

STATS FOR JESUS

OGL/PATHFINDER STATS FOR JESUS OF NAZARETH



CREDITS

**WRITTEN & PRODUCED BY
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**FRONT COVER ART
“CHI-RHO PAGE”
BOOK OF KELLS, CA. 800 A.D.**

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INTRODUCTION

"[Reverend] Bennett looked at him with the triple-ringed uninterest of a creed that lumps nine-tenths of the world under the title of 'heathen'."

--Kim, Rudyard Kipling

In 1980, TSR, Inc. published *Deities and Demigods*, which gave the game statistics (for the then-current *Dungeons and Dragons* game) for the gods of many real-world religious panthea.

With one rather notable exception.

Can you really have stats for Jesus?

Well . . . yes. It's only really western, modern and/or Judeo-Christian chauvinism that holds that while stats for Brahma or Zeus or Osiris are okay, that stats for Jesus Christ are somehow beyond conceiving.

This actually goes deeper than many people might think. The traditional, pre-modern understanding in Judaism, Christianity and Islam is not that other gods "do not exist" but rather that they are demons in disguise. That is, that idols are "vain but not empty" as several early saints and theologians described it. This dovetails with our conception of other religions as polytheistic in such cases as ancient Greece and Egypt (rightly) or India (wrongly).

Across the various books of the Bible, you will find varying depictions of Jesus' abilities. Plus, then there's the centuries of philosophical and theological parsing that further seek to define what Jesus is capable of and/or what his goals and methods (we might say alignment) will be. So included in this book, you will find the OGL game stats for not one but multiple Jesuses (Jesi?).

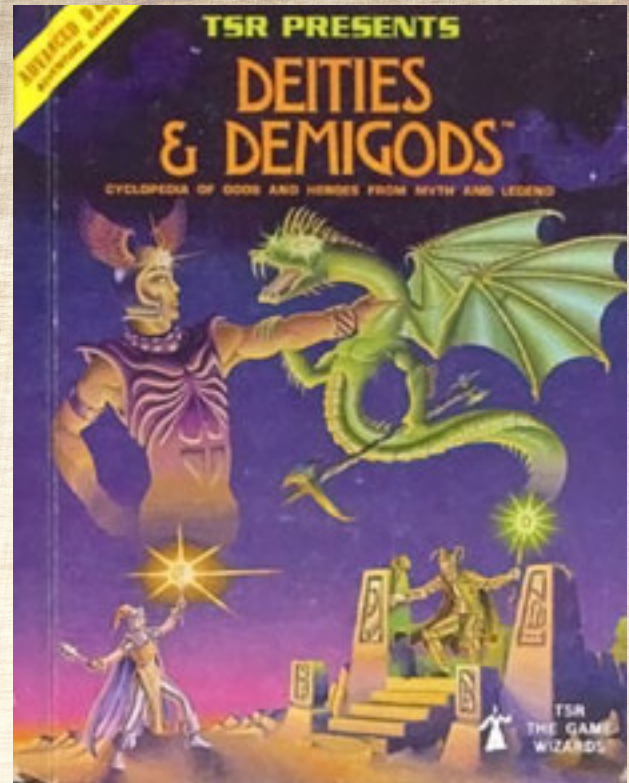


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JESUS - UNITARIAN/JEFFERSON BIBLE VERSION

"IN EXTRACTING THE PURE PRINCIPLES WHICH HE TAUGHT, WE SHOULD HAVE TO STRIP OFF THE ARTIFICIAL VESTMENTS IN WHICH THEY HAVE BEEN MUFFLED BY PRIESTS, WHO HAVE TRAVESTIED THEM INTO VARIOUS FORMS, AS INSTRUMENTS OF RICHES AND POWER TO THEMSELVES.

WE MUST DISMISS THE PLATONISTS AND PLOTINISTS, THE STAGYRITES AND GAMALIELITES, THE ECLECTICS, THE Gnostics and Schoolastics, their essences and emanations, their Logos and Demiurges, Aeons and Daemons, male and female, with a long train of ... OR, SHALL I SAY AT ONCE, OF NON-SENSE.

