



PLAYER

PARAPHERNALIA DECEMBER SPECIAL

The Diocesan
(Hybrid Class)



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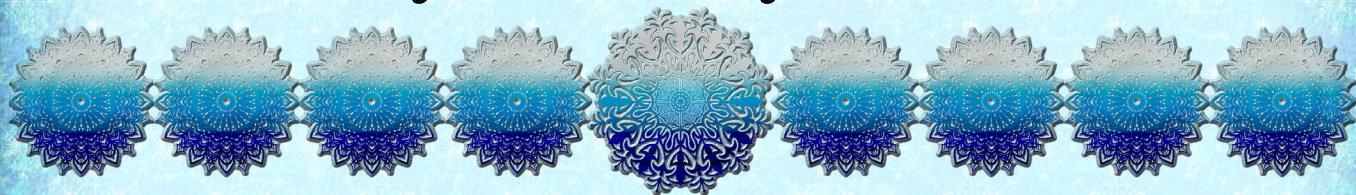
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PLAYER PARAPHERNALIA

DECEMBER SPECIAL

By the Knotty-Works



Welcome to a special December issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue was sparked by a facebook post where the poster was looking for a Sorcerer/Cleric hybrid. Taken up as a professional challenge, the resulting class takes the core Sorcerer build and replaces bloodlines with domains and adds the cleric's iconic Channel feature. So without further ado lets look at the Diocesan.

The Diocesan

Born of mortal blood with a touch of divinity, there are some that have a natural bent for the ability to wield wild magics while being blessed by higher powers. The diocesan enters the clergy at a young age and taught the tenets of the faith while fostering his natural abilities to channel supernatural energies. By the time he comes of age the diocesan becomes a true follower, finding employ performing the sacred duties of the church that only his unique set of abilities may be of use.

Where the majority of those touched by archaic and eldritch blood take a much less strenuous path, the diocesan understands that his connection to his faith has other rewards that make his bloodline connections pale in comparison. Ties to his church not only provide the diocesan an ample support group, service grants him spiritual rewards and abilities typically available only to the devout clergy. These ability allows him to perform miracles to show the truth and strength of his deity or faith for others, furthering both



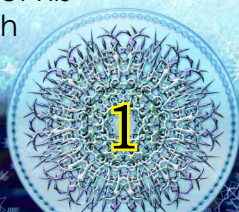
is own ambitions and the mission of his church to spread the word of their faith.

Role: The Diocesan's access arcane powers puts him on par with most spell-casters while his divine connection allows him to step into aid his allies in time of need. The diocesan has little time or desire to focus on martial skills, preferring to rely on others for his own protection and his understanding of community and need to tackle issues at a communal level allows him to see the bigger picture both in and out of stressful situations.

Alignment: Any.

Hit Die: d6.

Parent Classes: Cleric and Sorcerer.



Diocesan Progression Table

Level	Base				Special	Spells per Day								
	Attack	Fort	Ref	Will		1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	+0	+0	+0	+2	Cantrips, first domain, divine focus	3	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	Second domain	4	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Channel energy 1d6	5	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4		6	3	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Divine feat	6	4	—	—	—	—	—	—	—
6	+3	+2	+2	+5	Channel energy 2d6	6	5	3	—	—	—	—	—	—
7	+3	+2	+2	+5		6	6	4	—	—	—	—	—	—
8	+4	+2	+2	+6		6	6	5	3	—	—	—	—	—
9	+4	+3	+3	+6	Channel energy 3d6	6	6	6	4	—	—	—	—	—
10	+5	+3	+3	+7	Divinefeat	6	6	6	5	3	—	—	—	—
11	+5	+3	+3	+7		6	6	6	6	4	—	—	—	—
12	+6/+1	+4	+4	+8	Channel energy 4d6	6	6	6	6	5	3	—	—	—
13	+6/+1	+4	+4	+8		6	6	6	6	6	4	—	—	—
14	+7/+2	+4	+4	+9		6	6	6	6	6	5	3	—	—
15	+7/+2	+5	+5	+9	Channel energy 5d6, divine feat	6	6	6	6	6	6	4	—	—
16	+8/+3	+5	+5	+10		6	6	6	6	6	6	5	3	—
17	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	4	—
18	+9/+4	+6	+6	+11	Channel energy 6d6	6	6	6	6	6	6	6	5	3
19	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+6	+12	Divine feat	6	6	6	6	6	6	6	6	6

Starting Wealth: 2d6 X 10 gp (average 70 gp) and an outfit worth 10 gp or less.

Class Skills

Appraise, Craft, Diplomacy, Fly, Heal, Knowledge (arcana), Knowledge (history), Knowledge (planes), Knowledge (religion), Profession, Sense Motive, and Spellcraft

Skill Ranks per Level: 2 + Int modifier

Class Abilities

Weapon and Armor Proficiencies: The diocesan is proficient with all simple weapons and the favored weapon of his deity or faith. The diocesan is not proficient with any type of armor or shield and suffers the normal chances of arcane spell failure if armor is worn or use of the shield.

