



TURN OR REBUKE UNDEAD

Acolyte Class Talent

Turn or Rebuke Undead (Su): An Acolyte gains the supernatural ability to affect undead creatures, such as zombies, skeletons, ghosts, and vampires.

The Acolyte's allegiance (good or evil) determines the effect they can have on these unholy abominations. A character of good allegiance can turn undead, driving them away or perhaps destroying them. One of evil allegiance can use negative energy to rebuke undead, causing the creatures to cower in their presence.

HOW TURNING WORKS: An Acolyte can use this skill to turn undead (or other types of creatures at higher level) as an attack action. Doing so does not provoke an attack of opportunity. The character must present their holy symbol to make a turning attempt, holding it in one hand in such a way that it is visible to the creatures they want to affect.

TIMES PER DAY: An Acolyte may attempt to turn a number of times per day equal to 3 + their *Wisdom* modifier.

RANGE: The Acolyte affects the closest "turn-able" creature first. They can't turn creatures that are more than 60 feet away or that have total cover.

CHECK: First, the Divine Spellcaster rolls a turning check to determine the *strength of their turn*. This is a skill check (1d20 + turning skill ranks + Charisma modifier).

Due to the supernatural nature of this skill, the character may never 'Take 10' or 'Take 20' on such checks. The table below shows the check's effect according to the character's allegiance. The character may always choose a lesser effect than the one they rolled.

Turn Check Result	-- Acolyte's Allegiance --	
	Good	Evil
1 – 9	Failed	Failed
10 – 19	Held at Bay	Rebuked
20 – 29	Turned	Command
30+	Destroy	Bolster

TURNING EFFECTS: A successful turn check may have one of the following effects:

Held at bay – This effect causes all undead (or appropriate) creatures to be unable to approach the Acolyte. They are forced to withdraw a number of feet equal to 2d6 feet + 2 feet per acolyte level of the character + their Charisma modifier (maximum distance of 30 feet). If it can't flee, it cowers (can take no actions, -2 penalty to Defense).

Holding creatures at bay requires the character's full attention and requires a special skill check to be maintained. Each round, at the start of the Acolyte's actions, they may choose to maintain or drop the effect. If the character chooses to continue to hold the creatures at bay, they must make an immediate Concentration check at a DC equal to 10 + the CR of the highest-level undead present (rounded up). (For example, an acolyte attempting to maintain a hold against a group of medium-sized skeletons must pass a Concentration check at a DC of 11 {10 + 1/3 rounded up}). Failure indicates the effect has dropped. The acolyte may move, if they choose, up to half their normal speed at no penalty. At more than half and up to their full speed, the character takes a -5 penalty to their Concentration check to maintain the hold. It's practically impossible (-20 penalty) to maintain the effect while attacking, running, or charging.

If the Acolyte moves within 5 feet of a cowering turned creature, it overcomes the turning and can act normally. (The character can be standing further away from the creature without breaking the turning effect; they just can't approach any closer to the creature.) Other characters within reach of a turned creature may still be attacked without breaking the turning effect.

Turned – This effect causes all appropriate creatures within 30 feet, to flee from the character by the best and fastest means available to them. A turned creature is panicked for a number of rounds equal to 2d6 + the acolyte's level + their Charisma modifier. If it can't flee, it cowers (see above).

If the Acolyte moves within 5 feet of a cowering turned creature, it overcomes the turning as above. The character 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.

Destroy – This effect deals 1d6 points of damage per level of the Acolyte, to all undead (or appropriate) creatures within 30 feet. The affected creatures get a WILL save (DC 10 + acolyte level + Charisma modifier) for half damage.

EVIL ACOLYTES AND UNDEAD: An Acolyte with the evil allegiance channels negative energy to rebuke (awe), command (control), or bolster (aid) undead, instead of turning or destroying them. In addition, the evil character may dispel the turning effects of good Acolytes. An evil Acolyte makes the equivalent of a turning check. Creatures that would be held are rebuked, those that would be turned are commanded instead, and those that would be destroyed are bolstered.

Rebuke – This effect causes all appropriate creatures within **30 feet**, to cower as if in awe of the Acolyte. A rebuked creature cowers for a number of rounds **equal to 2d6 + the acolyte's level + their Charisma modifier**.

Unlike a Turned effect, the Acolyte may move within 5 feet of a rebuked creature without it overcoming the turning effect. Attacking a rebuked creature does break the effect.

Command – This effect causes all appropriate creatures within **30 feet**, to fall under the mental control of the Acolyte. The character can command any number of creatures whose total Hit Dice do not exceed their Acolyte level.

A commanded creature is under the control of the character for a number of rounds **equal to 2d6 + the acolyte's level + their Charisma modifier**. The evil Acolyte may voluntarily relinquish command in order to establish command on different creatures.

The character can give mental orders to a commanded creature as an attack action.

Bolster – This effect allows the evil Acolyte to fortify creatures against turning effects in advance. **A bolstered undead is affected as if by the Aid spell, receiving a +1 morale bonus to attack rolls and saves against fear effects (such as a good acolyte's turn ability), plus a number of temporary hit points equal to 1d8 +1 per caster level (maximum 1d8+10).**

This bolstering lasts a number of rounds **equal to 2d6 + their acolyte level + their Charisma modifier**.

Dispel Turning – An evil Acolyte may dispel the turning effect of a good Acolyte. To do so, the evil character makes a turning check as if attempting to rebuke. If the turning check result is equal to or greater than the turning check result of the good Acolyte scored when turning them, then the creatures are no longer turned. The evil Acolyte rolls turning damage to see how many Hit Dice worth of creatures they can affect in this way.