

# Seraph

(alternativer Favored Soul)

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### **Ein paar Einleitende Worte...**

Der Favored Soul wurde an einigen Punkten geändert um ein etwas runderes Bild dieser Klasse zu erzeugen. Die Klasse kann verstanden werden als ein Vorkämpfer einer Gottheit, als ein sterbliches Leitbild eines Gottes auf der Welt und als ein Champion des Gottes an sich.

Folgende Änderungen wurden vorgenommen:

- Die Fertigungsliste wurde leicht verändert um dem Seraphen einen Charakter zu verleihen, der ihn eher zu einem Leitbild oder auch einem Alptraum machen kann. Die Anzahl der Fertigungspunkte wurde erhöht, damit der soziale Charakter des Seraphen sich besser entwickeln kann. Im Gegensatz zum Kleriker muss ein Seraph weniger beten und ist damit eher in der Lage sich auf Dinge des alltäglichen Lebens zu konzentrieren.
- Das Zauberattribut wurde vereinfacht in Charisma um nur ein Primärattribut zu haben und den Seraphen vom Kleriker deutlich abzugrenzen. Seraphen sind Führer und Leitbilder, aber nicht zwingend weise Männer und Frauen – wie auch die Götter denen sie dienen.
- Die Zauberprogression wurde dem normalen Standard angeglichen damit auch der Seraph gleich zum Kleriker in Prestige-Klassen eintreten kann und dem Zauberniveau gleichauf ist. Spontaneität sollte einen Seraphen nicht behindern.
- Eschew Materials soll den Seraphen deutlicher vom „Buchzauberer“ abgrenzen und ihn zu etwas besonderem machen dadurch, dass bestimmte Komponenten wegfallen.
- Metaspells dient dazu den Seraphen auch in höheren Level attraktiv zu halten.

## **SERAPH**

*This class should be understood as an alternative Favored Soul, which you can find in your Complete Arcane. Seraphs are like Favored Souls, but they use other rule-mechanics. Please use the Seraph instead and not additive to the Favored Soul.*

Seraphs are chosen agents of their respective gods or the paragons of the moral beliefs if they do not directly worship a single god. A seraph can channel divine power with ease and is able to call on some other abilities which are granted by his faith.

They spontaneously and naturally call on their spellcasting powers with their sheer overwhelming force of personality, as long as they stay true to their faith or god. Unlike clerics they are some sort of champion of their god, but they have a lesser repertoire on hand to handle their problems. On the other hand, the seraph are very skilled in many social interactions and often act as leaders or paragons for their faith.

Though they cannot share their powers or are able to combine the spellpowers with every days tactics they are seldom loners. The seraphs great force of personality literally calls on other people who circle around them like a moth around the fire.

**Alignment:** Any (see deity).

**Hit Die:** d8.

### **Class Skills**

The seraph's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Perform (Oratory) (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int).

**Skill Points at 1st Level:** (4 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Int modifier.



## Class Features

All of the following are class features of the seraph.

**Weapon and Armor Proficiency:** Seraphs are proficient with all simple weapons, with light and medium armor, and with shields (except tower shields). A seraph is also proficient with her deity's favored weapon. Although a seraph is not proficient with heavy armor, wearing it does not interfere with her spellcasting.

**Spells:** A seraph casts divine spells (the same type of spells available to clerics), which are drawn from the cleric spell list. Shee can cast any spell she knows without preparing it ahead of time the way a cleric must.

To cast a spell, a seraph must have a Charisma score of 10 + the spell's level (Cha 10 for 0-level spells, Cha 11 for 1st level pells, and so forth). The Difficulty Class for a saving throw against a seraph's spell is 10 + the spell level + the seraph's Charisma modifier.

Like other spellcasters, a seraph can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Seraph. In addition, she receives bonus spells per day for a high Charisma.

Unlike a cleric, a seraph's selection of spells is limited. A seraph begins play knowing four 0-level spells and three 1st-level spells of your choice. At each new seraph level, she gains one or more new spells, as indicated on Table: Seraph Spells Known. (Unlike spells per day, her Charisma score does not affect the number of spells a seraph knows; the numbers on Table: Seraph Spells Known are fixed.)

Upon reaching 4th level, and at every even-numbered seraph level after that (6th, 8th, and so on), a seraph can choose to learn a new spell in place of one he already knows. In effect, the seraph "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level seraph spell the seraph can cast. A seraph may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a cleric, a seraph need not prepare her spells in advance. She can cast any spell he knows at any time, assuming he has not yet used up her spells per day for that spell level.

**Metaspells (Ex):** At 8th level, a seraph can apply metamagic feats that she knows to seraph spells without increasing the casting time. This benefit even lets the seraph quicken her seraph spells with the Quicken Spell feats.

You can use this class feature a number of times per day equal to 3 + Wis modifier (minimum 1).

**Eschew Materials:** At 1st level, a seraph gains Eschew Materials as a bonus feat.

**Deity's Weapon Focus:** At 3rd level, a seraph gains the Weapon Focus feat with her deity's favored weapon. If the character already has the feat, she can choose a different one.

**Energy Resistance (Ex):** At 5th level, a seraph chooses an energy type and gains resistance 10 against that type. At 10th level and 15th level, the character gains resistance 10 against another energy type of her choosing and any existing resistance increases by 10.

**Deity's Weapon Specialisation:** At 12th level, a seraph gains the Weapon Specialisation feat with her deity's favored weapon. If the character already has the feat, she can choose a different one.

**Wings (Ex):** At 17th level, a seraph gains wings and can fly at a speed of 60 feet (good maneuverability). A good-aligned seraph grows feathered wings, and an evil-aligned seraph gains batlike wings. A seraph who is neither good or evil may choose either type of wings.

**Damage Reduction (Su):** A 20th level seraph gains damage reduction. If the character is lawful-aligned, the damage reduction is 10/silver. If the chracter is chaotic-aligned, the damage reduction is 10/cold iron. A seraph who is neither lawful nor chaotic may choose either type of damage reduction.