

THE APOTHEOSIS

Dominions of Prestige



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



THE APOTHEOSIS

Dominions of Prestige



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The Apotheosis

Domain Focused Prestige Class

The connection forged between the faithful servant and his faith awards him for his service and provides the means to display the powers of the faith to the masses. While this link can be tenuous, those that fully committed to the faith may unlock greater truths and powers as an embodiment of the ideals of his faith. By choosing this path of objectification, the divine servant chooses an aspect based on the domains chosen prior to taking on the role of apotheosis related to one of his deity's or faith's domains.

The apotheosis is a prestige class that may be used to expand upon the domain powers granted to those that have access to them (such as clerics, druids, and inquisitors). This class provides for the base requirements and common abilities while each domain has its own requirements and domain specific abilities.

ROLE

The apotheosis follows the role generally defined by the character's original class, but it grants him additional blessings and power from his faith and god. Initially a third domain is gained, though the effectiveness of the powers is based on the class level of the apotheosis, not that of the prior class(es). The character also gains even more powers from one of his originally chosen domains prior to becoming an apotheosis including an ultimate power gained at 10th level.

ALIGNMENT

The apotheosis has no alignment restrictions other than those required for the previous class(es) that grant domain access and that required by his faith and deity.

HIT DIE

d8

REQUIREMENTS

To qualify as an apotheosis, the character must meet the following criteria

DOMAIN

Access to both the minor and major power from at least one domain (or related sub-domain) related to his faith or deity.

SKILLS

Knowledge (religion) 5 ranks.

SPELLS

Ability to cast 2nd level or higher divine spells (including druid spells).

Class Skills

The apotheosis' class skills include: **Craft** (Int), **Diplomacy** (Cha), **Heal** (Wis), **Knowledge** [history] (Int), **Knowledge** [nature] (Int), **Knowledge** [religion] (Int), **Sense Motive** (Wis), and **Spellcraft** (Int).

SKILL RANKS PER LEVEL

2 + Int modifier.

CLASS FEATURES

The apotheosis has the following class abilities.

Weapon and Armor Proficiency

The apotheosis gains no additional weapon or armor proficiency. However, when wielding the favored weapon of her faith or deity, it is treated as aligned for one aspect of the apotheosis' alignment that matches his deity or faith's alignment. Once chosen it cannot be changed.

Domain Focus

The apotheosis chooses one domain that he has gained both the minor (1st level) power and major

Apotheosis Progression Table

Level	Base Attack	Fort	Ref	Will	Special	Spells per Day
1	+0	+0	+0	+1	Domain extension +1, domain focus, extra domain	+1 level of existing class
2	+1	+1	+1	+1	Greater domain focus power I	+1 level of existing class
3	+2	+1	+1	+2	Domain extension +1	+1 level of existing class
4	+3	+1	+1	+2	Minor gift	+1 level of existing class
5	+3	+2	+2	+3	Domain extension +1	+1 level of existing class
6	+4	+2	+2	+3	Greater domain focus power II	+1 level of existing class
7	+5	+2	+2	+4	Domain extension +1	+1 level of existing class
8	+6	+3	+3	+4	Major gift	+1 level of existing class
9	+6	+3	+3	+5	Domain extension +1	+1 level of existing class
10	+7	+3	+3	+5	Ultimate domain focus power	+1 level of existing class

(6th to 8th level) power at 1st level, this is his domain focus. If the apotheosis has chosen a sub-domain, he gains the related parent domain as the domain focus. He gains additional powers for this domain as he progresses as an apotheosis. In addition, this domain is used for the domain extension feature.

Domain Extension

The apotheosis' effective class level when determining the effects granted by his domain focus increase by one level at 1st level and every odd level thereafter. If the apotheosis has another domain that was acquired prior to taking this prestige class, his effective class level does not increase when determining the effects of those powers.

Extra Domain

The apotheosis gains an additional domain at 1st level based on his faith or deity's portfolio as applicable. If not applicable, he may choose a domain that was applicable to the previous class that granted him access to this class (such as a druid choosing another nature-based domain). The power's effective caster level is based on the apotheosis' class level, not the total character level, though he does have access to the domain spells for any spell level he may cast. This also applies when determining when the greater power is gained as well.

Spells Per Day

The apotheosis continues to gain more spells from a chosen class that casts divine (including druid) spells, treating her effective caster level equal to her original class level plus the apotheosis class level. If the apotheosis has more than one applicable class to choose, only one may be selected and cannot be changed. This ability has no effect on other class abilities other than spell casting from the chosen class such as spells known, effective caster level, bonus spells granted from known domains, and spells known (in the case of a spontaneous caster).

Minor Gift

At 4th level, the apotheosis may grant any minor domain power (gained at 1st level) to another willing individual by touch as a **standard action**. The effective level of the power is determined by the recipient's character level (or hit dice) as long as it doesn't exceed the apotheosis' class level for that power. If the power granted is a permanent ongoing effect, then the recipient gains its benefits immediately after the apotheosis touches it and lasts for a number of rounds equal to the apotheosis' effective class level for that power. For a temporary effect, the recipient must invoke it as listed in the power's description and if it isn't invoked within a number of rounds equal to the apotheosis' effective class level for that power, the power is lost.

The apotheosis temporarily loses any permanent effects when granting the power to another while it



is in effect for the recipient. If the apotheosis invokes the effects of a temporary power while granted to another, the granted power is immediately lost.

Major Gift

At 8th level, the apotheosis may grant any major domain power (gained after 1st level, but not including the greater and ultimate powers granted to the domain focus specifically by the apotheosis class) to another willing individual by touch as a **standard action**. The effective level of the power is determined by the recipient's character level (or hit dice) as long as it doesn't exceed the apotheosis' effective class level for that power. If the power granted is a permanent ongoing effect, then the recipient gains its benefits immediately after the apotheosis touches it and lasts for a number of rounds equal to the apotheosis' effective class level for that power. For a temporary effect, the recipient must invoke it as listed in the power's description and if it isn't invoked within a number of rounds equal to the apotheosis' effective class level for that power, the power is lost.

The apotheosis temporarily loses any permanent effects when granting the power to another while it

is in effect for the recipient. If the apotheosis invokes the effects of a temporary power while granted to another, the granted power is immediately lost.

DOMAINS

Each domain grants specific greater powers and an ultimate power. The apotheosis gains these powers for his chosen domain focus. Any saving throws required for powers gained by the apotheosis granted from the list below have a DC equal to 10 + the apotheosis' class level + his Wisdom modifier.

MODIFIED CLASS LEVEL

Certain powers allow the apotheosis to add both the class level of the apotheosis plus the level of the class that grants access to the associated domain.

AIR

The apotheosis faith is rewarded with greater powers associated with air, wind, and mist. When casting spells with the air descriptor, the apotheosis adds +1 to any associated DCs.

AIR FURY (Sp)

At 2nd level, the apotheosis may summon 1d4 medium sized air elementals as a **standard action** as the *Summon Monster* spell. The elementals appear within 30 ft. of the apotheosis and remain for a number of rounds equal to the apotheosis' class level plus his Charisma modifier. At 4th level, the apotheosis may instead summon 1d3 large air elementals, and at 8th level he may instead summon 1d3 huge air elementals.

The apotheosis may use this power a number of times per day equal to his Wisdom modifier, though only one set of elementals may be summoned at a time. If the apotheosis summons more air elementals with this power, any previous existing elements immediately vanish.

AERIAL TRANSCENDENCE (Su)

At 6th level, the apotheosis gains a fly speed equal to his base movement with perfect maneuverability. The apotheosis may gain a burst of speed while flying as a **free action** that doubles his effective fly speed for 1 round. The may use this burst 3 + his Wisdom modifier times per day.

ELEMENTAL AIR TRANSFORMATION (Sp)

At 10th level, the apotheosis may use a **standard action** to take on the form of an air elemental as the *Elemental Body* spell ranging from small to huge size determined when the form is taken. He may remain in this form for a total number of minutes per day equal to his modified class level. They do not need to be used consecutively but must be taken in one-minute increments. The apotheosis may either alter the size of the air elemental form or return to his normal form as an **immediate action**.

If the apotheosis is knocked **unconscious** or killed, he immediately returns to his normal form.

ANIMAL

The apotheosis has a special connection with animals both domestic and wild. When choosing this domain focus, the apotheosis treats his effective druid level for purposes of his **animal companion** equal to his modified class level.

ANIMAL EMPATHY (Ex)

At 2nd level, the apotheosis can improve the attitude of an animal by one step in a fashion similar to the *Diplomacy* skill. The apotheosis adds his effective domain level and his Charisma modifier to any d20 check to determine the effect of this power.

