

Hand of Torm

The Hand prestige class could apply to other 3rd edition gods such as Pelor, Kord and Moradin equally well. The Hand is a devout and fanatic follower of his god's base belief system. Politics of the church do not interest him in the least. For this reason, some of the more conservative church functionaries see the Hands as potential for trouble. Valor, prowess in combat and strength (inner and physical) are all ideals the Hand holds in utmost esteem. Hands can be found everywhere but are most often on personal or god-given crusades. Wherever they go, they bring the word and might of their god with them. In the following text "Torm" can of course be substituted to fit.

Requirements: Ability to cast divine spells
 Wisdom 12
 Base Attack Bonus + 4
 Knowledge Religion 8 ranks

<i>Level</i>	<i>Att.</i>	<i>Fort.</i>	<i>Ref.</i>	<i>Will.</i>	<i>Special</i>	<i>Spells / Day</i>
1	+1	+1	+0	+1	Aura of Courage	
2	+2	+1	+0	+2		+1 existing caster level
3	+3	+2	+1	+2	Smite 1/day	
4	+4	+2	+1	+3		+1 existing caster level
5	+5	+2	+1	+3	Torm's Might	
6	+6	+3	+2	+4		+1 existing caster level
7	+7	+3	+2	+4	Smite 2/day	
8	+8	+4	+2	+5		+1 existing caster level
9	+9	+5	+2	+5	Divine Recitation	
10	+10	+5	+2	+6		+1 existing caster level

Aura of Courage: Beginning at 1st level, a Hand is immune to fear (magical and otherwise). Allies within 10 feet gain + 4 morale bonus to saves against fear effects. Granting this bonus is a supernatural ability.

Smite: Once per day, a Hand of 3rd level and above can make a single melee attack with a +4 bonus to attack and damage bonus equal to his Hand level (if he hits). The Hand must declare the smite before making the attack. At 7th level, the Hand can smite twice per day.

Torm's Might: Grants +2 holy damage when using Torm's favored weapon.

Divine Recitation: Once a day, the Hand can invoke Torm's blessing on himself and his allies while causing confusion and weakness among his enemies. The spell-like ability affects all allies and foes within a 60 ft. radius centered on the Hand and lasts for 1 round per level. Allies gain a +1 luck bonus to attack rolls and saving throws. Enemies suffer a -1 luck penalty on attack rolls and saving throws. After casting the spell, the Hand is free to take further actions during the spell's duration.

Code of Ethics: As a rule, Hands have a personal code of ethics that they follow religiously. These are not hindrances but rather character traits that "fill in the numbers". The list is by no means exhaustive and mostly suggestions. One or more codes should be used with the DM's approval. An exact number should fit the individual.

First into battle, last out of battle
 Always chooses to combat the most dangerous opponent first
 Always chooses to combat clerics of opposing deities first
 Strict physical regime requiring at least 1 hour of training per day
 Strict diet (usually exclusion such as alcohol, meat or some other common fare)
 Fallible courtesy (eats anything offered by a host, generous to a fault, overly trusting, or any similar)
 Zero tolerance for tyranny (including potential employers and other party members)
 Brief prayer before any important decision or action
 Offers enemy a chance to yield before killing him/her (if the opportunity/capability is there)
 Frequently donates food and valuables to less fortunate followers of his religion