

## Specials

### Anathema

Special 1

Acts fundamentally opposed to your deity's alignment or ideals are anathema to your faith. Learning or casting spells, committing acts, and using items that are anathema to your deity remove you from your deity's good graces.

Casting spells with the evil trait is almost always anathema to good deities, and casting good spells is likewise anathema to evil deities; similarly, casting chaotic spells is anathema to lawful deities, and casting lawful spells is anathema to chaotic deities. A neutral cleric who worships a neutral deity isn't limited this way, but their alignment might change over time if they frequently cast spells or use abilities with a certain alignment. Similarly, casting spells that are anathema to the tenets or goals of your faith could interfere with your connection to your deity. For example, casting a spell to create undead would be anathema to Pharasma, the goddess of death. For borderline cases, you and your GM determine which acts are anathema.

If you perform enough acts that are anathema to your deity, or if your alignment changes to one not allowed by your deity, you lose the magical abilities that come from your connection to your deity. The class features that you lose are determined by the GM, but they likely include your divine font and all divine spellcasting. These abilities can be regained only if you demonstrate your repentance by conducting an atone ritual.

*CRB*

### Deity

Special 1

As a cleric, you are a mortal servitor of a deity you revere above all others. The most common deities in Pathfinder appear on pages 437–440, along with their alignments, areas of concern, and the benefits you get for being a cleric of that deity. Your alignment must be one allowed by your deity, as listed in their entry. Your deity grants you the trained proficiency rank in one skill and with the deity's favored weapon. If the favored weapon is uncommon, you also get access to that weapon.

Your deity also adds spells to your spell list. You can prepare these just like you can any spell on the divine spell list, once you can prepare spells of their level as a cleric. Some of these spells aren't normally on the divine list, but they're divine spells if you prepare them this way.

*CRB*

### Divine Font

Special 1

Through your deity's blessing, you gain additional spells that channel either the life force called positive energy or its counterforce, negative energy. When you prepare your spells each day, you can prepare additional heal or harm spells, depending on your deity. The divine font spell your deity provides is listed in the Divine Font entry for your deity on pages 437–440; if both are listed, you can choose between heal or harm. Once you choose, you can't change your choice short of an ethical shift or divine intervention.

*CRB*

#### Healing Font

Special 1

You gain additional spell slots each day at your highest level of cleric spell slots. You can prepare only heal spells (page 343) in these slots, and the number of slots is equal to 1 plus your Charisma modifier.

*CRB*

### Divine Spellcasting

Special 1

Your deity bestows on you the power to cast divine spells. You can cast divine spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells (see Casting Spells on page 302). Because you're a cleric, you can usually hold a divine focus (such as a religious symbol) for spells requiring material components instead of

needing to use a spell component pouch.

At 1st level, you can prepare two 1st-level spells and five cantrips each morning from the common spells on the divine spell list in this book (page 309) or from other divine spells to which you gain access. Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare is called your spell slots.

As you increase in level as a cleric, the number of spells you can prepare each day increases, as does the highest level of spell you can cast, as shown in Table 3–9: Cleric Spells per Day on page 120.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or your enemies to roll against your spell DC (typically by attempting a saving throw). Since your key ability is Wisdom, your spell attack rolls and spell DCs use your Wisdom modifier. Details on calculating these statistics appear on page 447.

*CRB*

## Doctrine

Special 1

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Even among followers of the same deity, there are numerous doctrines and beliefs, which sometimes vary wildly between clerics. At 1st level, you select a doctrine and gain the benefits of its first doctrine. The doctrines presented in this book are cloistered cleric and warpriest. Each doctrine grants you initial benefits at 1st level. At 3rd, 7th, 11th, 15th, and 19th levels, you gain the benefits granted by your doctrine's second, third, fourth, fifth, and final doctrines respectively.

*CRB*

### Cloistered Cleric

Special 1

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You are a cleric of the cloth, focusing on divine magic and your connection to your deity's domains.

First Doctrine (1st): You gain the Domain Initiate cleric feat.

Second Doctrine (3rd): Your proficiency rank for Fortitude saves increases to expert.

Third Doctrine (7th): Your proficiency ranks for divine spell attack rolls and spell DCs increase to expert.

Fourth Doctrine (11th): You gain expert proficiency with your deity's favored weapon, simple weapons and unarmed attacks. When you critically succeed at an attack roll using your deity's favored weapon, you apply the weapon's critical specialization effect; use your divine spell DC if necessary.

Fifth Doctrine (15th): Your proficiency ranks for divine spell attack rolls and spell DCs increase to master.

Final Doctrine (19th): Your proficiency ranks for divine spell attack rolls and spell DCs increase to legendary.

*CRB*

## Domain Initiate

Special 1

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Select one domain – a subject of particular interest to you within your religion – from your deity's list.

*CRB*

### Family

Special 1

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You aid and protect your family and community more effectively.

Domain Spell: Soothing Words

Advanced Domain Spell: Unity

**Initial Domain Power:** Soothing Words

**Range** 30 feet; **Targets** 1 ally

**Duration** 1 round

You attempt to calm the target by uttering soothing words in a calm and even tone. The target gains a +1 status bonus to Will saving throws. This bonus increases to +2 against emotion effects.

In addition, when you Cast this Spell, you can attempt to counteract one emotion effect on the target.

**Heightened (5th)** The bonus to saves increases to +2, or +3 against emotion effects.

**Advanced Domain Power:** Unity

**Range** 30 feet; **Targets** each ally targeted by the triggering spell

You put up a united defense. Each ally can use your saving throw modifier instead of its own against the triggering spell. Each ally decides individually which modifier to use.

*CRB*

## **Heritage**

Special 1

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You select a heritage at 1st level to reflect abilities passed down to you from your ancestors or common among those of your ancestry in the environment where you were born or grew up. You have only one heritage and can't change it later. A heritage is not the same as a culture or ethnicity, though some cultures or ethnicities might have more or fewer members from a particular heritage.

*CRB*

### **Twilight Halfling**

Special 1

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Your ancestors performed many secret acts under the concealing cover of dusk, whether for good or ill, and over time they developed the ability to see in twilight beyond even the usual keen sight of halflings. You gain low-light vision.

## **Keen Eyes**

Special 1

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Your eyes are sharp, allowing you to make out small details about concealed or even invisible creatures that others might miss. You gain a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. When you target an opponent that is concealed from you or hidden from you, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

*CRB*

## **Low-Light Vision**

Special 1

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You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

*CRB*