The apotheosis must be within 30 ft of the animal under normal – nonthreatening – conditions and spend time to convince the animal of his intentions (typically 1 minute). Domestic animals are treated as indifferent while wild animals are treated as unfriendly. If the apotheosis can actually communicate with the animal as the *Speak with Animal* spell or power, he gains a +4 bonus to the ability check.

If the apotheosis is able to gain a friendly attitude from an animal, he may treat it as having learned one animal trick and convince it to assist the apotheosis for up to a number of hours equal to his class level before the effect wears off. An animal will refuse to perform a task that puts itself in danger unless otherwise rewarded to do so in an extraordinary way.

NATURE OF THE BEAST (Sp)

At 6th level, the apotheosis may spend a **standard action** to gain the beneficial qualities of one or more animals as the *Greater Animal Aspect* spell for both himself and his **animal companion**. The apotheosis may also alter the effects of this power to switch the benefits between animals as a **swift action**, though the change affects both himself and his companion at the same time. The apotheosis use of this power is limited to a total number of hours per day equal to his class level and they need not be consecutive but must be used in one-hour increments.

TRUE BESTIALITY (Su)

At 10th level, the apotheosis may transform into a large or smaller animal as the *Beast Shape II* spell as a **standard action**. Once he alters his form he may spend another **standard action** to change another type of animal without ending the effects of the power. The apotheosis may use this power a total number of hours per day equal to his class level and they do not need to be consecutive but must be used in one-hour increments.

This power does not function in conjunction with his *Nature of the Beast* power, though his animal

companion may continue the benefits granted from the Nature of the Beast power. This power is treated as the druid's Wild Shape purposes of meeting any feat prerequisites for feats that may enhance his abilities while in the form of an animal.

ARTIFICE

Perhaps the closest one can come to the power of creation; the apotheosis continues to focus on his ability to create, empower, and breathe life into inanimate objects. The apotheosis gains **Knowledge** (engineering) as a class skill and may use it untrained as he has an innate sense of larger structures.

FLEXIBLE CREATION

At 2nd level, the apotheosis gains an item creation feat as a bonus feat. He must meet any prerequisites for the feat before it may be chosen. Once a day, the apotheosis may choose to switch the feat to another item creation feat, but any current items in process of being created that require the previous feat are lost and the apotheosis must start all over.

SPONTANEOUS LIFE (SP)

At 6th level, the apotheosis may spontaneously convert a sixth level or higher spell to the *Animate Objects* spell by expending the appropriate spell slot. For each spell level beyond sixth used for this power treats the apotheosis as two caster levels higher for purposes of duration and the number of effective small objects (or converted larger objects) that may be animated. For purposes of the effect of this power, the apotheosis' effective caster level may be increased beyond 20th level.

The apotheosis may choose to alter the effect of the *Animate Object* spell cast as a higher-level spell to instead to gain a pool of construction points equal to effective level of the spell. These points are in addition to those granted by the size of the animated object.

ARTIFICIAL RECONSTRUCTION (Su)

At 10th level, once a day the apotheosis may lay hands on a large inanimate structure such as a house, small keep, etc. and instantly reconfigure it for his own purposes over a period of one minute. The apotheosis can affect up to a structure whose individual side length equals 10 ft. times the apotheosis' class level plus the level of the class that granted access to the



Artifice domain. This can be divided over multiple levels as long as the original structure has appropriate raw materials to do so.

The reconstructed structure remains while the apotheosis remains within 1 mile of it unless he uses this power to recreate another structure. Items and individuals within the original structure are left intact and are not harmed by the use of this power. The structure must be structurally sound, the apotheosis cannot recreate it to purposely collapse or fall in upon itself.

The structure uses the original building's materials, but any door or windows created from this power are treated as having the *Hold Portal* spell (only from keeping individual out, those inside are not restricted from leaving). Each portal also has the effects of the *Alarm* spell which is triggered regardless of someone is entering or leaving. The apotheosis may designate any number of individuals that may bypass the magic of the structure as long as they are within sight of the apotheosis when the structure is created.

CHAOS

The apotheosis very presence exudes chaos and confusion. The apotheosis gains a +1 bonus to his DCs when casting spell with the chaos descriptor.

INFUSED CHAOS (Su)

At 2nd level, the apotheosis gains DR 5/law or magic. If the apotheosis has the Chaos Blade power normally granted by the Chaos domain, he uses his modified class level for determining the duration of the power and the number of daily uses.

AURA OF CHAOS (Su)

At 6th level, the apotheosis may cause mass confusion by exuding an aura of chaos with a 10-foot radius as a **standard action**. The aura last for a number of rounds equal to the apotheosis' class level and he may use this power 3 + his Wisdom modifier times per day. Anyone within range of the aura other than the apotheosis must make a **Fortitude** save or roll twice for any d20 roll and take the worse result. This affects both allies and enemies. The effect persists for 1 round once the individual leaves the aura and a new save must be made at the beginning of the individual's turn each round spent within the aura.

CHAOS INCARNATE (Sp)

At 10th level, the apotheosis is treated as if under the constant effects of the *Protection from Law* spell unless he is **unconscious** or dead. In addition, the apotheosis' **damage reduction** gained from his Infused Chaos power increases to DR 10/law or magic.

By spending a **standard action**, the apotheosis may expand that protection to the effects of the *Magic Circle against Law* that lasts for a number of rounds equal to the apotheosis' class level. He may expand this field 3 + his Wisdom modifier times per day.

CHARM

The apotheosis personal charisma belies the true divinity within and he may use that energy to influence those around him. When casting a spell with the **charm** or **compulsion** descriptor, the apotheosis gains a +1 bonus to the DCs.

AURA OF PERSUASION (Su)

At 2nd level, the apotheosis gains a **sacred bonus** to all Charisma based skill and ability checks equal to his class level and the skills of **Bluff**, **Diplomacy**, **Handle Animal**, **Intimidate**, **Perform**, and **Use Magic Device** are always treated as class skills. The apotheosis may take 10 when using the **Diplomacy** skill on others of the same type (and subtype for humanoids and outsiders). Once a day, the apotheosis may take 20 on a single Charisma based skill check or ability check, including those that he has no ranks and normally cannot be used untrained.

UNFETTERED CALLING (Sp)

At 6th level, the apotheosis can let out an unearthly **calling** as a **standard action** that causes all that hear it within 60 ft. to make a **Will** save or be drawn towards him. This power draws a total number of Hit Dice of creatures equal to twice the apotheosis class level and those affected move directly towards the apotheosis at their normal movement speed, but otherwise take no actions other than defending themselves. If the affected individual's path would possibly cause it harm or death it is allowed another saving throw before moving into the area in question. If the affected individual is threatened it is immediately allowed a saving throw, while if it is attacked the effect from this power automatically ends. Once the affected individuals get an open adjacent area, it stands there and remains **fascinated** while this power is in effect.

The apotheosis may maintain this effect each round after the initial round with a **move action** for up to a total number of rounds equal to his class level. The apotheosis may use this power a number of times per day equal to his Wisdom modifier (minimum of 1). This is a **mind-affecting (compulsion)** effect.

ABSOLUTELY CHARMING (Sp)

At 10th level, the apotheosis can cast *Charm Monster* as a **swift action**, though the target is allowed a **Will** save to overcome the effect. Only one creature may be charmed at a time and the apotheosis may use this power a total number of rounds per day equal to his modified class level. If the apotheosis has the Charming Smile power, he may pool the total number of rounds per day granted by both powers and spend them on either power as desired. This is a **mind-affecting (charm)** effect.

COMMUNITY

The apotheosis can rally those around him and soothe the masses in times of trouble. The apotheosis adds ½ his class level (minimum of 1) to all **Diplomacy** checks.

VOICE OF MOTIVATION (Su)

At 2nd level, the apotheosis may spend a **move action** each turn motivating those around him and granting them a **morale bonus** equal to ½ his class level to attack rolls, damage rolls and saving throws versus



charm and fear. Those affected must be able to hear the apotheosis. The apotheosis may use this power a total number of rounds per day equal to his modified class level.

VOICE OF REASON (Su)

At 6th level, the apotheosis may attempt to persuade a group of people towards a course of action by providing a stirring speech. The apotheosis must speak to the group for at least 1 minute for this power to take effect, though he may continue the effect for a total number of minutes equal to his class level. Anyone that has an indifferent or better attitude stop what they are doing while those who have an unfriendly or worse attitude may make a **Will** save to avoid the effects of this power.

Once the speech is ended, the apotheosis makes a **Diplomacy** check (adding a +1 **competence bonus** for each minute beyond the first spent speaking to the crowd). If the majority of affected individuals are positively affected with a friendly or greater attitude they will aid the apotheosis as long as it doesn't directly lead to harm. This may include performing or refraining from doing a task or providing food or shelter to others for a period of 24 hours. If the request does lead to a situation where one or more individuals is harmed then the effects of the request immediately end.