WE MUST REDUCE OUR VOLUME TO THE SIMPLE EVANGELISTS, SELECT, EVEN FROM THEM, THE VERY WORDS ONLY OF JESUS, PARING OFF THE AMPHIBOLOGISMS INTO WHICH THEY HAVE BEEN LED, BY FORGETTING OFTEN, OR NOT UNDERSTANDING, WHAT HAD FALLEN FROM HIM, BY GIVING THEIR OWN MISCONCEPTIONS AS HIS DICTA, AND EXPRESSING UNINTELLIGIBLY FOR OTHERS WHAT THEY HAD NOT UNDERSTOOD THEMSELVES."

-EXCERPTS FROM THE CORRESPONDENCE OF THOMAS JEFFERSON

CR 8

XP 4,800

Human expert 10

CG Medium humanoid (human)

Init +2; Senses Perception +4

AC 12, touch 12, flat-footed 10

hp 90 (10d8+10)

Fort +6, Ref +5, Will +13

Speed 30 ft.

Melee unarmed +13/1d3+2 nonlethal

During Combat Unitarian Jesus attacks only in defense of others and/or while confronting corrupt or abusive worldly powers

Str 16, Dex 14, Con 16, Int 16, Wis 18, Cha 18

Base Atk +13; CMB +6; CMD 12

Feats

Iron Will, Skill Focus (Knowledge [geography, local, nature, history], Diplomacy)

Skills

Appraise +14, Diplomacy +17, Knowledge (dungeoneering, engineering, local) +13, Knowledge (geography) +12, Knowledge (history) +14, Knowledge (nature) +17, Knowledge (nobility) +5, Knowledge (religion) +10, Linguistics +14

Languages

Aramaic, Hebrew

Combat Gear/Treasure

robe, sandals

JESUS - MORTAL MINISTRY VERSION

"ONE DAY JESUS WAS TEACHING, AND PHARISEES AND TEACHERS OF THE LAW WERE SITTING THERE. THEY HAD COME FROM EVERY VILLAGE OF GALILEE AND FROM JUDEA AND JERUSALEM. AND THE POWER OF THE LORD WAS WITH JESUS TO HEAL THE SICK. SOME MEN CAME CARRYING A PARALYZED MAN ON A MAT AND TRIED TO TAKE HIM INTO THE HOUSE TO LAY HIM BEFORE JESUS. WHEN THEY COULD NOT FIND A WAY TO DO THIS BECAUSE OF THE CROWD, THEY WENT UP ON THE ROOF AND LOWERED HIM ON HIS MAT THROUGH THE TILES INTO THE MIDDLE OF THE CROWD, RIGHT IN FRONT OF JESUS.

WHEN JESUS SAW THEIR FAITH, HE SAID, "FRIEND, YOUR SINS ARE FORGIVEN."

THE PHARISEES AND THE TEACHERS OF THE LAW BEGAN THINKING TO THEMSELVES, "WHO IS THIS FELLOW WHO SPEAKS BLASPHEMY? WHO CAN FORGIVE SINS BUT GOD ALONE?"

JESUS KNEW WHAT THEY WERE THINKING AND ASKED, "WHY ARE YOU THINKING THESE THINGS IN YOUR HEARTS? WHICH IS EASIER: TO SAY, 'YOUR SINS ARE FORGIVEN,' OR TO SAY, 'GET UP AND WALK'? BUT I WANT YOU TO KNOW THAT THE SON OF MAN HAS AUTHORITY ON EARTH TO FORGIVE SINS." SO HE SAID TO THE PARALYZED MAN, "I TELL YOU, GET UP, TAKE YOUR MAT AND GO HOME." IMMEDIATELY HE STOOD UP IN FRONT OF THEM, TOOK WHAT HE HAD BEEN LYING ON AND WENT HOME PRAISING GOD. EVERYONE WAS AMAZED AND GAVE PRAISE TO GOD. THEY WERE FILLED WITH AWE AND SAID, "WE HAVE SEEN REMARKABLE THINGS TODAY."

-LUKE 5:17-23

CR 18

XP 153,600

Human cleric 19

NG Medium humanoid (human, extraplanar (good))

Init +4; Senses Perception +21

AC 15, touch 14, flat-footed 15 (+4 deflection, +2 natural)

hp 219 (19d8+95+35)

Fort +17 (and may re-roll a Fort save once/day),
Ref +6, **Will** +20 (and may re-roll a Will save once/day)

Speed 30 ft.

Space 5 ft.

