

Hierophant

The Hierophant is truly blessed. Granted outsider-like powers through their long association with the divine, they may walk without fear among the evils of this world, such as disease or poison, whether they are the cause or the solution to them.

Select this prestige class if you want your character to be able to harness and manipulate divine energies to their best advantage.

The only path into this prestige class is through any Divine spellcasting advanced or prestige class, such as Acolyte, Holy (or Unholy) Knight, Mystic or Shaman, although it does not matter which path is taken.

REQUIREMENTS

To qualify to become a Hierophant, a character must fulfil the following criteria.

Skills: Concentration 7 ranks, Knowledge (theology and philosophy) 10 ranks, Spellcraft 7 ranks.

Feat: Spellslinger (any divine spellcasting class), and any one metamagic feat.

Special: The character must be able to cast divine spells and must be able to turn or rebuke a particular creature type.

Class Information

The following information pertains to the Hierophant prestige class.

Hit die

The Hierophant gains 1d8 hit points per level. The character's Constitution modifier applies.

Action points

The Hierophant gains a number of action points equal to 7+ one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Hierophant's class skills are as follows.

Concentration (Con), Craft (chemical, electronic, visual art, writing) (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Investigate (Int), Knowledge (arcane lore, art, behavioural sciences, current events, history, popular culture, theology and philosophy) (Int), Listen (Wis), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, wind instruments) (Cha), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), Survival (Wis), Treat Injury (Wis).

Skill Points at Each Level: 5+ Int Modifier

Table: The Hierophant

<u>Class Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Class Features</u>	<u>Defense Bonus</u>	<u>Reputation Bonus</u>
1st	+0	+0	+0	+2	Divine health, holy power	+1	+2
2nd	+1	+0	+0	+3	Sacred mind	+1	+2
3rd	+1	+1	+1	+3	Divine body	+2	+2
4th	+2	+1	+1	+4	Warded soul	+2	+3
5th	+2	+1	+1	+4	Divine spirit	+3	+3

Class Features

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

Divine Health

A Hierophant is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Holy Power

A Hierophant adds her Hierophant levels to any relevant divine spellcasting class levels to determine total HD of creatures turned or rebuked, as well as the effects of a spell (such as range, duration or penetration of spell resistance).

Sacred Mind (Ex): At 2nd level, a Hierophant gains the ability to shrug off magical effects that would otherwise control or compel her. If a Hierophant with Sacred Mind is affected by an enchantment and fails her saving throw, one round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw.

Divine Body

At 3rd level, a Hierophant becomes immune to poisons of all kinds.

Warded Soul

At 4th level, a Hierophant gains spell resistance. Her spell resistance equals the total levels of all her divine spellcasting classes + 5. The Holy Power ability applies. In order to affect the Hierophant with a spell, a spellcaster must roll the Hierophant's spell resistance or higher on 1d20 + the spellcaster's level.

Divine Spirit

At 5th level, a Hierophant gains the ability to 'warp' any spell they cast by exposing it to the raw power of the plane of Shadow. This decision is made at the time of casting, not the time of preparation, and does not affect components, casting time, or any characteristic of the spell except saving throw DC. The save DC is now calculated by 1d20 + spell level + the normal ability modifier. The Spell Focus feat applies, if appropriate. Note that because it is now a d20 roll, an Action Point may be spent to increase the roll as normal.