Those that make their saving throw may attempt to disrupt this power by making an opposed Charisma

check, and if successful the effect immediately ends. Only one Charisma check may be made per round.

The apotheosis may use this power a number of times per day equal to his Wisdom modifier plus his Charisma modifier. Only those that can hear the apotheosis are affected by this power.

FOCUSED VENGEANCE (Su)

At 10th level, the apotheosis may select an opponent within 60 ft. and motivate others as a **standard action** to focus their efforts on bringing it down. As a result, allies and the apotheosis gain a +2 **sacred bonus** on attacks against that individual until the beginning of the apotheosis' next turn and anyone attacking the target of this power with a melee, natural, or unarmed attack is considered **flanking** it while this power is in effect. The apotheosis may continue the effect as a **swift action** each round thereafter for a total number of rounds equal to his class level or until the target is defeated (whichever comes first).

The apotheosis may use this ability a number of times per day equal to his Wisdom modifier and only those that can hear the apotheosis gain the benefits of this power.

DARKNESS

The apotheosis lurks within the deepest of shadow and revels in the realms of darkness. The apotheosis gains a +1 bonus to his DC for any spells with the darkness or shadow descriptor.

CLOAK OF SHADOWS (Su)

At 2nd level, the apotheosis may surround himself with a shadowy area as a **standard action** that remains in effect for a number of rounds equal to his class level. The shadow grants him **concealment** with a 20% miss chance for any attack directed at him.

The apotheosis may choose to envelope another with his cloak of shadows as long as he has one hand free and makes a melee **touch attack**. If successful, the target becomes blind for the duration of the power. The victim may attempt to remove the cloak as a **standard action** at the beginning of its turn by making a **Reflex** save or an **Escape Artist** check, using the save DC for the check. Once the apotheosis uses the cloak in this manner he loses its benefits and he may not regain it.

The apotheosis may use this power 3 + his Wisdom modifier times per day and he may only have one cloak of shadows active at a time. If the apotheosis uses this power while a previous cloak is active, the previous one immediately disappears.

SHADOW FORM (Sp)

At 6th level, the apotheosis may take on the form of a shadow as a **standard action** that lasts for a number of rounds equal to his class level. The apotheosis becomes incorporeal (along with all of his carried possessions), is treated as the incorporeal type, gains **darkvision** with a 60 ft. range, and gains a +8 bonus to **Stealth** (+12 in dim light, +4 in bright light). Even though incorporeal, the apotheosis may not pass through solid objects or creatures. But he does gain the benefits of being immune to nonmagical physical attacks and magical attacks and spells are only partially effective against him.

While in this form, the apotheosis may make a melee **touch attack** that deals 1 point of Strength damage to a living creature as a negative energy effect. However, the apotheosis is not treated as undead or have undead traits. Anyone slain by the apotheosis caused by his **touch attack** does not rise to become a shadow.

The apotheosis may use this ability a number of times per day equal to his Wisdom modifier.

DARKNESS INCARNATE (Sp)

At 10th level, the apotheosis may envelope a 30-foot radius about himself with a supernatural darkness as the *Deeper Darkness* spell as a **swift action**. The darkness' effective spell level is equal to ½ the apotheosis class level for purposes of countering it with magical light. The apotheosis may see normally within his darkness, and gains **blindsense** with a 30-foot range within the darkness. The darkness moves with the apotheosis and he may use this power a total number of minutes per day equal to his modified class level. This time does not need to be consecutive but must be used in 1-minute increments.

The apotheosis may use a **swift action** to cause the darkness to expand in size to a 60-foot radius and lowers the light level by three steps (maximum of supernaturally dark) that lasts until the beginning of his next turn. Use of the power in this way causes the apotheosis to consume one minute from his daily use of this power in a single round and the darkness must be present before he may trigger this effect.

DEATH

The apotheosis' control and commendation of death asserts itself in his appearance, taking on a gaunt and ghastly visage of his previous self. The apotheosis gains a +1 DC bonus to any spell cast from the school of **necromancy**.

FONT OF NEGATIVE ENERGY (Su)

At 2nd level, if the apotheosis normally channels positive energy, he may change the energy type to negative energy as a **swift action**. If the apotheosis normally channels negative energy, his effective level when determining the amount of dice used for **healing** or damage is equal to the apotheosis' modified class level.

If the apotheosis did not have the ability to channel energy, he may channel negative energy using his class level as the effective cleric level when determining the dice gained and saving throw for any associated **Will** saves.



POWER OF DEATH (Su)

At 6th level, the apotheosis may choose **Command Undead** or **Turn Undead** as a bonus feat as long as he meets the energy type required by the prerequisite. Regardless of the feat chosen, the apotheosis' modified class level in regards to the save DC for the feat.

If the apotheosis chooses the **Turn Undead** feat, unintelligent corporeal undead whose hit dice is less than ½ the apotheosis' class level end up being destroyed instead if they fail the **Will** save. The total number of hit dice that may be destroyed is also equal to the apotheosis' modified class level.

BLESSING OF DEATH (Su)

At 10th level, the apotheosis' type changes to undead though he retains his Constitution score. He gains the following benefits of the new type: **darkvision** 60 ft., Immunity to bleed, death effects, nonlethal damage, paralysis, sleep spell or supernatural effects, and the need to eat or breathe or sleep. The apotheosis is healed by negative energy and damaged by positive energy. If the apotheosis had the ability to spontaneously convert spells to a cure spell, the ability changes to converting the spell to an equivalent inflict spell instead.

DESTRUCTION

All that lies in the apotheosis' path is destruction and devastation. When the apotheosis casts a spell that causes damage and allows the target(s) to make a saving throw, he gains a +1 DC to the save.

SMASHING BLOW (Su)

At 2nd level, the apotheosis may spend a **swift action** that allows his melee weapon or unarmed attack to ignore **damage reduction** and hardness until the beginning of his next turn. While this power is in effect, the apotheosis may attempt to **sunder** an object without provoking an **attack of opportunity**. If attacking an unattended inanimate object, the damage from a successful attack immediately doubles.

The apotheosis may use this power 3 + his Wisdom modifier times per day.

DEVASTATING BLAST (Su)

At 6th level, the apotheosis' may alter his channel energy as a **swift action** so that it causes damage to everyone within range regardless of their type. If the apotheosis does not have the channel energy class feature he gains that ability, treating his cleric level as his class level, but the only effect is that granted by this power.

TELEKINETIC STORM (Su)

At 10th level, the apotheosis may initiate a storm of telekinetic energy as a **standard action**. The storm affects everything within a 30-foot radius of the apotheosis, causing 8d6 points of damage. Those that can attempt to move out of the way are allowed a **Reflex** save to reduce the damage by half. Attended objects and equipment that is exposed to the telekinetic storm are also damaged unless the owner made a successful **Reflex** save to reduce damage by half. Unattended inanimate objects take the full brunt of the damage, but hardness does apply. This power has no effect on the apotheosis himself.

The apotheosis may use this power a number of times per day equal to his Wisdom modifier.

EARTH

The apotheosis faith is rewarded with greater powers associated with natural earth and stone. When casting spells with the earth descriptor, the apotheosis adds +1 to any associated DCs.

EARTH FURY (Sp)

At 2nd level, the apotheosis may summon 1d4 medium sized earth elementals as a **standard action** as the *Summon Monster* spell. The elementals appear within 30 ft. of the apotheosis and remain for a number of rounds equal to the apotheosis' class level plus his Charisma modifier. At 4th level, the apotheosis may instead summon 1d3 large earth elementals, and at 8th level he may instead summon 1d3 huge earth elementals.

The apotheosis may use this power a number of times per day equal to his Wisdom modifier, though only one set of elementals may be summoned at a time. If the apotheosis summons more earth elementals with this power, any previous existing elements immediately vanish.

EARTH GLIDE (Su)

At 6th level, the apotheosis may move through earth, dirt, and stone at ½ his base movement rate as the earth elemental *Earth Glide* ability. Only natural substances may be traversed, and this effect does not protect the apotheosis from other elemental effects such as traveling through lava. The apotheosis does not gain the ability to breathe while traveling in

this manner and he must hold his breath and may suffocate if he travels for an extended period of time within earth, dirt, or stone. The apotheosis can detect objects and individuals within 15 ft. as tremorsense, though he gains no details other than general size and proximity to the apotheosis.

This effect does not leave a tunnel and the apotheosis may not take anyone along with him, nor does it leave any sign of the apotheosis' passage. *Move Earth* or other spell that alters the material the apotheosis is travelling through causes the apotheosis to be flung back 0 ft and he must make a **Fortitude** save with DC equal to 10 + the level of the spell or be **stunned** for 1 round.

