



Player Paraphernalia

THE PRECENTOR NEW PALADIN ARCHETYPE

#87

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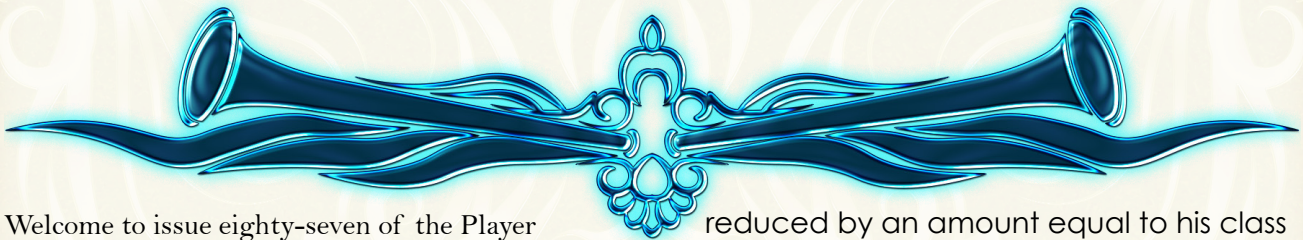
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PLAYER PARAPHERNALIA #87

BY THE KNOTTY-WORKS



Welcome to issue eighty-seven of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). This issue introduces a new Paladin archetype whose voice lifts even the heavens above, the Precentor. The creation of James Cooke, this archetype melds the bardic performance with the holy service of the paladin. Three new alternate divine bonds are also presented to extend the flexibility of the paladin.

The Precentor

While many paladins hone themselves into weapons to be used against great evils, precentors know that the fight against evil is not a battle that can be won alone. These paladins have perfected the power of their voice, so that the word of their god resonates within all who can hear them. Amidst the carnage of battle, precentors wade into the fray and sing of the righteousness of their cause. The precentor's songs act as a guiding light that emboldens their allies and causes their enemies to quake in fear.

Sublime Commitment (Ex)

The precentor gains 2 additional skill ranks each level, one of which must be spent on *Perform* (Sing), and *Perform* is added to the precentor's list of class skills. In addition, the DC to hear a precentor's performance is

reduced by an amount equal to his class level plus his Charisma modifier (minimum 0). This ability replaces the precentor's proficiency with heavy armor.

Spells

A precentor adds the following spells to his paladin spell list: 1st — *Chord of Shards*; 2nd — *Allegro*; 3rd — *Reviving Finale*; 4th — *Heroic Finale*.

Smite Evil (Su)

This functions as the paladin ability, but the precentor can smite evil one additional time per day at 7th level, and every six levels thereafter (rather than 4th level and every three levels thereafter).

Hymnal Performance

At 3rd level, a precentor gains the ability to deliver a select number of supernatural and spell-like performances through hymnal performances. This ability is similar in all respects to bardic performance as used by a bard of the precentor's level - 2 (including interactions with feats, spells, and prestige classes), using *Perform* (Sing) as the precentor's performance skill. However, a precentor only gains 1 additional round of hymnal performance per level and can only use the following types of bardic performance.

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Hymn of Death Denial (Su): At 3rd level, the precentor can use his performance to instill his allies with the confidence to fight beyond their limits. To be affected, an ally must be within 30 feet and able to hear the precentor's performance. An affected ally automatically stabilizes when reduced below 0 hit points. At 5th level, affected allies also gain fast healing 1 when they are dying or stabilized but not dead. This fast healing ends when the character reaches 1 or more hit points. At 8th level and every three precentor levels thereafter, this fast healing increases by 1, to a maximum of fast healing 4 at 17th level. Undead and non-living creatures do not gain this fast healing.

Psalm of Repentance (Su): At 8th level, a precentor can use his performance to make a sinner feel the weight of their misdeeds. To be affected, the target must be able to see and hear the precentor perform and be within 30 feet. Creatures affected by this performance have their speed reduced by 10 feet (to a minimum of 5 feet) and must make a **Will** saving throw (DC 10 + ½ precentor's level + precentor's Cha modifier) or take 1 point of Wisdom damage and be knocked prone. Each round, while the precentor maintains this performance, the creature must make a new saving throw at the beginning of its turn or take this damage again. If the creature is an outsider with the evil subtype, this damage is doubled and they are also **sickened** on a failed save. Outsiders with the good subtype are immune to this effect. Psalm of repentance is a mind-affecting, language dependent ability.

Banishing Carol (Sp): At 11th level a precentor can use his performance to banish evil outsiders back to their native planes. This acts as the spell *Dismissal*, but affects every evil outsider within 30 feet of the precentor that can hear the performance. If the save succeeds, the creature is **shaken** while they are within 30 feet of the precentor and while he maintains his performance, but the creature is immune to the dismissal effect of this performance for 24 hours. This effect persists for as long as the creature can hear

the song and the precentor continues the performance.

