



CLERIC

“Idleness is the enemy of the soul; let steadfastness have its full effect, that you may be perfect and complete, lacking in nothing.”

NEW DOCTRINE

The following doctrine is available to clerics in addition to those found on page 119 of the *Core Rulebook*.

ITINERANT

You are a cleric that isn't bound to a single location, traveling from place to place in order to fulfill your deity's plans. You might be a circuit preacher with a number of churches and temples you tend to, or you could be a true wanderer, never staying put for very long. Your broader experiences have taught you a wider array of skills than many priests, allowing you to dabble in many areas of worship. As an itinerant, your path is a complex one, and your journey allows you to pursue your divine mission in your own unique way.

First Doctrine (1st): You're trained in light armor and in two skills of your choice. You gain the Mantle of Faith cleric feat, and you can take blessing feats without having the prerequisite domain. At 13th level, if you gain the divine defense class feature, you also gain expert proficiency in light armor.

Second Doctrine (3rd): Your proficiency for Fortitude saves increases to expert. You gain a skill feat of your choice for Religion or your deity's favored skill. You gain another skill feat in this way at 9th level and again at 15th level.

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

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

Fifth Doctrine (15th): Your proficiency for Perception increases to legendary, and 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.

NEW CLERIC FEATS

1ST LEVEL

MANTLE OF FAITH

FEAT 1

UNCOMMON CLERIC

Access itinerant doctrine

Faith can reward many boons to devout worshipers. You are able to call upon these blessings in concentrated bursts of power to give you an edge over your opposition. You learn the *mantle of faith* domain spell and a focus pool of 1 Focus Point.

MANTLE OF FAITH

FOCUS 1

UNCOMMON CLERIC EVOCATION

Cast ◆ verbal

Duration 1 minute

You call upon your deity's blessing to enhance your abilities. Choose one boon from those available to you. You gain its benefits for the duration of this spell.

You have the following three kinds of boons available to you, though some class feats add additional boon options and heightened effects to this spell.

- *Justice* You gain a +1 status bonus to attack rolls.
- *Providence* You gain a +1 status bonus to AC.
- *Purity* You gain a +1 status bonus to saving throws.

Some boons may have additional traits, denoted in parentheses after the boon's name. When you cast this spell, it gains the traits of any boons you choose for that particular casting. If you cast *mantle of faith* while already benefiting from another casting of the spell, the boons from the previous casting immediately end.

Heightened (4th) You can increase the casting time of *mantle of faith* to two actions. If you do, choose two boons from the options available to you. You gain the benefits of both for the duration of this spell.

Heightened (6th) Increase the status bonus from *justice*, *providence*, and *purity* to +2.

Heightened (8th) You can increase the casting time of *mantle of faith* to three actions. If you do, choose three boons from the options available to you. You gain the benefits of all three for the duration of the spell.

Heightened (10th) Increase the status bonus from *justice*, *providence*, and *purity* to +3.

AQUATIC MOBILITY

FEAT 2

BLESSING CLERIC

Prerequisites water domain

Aquatic terrain no longer imposes your movements. You gain the Underwater Marauder skill feat (*Core Rulebook* 268), even if you do not meet the prerequisites, and you ignore difficult terrain from shallow water.

Special Add the following boon to the list available to you when you cast *mantle of faith*:

Waves You gain a swim Speed equal to your Speed or 20 feet, whichever is greater.

Heightened (4th) You can breath underwater, and you can Step while using your Swim speed. If you have the water domain, you also gain the effects of the *water walk* spell (*Core Rulebook* 384) for *waves*'s duration.

Heightened (6th) Increase your Swim speed to 40 feet. If you have the water domain, you gain imprecise wavesense (*Bestiary* 344) with a range of 60 feet.

CASSOCK AND DAGGER

FEAT 2

BLESSING CLERIC

Prerequisites trickery domain, divine font

Hiding your true intentions ensures your divine mission will be carried out fully. You become trained in Deception; if you were already trained, you become an expert instead.

You also gain Channel Subterfuge.

Channel Subterfuge ♦ (metamagic); **Effect** If the next action you use is to cast *harm* or *heal*, weapons and unarmed attacks of creatures you heal with the spell gain the backstabber trait for 1 round. Creatures you damage with the spell that fail their save become flat-footed for 1 round.

Special Add the following boon to the list available to you when you cast *mantle of faith*:

Deceit You gain a +1 status bonus to Deception checks. If you have the trickery domain, creatures you heal with a spell augmented by Channel Subterfuge also gain the status bonus from *deceit* for 1 round.