Melee unarmed +14/+9/+4 (1d3+2) nonlethal

Special Attacks

Channel positive energy 7/day (DC 23, heal 10d6 to living creatures or do 10d6 to undead)

Domain Spell-Like Abilities

Touch of Good (Sp): Jesus can touch a creature as a standard action, granting a +9 bonus on attack rolls, skill checks, ability checks, and saving throws equal to half your cleric level (minimum 1) for 1 round. He can use this ability 9 times per day.

Rebuke Death (Sp): Jesus can touch a living creature as a standard action, healing it for 1d4+9 points of damage. He can only use this ability on a creature that is below 0 hit points. He can use this ability 9 times per day.

Healer's Blessing (Su): All cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower Spell metamagic feat.

Water Walk (permanent)

Cleric Spells Prepared (CL 19th; concentration +25)

9th – *mass heal* (x4)

8th – *holy aura* (x2), *mass cure critical wounds* (x2)

7th – *greater restoration*, *holy word* (x2), *resurrection* (x2)

6th – *banishment* (x2), *heal* (x2), *heroes' feast*

5th – *breath of life* (x2), *dispel evil* (x3)

4th – *cure critical wounds* (x2), *dismissal*, *holy smite* (x2), *restoration*

3rd – *create food and water*, *dispel magic*, *invisibility purge*, *magic circle against evil*, *magic vestment*

2nd – *gentle repose*, *hold person* (x2, DC 18), *lesser*

restoration, shield other

1st – protection from evil, remove blindness and deafness, remove curse, remove disease, remove fear

0 (at will) – detect magic, guidance, read magic, virtue

Domains Good, Healing

Before Combat

Jesus casts protection from evil, magic vestment, remove fear

During Combat

Jesus refuses to attack any foe himself, excepting moneychangers occupying religious buildings, which case He makes either unarmed or improvised weapon attacks until they leave the area. He also seeks to grapple/restrain any ally who draws a weapon to defend Him.

Str 18, Dex 10, Con 18, Int 8, Wis 22, Cha 18

Base Atk +11; CMB +16; CMD +26

Feats

Alignment Channel (Good), Combat Casting, Great Fortitude, Heavy Armor Proficiency, Improved Great Fortitude, Improved Initiative, Improved Unarmed Strike, Improved Iron Will, Iron Will, Selective Channeling, Toughness, Turn Undead

Skills

Craft (carpentry) +4, Knowledge (local) +6, Knowledge (religion) +13, Perception +21, Sense Motive +10

Languages

Aramaic, Hebrew (?), Latin(?)

Gear

robe, sandals

Special Abilities

And on the third day . . .: If Jesus is ever reduced to 0 hp, 72 hours later, He is subject to a *resurrection* spell and returns at 100% of normal hit points (although those wounds responsible for initially reducing him to zero hp remain). He gains Strength 25 for 10 rounds thereafter. He also then gains the ability to cast *fly* and *tongues* at will.

JESUS - DAY OF JUDGEMENT VERSION

“WHEN THE SON OF MAN COMES IN HIS GLORY. ALL THE NATIONS WILL BE GATHERED BEFORE HIM, AND HE WILL SEPARATE PEOPLE ONE FROM ANOTHER AS A SHEPHERD SEPARATES HIS SHEEP FROM THE GOATS, AND HE WILL SET THE SHEEP ON HIS RIGHT HAND BUT THE GOATS AT THE LEFT. THEN THE KING WILL SAY TO THOSE ON HIS RIGHT HAND, “COME, YOU BLESSED OF MY FATHER, INHERIT THE KINGDOM PREPARED FOR YOU FROM THE FOUNDATION OF THE WORLD; FOR I WAS HUNGRY AND YOU GAVE ME FOOD, I WAS THIRSTY AND YOU GAVE ME DRINK, I WAS A STRANGER AND YOU TOOK ME IN, I WAS NAKED AND YOU CLOTHED ME, I WAS SICK AND YOU VISITED ME, I WAS IN PRISON AND YOU CAME TO ME.” ... “ASSUREDLY, I SAY TO YOU, INASMUCH AS YOU DID IT TO ONE OF THE LEAST OF THESE MY BRETHREN, YOU DID IT TO ME.”

