

PLAYER Paraphernalia



THE ECCLESIAST (MAGUS ARCHETYPE)

#32

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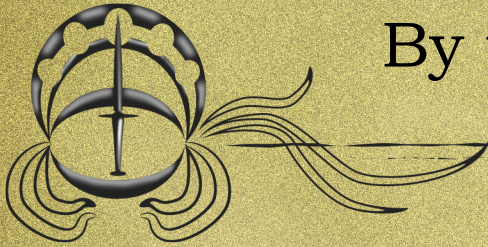
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PLAYER PARAPHERNALIA #32

By the Knotty-Works



Welcome to the thirty second 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 introduces the Ecclesiast, a magus archetype that focuses on the divine rather than the arcane. The Ecclesiast takes the iconic features of the magus and combines it with a touch of the divine allowing the ecclesiast to cast certain cleric spells and a pool of divine powers similar to the magus' arcana pool.

The Ecclesiast (Archetype)

Battle is not simply a martial affair, but for many it extends to the realm of the spiritual. The ecclesiast is equipped to take the battle to the realm of spirit and supernatural world. Ecclesiasts are devout in their beliefs and faith, but are less focused on the duties of the clergy. The instead seek to espouse their own rendition of their faith with others and quite willing and capable of defending their own beliefs against those that would attack them spiritually or otherwise.

Class Abilities

Weapon and Armor Proficiency: The ecclesiast is proficient with light, medium, and heavy armor but not shields. This ability modifies the magus [weapon and armor proficiencies](#). In addition, the ecclesiast loses the [medium armor](#) training gained at 7th level and [heavy armor](#) training gained at 13th level.

Divine Connection (Su): The ecclesiast may choose to follow a deity or a specific ideal similar to clerics. Once this decision is made it cannot be changed. The ecclesiast's alignment must be within one step of a chosen deity and

she chooses one associated domain. If the ecclesiast does not follow a particular deity but an ideal or belief, she is not restricted in her alignment but must choose a single [domain](#) for her connection to the divine.

The ecclesiast does gain access to domain specific spells that are not on the ecclesiast spell list, but gains no additional spell slots to cast domain specific spells. Domain powers are available to the ecclesiast, but she accesses them through her ecclesiastic divinia (see below).

Spells (Sp): The ecclesiast does not cast arcane spells but rather a limited set of divine spells beginning at 1st level. She must prepare for her spells ahead of time but does not need to have a physical copy of the spells, she may choose freely from the list of ecclesiast spells. The ecclesiast must have a Wisdom score of at least 10 + the spell level in order to prepare and cast the spell. The difficulty class for saving throws against the ecclesiast's spells is equal to 10 + the spell level + the ecclesiast's Wisdom modifier.

This ability modifies the Magus' [Spells](#) class ability.

Orisons (Sp): The ecclesiast may prepare orisons — 0 level spells — each day from a limited list as given in the ecclesiast spell listings below. She may study a number of orisons as listed under the Magus table: Spells per Day and casting an orison does not consume the spell slot so she may cast them as often as desired.

This ability modifies the Magus' [Cantrips](#) class ability.

Divine Pool (Su): The ecclesiast gains a pool of divine energy beginning at 1st level. This pool has a number of points equal to ½ her ecclesiast class level (minimum of 1) + her Wisdom modifier.

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.

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This pool automatically refreshes once per day after the ecclesiast has rested and prepared her daily spells.

At 1st level the ecclesiast may expend 1 point from her divine pool to grant a +1 sacred (or profane for evil or possibly neutral ecclesiasts) bonus to both attacks and damage for the weapon she is currently wielding as a swift action. This bonus persists for 1 minute though she may dismiss it as a swift action as well. For every four levels beyond first the ecclesiast gains an additional +1 sacred bonus to a maximum of +5 at 17th level.