Heightened (6th) Increase the status bonus from *deceit* to +2. If you have the trickery domain, creatures that are flat-footed to you also take the condition's circumstance penalty to saves against your spells.

Heightened (10th) Increase the status bonus from *deceit* to +3.

ERUDITE LORE

FEAT 2

BLESSING CLERIC

Prerequisites knowledge domain

You learn all manner of subjects on your crusade for your deity. You are trained in Erudite Lore, a special Lore skill that

KEY TERMS

You'll see the following key terms in a number of cleric abilities.

Blessing: Blessings are extensions of how a deity's domains can aid a cleric in their adventures. Rather than grant a domain spell, a blessing feat instead provides more mundane benefits related to the domain that you might pick up while practicing its teachings. For example, a cleric with the nature domain would have an easier time training in the nature skill, while one with the duty domain can shrug off compulsions that would stand in the way of their mission. Unlike focus spells, these abilities are always active once you take the feat.

Due to their less restrictive tenants and more diverse training, itinerant clerics are able to choose blessing feats even if they do not have the proper domain. This represents their dabbling in myriad methods throughout their journey.

Boon: Boons are minor powers granted to you by domains. When casting *mantle of faith*, you gain one or more benefits which you choose from a list of boons available to you. At first, the list of available boons is limited to basic combat augmentations, such as the *boon of purity*. However, each time you take a blessing feat, it adds another boon to the list. Thus you can improve your abilities dramatically by focusing on certain types of blessings.

For instance, a *boon of healing and resiliency* greatly reduces incoming damage while also healing you each turn, but offers you no offensive help. Meanwhile, a *boon of justice and smiting* provides substantial bonuses to offense without improving survivability. Choosing the right mix of abilities is key for maximizing the potential of *mantle of faith*.

can be used only to Recall Knowledge, but on any topic. If you have legendary proficiency in Religion, you gain expert proficiency in Erudite Lore, but you can't increase your proficiency rank in Erudite Lore by any other means.

Special Add the following boon to the list available to you when you cast *mantle of faith*:

Insight You gain a +1 status bonus to checks to Recall Knowledge.

Heightened (6th) Increase the status bonus from *insight* to +2. If you have the knowledge domain, when you critically succeed at identifying a target you can see with Recall Knowledge, you and allies you tell gain a +1 circumstance bonus to your next attack roll against that prey. You can give this bonus only once per day against a particular creature.

Heightened (10th) Increase the status bonus from *insight* to +3. If you have the knowledge domain, you become quickened and can use the use the extra action to Recall Knowledge.



SAMPLE CLERIC

SHADOWPRIEST OF NORGORBER

Your divine mission is shrouded in mystery.

ABILITY SCORES

Wisdom helps your spellcasting, while Dexterity and Charisma help your skills.

SKILLS

Acrobatics, Crafting, Deception, Religion, Stealth, Thievery

DEITY

Norgorber (divine font: *harm*)

FEATS

Domain Initiate (trickery, wealth; 1st), Cassock and Dagger (2nd), Hallowed Health (6th), Clandestine Covenant, Dark Sanctuary (8th)

PREPARED SPELLS

Cantrips: *chill touch*, *guidance*; **1st** *fear*, *illusory disguise*, *ventriloquism*; **2nd** *darkvision*, *invisibility*

8TH LEVEL

CLANDESTINE COVENANT

FEAT 8

BLESSING CLERIC

Prerequisites secrecy domain

Attempting to draw information out of you is met with divine resistance. You gain the Slippery Secrets skill feat (*Core Rulebook* 266) even if you don't meet the prerequisites, and you can use Religion instead of Deception when using that feat. When you roll a critical failure on a saving throw against a divination effect, you get a failure instead.

Special Add the following boon to the list available to you when you cast *mantle of faith*:

Hush (linguistic) You gain the benefits of a 4th-level *telepathy* spell (*Core Rulebook* 377) for *hush's* duration. Creatures attempting to Recognize Spells you cast take a status penalty on their check equal to half *mantle of faith's* level.

Heightened (8th) If you have the secrecy domain, *mantle of faith* attempts to counteract any detection, revelation, and scrying effects targeting you. On a success, the divination effect functions normally except that it detects nothing about you or your possessions.

DARK SANCTUARY

FEAT 8

BLESSING CLERIC

Prerequisites darkness domain, divine font

Throughout your divine labors, you've found safety in darkness. You become trained in Stealth; if you were already trained, you become an expert instead.

You also gain Channel Shadow.

