

G⊕DSMĀN (HD D8)

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Lordac looked around at the beaming faces of his audience. "I tell you all, you can share in the power I have if you but heed my words and adopt my ways." He opened his hand, revealing the glittering lump of rock crystal no longer clouded and pitted by flaws.

Believers of the Source are also called godsmen, for they council that everyone has the potential for divinity. Hard work, perseverance, and continuous self-evaluation temper and prepare a person's essence for godhood, much as a blacksmith works pig iron into a masterwork sword ready for enchantment. The process might take a lifetime, or several lifetimes; patience is a virtue with most godsmen. Those that regularly tap into divine energy, such as clerics and druids, recognize the beginnings of their own divinity more readily than others. Bards also locate their blossoming divinity more frequently than most, for the nature of their existence is governed by the mood of their audience, much as a god depends upon worshippers. Those that have no experience with magic (in either of its forms) often overlook their divine potential.



Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day
1	+0	+2	+0	+2	Persuasiveness +5	+1 level of existing class
2	+1	+3	+0	+3	Refinement	
3	+2	+3	+1	+3	Personal Improvement	+1 level of existing class
4	+3	+4	+1	+4	Persuasiveness +10, Spark of Divinity	
5	+3	+4	+1	+4	Personal Improvement	+1 level of existing class
6	+4	+5	+2	+5	Spark of Divinity	
7	+5	+5	+2	+5	Persuasiveness +15, Personal Improvement	+1 level of existing class
8	+6	+6	+2	+6	Spark of Divinity	
9	+6	+6	+3	+6	Personal Improvement	+1 level of existing class
10	+7	+7	+3	+7	Persuasiveness +20, Spark of Divinity	

Class Requirements:

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

Base Will Save: +5.



Craft (blacksmithing): 5 ranks.

Diplomacy: 7 ranks.

Perform: 5 ranks.

Class Skills:

Skill Points at Each Level: 4 + Int modifier.

Constitution: Concentration.

Intelligence: Appraise, Craft, Knowledge (any).

Wisdom: Sense Motive.

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

Class Features:

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

Weapon and Armor Proficiency: Characters who take a level of godsman gain proficiency in light armor and all simple weapons.

Persuasiveness (Su): At 1st level, the godsman gains a +5 competence bonus to Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks. This bonus increases to +10 at 4th level, +15 at 7th level, and +20 at 10th level.

Refinement (Su): At 2nd level, the godsman can purify a nonmagical, nonmasterwork object, doubling its current gold piece value. The power can be used to straighten an arrow shaft, remove flaws from a gemstone, restore the surface of a shield, or similar actions. Only one cubic foot of material per level can be affected. This supernatural ability is a full round action that provokes attacks of opportunity and may only be performed once upon a particular object. It is usable 3 times per day.

Personal Improvement: When the godsman reaches 3rd level, and again at 5th level, 7th level, and 9th level, one ability score increases by 1.



This is not an enhancement bonus; it is an ability score increase.

Spark of Divinity: At 4th level, 6th level, 8th level, and 10th level, the godsman selects one of the abilities from the following list:

Acid resistance 10

Cold resistance 10

Damage reduction 10/+1

Electricity resistance 10

Fire resistance 10

Sonic resistance 10

Spell resistance 11 + godsman level

Spells per Day: At 1st level and every other godsman level gained thereafter, the godsman gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If the character had more than one spellcasting class before he became a godsman, he must decide to which class he adds a godsman level for purposes of determining spells per day when he adds the appropriate level. If the character had no spellcasting ability before becoming a godsman, he gains the spellcasting abilities of a 1st-level cleric, including bonus spells based on Wisdom, and selects two domains. No other cleric abilities are gained.