Beginning at 5th level the ecclesiast may use one or more of these bonuses to grant her weapon one of the following special abilities: Benevolent, Cruel, Dancing, Ghost Touch, Holy, Lifesurge, Merciful, Repositioning, Unholy, or Vicious. The ecclesiast may spend one or more of her sacred (profane) bonuses to gain the special weapon property, though the weapon must have at least a +1 sacred bonus to qualify for the special weapon property.

Both the sacred (profane) bonus and any special weapon properties manifested by the ecclesiast on her weapon do not function when in the hands of anyone but the ecclesiast. Once the ecclesiast adds her bonuses and any special weapon properties to her weapon, they cannot be changed unless the current bonuses and properties are dismissed and additional points are spent to recreate the desired effect. The ecclesiast may only use this ability on one weapon at a time, if she tries to use this ability on another weapon, the previous weapon's bonus and properties are automatically dismissed.

This ability replaces the Magus' **Arcane Pool** class ability.

Ecclesiastic Divinia: Beginning at 3rd level the ecclesiast begins to manifest her faith as granted by her deity or ideal. This manifestation occurs with gaining an ecclesiastic divinia. The ecclesiast may only choose an ecclesiastic divinia once unless its description states otherwise.

The ecclesiast may choose an additional ecclesiastic divinia at 6th level and every three levels thereafter. Ecclesiastic divinia that may be used to modify spells will only function on spells from the ecclesiast's spell list unless otherwise noted.

This ability replaces the **Magus Arcana** class ability.

Accurate Strike (Ex): As the Magus Arcana power of the same name but the ecclesiast spends points from her divine pool, allowing her to spend 2 points as a swift action to allow her melee weapon attacks to be treated as melee touch attacks until the end of her turn. The ecclesiast must be at least 9th level to take this ecclesiastic divinia.

Advanced Channeling (Ex): The ecclesiast must have the Channeling ecclesiastic divinia before she may take this power. The ecclesiast may choose any of the following feats as a bonus feat: **Alignment Channel**, **Channeling Scourge**, **Channel Smite**, **Command Undead**, **Elemental Channel**, **Extra Channel**, **Greater Channel Smite**, **Improved Channel**, **Life Lure**, **Quick Channel**, **Selective Channel**, **Turn Undead**, and **Versatile Channeler**. The ecclesiast must meet any prerequisites for the feat (other than Channeling Scourge, treat the ecclesiast as an Inquisitor). The ecclesiast may take this ecclesiastic divinia more than once, selecting a different channel based feat each time.

Aligned Shield (Su): By spending 2 points from her divine pool, the ecclesiast may choose one aspect that is opposed to her own alignment (good vs. evil, law vs. chaos) and she gains a +2 deflection bonus to her AC and +2 resistance bonus to her saving throws when attacked by creatures that have that alignment aspect. In addition, she cannot be bodily harmed by creatures summoned by a caster that has the alignment aspect selected. Summoned creatures with spell resistance may allow it to overcome this effect of the aligned shield.

Once chosen, the ecclesiast may not change the aspect unless she initiates this ecclesiastic divinia again, automatically canceling out the previous aligned shield. Otherwise, this effect lasts for a number of rounds equal to the ecclesiast's class level.

The ecclesiast must be at least 9th level to take this ecclesiastic divinia.

Aura of the Ecclesiast (Su): The ecclesiast may spend 2 points from her divine pool to infuse a 20 foot area about her with either positive or negative energy (based on the ecclesiast's alignment similar to the cleric's Channel Energy ability) as a swift action that lasts for 1 minute. Undead creatures within a positive energy aura suffer a -1 penalty on attack rolls, damage rolls, and saving throws while the opposite is true in a negative energy field (granting the

undead a +1 bonus to attack rolls, damage rolls, and saving throws).

In addition, if the ecclesiast has the ability to channel energy (from either another class ability or the Channeling ecclesiastic divinia), the DC to resist the effects of any damaging effects gain a +2 bonus. If this ecclesiastic divinia is used in a consecrated (or desecrated for negative energy auras), the penalties and bonuses are doubled for all effects.

The ecclesiast must be at least 9th level to take this ecclesiastic divinia.

