priest can pray to his deity as often as he wishes, spell points are regained only once per day.

Time is required to pray to regain spell casting points. The time it takes to pray is equal to 10 minutes per class level. For example, a 5th level priest must pray for 50 minutes. This prayer must be uninterrupted or the priest must begin all over again. This is an all-or-nothing process. Either the prayer is completed and all spell casting points are regained or it is not completed and no spell casting points are regained.

0-level spells do not incur a cost from the spell casting pool.

Optional Rule

A priest channels the divine power of his god through his body to cast a spell. Every time a priest casts a spell, he must be able to withstand the physical effects of channeling the divine energy by making a fortitude save, DC 10 + spell level. If the save is failed by 5 or less, he takes 1 point of subdual damage from the strain of the energy coursing through his body. If the save is failed by more than 5, he takes 1d3 subdual damage. Otherwise, he takes no damage from casting the spell.

Subdual damage taken from failing this save does not cause the priest to roll a concentration check to avoid losing the spell. The spell is cast successfully regardless of the results of this save.

0-level spells are not subject to a fortitude save when cast.

Deity, Domains, and Domain Spells: A priest's deity influences his alignment, what magic he can perform, his values, and how others see him. A priest must be devoted to a deity and his alignment must be the same as his deity's alignment.

A priest chooses two domains from among those belonging to his deity. The priest gets the granted powers of both the domains selected.

Even though a priest's deity provides domain spells, the priest does not get these. They are reserved for other followers of the deity. However, when he normally casts a spell that is in his domain spell lists, his caster level for that spell is one level higher than his actual caster level.

Chaotic, Evil, Good, and Lawful Spells: A priest can't cast spells of an alignment opposed to his own or his deity's. Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Turn or Rebuke Undead (Su): Any priest, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead).

A good priest can turn or destroy undead creatures. An evil priest instead rebukes or commands such creatures. A neutral priest must choose whether his turning ability functions as that of a good priest or an evil priest. Once this choice is made, it cannot be reversed.

A priest may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A priest with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning or rebuking checks against undead.

Bonus Feats: At 6th, 12th, and 18th level, a priest gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The priest must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels.

Leadership: At 9th level, the priest automatically gains the Leadership feat and begins attracting followers.

Ex-Priests

A priest who grossly violates the code of conduct required by his god loses all spells and class features, except for his proficiency with simple bludgeoning weapons. He cannot thereafter gain levels as a priest of that god until he atones (see the *atonement* spell description).

Divine Spells and Armor

Priests do not know how to wear armor effectively.

If desired, they can wear armor anyway (though they'll be clumsy in it), or they can gain training in the proper use of armor (with the various Armor Proficiency feats—light, medium, and heavy—and the Shield Proficiency feat), or they can multiclass to add a class that grants them armor proficiency. The somatic components required for divine spells are not nearly as intricate as those of the arcane type. Therefore, priests with the proper proficiencies are not subject to the arcane spell failure of the armor or shield. However, priests wearing armor or shields without the appropriate proficiencies **are** subject to spell failure due to their lack of training.

If a spell doesn't have a somatic component, a priest can cast it with no problem while wearing armor. Such spells can also be cast even if the caster's hands are bound or if he is grappling (although Concentration checks still apply normally). The metamagic feat Still Spell allows a spell caster to cast a spell at a cost equal to one spell level higher than normal without the somatic component. This also provides a way to cast a spell while wearing armor without risking spell failure.