“THEN HE WILL ALSO SAY TO THOSE ON THE LEFT HAND, “DEPART FROM ME, YOU CURSED, INTO THE EVERLASTING FIRE PREPARED FOR THE DEVIL AND HIS ANGELS; FOR I WAS HUNGRY AND YOU GAVE ME NO FOOD, I WAS THIRSTY AND YOU GAVE ME NO DRINK, I WAS A STRANGER AND YOU DID NOT TAKE ME IN, NAKED AND YOU DID NOT CLOTHE ME, SICK AND IN PRISON AND YOU DID NOT VISIT ME.” ... “ASSUREDLY, I SAY TO YOU, INASMUCH AS YOU DID NOT DO IT TO ONE OF THE LEAST OF THESE, YOU DID NOT DO IT TO ME.” AND THESE WILL GO AWAY INTO EVERLASTING PUNISHMENT, BUT THE RIGHTEOUS INTO ETERNAL LIFE.”

—MATTHEW 25:31-36, 40-43, 45-46

CR 23

XP 819,200

LG Medium outsider (human, extraplanar, good)

Init +9; Senses darkvision 60 ft., detect evil, true seeing; Perception +33

Aura protective aura

AC 45, touch 6, flat-footed 43 (+14 armor, +1 Dex, +1 dodge, +19 natural, +4 deflection vs. evil)

hp 363 (22d10+242); regeneration 15

Fort +25, **Ref** +14, **Will** +23; +4 vs. poison, +4 re-

sistance vs. evil

DR 15/epic and evil; **Immune** acid, cold, petrification; **Resist** electricity 15, fire 15; SR 34

Speed 50 ft., fly 150 ft. (good); 35 ft., fly 100 ft. (good) in armor

Space 5 ft.

Melee +5 flaming greatsword +35/+30/+25/+20 (3d6+18) or slam +30 (2d8+13)

Spell-Like Abilities (CL 20th)

Constant – *detect evil*, *discern lies* (DC 21), *fly*, *true seeing*, *water walk*

At Will – *aid*, *animate objects*, *commune*, *continual flame*, *dimensional anchor*, *greater dispel magic*, *holy smite* (DC 21), *imprisonment* (DC 26), *invisibility* (self only), *lesser restoration*, *remove curse*, *remove disease*, *remove fear*, *resist energy*, *speak with dead* (DC 20), *waves of fatigue*

3/day – *blade barrier* (DC 23), *earthquake* (DC 25), *heal*, *resurrection*, *waves of exhaustion*

1/day – *greater restoration*, *power word blind*, *power word kill*, *power word stun*, *prismatic spray* (DC 24), *wish*

Spells Prepared (CL 20th)

9th – *mass heal*, *miracle*, *storm of vengeance* (x2; DC 27)

8th – *fire storm* (DC 26), *holy aura* (x2; DC 26), *mass cure critical wounds* (x22)

7th – *destruction* (DC 25), *dictum* (DC 25), *greater restoration*, *holy word* (x2; DC 25)

6th – *banishment* (DC 24), *heroes' feast*, *mass cure moderate wounds*, *undeath to death* (DC 24), *word of recall*

5th – *break enchantment*, *breath of life*, *dispel evil* (DC 23), *plane shift* (DC 23), *righteous might*, *symbol of sleep* (DC 23)

4th – *cure critical wounds* (x3), *dismissal* (x2; DC 22), *neutralize poison* (x2; DC 22)

3rd – *cure serious wounds*, *daylight*, *invisibility purge*, *magic circle against evil*, *prayer*, *protection from energy*, *wind wall*

2nd – *align weapon*, *bear's endurance*, *consecrate* (x2), *cure moderate wounds* (x3)

1st – *bless*, *cure light wounds* (x3), *shield of faith* (x3)
0 (at will) – *detect magic*, *purify food and drink*, *stabilize*, *virtue*

Str 28, Dex 20, Con 30, Int 23, Wis 27, Cha 25

Base Atk +22; CMB +32; CMD 47

Feats

Cleave, Dodge, Great Fortitude, Improved Initiative, Improved Sunder, Improved Iron Will, Iron Will, Lightning Reflexes, Mobility, Power Attack, Toughness

Skills

Craft (carpentry) +31, Diplomacy +32, Fly +32, Knowledge (history) +40, Knowledge (nature) +40, Knowledge (religion) +40, Perception +33, Sense Motive +40, Spellcraft +31, Stealth +21

Languages

All

Treasure

+5 *full plate*, +5 *flaming greatsword*

Special Abilities

Eternal and Uncreated: If Jesus is ever reduced to 0 hp, He is immediately subject to a resurrection spell at the beginning of the next round and returns at 50% of normal hit points.