Spells: The diocesan casts arcane spells from the Sorcerer/Wizard spell list. He can cast any spell he knows without preparing it, though he is very limited in the number of spells he may know. The diocesan must have a Charisma score equal to at least

10 + the spell level in order to be able to cast it. The Difficulty Class for any spell that the diocesan casts that allows a saving throw is equal to 10 + the spell level + the diocesan's Charisma modifier.

The diocesan may cast a number of spells per day as listed in the Diocesan progression table. In addition, the diocesan gains additional spells he may cast per day based on his Charisma (per the Ability Modifiers and Bonus Spells Table found in the Pathfinder Roleplaying Game Core Rule Book). He is very limited in the number of spells he knows as listed in the Spells Known table, starting with two 1st level spells and 4 cantrips (0-level spells). The Diocesan also gains access to domain spells as listed in the Domain Spells Known table as defined in Domains below.

Once the diocesan reaches 4th level he may replace an existing known spell for another unknown spell for any level he qualifies, and only one spell may be exchanged in this method. He may swap additional

Spells Known											Domain Spells Known									
Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	
1	4	2	—	—	—	—	—	—	—	—	1	—	—	—	—	—	—	—	—	
2	5	2	—	—	—	—	—	—	—	—	2	—	—	—	—	—	—	—	—	
3	5	3	—	—	—	—	—	—	—	—	2	—	—	—	—	—	—	—	—	
4	6	3	1	—	—	—	—	—	—	—	2	1	—	—	—	—	—	—	—	
5	6	4	2	—	—	—	—	—	—	—	2	2	—	—	—	—	—	—	—	
6	7	4	2	1	—	—	—	—	—	—	2	2	1	—	—	—	—	—	—	
7	7	5	3	2	—	—	—	—	—	—	2	2	2	—	—	—	—	—	—	
8	8	5	3	2	1	—	—	—	—	—	2	2	2	1	—	—	—	—	—	
9	8	5	4	3	2	—	—	—	—	—	2	2	2	2	—	—	—	—	—	
10	9	5	4	3	2	1	—	—	—	—	2	2	2	2	1	—	—	—	—	
11	9	5	5	4	3	2	—	—	—	—	2	2	2	2	2	—	—	—	—	
12	9	5	5	4	3	2	1	—	—	—	2	2	2	2	2	1	—	—	—	
13	9	5	5	4	4	3	2	—	—	—	2	2	2	2	2	2	—	—	—	
14	9	5	5	4	4	3	2	1	—	—	2	2	2	2	2	2	1	—	—	
15	9	5	5	4	4	4	3	2	—	—	2	2	2	2	2	2	2	—	—	
16	9	5	5	4	4	4	3	2	1	—	2	2	2	2	2	2	2	1	—	
17	9	5	5	4	4	4	3	3	2	—	2	2	2	2	2	2	2	2	—	
18	9	5	5	4	4	4	3	3	2	1	2	2	2	2	2	2	2	2	1	
19	9	5	5	4	4	4	3	3	3	2	2	2	2	2	2	2	2	2	2	
20	9	5	5	4	4	4	3	3	3	3	2	2	2	2	2	2	2	2	2	

spells at 6th level and every even level thereafter with the above restrictions.

Cantrips: The diocesan learns a number of 0-level spells as listed on the Spells Known table. These spells may be cast like any other spell but are not expended when cast and may be used as desired by the diocesan.

Chaotic, Evil, Good, and Lawful Spells: The diocesan cannot cast spells of an alignment opposed to his deity's or faith's alignment. This includes any spells with an alignment descriptor in the spell title.

Domains: The diocesan gains access to one domain (or sub-domain) related to his deity or faith at 1st level. The chosen domain is considered the diocesan's primary domain and he adds the 1st level domain spell to the list of his known spells. He also gains the power associated with the domain at 1st level and the second power at the level defined by the domain power. When the diocesan gains a known domain spell at a higher level, he must choose the spell associated with his primary

domain first. The diocesan may never swap out domain spells with other spells.

At 2nd level the diocesan gains access to his second domain related to his deity or faith, referred to as the secondary domain. He adds the 1st level domain spell to his list of known spells and the initial domain power. He may only choose to add the secondary domain spell after he has learned the primary domain spell for any particular spell level. The diocesan treats his effective class level as one less in regards to accessing the second class power for the secondary domain.

Divine Focus (Ex): The diocesan may use his holy symbol in place of any material component for a known spell as long as the material cost is 1 gp or less. Casting of the spell requires the diocesan to present the holy symbol as well as any other somatic gestures needed and does provoke attacks of opportunity unless cast defensively. Material spell components that cost more than 1 gp must be used as listed in the spell description.

