

## Exorcist

Most people spend their time running away from a ghost. Exorcists seek them out.

Exorcists have sometimes been called Medieval Ghost Hunters, and the moniker fits. Exorcists use good old-fashioned divine magic to fight the supernatural. They tend to come from faiths all over the world—there are African ghost eaters, Buddhist monks, Christian priests, and Wiccans. Although they may not all see eye-to-eye with each other's practices, all Exorcists are united in their desire to rid the world of evil supernatural forces.



## Requirements

To qualify to become an Exorcist, a character must fulfill the following criteria.

**Base Attack Bonus:** +2.

**Skills:** Knowledge (theology and philosophy) 6 ranks, Listen 6 ranks, Sense Motive 6 ranks.

**Holy Symbol:** When the character declares his allegiance, he must designate one of his personal possessions as a symbol of dedication to that allegiance. This possession can be either an actual religious object or some other item of personal significance. This object is referred to as the Exorcist's holy symbol. It is typically of Tiny or Diminutive size so that it can be easily held and manipulated in one hand, and its weight is negligible so that it does not affect the Exorcist's carrying capacity.

An Exorcist needs a holy symbol in order to cast certain divine spells. It is also necessary for the Exorcist to be able to turn undead (see below).

## Class Information

The following information pertains to the Exorcist advanced class.

**Hit Die:** 1d8.

**Action Points:** 6 + ½ character level, rounded down, every time the character attains a new level in this class.

**Class Skills:** The Exorcist's class skills (and the key ability for each skill) are: Concentration (Con), Craft (structural, visual arts, writing) (Int), Diplomacy (Cha), Knowledge (behavioral sciences, earth and life sciences, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write

Language (none), Sense Motive, Speak Language (none), Spellcraft (Int), Treat Injury (Wis).

**Skill Points at Each Level:** 5 + Intelligence modifier.

## Class Features

The following features pertain to the Exorcist advanced class.

**Divine Skills:** An Exorcist has access to Concentration and Spellcraft skills. These skills are considered class skills for the Exorcist, and he can use his skill points to buy ranks in them, just like other skills in the game.

**Divine Spells:** The Exorcist's key characteristic is the ability to cast divine spells.

The Exorcist is limited to a certain number of spells at each spell level per day, according to his Exorcist class level. In addition, the Exorcist receives bonus spells based on his Wisdom score. Determine the Exorcist's total number of spells per day by consulting the two tables below.

Exorcist Level	Spells per Day by Spell Level					
	0	1	2	3	4	5
1 <sup>st</sup>	3	2	—	—	—	—
2 <sup>nd</sup>	4	3	—	—	—	—
3 <sup>rd</sup>	4	3	2	—	—	—
4 <sup>th</sup>	5	4	3	—	—	—
5 <sup>th</sup>	5	4	3	2	—	—
6 <sup>th</sup>	5	4	4	3	—	—
7 <sup>th</sup>	6	5	4	3	2	—
8 <sup>th</sup>	6	5	4	4	3	—
9 <sup>th</sup>	6	5	5	4	3	2
10 <sup>th</sup>	6	5	5	4	4	3

Wis Score	Bonus Spells by Spell Level					
	0	1	2	3	4	5
12–13	—	1	—	—	—	—
14–15	—	1	1	—	—	—
16–17	—	1	1	1	—	—
18–19	—	1	1	1	1	—
20–21	—	2	1	1	1	1
22–23	—	2	2	1	1	1

**TABLE 1-3: THE EXORCIST**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+2	Divine Skills, Divine Spells	+1	+2
2nd	+1	+3	+0	+3	Turn Undead, Divine Spells	+1	+2
3rd	+2	+3	+1	+3	Bonus Feat, Divine Spells	+2	+2
4th	+3	+4	+1	+4	Spontaneous Cast, Divine Spells	+2	+3
5th	+3	+4	+1	+4	Combat Casting, Divine Spells	+3	+3
6th	+4	+5	+2	+5	Bonus Feat, Divine Spells	+3	+3
7th	+5	+5	+2	+5	Turn Magical Beast, Divine Spells	+4	+4
8th	+6	+6	+2	+6	Turn Outsider, Divine Spells	+4	+4
9th	+6	+6	+3	+6	Bonus Feat, Divine Spells	+5	+4
10th	+7	+7	+3	+7	Maximize Spell, Divine Spells	+5	+5

The Exorcist meditates or prays for spells, receiving them through strength of faith or as divine inspiration. The Exorcist must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on the Exorcist's spell preparation. To learn, prepare, or cast a spell, an Exorcist must have a Wisdom score of at least 10 + the spell's level.

