

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Adventuring Classes: Presbyter Arrayed



RJ Grady



Adventuring Classes:

Presbyter Arrayed

by RJ Grady

Art by Matt Morrow

Compatibility with the **Pathfinder Roleplaying Game** requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Adventuring Classes: Presbyter Arrayed Copyright 2014 by RJ Grady, published by Tripod Machine.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Designation of Product Identity: All artwork; all logos; trade dress; the name Tripod Machine and all associated trademarks; and trademarks used under license are Product Identity.

Designation of Open Gaming Content: Excepting that already designated as Product Identity, the entire text of the presbyter class and all rules mechanics are designated as Open Gaming Content.

The Presbyter

Presbyters 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
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+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
18	+9/+4	+6	+6	+11		4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+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
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

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that

Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Adventuring Classes: Presbyter Arrayed. Copyright 2014 by RJ Grady.



Adventuring Classes:

Presbyter Arrayed

RJ Grady