ELEMENTAL EARTH TRANSFORMATION (Sp)

At 10th level, the apotheosis may use a **standard action** to take on the form of an earth elemental as the *Elemental Body* spell ranging from small to huge size determined when the form is taken. He may remain in this form for a total number of minutes per day equal to his character level. They do not need to be used consecutively but must be taken in one-minute increments. The apotheosis may either alter the size of the earth elemental form or return to his normal form as an **immediate action**. If the apotheosis is knocked **unconscious** or killed, he immediately returns to his normal form.

EVIL

The apotheosis very presence exudes terror and hate. The apotheosis gains a +1 bonus to his DCs when casting spell with the evil descriptor.

INFUSED EVIL (Su)

At 2nd level, the apotheosis gains DR 5/good or magic. If the apotheosis has the Scythe of Evil power normally granted by the Evil domain, he uses his modified class level to determine the duration of the power and the number of daily uses.

AURA OF EVIL (Su)

At 6th level, the apotheosis may cause mass terror by exuding an aura of evil with a 10 ft. radius as a **standard action**. The aura last for a number of rounds equal to the apotheosis' class level and he may use this power 3 + his Wisdom modifier times per day. Anyone within range of the aura other than the apotheosis



must make a **Fortitude** save or become **sickened** while within the apotheosis' aura. This affects both allies and enemies. The **sickened** condition persists for 1 round after the victim leaves the aura and a new saving throw must be made at the beginning of the individual's turn each round spent within range of the apotheosis' aura.

EVIL INCARNATE (SP)

At 10th level, the apotheosis is treated as if under the constant effects of the *Protection from Good* spell unless he is **unconscious** or **dead**. In addition, the apotheosis' **damage reduction** gained from his Infused Evil power increases to DR 10/good or magic.

By spending a **standard action**, the apotheosis may expand that protection to the effects of the *Magic Circle against Good* that lasts for a number of rounds equal to the apotheosis' class level. He may expand this field 3 + his Wisdom modifier times per day.

FIRE

The apotheosis faith is rewarded with greater powers associated with flame and smoke. When casting spells with the fire descriptor, the apotheosis adds +1 to any associated DCs.

FIRE FURY (SP)

At 2nd level, the apotheosis may summon 1d4 medium sized fire elementals as a **standard action** as the *Summon Monster* spell. The elementals appear within 30 ft. of the apotheosis and remain for a number of rounds equal to the apotheosis' class level plus his Charisma modifier. At 4th level, the apotheosis may instead summon 1d3 large fire elementals, and at 8th level he may instead summon 1d3 huge fire elementals.

The apotheosis may use this power a number of times per day equal to his Wisdom modifier, though only one set of elementals may be summoned at a time. If the apotheosis summons more fire elementals with this power, any previous existing elements immediately vanish.

CONTROL FLAMES (SU)

At 6th level, the apotheosis can alter any fire-based effect. Nonmagical fires within 100 ft. can be extinguished or expanded or moved up to 30 ft. with a **standard action**. If expanded, a nonmagical fire doubles its area of effect including causing a small flame to consume a 5-foot square that causes 1d6 points of fire damage to anyone within that area unless a **Reflex** save is made. Expanding a nonmagical fire causes it to burn out after 1 round and if the apotheosis moves the fire, it must have a source to burn or it also burns out after 1 round.

The apotheosis may use this power to alter any fire-based spell he casts in the following ways. The area of the effect for an instantaneous spell may be altered to add or remove a number of squares equal to the apotheosis' class level as long as they are linked and attached to the main area of effect. If the spell has a longer duration, the apotheosis may cause the spell's effect to move 5 ft. per class level in the desired direction as a **move action**. The apotheosis cannot use this power on a fire-based instantaneous spell cast by another, but he may attempt to move the fire from a

longer duration spell by making a caster level check with a DC equal to 10 + the original spellcaster's level. The apotheosis may use this power his class level times per day.

ELEMENTAL FIRE TRANSFORMATION (SP)

At 10th level, the apotheosis may use a **standard action** to take on the form of a fire elemental as the *Elemental Body* spell ranging from small to huge size determined when the form is taken. He may remain in this form for a total number of minutes per day equal to his character level. They do not need to be used consecutively but must be taken in one-minute increments. The apotheosis may either alter the size of the fire elemental form or return to his normal form as an **immediate action**. If the apotheosis is knocked **unconscious** or killed, he immediately returns to his normal form.

GLORY

The apotheosis radiates the divine power of his faith. The apotheosis sheds a golden nimbus of light equal to a torch while conscious about his head. He may mute or re-establish the light as a **free action**.

TEMPERED GLORY (SP)

At 2nd level, the apotheosis may shed an aura with a 30-foot range that grants allies a +1 **morale bonus** on attack rolls and temporary hit points equal to the apotheosis' class level. The apotheosis may initiate the aura as a **move action** and it lasts for one minute. If an ally moves away from the aura, its benefits immediately fade and are not regained if the ally re-enters the aura.

The aura may be ended by the apotheosis as a **free action**, though its benefits are immediately lost. The apotheosis may use this power 3 + his Wisdom modifier times per day.

GLORIOUS TRANSFORMATION (SP)

At 6th level, the apotheosis may spend a **standard action** to physically assert the glory of this faith to gain a +2 **sacred bonus** to attack rolls, damage rolls, and temporary hit points equal to his modified class level. If the apotheosis makes an full-attack action, he gains one additional attack at his highest base attack bonus, though this does not stack with other effects that grant an additional attack such as *Haste*.

Once initiated, this power remains in effect for 1 minute. The apotheosis may use this power 3 + his Wisdom modifier times per day.

DIVINE GLORY (SP)

At 10th level, the apotheosis sheds an aura of true divinity with a 30-foot range as a **standard action** each round for up to a number of rounds equal to his class level. This aura causes those within range to fall prostrate before the apotheosis unless they make a **Will** save to resist the power. Those affected are prone and **dazed**, though they may make a new **Will** save at the beginning of their turn as a **full-round action** to break free from the effect. An individual that breaks free of the effect is **staggered** until the aura ends. Once an individual makes their saving throw, it is immune to this power from the apotheosis for 24 hours.

The apotheosis may use this power a number of times per day equal to his Wisdom modifier.

GOOD

The apotheosis purity washes forth in waves of goodness and serenity. The apotheosis gains a +1 bonus to his DCs when casting spell with the good descriptor.

HEART OF GOOD (Su)

At 2+ level, the apotheosis gains DR 5/evil or magic. If the apotheosis has the *Holy Lance* power normally granted by the Good domain, he uses his modifier class level when determining the duration of the power and the number of daily uses.

AURA OF GOOD (Su)

At 6th level, the apotheosis may cause soothe and inspire others with his aura of goodness with a 10 ft. radius as a **standard action**. The aura last for a number of rounds equal to the apotheosis' class level and he may use this power 3 + his Wisdom modifier times per day. Anyone of non-evil alignment within range of the aura gains a **sacred bonus** to a single d20 roll per turn in regard to attack rolls, skill checks, ability checks, or saving throws equal to ½ the apotheosis' class level.

SACRED HEART (SP)

At 10th level, the apotheosis is treated as if under the constant effects of the *Protection from Evil* spell

unless he is **unconscious** or dead. In addition, the apotheosis' **damage reduction** gained from his Heart of Good power increases to DR 10/evil or magic.

By spending a **standard action**, the apotheosis may expand that protection to the effects of the *Magic Circle against Evil* that lasts for a number of rounds equal to the apotheosis' class level. He may expand this field 3 + his Wisdom modifier times per day.

HEALING

The apotheosis' touch can heal the most grievous wounds or illnesses. If the apotheosis does not have the ability to spontaneously cast a cure spell, he gains the cleric's spontaneous casting to convert a prepared first level or higher spell non-domain spell into a cure spell. The apotheosis' effective caster level gains a +1 bonus when casting **conjuration (healing)** spells (maximum of 20th level).

REVITALIZING TOUCH (Su)

At 2nd level, the apotheosis may remove one of the following negative conditions when casting a cure spell upon a single recipient: **dazed**, **fatigued**, **shaken**, **sickened**, or **staggered**. At 5th level, the apotheosis may also remove the **exhausted** or **nauseated** condition while casting a cure spell upon a single recipient.

CLEANSING TOUCH (Sp)

At 6th level, the apotheosis may attempt to remove a disease or poison by touch as a **standard action**. The apotheosis makes a caster level check using his modified class level in the attempt as the *Neutralize Poison* or *Remove Disease* spell. The apotheosis may use this power 3 + his Wisdom modifier times per day.

LIFE'S BREATH (Sp)

At 10th level, the apotheosis may attempt to bring a slain creature back to life by casting a cure spell that only affects a single creature. This is identical to the *Breath of Life* spell but the damage cured is based on the level of the cure spell cast.