Bane Blade (Su): As the Magus Arcana of the same name, but the ecclesiast uses points from her divine pool. The ecclesiast must be at least 15th level to take this ecclesiastic divinia.

Battle Blessing (Sp): The ecclesiast may spend 1 point from her divine pool as a move action to grant a +1 morale bonus on attack and saving throws to herself and all allies within 10 feet for a duration of 1 minute. The ecclesiast may spend 2 points at 12th level and 3 points at 18th level to grant a morale bonus equal to the number of points spent for the one minute duration.

Blessing of Courage (Su): The ecclesiast may spend 1 point from her divine pool as an immediate action to grant a +1 sacred (or profane) bonus against all fear effects to either herself or an ally. If this power is used on an ally she must spend a standard action to successfully touch the ally.

If an ally is already suffering from the effects of a fear effect this power allows the ally to make a second saving throw as an immediate action after being touched to make another saving throw, gaining the +1 sacred bonus. The ecclesiast may not option on herself.

At 12th level the ecclesiast may spend 2 points and at 18th level she may spend 3 points for this ecclesiastic divinia to grant a sacred (or profane) bonus equal to the points spent. The ecclesiast must be at least 6th level to take this ecclesiastic divinia.

Channeling (Su): The ecclesiast gains the ability to channel positive or negative energy (based on the ecclesiast's alignment) as a the cleric class ability **Channel Energy**. The ecclesiast may use this ability a number of times per day equal to 3 + her Charisma modifier. This ecclesiastic divinia may be taken more than once, each time it is taken grants the ecclesiast to channel a cumulative 1d6 points of healing or

damage. If the channel is used to harm, the ecclesiast uses ½ her class level as her effective cleric level in regards to calculating the save DC or other effects that require a DC. For the traditional save this would translate to 10 + ¼ the ecclesiast's class level + her Charisma modifier.

This ecclesiastic divinia will allow an ecclesiast to take feats that require the channel energy class ability.

Close Range (Ex): As the Magus Arcana of the same name, allowing the ecclesiast to deliver a ranged touch spell as a melee touch attack.

Concentrate (Ex): As the Magus Arcana of the same name, allowing the ecclesiast to reroll a concentration check once a day with a +4 bonus. She must take the second roll even if it is worse than the first one.

Dispelling Strike (Su): As the magus arcana power of the same name, but the ecclesiast uses points from her divine pool. The ecclesiast must be at least 9th level to take this ecclesiastic divinia.

Divine Accuracy (Su): The ecclesiast may spend 1 point from her divine pool as a swift action to grant herself an insight bonus equal to her Wisdom modifier on all attack rolls until the end of her turn.

Empowered Channeling (Su): If the ecclesiast has the Channeling ecclesiastic divinia, she may spend 1 point from her divine pool as a swift action to grant an additional 1d6 to either the healing or damage effect of the channel. The ecclesiast must be at least 9th level to take this ecclesiastic divinia and every three levels above 9th, she may spend an additional point from her divine pool to add the same number of d6 dice to the channeling effect.

Graceful Dancer (Ex): The ecclesiast may spend 1 point from her divine pool as a swift action to grant her the ability to move past enemies without provoking attacks of opportunity. The effect lasts until the end of the ecclesiast's turn.

Major Domain Power (Su): The ecclesiast gains the second power granted from her chosen domain. The ecclesiast must have the Minor Domain Power to take this ecclesiastic divinia and the power may not be taken until the ecclesiast is of equivalent level to the cleric when the power is normally granted.

Minor Domain Power (Su): The ecclesiast gains the 1st level power granted from her chosen domain.

Prescient Attack (Su): As the Magus Arcana of the same name, but the ecclesiast uses her divine pool to empower the effect. The ecclesiast must be at least 6th level to take this ecclesiastic divinia.

Prescient Defense (Su): As the Magus Arcana of the same name, but the ecclesiast uses her divine pool to empower the effect. The ecclesiast must be at least 9th level to take this ecclesiastic divinia.

