

FAITHFUL (HD D8)

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"Order as a way of life is threatened...the legions of the Abyss are camped on the very doorstep of Mount Celestia! We must unite as members and join forces as a frontline defense for our way of life!"
"Here, here!"

The Order of the Planes-Militant has long proclaimed the fragility of Mount Celestia's security. Members of the order, called the faithful, take it upon themselves to police the known ways onto the Mount, encouraging those with dubious character to hurry their business and harrasing those with a chaotic and/or evil bent. Chaos in all forms is declared anathema, with evil a close second. (It is interesting to note that the order turns a blind eye toward evil in its own midst, as long as law is upheld.)

All kinds of people flock to the Order, for a variety of reasons, but only those fanatic about the defense of law (and to a lesser extent, goodness) join the ranks of the faithful. Clerics are the most prominent, and they bring their congregations into the fold, but even rogues take up the cause of the faithful, believing that order and structure is preferable to mindless chaos. It is interesting to note that many members stray from the tenets of the faithful, and their ability to track the mark of the light that distinguishes members is both a symbol of unity and a threat.



Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+2	Fervor
2	+2	+3	+0	+3	Smite Chaos
3	+3	+3	+1	+3	Mark of the Light
4	+4	+4	+1	+4	Track Mark
5	+5	+4	+1	+4	Smite Evil

Class Requirements:

To qualify to become a faithful, a character must fulfill all the following criteria.

Alignment: Any nonchaotic.

Base Attack Bonus: +3.

Base Will Save: +2.

Special: The character is moved by a faithful's motivational speech and seeks an audience with one of the sect's high-ups, swearing an oath of poverty, chastity, and obedience, and accepting the mark of the light.

Class Skills:

Skill Points at Each Level: 2 + Int modifier.

Constitution: Concentration.

Intelligence: Knowledge (the planes), Knowledge (religion), Scribe.

Wisdom: Heal.

Charisma: Diplomacy, Disguise, Gather Information, Intimidate, Perform.

Class Features:

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

Weapon and Armor Proficiency: A character that takes a level of the faithful gains proficiency with all simple and martial weapons, as well as all armor and shields.

Fervor (Sp): The faithful can preach to a



number of creatures equal to three times his faithful level, generating the effects of an *emotion (friendship)* spell for as long as he speaks. This spell-like ability is usable once per day.

Smite Chaos (Su): Once per day, a 2nd-level faithful may attempt to smite chaos with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per faithful level. If the faithful accidentally smites a creature that is not chaotic, the smite has no effect but it is still used up for that day.

Mark of the Light (Sp): Once per day, a 3rd-level faithful may place a mark of the light upon a willing subject, binding the subject to the tenets of the Order of the Planes-Militant. The mark corresponds to the symbol of the sect, a blazing sun at the end of an eclipse, and acts in all ways as a *mark of justice*. The caster level corresponds to the faithful's total character level.

Track Mark (Sp): Once per day, a 4th-level faithful can duplicate the effects of a *locate creature* spell that can home in on those bearing a mark of the light. The caster level corresponds to the faithful's total character level.

Smite Evil (Su): Once per day, a 5th-level faithful may attempt to smite evil with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per faithful level. If the faithful accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