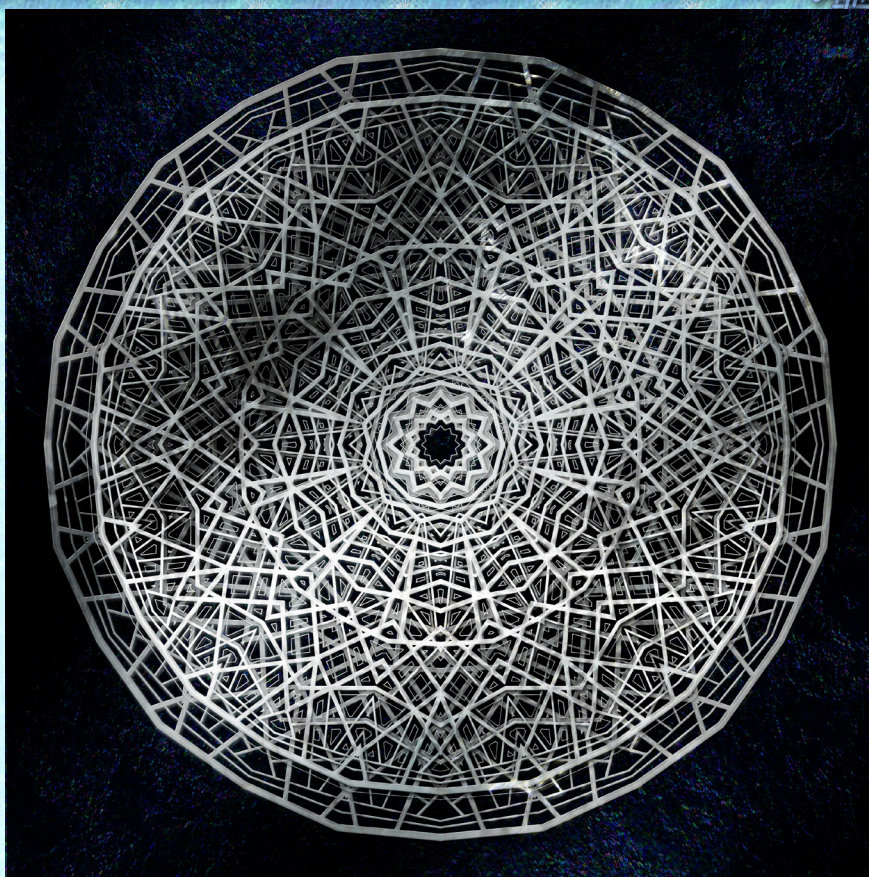
If the diocesan's divine focus is lost or destroyed, he must make a

concentration check to cast any of his known spells with a DC equal to 20 + the spell's level. He may replace a lost or destroyed focus by spending 24 hours of meditation with a new focus item whose cost is at least 10 gp per class level.

Channel Energy (Su): By boldly projecting his holy symbol, the diocesan may send forth a wave of positive or negative energy (see below) channeled through his own faith to either cause harm or health to everyone within 30 feet of him beginning at 3rd level. A good diocesan will channel positive energy, an evil diocesan will channel negative energy, and a neutral diocesan must choose what force he wishes to channel when he is first granted this power and it cannot be changed.

The diocesan may choose the effect of either healing or harming energy is used, with positive energy healing living creatures while harming undead creatures and negative energy has the opposite effect. Initially the diocesan may heal or harm for 1d6 points of damage, gaining an additional 1d6 points every three levels thereafter with a maximum of 6d6 points at 18th level. If the energy is used to damage opponents, they are allowed a *Will* saving throw to reduce the damage by half with a DC equal to 10 + ½ the diocesan's class level + his Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost.

The diocesan may channel this energy as a *standard action* for a number of times per day equal to 3 + his Charisma modifier. The diocesan may take any feats that require Channel Energy as a prerequisite. This ability cannot be combined with Channel Energy from other classes the diocesan may possess, though the total number of uses per day is not altered for either class. The diocesan may choose whether or not he is affected by his own channeled energy.



Divine Feats: The diocesan gains a bonus feat at 5th level and every five levels thereafter than must be chosen from the list below. Alignment Channel, Alertness, Channel Smite, Command Undead, Deceitful, Divine Protection, Elemental Channel, Elemental Spell, Energy Channel, Extra Channel, Improved Channel, Iron Will, Merciful Spell, Orator, Persuasive, Selective Channeling, Selective Spell, Skill Focus (religion), and Turn Undead. The diocesan must meet any and all prerequisites for bonus feats chosen.

Ex-Diocesans

A diocesan that deliberately violates tenets of his deity or faith may be stripped of some or all of his class abilities that are tied directly to his faith. This includes domain spells known and the ability to channel energy and may no longer progress as a diocesan until he atones for the aggrieved action (such as an *Atonement* spell). The diocesan does not lose his normal spell casting ability or any bonus feats acquired by his divine feat class ability.

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