This ability replaces Aura of Courage, Aura of Resolve, and Aura of Justice.

Inner Light (Su)

Starting at 3rd level, when the precentor begins his hymnal performance, he gains a number of temporary hit points equal to his Charisma modifier (minimum 1). The precentor can then spend a use of his lay on hands ability as a **swift action** to grant each ally within 30 feet of him the same number of temporary hit points. These temporary hit points last for 1 minute per precentor level or until they have been depleted. In addition, while the precentor maintains his performance, he glows with a brilliance equivalent to the **Light** spell.

This ability replaces Divine Health.

Righteous Inspiration (Su)

When a precentor reaches 4th level, he can use two uses of his lay on hands as a **move action** to maintain his hymnal performance for a number of rounds equal to half of his lay on hands dice. These extra rounds do not count against the precentor's normal rounds of hymnal performance per day.

This ability replaces Channel Energy.

Life's Anthem (Su)

Once per day, as a full-round action that provokes **attacks of opportunity**, a precentor can expend five rounds of hymnal performance to restore a dead ally within 30 feet of him to life once he reaches 20th level. This functions as if the ally had been targeted with a **Breath of Life** spell with a caster level equal to the precentor's level, but it can be used to revive an ally that has died within the past minute and the revived ally does not gain a temporary **negative level**. In addition, the risen ally gains fast healing 5 and receives a **sacred bonus** to their attack and damage rolls equal to the precentor's Charisma modifier (minimum 1) for 1 minute.

This ability replaces Holy Champion.

Alternate Paladin Divine Bond

The following options may be used in place of the paladin's two options when gaining the Divine Bond class feature.

Celestial Armor

This bond allows the paladin to enhance his armor as a **standard action**, infusing it with the spiritual energies of the heavenly host for a duration of 1 minute per paladin level. The armor gains a +1 **enhancement bonus**, with an additional bonus gained every three levels thereafter (maximum of +6 at 20th level). These bonuses can be added to a magical suit of armor, but the maximum bonus that may be granted is +5. The paladin may use the **enhancement bonus** granted by this feature to grant the armor one or more special abilities: **Benevolent** (with a +1 cost), **Champion**, **Deathless**, **Energy Resistance** (with a +4 cost and the type of energy chosen when the armor is enhanced with this bond), **Fortification** (light, moderate, or heavy), **Harmonizing** (with a +4 cost), **Rallying** (with a +2 cost), or **Stanching**. These properties can be added to any properties the armor already possesses, though duplicate abilities do not stack. If the armor was not magical, it must have at least a +1 **enhancement bonus** before it gains any special properties.

Celestial Shield

This bond allows the paladin to enhance his shield as a **standard action**, infusing it with the spiritual energies of the heavenly host for a duration of 1 minute per paladin level. The shield gains a +1 **enhancement bonus**, with an additional bonus gained every three levels thereafter (maximum of +6 at 20th level). These bonuses can be added to a magical shield, but the maximum bonus that may be granted is +5. The paladin may use the **enhancement bonus** granted by this feature to grant the shield one or more special abilities: **Animated**, **Arrow Catching**, **Arrow Deflection**, **Energy Resistance** (with a +4 cost and the type of energy chosen when the armor is enhanced with this bond), **Fortification** (light,

moderate, or heavy), **Rallying** (with a +2 cost) or **Reflecting**. These properties can be added to any properties the shield already possesses, though duplicate abilities do not stack. If the shield was not magical, it must have at least a +1 **enhancement bonus** before it gains any special properties.

Planar Ally

This bond allows the paladin may summon either 1d4 + the Paladin's Charisma modifier **Lantern Archons** or **Cassidian Angels**, a **Choral Angel**, or a single **Hound Archon** as a **full round action**. The summoned ally remains until slain or a number of rounds equal to the paladin's class level have passed. Summoned allies cannot use any **spell-like abilities** to transport themselves to another location (including **Plane Shift** or **Greater Teleport**).

At 10th level, the paladin adds the **Movanic Deva Angel** and the **Shield Archon** to the list of possible allies that may be summoned, and when summoning a **Choral Angel** or **Hound Archon**, up to two may be summoned at a time.

At 15th level, the paladin adds the **Astral Deva Angel** and the **Trumpet Archon** to the list of possible allies that may be summoned. When summoning a **Choral Angel** or **Hound Archon**, 1d4 + the paladin's Charisma modifier may be summoned at a time. The paladin may summon up to two **Movanic Deva Angels** or **Shield Archons** at this level as well.

The paladin may summon a planar ally once per day.

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