Adventuring Classes:

Presbyter Arrayed

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TRIPOD MACHINE

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by RJ Grady

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The Presbyter

Presybyters are clerists, divine spellcasters, cultists and prophets. While similar to clerics, they are not defined so much by their physical courage as their absolute faith. Presbyters trust in their spells, not strength in arms. While the presbyter class lends itself well to the cloistered scholar, presbyters can just as easily be students of experience, spellcasting crusaders, or exemplars of their faith. Depending on their deity and their area of focus, a presbyter could be a priest, a dedicated spellcaster, a mystic, or an archivist. Because of their emphasis, presbyters are more common among more contemplative faiths, and less so in militant religions, but presbyters can be found serving almost any deity.

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

Hit Die: d6

Starting wealth: As wizard.

Class Skills: The presbyter's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Perform (all), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the presbyter.

Weapon and Armor Proficiency: A presbyter is proficient with the club, dagger, dart, quarterstaff, sling, and the favored weapon of her deity. Presbyters are also proficient with light armor but not shields.

Aura: As per the cleric class.

Spells: As per the cleric class. Presbyters gain the following spells as though they were on the cleric spell list:

1st - *identify*, *mage armor*, **3rd** - *tongues* (reduced from 4th), **4th** - *detect scrying, scrying* (reduced from 5th), **6th** - *analyze dweomer*, **7th** - *sequester*, **8th** - *vision*

Channel Energy: As per the cleric class feature.

Divine Bond (Ex or Sp): At 1st level, presbyters form a powerful bond of faith. This bond can take one of two forms: an additional domain or a bonded object. Once a presbyter makes this choice, it is permanent and cannot be changed. A presbyter who selects an additional domain can choose any of the domains normally available to her. She gains all the benefits of the additional domain.

Presbyters who select a bonded object begin play with one at no cost. Objects that are the subject of a divine bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. If a presbyter attempts to cast a spell without her bonded object worn or in hand, she must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the presbyter prepared for the day, even domain spells, even if the spell has already been expended. This spell is treated like any other spell cast by the presbyter, including casting time, duration, and other effects dependent on the presbyter's level. This spell cannot be modified by metamagic feats or other abilities.

A presbyter can add additional magic abilities to her bonded object as if she has the required item creation feats and if she meets the level prerequisites of the feat. For example, a presbyter with a bonded quarterstaff must be at least 5th level to add magic abilities to the quarterstaff (see the Craft Magic Arms and Armor feat in Feats). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the presbyter who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the presbyter prepares her spells. If the object of a divine bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per presbyter level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A presbyter can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Domains: As per the cleric class.

Orisons: As per the cleric class.

Spontaneous Casting: As per the cleric class feature.

Chaotic, Evil, Good, and Lawful Spells: As per the cleric class feature.

Bonus Languages: A presbyter'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.

Bonus Feats: At 5th, 10th, 15th, and 20th level, a presbyter gains a bonus feat. At each such opportunity, she can choose a metamagic feat or a channeling feat. The presbyter must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The presbyter is not limited when choosing those feats.

Ex-Presbyters

Like a cleric, a presbyter 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 weapons. She cannot thereafter gain levels as a cleric or presbyter of that god until she atones for her deeds (see the *atonement* spell description).

Favored Class Options

Instead of +1 hit point or skill rank, a presbyter who is a member of the listed race can select one of the following benefits instead when they gain a level.

Dwarf: Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the presbyter's Wisdom modifier. The presbyter adds 1/2 to the number of uses per day of that domain power.

Elf: Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the presbyter's Wisdom modifier. The presbyter adds 1/2 to the number of uses per day of that domain power.

Gnome: Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the presbyter's Wisdom modifier. The presbyter adds 1/2 to the number of uses per day of that domain power.

Human: Add +1 on caster level checks made to overcome the spell resistance of outsiders.

Table 1-1: Presbyter

Level	Base attack bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+0	+0	+0	+2	Aura, channel energy 1d6, divine bond, domains, orisons	3	1+1	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		4	2+1	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Channel energy 2d6	4	2+1	1+1	—	—	—	—	—	—	—
4	+2	+1	+1	+4		4	3+1	2+1	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Bonus feat, channel energy 3d6	4	3+1	2+1	1+1	—	—	—	—	—	—
6	+3	+2	+2	+5		4	3+1	3+1	2+1	—	—	—	—	—	—
7	+3	+2	+2	+5	Channel energy 4d6	4	4+1	3+1	2+1	1+1	—	—	—	—	—
8	+4	+2	+2	+6		4	4+1	3+1	3+1	2+1	—	—	—	—	—
9	+4	+3	+3	+6	Channel energy 5d6	4	4+1	4+1	3+1	2+1	1+1	—	—	—	—
10	+5	+3	+3	+7	Bonus feat	4	4+1	4+1	3+1	3+1	2+1	—	—	—	—
11	+5	+3	+3	+7	Channel energy 6d6	4	4+1	4+1	4+1	3+1	2+`	1+1	—	—	—
12	+6/+1	+4	+4	+8		4	4+1	4+1	4+1	3+1	3+1	2+1	—	—	—
13	+6/+1	+4	+4	+8	Channel energy 7d6	4	4+1	4+1	4+1	4+1	3+1	2+1	1+1	—	—
14	+7/+2	+4	+4	+9		4	4+1	4+1	4+1	4+1	3+1	3+1	2+1	—	—
15	+7/+2	+5	+5	+9	Bonus feat, channel energy 8d6	4	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	—
16	+8/+3	+5	+5	+10		4	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	—
17	+8/+3	+5	+5	+10	Channel energy 9d6	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1
18	+9/+4	+6	+6	+11		4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1
19	+9/+4	+6	+6	+11	Channel energy 10d6	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1
20	+10/+5	+6	+6	+12	Bonus feat	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1

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