KNOWLEDGE

The apotheosis is a living library, storing volumes of information acquired beyond that normally possibly by mortals. The apotheosis treats all **Knowledge** skills as class skills and he may use his Wisdom modifier

for **Knowledge** checks instead of his Intelligence modifier if higher.

MIND VAULT (Su)

At 2nd level, the apotheosis may store the contents of one scroll within his mind indefinitely. He may choose to store a single spell from a scroll as well. If the apotheosis stores a divine spell, he may cast it as if he was casting it from the scroll. If the apotheosis stores any other type of spell, he may attempt to cast it as if using the **Use Magic Device** skill. If the apotheosis



does not have **Use Magic Device**, he may still attempt to cast it but only adds his Charisma modifier to the roll. Once the spell is cast it is removed from the apotheosis' mind. A spell stored from a scroll causes the scroll to disintegrate.

FOUNT OF KNOWLEDGE (Ex)

At 6th level, the apotheosis may make a knowledge skill check untrained. The apotheosis may spend 1-minute pondering on a subject before making a knowledge check to gain a **competence bonus** equal to his class level a number of times per day equal to his Wisdom modifier.

LORE KEEPER (Sp)

At 10th level, the apotheosis may seek out a bit of lore regarding a particular person or place by spending 10 minutes in contemplation and meditation. He then makes a caster level check with a DC of 20 if the apotheosis is in contact with the person or in the place of interest. If the apotheosis has detailed information, the DC is 25 and the information gained may be incomplete. If the apotheosis knows only rumors or second hand stories, then the DC is 30 and much of the information will be vague.

LAW

The apotheosis enlightenment on the codes and conducts of laws pours forth from every action and appearance. The apotheosis gains a +1 bonus to his DCs when casting spell with the law descriptor.

LAW OF CERTAINTY (Su)

At 2nd level, the apotheosis gains DR 5/chaos or magic. If the apotheosis has the Staff of Order power normally granted by the Law domain, he uses his modified class level when determining the duration of the power and the number of daily uses.

AURA OF LAW (Su)

At 6th level, the apotheosis may calm the fears of others and give them the solace of certainty with an aura of law with a 10 ft. radius as a **standard action**. The aura lasts for a number of rounds equal to the apotheosis' class level and he may use this power 3 + his Wisdom modifier times per day. Anyone of non-chaotic alignment within range of the aura may treat a single d20 roll per round as if an 11 was rolled as long as they remain within the aura.

JUSTICE TRIUMPHANT (Sp)

At 10th level, the apotheosis is treated as if under the constant effects of the *Protection from Chaos* spell unless he is **unconscious** or dead. In addition, the apotheosis' **damage reduction** gained from his Law of Certainty power increases to DR 10/chaos or magic.

By spending a **standard action**, the apotheosis may expand that protection to the effects of the *Magic Circle against Chaos* that lasts for a number of rounds equal to the apotheosis' class level. He may expand this field 3 + his Wisdom modifier times per day.

LIBERATION

The apotheosis is the embodiment of freedom and relentlessly pursues those that would enslave or oppress others. The apotheosis gains **Escape Artist** as a class skill and adds ½ his modified class level to any **Escape Artist** skill check.

UNRESTRAINABLE (Ex)

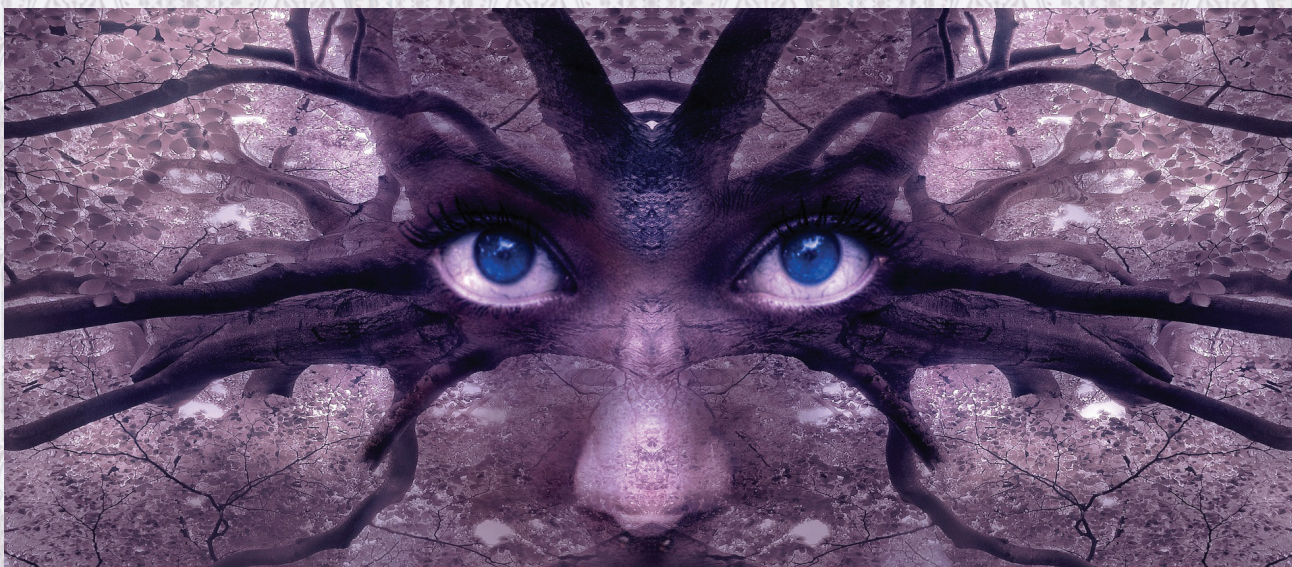
At 2nd level, the apotheosis adds his class level to any **Escape Artist** skill checks and to his **CMD** when being grappled. The apotheosis may take 20 on an **Escape Artist** check a number of times per day equal to his Wisdom modifier.

FREEDOM'S SPIRIT (Sp)

At 6th level, the apotheosis may attempt to remove an **enchantment** by touch as a **standard action**. The apotheosis makes a caster level check with a DC equal to 11 + the caster level of the original spell (or effective hit dice for a **spell-like ability**) to remove a single **enchantment** effect. If the caster level check fails, the target is allowed another saving throw if the original effect granted one. The apotheosis may use this power 3 + his Wisdom modifier times per day.

WAVE OF FREEDOM (Su)

At 10th level, the apotheosis the generate a wave of focused telekinetic force as a **standard action** with a 30-foot radius. The force affects locks and bindings within range, causing locks to release and other bindings to come loose. The apotheosis makes a d20 roll and adds his class level and his Dexterity modifier and uses that results as a **Disable Device** skill check versus locks and an **Escape Artist** skill check versus any other type of binding. The apotheosis may generate the wave 3 + his Wisdom modifier times per



day and may even use it while restrained (grappled, pinned, or tied up) as long as he is conscious.

LUCK

The apotheosis very presence spreads good fortune and luck. The apotheosis gains a **luck bonus** to his initiative roll equal to his class level.

LUCKY STRIKE (Su)

At 2nd level, the apotheosis may spend a **swift action** to grant his next attack a **luck bonus** to his attack equal to $\frac{1}{2}$ his class level. If the attack is successful, any attacks made by the struck opponent at the apotheosis before the apotheosis' next turn suffers a penalty equal to the **luck bonus** granted by this power. The apotheosis may use this power 3 + his Wisdom modifier times per day.

FORTUNATE PRESENCE (Sp)

At 6th level, the apotheosis can flair his aura as a **standard action** to grant all allies within 30 ft. a bit of luck as the power. Until the beginning of the apotheosis' next turn an ally within range of this power rolls a d20, he may roll twice and take the better result. The apotheosis may use this power 3 + his Wisdom modifier.

DIVINELY LUCKY (Su)

At 10th level, the apotheosis gains a +1 **luck bonus** on attack rolls, saving throws, skill checks, and ability checks. This bonus does stack with the bonus granted by the **Lucky Strike** power, but not any other

effects that grant a **luck bonus**. As a **swift action** the apotheosis may increase this bonus to +5 until the beginning of his next turn and grants him one additional attack as part of a full-attack action using his highest base attack bonus. The additional attack does not stack with other effects that grant additional attacks. The apotheosis may gain this additional bonus and attack 3 + his Wisdom modifier times per day.

MADNESS

Reality is subjective, and the apotheosis imposes his own will on the confusing morass of thoughts and actions that swirls within his muddled mind. The apotheosis gains a **circumstance bonus** to any saving throw versus a **mind-affecting** effect equal to his class level.