An Exorcist can prepare a lower-level spell in place of a higher-level one if desired. An Exorcist may prepare and cast any spell on the divine spell list, provided he can cast spells of that level. The Difficulty Class of a saving throw to resist the effects of an Exorcist's spell is 10 + the spell's level + the Exorcist's Wisdom modifier.

**Turn Undead:** Starting at 2<sup>nd</sup> level, an Exorcist gains the supernatural ability to affect undead creatures, such as zombies, skeletons, ghosts, and vampires. A character of the good allegiance can turn undead, driving them away or perhaps destroying them.

**How Turning Works:** An Exorcist can turn undead (or other types of creatures at higher level) as an attack action. Doing so does not provoke an attack of opportunity. An Exorcist must present his holy symbol to make a turning attempt, holding it in one hand in such a way that it is visible to the creatures he wants to affect.

**Times per Day:** An Exorcist may attempt to turn a number of times per day equal to 3 + his Charisma modifier.

**Range:** The Exorcist turns the closest turnable creature first. Creatures that are more than 60 feet away or that have total cover can not be turned.

**Turning Check:** First, roll a turning check to determine how powerful a creature the character can turn. This is a Charisma check (1d20 + Charisma modifier). The table below shows the HD of the most powerful creature the character can affect, relative to his Exorcist level. With a given turning attempt, an Exorcist can't turn any creature whose HD exceeds the result of his turning check.

Turning Check Result	Most Powerful Creature Affected (Max HD)
0 or lower	Exorcist Level -4
1-3	Exorcist Level -3
4-6	Exorcist Level -2
7-9	Exorcist Level -1
10-12	Exorcist Level
13-15	Exorcist Level +1
16-18	Exorcist Level +2
19-21	Exorcist Level +3
22 or higher	Exorcist Level +4

**Turning Damage:** If the turning check result is high enough to turn at least some of the undead (or

other appropriate) creatures within 60 feet, roll 2d6 and add the Exorcist level and Charisma modifier to the result to determine turning damage. That's how many total HD of undead (or other) creatures the character can turn on this attempt.

An Exorcist may skip over already turned creatures that are still within range to prevent wasting his turning capacity on them.

**Effect and Duration of Turning:** Turned creatures flee from the Exorcist by the best and fastest means available to them. A turned creature flees for 10 rounds (1 minute). If it can't flee, it cowers (can take no actions, -2 penalty to Defense).

If the Exorcist moves to within 10 feet of a cowering turned creature, it overcomes the turning and can act normally. (The Exorcist can be standing within 10 feet of the creature without breaking the turning effect; he just can't approach any closer.) The Exorcist can attack a turned and cowering creature with ranged attacks from more than 10 feet away, and others can attack in any fashion without breaking the turning effect.

**Destroying Undead:** If the Exorcist has twice as many Exorcist levels (or more) as the undead has HD, he destroys that creature.

**Bonus Feats:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, the Exorcist gets a bonus feat. The bonus feat must be selected from the following list, and the Exorcist must meet all the prerequisites of the feat to select it.

Animal Affinity, Archaic Weapons Proficiency, Armor Proficiency (light), Attentive, Combat Expertise, Educated, Frightful Presence, Iron Will, Medical Expert, Studious, Trustworthy.

**Spontaneous Casting:** An Exorcist of 4<sup>th</sup> level or higher can channel stored energy into spells he has not prepared ahead of time. The Exorcist "loses" a prepared spell to cast another spell of the same level or lower.

**Combat Casting:** At 5<sup>th</sup> level, the Exorcist becomes adept at casting spells during combat. He receives a



+4 bonus on Concentration checks made to cast a spell while on the defensive.

**Turn Magical Beast:** At 7<sup>th</sup> level, the Exorcist gains the supernatural ability to affect magical beasts. This ability works just like turning undead, except the creature type is magical beast. Magical beasts, unlike undead creatures, can't be destroyed or commanded. All other rules pertaining to turning apply. The number of times per day the Exorcist can make a turning attempt (3 + Cha modifier) does not increase.

**Turn Outsider:** At 8<sup>th</sup> level, the Exorcist gains the supernatural ability to affect outsiders. This ability works just like turning undead and magical beasts, except the creature type is outsider. Outsiders, unlike undead creatures, can't be destroyed or commanded. All other rules pertaining to turning apply. The number of times per day the Exorcist can make a turning attempt (3 + Cha modifier) does not increase.

**Maximize Spell:** At 10<sup>th</sup> level, an Exorcist learns to cast some spells to maximum effect. All variable, numeric effects of a maximized spell automatically achieve their maximum values. A maximized spell deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Spells without random variables are not affected. When a maximized spell is prepared, it is treated as a spell of 3 levels higher than the spell's actual level.