Reaching Touch (Ex): The ecclesiast may spend 1 point from her divine pool as a swift action to grant herself the ability to extend her reach by 5 feet while making a melee touch attack with the next touch based spell she casts that turn. This can be used to touch allies within range or make a melee touch attack against opponents within the extended reach. The ecclesiast must be at least 6th level to take this ecclesiastic divinia.

Righteous Roar (Su): The ecclesiast may spend 1 point from her divine pool as a standard action to cause 1d6 points of sonic damage to everyone within 10 feet and a Fortitude saving throw is required (DC equal to 10 + ½ ecclesiast's class level + Wisdom modifier) or those affected will be stunned for 1 round. Victims that cannot hear are not affected by the stun but still suffer damage. Creatures resistant or immune to sonic attacks are also immune to the stun effect.

The ecclesiast may spend 2 points at 12th level and 3 points at 18th level to cause the same number of d6 points in damage. The ecclesiast must be at least 9th level to take this ecclesiastic divinia.

Second Domain (Su): The ecclesiast may take a second domain associated with her deity or ideal. This ecclesiastic divinia allows the ecclesiast to choose spells from the second domain spell list. The ecclesiast must be at least 9th level to take this ecclesiastic divinia.

Second Major Domain Power (Su): The ecclesiast must have the Second Domain and Second Minor Domain Power ecclesiastic divinia in order to take this power. The ecclesiast gains the ability to use the greater power of the second domain chosen from the Second Domain ecclesiastic divinia. The ecclesiast must be at least 15th level to take this ecclesiastic divinia.

Second Minor Domain Power (Su): The ecclesiast must have the Second Domain ecclesiastic divinia in order to take this power. The ecclesiast gains the ability to use the 1st level power of the second domain chosen from

the Second Domain ecclesiastic divinia. The ecclesiast must be at least 12th level to take this ecclesiastic divinia.

Undead Shield (Su): The ecclesiast may spend 1 point from her divine pool as a swift action to gain a +2 deflection bonus against attacks made by undead opponents. This bonus lasts for a number of rounds equal to the ecclesiast's class level. At 15th level the ecclesiast may spend 2 points to gain a +4 deflection bonus against undead attacks.

Spell Recall and Improved Spell Recall (Su): At 4th level the ecclesiast may spend a number of points from her divine pool to recall a spell she has already cast for the day as a swift action. She expends a number of points equal to the level of the spell being recalled.

At 11th level, the point cost for recalling a spell is equal to ½ the level of the spell being recalled by the ecclesiast. In addition, she may instead cast an ecclesiast spell she has not prepared for the day as a swift action by spending a number of points equal to the level of the spell being cast.

The ecclesiast may not apply any meta-magic feat effects to spells being recast even if the original spell was enhanced with a meta-magic feat. These abilities alter the magus' **Spell Recall** and **Improved Spell Recall** abilities.

Spontaneous Caster (Su): At 7th level the ecclesiast may spend a number of points from her divine pool to convert a prepared spell into a Cure or Inflict spell of the same level as a swift action. The number of points spent must equal the level of the spell being converted.

This ability replaces the Magus' **Knowledge Pool** class ability.

Greater Spell Access (Su): At 19th level the ecclesiast may choose an additional spell from the Cleric/Oracle for each level from 0 level orisons through 6th level spells that is not found within the ecclesiast spell list. She may freely choose from these spells when she prepares her spells each day and may ignore any somatic components for these new spells.

This ability replaces the Magus' **Greater Spell Access** class ability.

True Ecclesiast (Su): At 20th level the ecclesiast does not need to make a concentration check to cast a spell defensively. Whenever the ecclesiast uses spell combat and both her weapon and spell target the same opponent, she may choose to either a

+2 increase to the DC to resist the spell or grant herself a +2 bonus to overcome spell resistance.

This ability replaces the Magus' True Magus class ability.