SUBJECTIVE PERSONALITY (Su)

At 2nd level, the apotheosis may change his alignment at the beginning of the day as he prepares is spells or communes with his faith. He is not restricted by the alignment of his deity but any spells that are opposed to his new alignment for the day cannot be prepared or cast. The apotheosis aura resonates with the chosen alignment, regardless of his faith's o deity's alignment. If he chooses an evil alignment, he gains access to negative energy for purposes of channeling energy and the spontaneous conversion of spells that cure or inflict wounds. If the apotheosis chooses a good alignment, he gains access to positive energy for

purposes of channeling energy and the spontaneous conversion of spells that cure or inflict wounds. Once chosen, the alignment may not be changed until the next time the apotheosis prepares his spells.

CONTAGIOUS LAUGHTER (Sp)

At 6th level, the apotheosis may begin laughing hysterically as a **standard action**. Anyone within 60 ft. of the apotheosis that can hear the laughter must make a **Will** save or drop anything they are holding and begin hysterically laughing as well and be unable to take any other action on their turn other than defend themselves or take any **attacks of opportunity** until the beginning of the apotheosis' next turn. Only creatures with an Intelligence of 3 or greater can be affected by this power and it is a **mind-affecting** effect. The apotheosis may use this power a total number of rounds per day equal to his modified class level.

BLATHERING IDIOCY (Su)

At 10th level, the apotheosis may make a melee **touch attack** as a **standard action** in an attempt to reduce a target's mental faculty to idiocy. If the **touch attack** is successful, the victim's Intelligence and Charisma are both reduced to 1 point and it ceases to take any actions other than instinctually defending itself. It is incapable of communication, cannot use any Intelligence or Charisma based skill or ability checks, or cast spells. The victim is allowed a **Will** save as a **full-round action** each turn thereafter and after a number of rounds equal to the apotheosis' class level, the victim regains 1 point to its Intelligence and Charisma each round thereafter until the ability scores are restored to their normal value.

The apotheosis may use this ability 3 + his Wisdom modifier times per day.

MAGIC

Manipulation of energies mystical and physical are not the parlance of just wizards, the apotheosis has an innate ability to generate and focus such energies within the bounds of his faith. The apotheosis adds his class level when making a concentration check while casting a spell defensively.

SENSE OF MAGIC (Sp)

At 2nd level, the apotheosis has an innate sense of magical emanations within 60 ft. and can see

magical auras as a constant effect. This functions as the **Detect Magic** spell but does not need to be cast to gain its benefits. The apotheosis must spend the required time in rounds to focus on a particular aura to determine its type and strength. This includes the ability to detect lingering auras based on the spell's level.

This power grants the apotheosis a bonus to any spellcraft checks to identify a spell as it is cast or the properties of a magic item equal to ½ the apotheosis' class level.

METAMAGIC MASTERY (Ex)

At 6th level, the apotheosis gains **Empower Spell** as a bonus feat. If he already has the **Empower Spell** metamagic feat, he may choose another metamagic feat instead as long as he meets any prerequisites required. If the apotheosis may convert a prepared spell into another type of spell as a class ability, he may apply the **Empower Spell** feat to the converted spell without increasing the casting time. Use of the feat still increases the effective spell level of the desired spell and an appropriately leveled spell must be sacrificed.

At 10th level, if the apotheosis has the **Maximize Spell** metamagic feat, he may use it in conjunction with a converted spell as long as he has a spell of the effective spell level that may be sacrificed.

MAGIC MODALITY (Su)

At 10th level, the apotheosis gains the ability to focus on a particular school of magic, and any spell from that school is treated as if being cast by caster one level higher and any DC associated with the spell gains a +2 bonus. The apotheosis may choose a different school each day, selecting the desired school while preparing his spells for the day or spending time communing with his faith or deity after getting 8 hours of rest.

NOBILITY

Born of authority and refined by a noble character, the apotheosis provides inspiration and leadership in times of need. The apotheosis adds his class level to his leadership score as long as he is upholding the beliefs of his faith, this does stack with the leadership score bonus granted from the **Leadership** domain power.



INSPIRING HEROICS (Ex)

At 2nd level, the apotheosis gains a bonus teamwork feat as long as he meets the prerequisites for it. The apotheosis may grant the benefits of this teamwork feat to a number of allies equal to his Charisma modifier 3 + his Wisdom modifier times per day. The allies must be able to see and hear the apotheosis and it requires a **standard action** to grant the benefit. Once granted, those affected gain the benefits of the teamwork feat (even if they don't meet the prerequisites) for a number of rounds equal to the apotheosis' class level. The apotheosis may only share this teamwork with one set of allies at a time, and if he chooses to grant the teamwork feat benefits to other allies, the effect for the previously selected allies immediately ends.

GREATER INSPIRING WORD (Sp)

At 6th level, the apotheosis may grant allies a +2 **morale bonus** on attack rolls, skill checks, ability checks, and saving throws for a number of rounds equal to his class level as a **standard action**. Those affected must be able to hear the apotheosis. The apotheosis may use this power 3 + his Wisdom modifier times per day. If the apotheosis has access to the Inspiring Word domain power, the number of rounds this power is in effect is equal to the apotheosis' modified class level.

AURA OF LEADERSHIP (Su)

At 10th level, the apotheosis' very presence grants allies within 30 ft. of him a +4 **morale bonus** to saving throws versus **enchantment** and fear based effects.

The apotheosis may focus his aura as a **standard action** 3 + his Wisdom modifier times per day to allow allies within 30 ft. under the influence of an **enchantment** or fear based effect to immediately reroll the saving throw using the **morale bonus** granted by this power.

In addition, the apotheosis may share any known teamwork feat when using his Inspiring Heroics power. He may also share the benefits of the feat with all allies that can see and hear him and is not limited to his Charisma modifier for the number of allies affected.

PLANT

The apotheosis is a true champion of nature and defender of the world of vegetation. When casting any spell that involves plants and vegetation, the apotheosis gains a +1 bonus to any applicable DCs of spells cast.

NATURE'S STEP (Ex)

At 2nd level, the apotheosis may move through any sort of underbrush or naturally overgrown areas at his normal speed without suffering any sort of damage or impairment. In addition, while passing through natural areas the apotheosis leaves no sign of his passing unless he chooses to do so. Magically enchanted areas of vegetation affect the apotheosis normally and the effects of this power have no effect against magically altered areas.

TREE GATE (Sp)

At 6th level, the apotheosis may step into a tree and step out of another tree of the same type as the *Tree Stride* spell a number of times per day as a **standard action**. Unlike the spell, the apotheosis cannot stay within the tree he stepped into, he must either step out of it or out from another tree of the same type within range of the spell.

PLANT TRANSFORMATION (Sp)

At 10th level, the apotheosis may use a **standard action** to take on the form of an plant creature as the *Plant Shape* spell ranging from small to huge size determined when the form is taken. He may remain in this form for a total number of minutes per day equal to his character level. They do not need to be used consecutively but must be taken in one-minute increments. The apotheosis may either alter the size and form of the plant creature or return to his normal form as an **immediate action**. If the apotheosis is knocked **unconscious** or killed, he immediately returns to his normal form.

PROTECTION

A bulwark of true faith, the apotheosis is the true defender of the defenseless and protector of the innocent. The **resistance bonus** granted by the protection domain uses the apotheosis' modified class level when determining the bonus value. The apotheosis also gains a +1 DC bonus to any spell cast from the *abjuration* school of magic.

SHIELD OF FAITH (Su)

At 2nd level, the apotheosis gains a shield of force that continually floats in front of him. He may use a **move action** to summon or dismiss the shield and it grants him a +2 **shield bonus** to his AC. As it is composed of force, the **shield bonus** is effective against incorporeal attacks. The apotheosis may sacrifice the shield to block magic missiles targeting him from one attack. The shield immediately disappears after being struck by the magic missiles and the apotheosis may not summon it again for a number of rounds equal to the number of magic missiles absorbed by the shield.

SPELL BARRIER (Su)

At 6th level, the apotheosis may generate a weak field of anti-magic as a **standard action** that grants him

immunity to spells whose level does not exceed ½ his class level. The field lasts for a number of rounds equal to his class level, though he may choose to dismiss it as a **free action**. This field will not prevent the apotheosis from casting lower level spells as long as it isn't targeting him, but he cannot benefit from such spells (even those already in effect) while the field is in effect. The apotheosis may generate this field a number of times per day equal to his Wisdom modifier.

ARMOR OF FAITH (Su)

At 10th level, the apotheosis gains a +2 **sacred bonus** to his AC when wearing medium or heavier armor. He may use a **move action** to summon or dismiss this effect. The power also reduces the burden of the medium or heavy armor worn by reducing the **armor check penalty** by 2 and increasing the maximum Dexterity bonus by 2.