Spells: Jesus can cast spells as a 20th-level cleric. In His aspect as herald of the Day of Judgement, he does not have access to domain spells or special domain abilities.

Note also that in this iteration of Himself, which emphasizes divine Righteousness rather than Mercy, Jesus switches from the Neutral Good of his earthly self to the pure Lawful Good of Heaven Itself.

JESUS - POST-TRIBULATION PRINCE OF PEACE
VERSION

"THEN I SAW A NEW HEAVEN AND A NEW EARTH, FOR THE FIRST HEAVEN AND THE FIRST EARTH HAD PASSED AWAY, AND THERE WAS NO LONGER ANY SEA. I SAW THE HOLY CITY, THE NEW JERUSALEM, COMING DOWN OUT OF HEAVEN FROM GOD, PREPARED AS A BRIDE BEAUTIFULLY DRESSED FOR HER HUSBAND. AND I HEARD A LOUD VOICE FROM THE THRONE SAYING, "LOOK! GOD'S DWELLING PLACE IS NOW AMONG THE PEOPLE, AND HE WILL DWELL WITH THEM. THEY WILL BE HIS PEOPLE, AND GOD HIMSELF WILL BE WITH THEM AND BE THEIR GOD. 'HE WILL WIPE EVERY TEAR FROM THEIR EYES. THERE WILL BE NO MORE DEATH' OR MOURNING OR CRYING OR PAIN, FOR THE OLD ORDER OF THINGS HAS PASSED AWAY."

-REVELATION, 21:1-4

CR 25

XP 1,614,000

NG Medium outsider (human, extraplanar, good)

Init +7; Senses darkvision 60 ft., detect evil, true seeing; Perception +40

Aura healing aura (see below), peaceful aura (see below)

AC 14, touch 10, flat-footed 14

hp 310 (31d10); regeneration 50 (see also "Eternal and Uncreated" under Special Abilities below)

Fort +22, **Ref** +22, **Will** +30

DR 25;

Immune domination, electricity, fire, acid, cold, sleep, petrification

Speed 30 ft., fly 150 ft. (good)

Space 5 ft.

Melee N/A (never attacks)

Spell-Like Abilities (W 20th, CL 20th)

Constant—*detect evil*, *discern lies* (DC 21), *fly*, *true seeing*, *water walk*

At Will—*aid*, *animate objects*, *commune*, *continual flame*, *create food and water*, *dimensional anchor*, *greater dispel magic*, *greater restoration*, *heal*, *heroes' feast*, *holy word*, *imprisonment* (DC 26), *invisibility (self only)*, *lesser restoration*, *power word blind*, *power*

word stun, *remove curse*, *remove disease*, *remove fear*, *resurrection*, *resist energy*, *speak with dead* (DC 20), *waves of fatigue*

5/day--*limited wish* (except: cannot duplicate spells that directly do damage)

3/day—*wish* (except: cannot duplicate spells that directly do damage)

Str 18, Dex 18, Con 18, Int 23, Wis 27, Cha Total
(Jesus automatically succeeds and/or outrolls adversaries on all Charisma checks; in such case as a numeric bonus may be needed, use +100)

Base Atk N/A (never attacks)

Feats

Dodge, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Mobility

Skills

Craft (carpentry) +30, Diplomacy +40, Fly +40, Knowledge (history) +40, Knowledge (nature) +40, Knowledge (religion) +40, Perception +40, Sense Motive +40, Spellcraft +40, Stealth +40

Languages

All

Treasure

none

Special Abilities

Eternal and Uncreated: If Jesus is ever reduced to 0 hp, He is immediately subject to a resurrection spell at the beginning of the next round and returns at 50% of normal hit points.

Healing Aura: Within 100' of Jesus, all healing, natural or magical, is multiplied by 3. Also, all creatures (including undead) have regeneration 10 and, if currently affected by poison or disease, may make a save against that poison or disease at +25 at the beginning of each round, before any damage or other effects occur for that round. All creatures affected by ability score damage regain lost ability points at a rate of 1 per round per abil-

ity.

Peaceful Aura: Within 100' of Jesus, any character or creature that would make an attack, use an ability or cast a spell that would cause 1 hp or more of damage must make a Will save (DC 50) in order to carry out the attack, ability or spell casting. "Inanimate" sources of damage (i.e. fires or traps) simply fail to do any damage whatsoever. All Diplomacy skill checks whose aim is to reduce conflict and/or avert harm are at a +20 to succeed.

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