



HEROIC CLASS VOCATION

Minister Vocation

The **House Rules** below is a revision of the Preacher vocation found in the OGL: WILD WEST RPG (pp. 40-41) and the Ecclesiast vocation found in OGL: STEAMPUNK RPG (pp. 53-54). It was modified to provide an “apprentice-level” vocation for Divine Spell-Caster advanced classes.

From well-meaning missionaries trying to bring Christianity to the heathens (both white and red) to fire-and-brimstone preachers, the man of God is a common sight in many towns and settlements. Out in the wilderness of mining camps and isolated communities, the only religion might come from the occasional visit of a wandering cleric.

Prerequisites: Knowledge [theology and philosophy] 4 ranks, and the Confident feat;

Bonus Starting Feat: Select two of the following:

Divine Heritage, Educated, Magical Affinity, Persuasive, or Studious;

Vocation Skills: Diplomacy (Cha), Knowledge [theology and philosophy] (Int), Listen (Wis), Perform [act or sing] (Cha), Research (Int), and Sense Motive (Wis);

If a skill is already a class skill, you receive a +1 competence bonus on checks using that skill.

Additional Bonus Feats: Brawl, Combat Expertise, Educated, Focused, Improved Turning, Iron Will, Magical Affinity, Negotiator, Persuasive, and Studious;

Wealth: +1;

Preaching Talent Tree

Sermonize (Ex): The Minister is knowledgeable in swaying the hearts and minds of his flock. The character may add any ranks in the Perform [act or sing] skill they possess, to Diplomacy checks for changing a group’s attitude.

Moral Outrage (Ex): The Minister captures minds and spirits, provoking strong emotions and even action from his congregation. The character may make a Perform check; at DC 10 (modified for the issue at hand). For every point by which the minister’s result beats the DC, 1d6 people will take action. Note that only a fraction of these people will take *effective* action.

Prerequisite: Sermonize talent.

Righteous Anger (Ex): The Minister may make a Knowledge [theology and philosophy] check to justify his actions according to his faith; the DC for this check ranges from 5 (genuinely good acts) to 20 (tortuous logic and blind faith are needed). If the check succeeds, the minister gains +2 morale bonus to WILL saves and Concentration checks for the rest of that day.

Prerequisite: Moral Outrage talent.

Divine Talent Tree

Blessing (Su): A Minister can place a blessing upon another character or one quart of water three times per day.

If the Minister succeeds a Charisma check against a DC of 15 the target character receives a +1 morale bonus to attack rolls and saves against fear effects. This effect lasts a number of rounds equal to the Minister’s level plus their Charisma modifier.

Casting a blessing upon water turns it into *Holy Water*.

Prerequisite: Minister Level 1st.

Divine Skills: A Minister begins play with this feat. The character gains the following class skills, as described under the Acolyte advanced class in the *d20: MODERN RPG* (pg. 323): Concentration (Con), Spellcraft (Wis), and Turn or Rebuke (Cha).

Further, the character gains the Use Magic Device class skill as described on page 293.

Turn or Rebuke Undead (Su): A Minister gains the supernatural ability to affect undead creatures in a manner similar to the Acolyte advanced class. However, the Minister affects undead as if they were an Acolyte of two levels lower than their current Minister vocation.

A Minister may only turn, rebuke, or hold undead at bay. They cannot command, bolster, or destroy undead; nor can they dispel the turning of an Acolyte.

Prerequisite: Blessing talent.

Use Magic Device (Cha): *Trained only.* A Minister uses this skill to activate **divine** magic devices, including scrolls and wands that you could not otherwise activate.

CHECK: The Minister can use this skill to read a **divine** spell from a scroll or spellbook or activate a **divine** magic item. This skill lets the character use a **divine** magic item as if they had the spell ability or class features of another class or a different allegiance.

When the Minister is attempting to activate a **divine** magic item using this skill, they do so as an attack action. However, the checks they make determine whether they are successful at activating the item take no time by themselves and are included in the activate magic item attack action.

The Minister makes Use Magic Device checks each time they activate a **divine** device such as a scroll or wand. If you are using the check to emulate some quality in an ongoing manner, you need to make the check once per hour.

Use Magic Device	DC
Activate Blindly	25
Decipher Written Spell	25 + spell level
Emulate Class Feature	20
Emulate Ability Score	-- See text --
Emulate Allegiance	30
Use a scroll	20 + caster level
Use a wand	20

Activate Blindly: Some **divine** magic items are activated by special words, thoughts, or actions. The character can activate such items as if they were using the activation word, thought, or action even if they're not, and even if they don't know it. They do have to use something equivalent. They have to speak, wave the item around, or otherwise attempt to get it to activate. The character gets a +2 bonus on the check if you've activated the item at least once in the past.

If the Minister fails the check by 10 or more, they suffer a mishap. A mishap means that magical energy is released, but it doesn't do what you wanted it to. The GM determines the result of a mishap. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy deals 2d6 points of damage to the Minister. This mishap is in addition to the chance for a mishap normally associated with casting a spell from a scroll when the spell's caster level is higher than the character's Minister vocation level.

Decipher a Written Spell: This works like the same use of the Spellcraft skill, except that the DC is 5 points higher. Deciphering a written spell takes 1 minute of concentration.

Emulate Class Feature: Sometimes a class features is required to activate a **divine** magic item. The Minister's effective level in the emulated class equals their check result minus 20. The Use Magic Device skill doesn't allow the character to use the class feature of another class. It just lets them activate items as if they had the class feature.

If the class whose feature the Minister is emulating has an allegiance requirement, they must meet it. This may require a separate check to emulate the allegiance (see below).

Emulate Ability Score: To cast a **divine** spell from a scroll, a high ability score in the appropriate ability (Wisdom for divine spells) is required. The Minister's effective **Wisdom** score equals their check result minus 15. If the character already has a high enough score in the ability, they don't need to make this check.

Emulate Allegiance: Some **divine** magic items have positive or negative effects based on the wielder's allegiance. A Minister can use these items as if they were of an allegiance of their choice. The character can only emulate one allegiance at a time.

Use a Scroll: Normally, to cast a spell from a scroll, a character must belong to a class that has access to the arcane or divine spell inscribed therein. This use of the skill allows a Minister to use a scroll as if they were of the **Acolyte advanced** class. The DC equals 20 + the caster level of the spell they are trying to cast from the scroll. To cast a spell from a scroll, the character must first decipher it.

In addition, casting a spell from a scroll requires a minimum score of 10 + the spell's level in the appropriate ability. If the Minister doesn't have a sufficiently high **Wisdom** score, they must emulate the ability score with a separate check (see above).

Use a Wand: Normally, to use a wand, a character must belong to a class that has access to the arcane or divine spell ensorcelled therein. This use of the skill allows a Minister to use a wand as if they were of the **Acolyte advanced** class.

TRY AGAIN? Yes, but if the Minister ever rolls a natural 1 while attempting to activate an item and they fail the check, then they can't try to activate that item again for 24 hours.

SPECIAL: The character cannot 'Take 10' or 'Take 20' with this skill. Magic is too unpredictable to make the use of this skill reliable.