Channel Shadow ♦ (darkness, metamagic); **Effect** If the next action you use is to cast *harm* or *heal*, it attempts to counteract magical light affecting its targets, or an area of magical light it overlaps if it affects an area. The spell gains the darkness trait.

Special Add the following boon to the list available to you when you cast *mantle of faith*:

Obfuscation You gain a +1 status bonus to Stealth checks. If you have the darkness domain, increase the DC of flat checks to target you by 1 if you're concealed or by 2 if you're hidden.

Heightened (6th) Increase the status bonus from *obfuscation* to +2.

Heightened (10th) Increase the status bonus from *obfuscation* to +3. If you have the darkness domain, you become invisible for *obfuscation's* duration. You remain invisible even if you use a hostile action.

DISCERNING SENSES

FEAT 8

BLESSING CLERIC

Prerequisites truth domain

Falsehoods and illusions do not fool you often. If you roll a success on a saving throw against an effect with a sensory trait (auditory, olfactory, or visual), you critically succeed instead, and when you roll a critical failure, you get a failure instead. Additionally, when you come within 10 feet of an illusion that can be disbelieved, the GM rolls a secret check for you to disbelieve it, even if you didn't spend an action to Interact with the illusion.

SHINING GLORY

FEAT 8

BLESSING CLERIC

Prerequisites sun domain, divine font

Sunlight graces your every action. Any creature that has a status bonus to saving throws against positive effects reduces that bonus by 1 against your spells.

You also gain Channel Radiance.

Channel Radiance ♦ (light, metamagic); **Effect** If the next action you use is to cast *harm* or *heal*, it attempts to counteract magical darkness affecting its targets, or an area of magical darkness it overlaps if it affects an area. The spell gains the light trait.

Special Add the following boon to the list available to you when you cast *mantle of faith*:

Brilliance (light, positive) Your Strikes deal an amount of additional positive damage equal to the weapon's number of damage dice and gain the positive trait. If you have the sun domain, weapons you wield shed bright light in a 20-foot radius.

Heightened (6th) Double the additional positive damage from *brilliance*. If you have the sun domain, when you hit a creature with a weapon or unarmed attack, your weapon flashes brightly, and the creature must attempt a Fortitude save. Creatures that fail this save or fail the save against a spell augmented by Channel Radiance are blinded for 1 round, or for *brilliance*'s duration on a critical hit or critically failed save. Creatures with a particular vulnerability to sunlight (such as vampires or wraiths) use the outcome for one degree of success worse than the result of the save. Regardless of the result, the creature is then temporarily immune to this effect for 1 minute.

TEAMWORK TACTICS

FEAT 8

BLESSING CLERIC

Prerequisites family domain

Teamwork and cooperation are the cornerstones of your divine training. Any enemy is flat-footed against your melee attacks due to flanking as long as the enemy is within both your reach and your ally's. Your allies must still flank an enemy for it to be flat-footed to them.

Special Add the following boon to the list available to you when you cast *mantle of faith*:

Kinship You gain a +1 status bonus on checks to Aid and to damage rolls against creatures you are flanking. If you have the family domain, allies you aid to attack or that are also flanking a creature you are flanking gain a +1 status bonus to damage rolls against that creature.

Heightened (6th) Increase the status bonus from *kinship* to +2. If you have the family domain, at the start of each of your turns when you regain your actions, you gain an additional reaction that you can use only to Aid.

Heightened (10th) Increase the status bonus from *kinship* to +3. If you have the family domain, you can prepare to Aid an ally once per round as a free action.

TOUCH OF THE MAKER

FEAT 8

BLESSING CLERIC

Prerequisites creation domain, divine font

Practice in crafting and art has given you additional insight. You become trained in Crafting; if you were already trained, you become an expert instead. You can use a divine symbol of your deity in place of artisan's tools or a repair kit for checks to Craft or Repair.

You also gain Channel Artifice.

Channel Artifice ♦ (metamagic); **Effect** If the next action you use is to cast *harm* or *heal*, it treats constructs as living creatures and ignores their normal immunities to healing and necromancy effects. Other defenses, such as the Golem Antimagic that many golems have, still affect the spell normally.

Special Add the following boon to the list available to you when you cast *mantle of faith*:

Craftsmanship You gain a +1 status bonus to Crafting checks. If you have the creation domain, weapons you wield gain Modular B, P, or S. Their damage type returns to normal when *craftsmanship* ends or you no longer wield them.

Heightened (6th) Increase the status bonus from *craftsmanship* to +2.

Heightened (10th)

Increase the status bonus from *craftsmanship* to +3.