Once a day the apotheosis may cause a set of wings to sprout from his armor as a **standard action** and grant him a fly speed of 30 ft. with good maneuverability for a number of rounds equal to his modified class level. The shape and form of the wings is dependent on his alignment, with a good aligned apotheosis typically having angelic wings while an evil aligned apotheosis would have demonic wings.

REPOSE

Life is a journey and death is the peaceful rest rewarded to mortals, the apotheosis strives to shine as a beacon both in his life and his death. The apotheosis adds his class level to any saving throws versus negative energy or death effects, including **energy drain**.

REFRESHING BURST (Su)

At 2nd level, the apotheosis can empower his channel energy ability to remove fatigue as part of the energy's effect, but only when **healing** damage. If the fatigue is permanent in nature – such as from a curse – the fatigue is negated for a number of minutes equal to the apotheosis' class level.

At 8th level, the apotheosis may remove the **exhausted** condition as part of the channel energy ability when **healing** damage. As with fatigue, if the effect is permanent it only lasts for a number of minutes equal to the apotheosis' class level.

If the apotheosis does not have the ability to channel energy, he gains the ability to channel a number of times per day equal to 3 + his Charisma modifier, but its only effect removed fatigue from those within range.

VOICE OF PEACE (Sp)

At 6th level, the apotheosis may soothe those within 30 ft. of him by calmly speaking as a **full-round action**. The effects of this power are identical to the *Calm Emotions* spell, requiring everyone within range of the power to make a **Will** save or be unable to take violent or other aggressive actions until the beginning of the apotheosis' next turn. As with the spell, the apotheosis' power suppresses any morale bonuses granted, the bard's ability to inspire courage and the barbarian's ability to rage as well as temporarily negating the effects of the **confused** condition.

The apotheosis may use this power a number of rounds per day equal to his modified class level and they do not need to be consecutive.

DIVINE REST (Su)

At 10th level, the apotheosis may touch one individual as a **standard action** and place them in stasis for 24 hours. If the recipient is unwilling, a **touch attack** must be made, and the target is allowed a **Will** save. The target of the effect falls **unconscious** and cannot be roused by any spell less than fifth level. A living creature that falls into stasis recovers all physical damage and ability damage upon emerging from the effect. The recipient is allowed a new saving throw for any ongoing poison or disease effect immediately

upon awakening as well, adding the apotheosis' class level as a **sacred bonus**.

The apotheosis may only use this power once per day.

RUNE

The true secrets of the multiverse are stored in the eldritch symbols of the gods, and the apotheosis taps into those secrets to reveal the power of his own faith. The apotheosis adds his class level when attempting to use a spell scroll containing a spell not on his spell list using the **Use Magic Device** skill and may use it untrained for purposes of casting a spell from a scroll.

DISRUPT GLYPH (Sp)

At 2nd level, the apotheosis may attempt to detect and disrupt a magical symbol. The apotheosis may make a **Perception** or **Spellcraft** skill check in combination with **Detect Magic** with a DC equal to 15 + the spell level to find and identify the magical glyph without setting it off. If the apotheosis fails the check, the glyph is immediately triggered. Otherwise, he may then spend a **full-round action** to **disarm** the glyph by sacrificing a spell slot equal to the level of the spell of the glyph and making a caster level check with a DC of 11 + the glyph's spellcaster level. If successful, the glyph is not removed or dispelled, but it is temporarily paused for a number of minutes equal to the apotheosis' class level. Failing to disrupt the glyph immediately triggers it.

RUNE OF POWER (Sp)

At 6th level, the apotheosis may spend a **standard action** to scribe a prepared spell as a rune upon himself or another as long as the spell has a range of a single target including just the caster. The spell level is limited to ½ the apotheosis' class level. Once created, the apotheosis loses the spell scribed for the day but he may trigger it as an **immediate action** at any time until he prepares his spells again.

If the apotheosis doesn't prepare his spells, he may choose any spell he may spontaneously cast, but it takes a **full-round action** to scribe the rune. Otherwise, only prepared spells may be scribed, the apotheosis cannot convert a prepared spell into another type of spell and then scribe it as a rune.



RUNE MASTERY (SP)

At 10th level, the apotheosis may convert any prepared spell that affects an area or one or more creatures into a symbol that may be triggered like the *Symbol of Death* spell. The apotheosis sets the trigger for the symbol as well as any password and the process requires 1 minute per level of the spell. If the apotheosis does not prepare his spells, he may use a known spell, but the process takes 2 minutes per level of the spell.

The spell must be scribed on a solid surface and it remains for 24 hours and then fades.

SUN

The apotheosis radiates with the truth and blessing of the sun and may call forth upon its wrath in times of need. The apotheosis gains a +1 bonus to the DC of any spell with the fire or light descriptor.

OVERHEATED (EX)

At 2nd level, the apotheosis gains **Energy Resistance** 10 versus fire. This resistance increases to 20 at 8th level.

SUNBLADE (SU)

At 6th level, the apotheosis may apply the effects of the flaming burst special ability to his melee weapon or unarmed attack as a **swift action**. The effect remains for a number of rounds equal to the apotheosis' class level. The apotheosis may cause the blade to flare for one attack that causes double damage. The apotheosis must declare the use of the flare effect before the attack is made and it ends the effect of the power regardless of the results of the attack. The apotheosis may use this power 3 + his Wisdom modifier times per day.

HEART OF THE SUN (SP)

At 10th level, the apotheosis may use a **standard action** to take on the form of a fire elemental as the *Elemental Body* spell ranging from small to huge size determined when the form is taken. He may remain in this form for a total number of minutes per day equal to his character level. They do not need to be used consecutively but must be taken in one-minute increments. The apotheosis may either alter the size of the fire elemental form or return to his normal form as an **immediate action**. If the apotheosis is knocked

unconscious or killed, he immediately returns to his normal form.

TRAVEL

The journey into the unknown is the greatest reward, and the apotheosis finds no solace in sitting still. When casting any spell that affects the recipient's rate of movement or alters its movement type, the apotheosis' effective caster level is treated as one level higher for purposes of range, duration, and effect. The apotheosis treats **Climb** and **Swim** as class skills.

ADAPTABLE (EX)

At 2nd level, the apotheosis may adapt to different types of movement as a **standard action**. The apotheosis gains a natural movement speed equal to his base movement rate to either burrow, climb, or swim for a number of rounds equal to his class level. The apotheosis may use this power 3 + his Wisdom modifier times per day.

GOOD DAY'S JOURNEY (SU)

At 6th level, the apotheosis may hustle a number of hours per day equal to his class level before taking any nonlethal damage or becoming **fatigued**. He may also grant this ability to a number of allies each day equal to his Charisma modifier. The apotheosis may use this power on a number of mounts rather than allies equal to his Charisma modifier instead.

FOREIGNER'S BLESSING (SU)

At 10th level, the apotheosis is immune to the hazards of environmental effects that are not magically enhanced or altered. This includes extreme temperatures, toxic or absence of air, etc. This power grants the apotheosis **energy resistance** 10 versus acid, cold, electricity, and fire but only for purposes of environmental hazards that have not been magically enhanced or altered.

The apotheosis may grant this power to a number of allies equal to his Charisma modifier per day by touch as a **standard action**. However, when granting this power to an ally he must designate the **energy resistance** type (acid, cold, electricity, or fire), the ally does not gain resistance to all types.

TRICKERY

The apotheosis revels in misdirection and confusion, providing the means to confound opponents through **illusion** or deceit. The apotheosis gains a +1 bonus to any spells cast from the **Illusion** school of magic.

SPELL FEINT (Ex)

At 2nd level, the apotheosis may attempt to **feint** one or more opponents by making a **Bluff** check before casting a spell. This requires a move check and a separate check for each opponent being feinted. If successful, the apotheosis' spell casting does not provoke an **attack of opportunity** from any opponent that he successfully bluffed. If the apotheosis applies a metamagic feat that cancels the verbal or somatic components of a spell (**Silent Spell** or **Still Spell** feats), he gains a +2 **circumstance bonus** to his **Bluff** check.

If casting a touch spell against an opponent successfully feinted, the target is also denied its Dexterity bonus for the **touch attack**. Anyone attempting to identify the spell must first make a perception check to see past the apotheosis' bluff with a DC equal to his **Bluff** check.

CHANNEL TRICK (Su)

At 6th level, the apotheosis can use his Channel Energy ability to cause anyone within 30 ft. (including the apotheosis) to gain a single illusory double that functions in the same manner as the duplicate images created by the **Mirror Image** spell. The illusory double lasts for a number of rounds equal to the apotheosis class level or dispelled when successfully attacked (whichever comes first). The images created by this effect do not stack with other identical effects including multiple successive uses of this power. When using this power, the apotheosis' Channel Energy ability does generate positive or negative energy or the **healing** or damaging effects that normally apply.

