

# Prophet

By Eric Hestand

## Requirements:

HitDice: d8

Class : Clerics

Skills: Knowledge (Religion): 4 ranks. Knowledge (Spellcraft): 4 ranks.

Special: Must have performed major task for deity. (See Below)

Spellcasting: The ability to cast 3<sup>rd</sup> level or higher Divine Magic

## Class Skills:

The Prophet's class skills (and the key ability for each skill) are:

Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.



**Table 1 : Advancement**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spell	Other	Notes
1	+0	2	0	2	Bonus Domain Spells	+1 level of existing class	New Spell List	
2	+1	3	0	3		+1 level of existing class		
3	+2	3	1	3		+1 level of existing class		
4	+3	4	1	4	Extra Domain	+1 level of existing class		
5	+3	4	1	4		+1 level of existing class		
6	+4	5	2	5		+1 level of existing class		
7	+5	5	2	5		+1 level of existing class		
8	+6	6	2	6	Extra Domain	+1 level of existing class		
9	+6	6	3	6		+1 level of existing class		
10	+7	7	3	7		+1 level of existing class		

## Class Features:

All of the following are class features of the Prophet prestige class.

**Weapon and Armor Proficiency:** The Prophet is proficient with all simple weapons, as well as with the Favored Weapon of his particular deity. The Prophet is proficient with Light, Medium, and Heavy armor, as well as with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

**Spells per Day:** When a Cleric becomes a Prophet, he loses all Divine spellcasting ability from his previous class. This change is permanent, and if the player stops advancing in Prophet levels he does not regain previous Divine spell access. The Prophet's spells per day are assigned according to Table 2: Spells per Day. For determining where the Prophet begins on this chart, add previous Cleric levels with current Prophet levels and start at the appropriate level category. Bonus Spells per Day apply depending on the Prophet's Wisdom score. The number of bonus spells per level is equal to ½ the Prophet's Wisdom bonus, rounded up. Therefore, a new Prophet with 5 previous Cleric levels and a Wisdom score of 18 will be able to cast 6 0<sup>th</sup> level spells, 4+2 1<sup>st</sup> level spells, 4+2 2<sup>nd</sup> level spells, and 3+2 3<sup>rd</sup> level spells. (The +2 represent the standard domain spell, as well as the Bonus Domain Spell from the Prophet special ability. These spells must be cast from the Domain spell list.) In addition, a spell slot from a higher level may be used to cast a spell from a lower level. For instance, a 3<sup>rd</sup> level spell slot may be used to cast a 2<sup>nd</sup> level spell, but not a 4<sup>th</sup> level spell. The Prophet must have a Wisdom score equal to 10 + the spell's level to learn or cast a spell. The DC for Saving Throws against a Prophet's spell is 10 + the spell's level + the Prophet's Wisdom modifier.

**Turn Undead:** A Prophet can turn undead as a Cleric. His Turning Table is the same as if his Clerics levels and Prophet levels were added together, then applied to the Turning Table in the Player's Handbook.

**New Spell List :** In addition to the new Spells per Day, the Prophet gains a new way of casting Divine magic. He no longer needs to prepare spells during meditation, and instead can cast any spell in his pool of magic, both selected and Domain spells, at any time. His bonus domain spells, however, must still be cast from his Domain

spell list. Table 3 : Spells Known indicates the number of spells known by the Prophet. Similar to the Spells per Day, previous Cleric levels are added to current Prophet levels to determine where on the Table the Prophet begins. Spells Known are not modified by high Wisdom, the number is fixed.

Bonus Domain Spells : At 1<sup>st</sup> level, the Prophet gains an extra domain spell for every spell level. This is reflected in Table 2 : Spells per Day.

Extra Domain : At 4<sup>th</sup> level, the Prophet gains access to an additional domain within his deity's influence. The Prophet does not gain the ability to cast an extra domain spell per day, but instead receives the bonuses and the spell list from the additional domain. At 8<sup>th</sup> level, the Prophet gains access to a fourth domain. If his deity has influence in four, then he gains the remaining domain. If his deity only has access to three, he is allowed to pick a fourth domain from the entire list.

### Background

The Prophet is a character in many prominent religions. He is usually chosen by a God as a vessel through which to speak. The Prophet is the step between a Cleric and an Avatar. Some prophets have received no formal training for service to a deity, and are selected by the God. These are special cases, however, as most Prophets are Clerics in service to a deity who perform some major task. As a reward the Cleric is granted the powers of a Prophet. As he grows in power and ability, the Prophet gains access to more domains of magic under the deity's influence. This represents a closer tie with the deity's essence. The ultimate goal of a Prophet is to eventually ascend to Avatarhood.

Table 2 : Spells per Day

Level	0	1	2	3	4	5	6	7	8	9
6	4	2+2	2+2	1+2	-	-	-	-	-	-
7	5	3+2	2+2	2+2	1+2	-	-	-	-	-
8	5	3+2	2+2	2+2	2+2	-	-	-	-	-
9	5	3+2	3+2	2+2	2+2	1+2	-	-	-	-
10	5	3+2	3+2	3+2	2+2	2+2	-	-	-	-
11	5	4+2	3+2	3+2	3+2	2+2	1+2	-	-	-
12	6	4+2	3+2	3+2	3+2	2+2	2+2	-	-	-
13	6	4+2	4+2	3+2	3+2	3+2	2+2	1+2	-	-
14	6	4+2	4+2	4+2	3+2	3+2	2+2	2+2	-	-
15	6	5+2	4+2	4+2	4+2	3+2	3+2	2+2	1+2	-
16	6	5+2	4+2	4+2	4+2	3+2	3+2	2+2	2+2	-
17	6	5+2	5+2	4+2	4+2	4+2	3+2	3+2	2+2	1+2
18	6	5+2	5+2	5+2	4+2	4+2	3+2	3+2	2+2	2+2
19	6	5+2	5+2	5+2	5+2	4+2	4+2	3+2	3+2	3+2
20	6	5+2	5+2	5+2	5+2	4+2	4+2	4+2	4+2	4+2

Table 2 : Spells Known

Level	0	1	2	3	4	5	6	7	8	9
6	7	4	2	1	—	—	—	—	—	—
7	7	5	3	2	—	—	—	—	—	—
8	8	5	3	2	1	—	—	—	—	—
9	8	5	4	3	2	—	—	—	—	—
10	9	5	4	3	2	1	—	—	—	—
11	9	5	5	4	3	2	—	—	—	—
12	9	5	5	4	3	2	1	—	—	—
13	9	5	5	4	4	3	2	—	—	—
14	9	5	5	4	4	3	2	1	—	—
15	9	5	5	4	4	4	3	2	—	—
16	9	5	5	4	4	4	3	2	1	—
17	9	5	5	4	4	4	3	3	2	—
18	9	5	5	4	4	4	3	3	2	1
19	9	5	5	4	4	4	3	3	3	2
20	9	5	5	4	4	4	3	3	3	3