Ecclesiast Spell List

Orisons: Bleed, Detect Magic, Detect Poison, Guidance, Light, Mending, Read Magic, Resistance, Spark, Stabilize, Virtue

1st Level: Abundant Ammunition, Ant Haul, Bane, Bless, Blessed Fist, Cause Fear, Command, Compel Hostility, Comprehend Languages, Cure Light Wounds, Dancing Lantern, Hunter's Lore, Deathwatch, Detect Chaos/Evil/Good/Law, Divine Favor, Doom, Endure Elements, Forbid Action, Inflict Light Wounds, Know the Enemy, Liberating Command, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Chaos/Evil/Good/Law, Ray of Sickening, Remove Fear, Sanctuary, Shield of Faith, Stunning Barrier, and Sun Metal

2nd Level: Aid, Align Weapon, Communal Ant Haul, Arrow of Law, Bear's Endurance, Blessing of Courage and Life, Bull's Strength, Cure Moderate Wounds, Darkness, Death Knell, Delay Pain, Dread Bolt, Eagle's Splendor, Effortless Armor, Communal Endure Elements, Enthrall, Find Traps, Ghostbane Dirge, Grace, Hold Person, Inflict Moderate Wounds, Instant Armor, Make Whole, Masterwork Transformation, Owl's Wisdom, Communal Protection from Chaos/Evil/Good/Law, Remove Paralysis, Resist Energy, Lesser Restoration, Returning Weapon, Shatter, Shield of Fortification, Silence, Sound Burst, Spiritual Weapon, Status, Weapon of Awe, and Web Shelter

3rd Level: Communal Align Weapon, Aura Sight, Badger's Ferocity, Bestow Curse, Blindness/Deafness, Contagion, Continual Flame, Cure Serious Wounds, Daylight, Deeper Darkness, Dispel Magic, Glyph of Warding, Inflict Serious Wounds, Invisibility Purge, Locate Object, Magic Circle against Chaos/Evil/Good/Law, Magic Vestment, Prayer, Protection from Energy, Remove Blindness/Deafness, Remove Curse, Communal Resist Energy, Communal Returning Weapon, Searing Light, Greater Stunning Barrier, Wind Wall, and Wrathful Mantle

4th Level: Blessing of Fervor, Chaos Hammer, Cure Critical Wounds, Death Ward, Dismissal, Divine Power, Freedom of Movement, Holy Smite, Inflict Critical Wounds, Greater Magic Weapon, Neutralize Poison, Order's Wrath, Persistent

Vigor, Planar Adaptation, Poison, Communal Protection from Energy, Restoration, Greater Shield of Fortification, Spell Immunity, Spiritual Ally, and Unholy Blight

5th Level: Atonement, Break Enchantment, Breath of Life, Cleanse, Greater Command, Mass Cure Light Wounds, Major Curse, Dispel Chaos/Evil/Good/Law, Flame Strike, Greater Forbid Action, Mass Inflict Light Wounds, Pillar of Life, Plane Shift, Planeslayer's Call, Raise Dead, Righteous Might, Slay Living, Spell Resistance, True Seeing, and Wall of Blindness/Deafness

6th Level: Animate Objects, Banishment, Mass Bear's Endurance, Blade Barrier, Mass Bull's Strength, Mass Cure Moderate Wounds, Greater Dispel Magic, Mass Eagle's Splendor, Forbiddance, Harm, Heal, Mass Inflict Moderate Wounds, Mass Owl's Wisdom, Mass Planar Adaptation, Wind Walk, and Word of Recall

New Feats

Extra Divine Points

You are blessed by your deity with the empowerment of your divine pool.

Prerequisites: Divine Pool class ability

Benefit: Your divine pool gains an additional 2 points beyond that granted by your class level and Wisdom modifier.

Special: You may take this feat multiple times, granting an additional 2 points each time it is taken.

Extra Ecclesiastic Divinia

You have been awarded with an additional ecclesiastic divinia.

Prerequisites: Ecclesiastic Divinia class ability

Benefit: You gain one additional ecclesiastic divinia. You must meet any and all prerequisites for the ecclesiastic divinia chosen.

Special: You may take this feat multiple times, gaining a new ecclesiastic divinia each time this feat is taken.

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