If the apotheosis does not have the Channel Energy ability, he gains it but only to empower this effect. In this case, he may use this power 3 + his Charisma modifier times per day.

At 8th level, the apotheosis may expend two daily uses of his Channel Energy ability to also turn those affected **invisible** at the same time the duplicate image is created. The **invisibility** lasts until the duplicate

image is destroyed, the duration of the effect ends, or the recipient makes an attack.

The Selective Channel feat may be used in conjunction with this power.

NOW YOU SEE ME (Su)

At 10th level, the apotheosis may use an **immediate action** when he would have been successfully struck in combat from either a physical attack or a spell that targets individuals. The apotheosis instead disappears and appears 1d4 x 10 feet away in a random direction. The apotheosis may use this power 3 + his Wisdom modifier times per day as long as he isn't surprised by the attack.

The apotheosis must appear in an open space that doesn't pose an immediate threat (such as appearing over a pit). If there is no open area within range of this power, the effect fails but the apotheosis does not lose any of his daily uses of this power. This power does not provoke an **attack of opportunity**.

WAR

The faith of the apotheosis is always battle tested and he defends his faith with the belief that only those that can defeat their enemies are truly worthy. The apotheosis is proficient with all martial weapons and light, medium, and heavy armor.

BATTLE TRANCE (Ex)

At 2nd level, the apotheosis can initiate a battle trance as a **swift action** that last for a number of rounds equal to his class level. This power grants the apotheosis a +1 **competence bonus** to attacks and a +1 **dodge bonus armor class**. Each round both the bonuses increase by 1 to a maximum of +5 bonus to attacks and a +5 **dodge bonus** to AC. The apotheosis may end the effect as a **free action**, and he may use this power 3 + his Wisdom modifier times per day.

BATTLE CRY (Su)

At 6th level, the apotheosis can rally troops as a **standard action** and drive them into a pitched fervor. This grants allies that can hear the apotheosis the benefits of his **Battle Trance**. The apotheosis can maintain the effect each round thereafter as a **swift action** up to a number of rounds equal to his class level. The same cumulative bonuses accrue for those affected with a maximum of a +5 **competence bonus**



to attacks and a +5 **dodge bonus** to AC. The effect immediately ends at the end of the apotheosis' turn that he doesn't spend the **swift action** to maintain it. The apotheosis may use this power 3 + his Wisdom modifier times per day.

BATTLE LORD (Ex)

At 10th level, the apotheosis uses his character level as his base attack bonus and gains a bonus combat feat. He must meet the prerequisites of the feat but

is treated as fighter of equal level to his class level for the bonus feat.

If the apotheosis has the Weapon Master power, he uses his modified class level to determine the number of rounds per day that power may be used. If the apotheosis did not have the Weapon Master power, he gains it and uses his class level as his cleric level for purposes of the number of rounds per day the Weapon Master power may be used.

WATER

The apotheosis faith is rewarded with greater powers associated with water and ice. When casting spells with the water descriptor, the apotheosis adds +1 to any associated DCs.

WATER FURY (Sp)

At 2nd level, the apotheosis may summon 1d4 medium sized water elementals as a **standard action** as the *Summon Monster* spell. The elementals appear within 30 ft. of the apotheosis and remain for a number of rounds equal to the apotheosis' class level plus his Charisma modifier. At 4th level, the apotheosis may instead summon 1d3 large water elementals, and at 8th level he may instead summon 1d3 huge water elementals.

The apotheosis may use this power a number of times per day equal to his Wisdom modifier, though only one set of elementals may be summoned at a time. If the apotheosis summons more water elementals with this power, any previous existing elements immediately vanish.

BORN TO WATER (Su)

At 6th level, the apotheosis gains a swim speed equal to his base land speed. While in the water, the apotheosis can breathe water as normally as he can breathe air while not affecting his ability to breathe normally. The apotheosis may gain a burst of speed while swimming as a **free action** that doubles his effective swim speed for 1 round. The may use this burst 3 + his Wisdom modifier times per day.

ELEMENTAL WATER TRANSFORMATION (Sp)

At 10th level, the apotheosis may use a **standard action** to take on the form of a water elemental as the *Elemental Body* spell ranging from small to huge size determined when the form is taken. He may remain in this form for a total number of minutes per day equal to his character level. They do not need to be used consecutively but must be taken in one-minute increments. The apotheosis may either alter the size of the water elemental form or return to his normal form as an **immediate action**. If the apotheosis is knocked **unconscious** or killed, he immediately returns to his normal form.

WEATHER

The apotheosis commands the very elements of nature, drawing powers from the sky above to bless or curse the faithful. When casting spells with the lightning descriptor, the apotheosis gains a +1 bonus to his DC.

DRENCHING DOWNPOUR (Sp)

At 2nd level, the apotheosis may call fourth a quick downpour of freezing rain within 100 ft. as a **standard action**. The rain covers a 30-foot radius and everyone within the area must make a **Reflex** save or fall prone. The ground remains slick for 1d4 rounds after the downpour, treating it as difficult terrain and a DC 10 **Acrobatics** check for each 5-foot area or be unable to move any further that turn. The apotheosis may use this power 3 + his Wisdom modifier.

If the apotheosis has the Storm Burst power and targets an individual within the area of the downpour, the damage is determined by the apotheosis' modified class level and causes lethal damage rather than nonlethal damage. The number of daily uses is pooled for the both this and the Storm Burst power and the apotheosis may choose how he wishes to use this pool for initiating either power.

RIDER OF THE STORM (Su)

At 6th level, the apotheosis gains a fly speed equal to his base movement rate with average maneuverability. While flying the apotheosis has **Energy Resistance** 10 versus electricity and cold.

LORD OF THE STORM (Sp)

At 10th level, the apotheosis may use a **standard action** to transform into a storm giant as the *Giant Form II* spell. The transformation lasts for a number of minutes equal to the apotheosis' class level and he may call upon this power a number of times per day equal to his Wisdom modifier.

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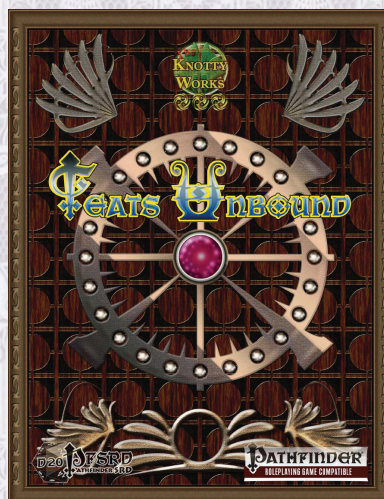
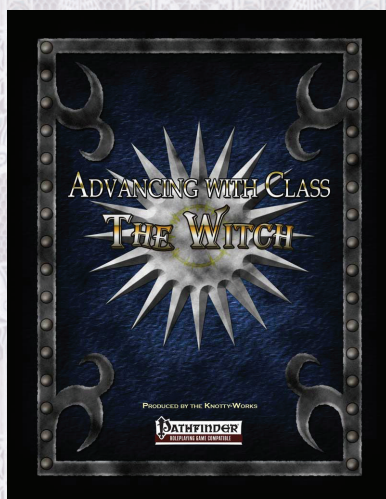
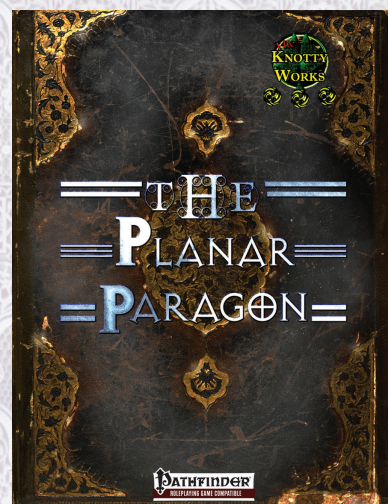
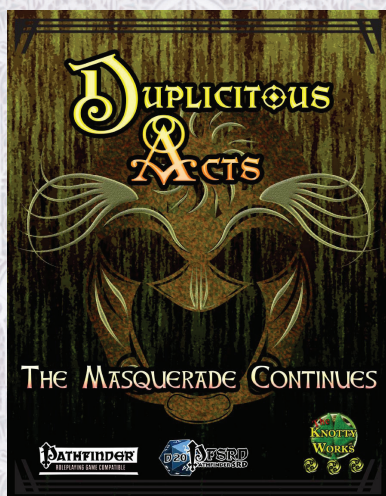
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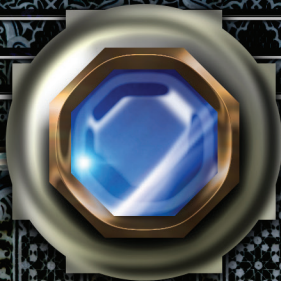
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