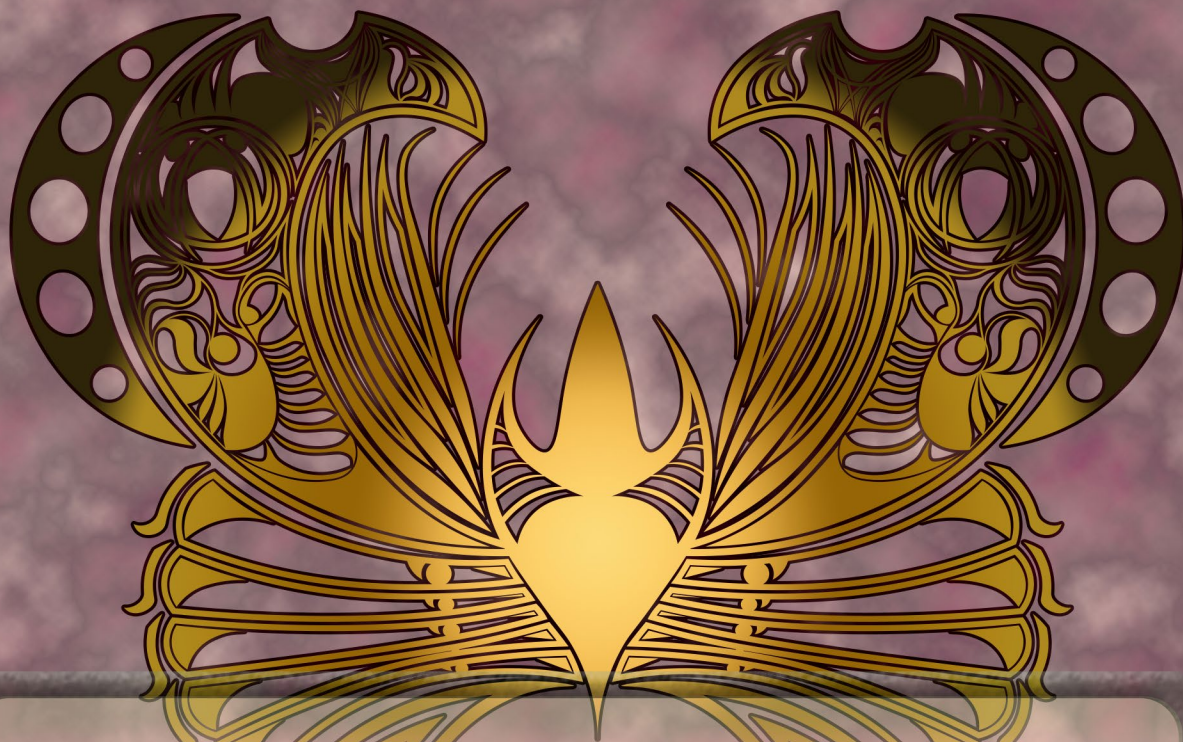


PLAYER Paraphernalia



THE DOMAIN SPECIALIST (ARCHETYPE)

#34



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

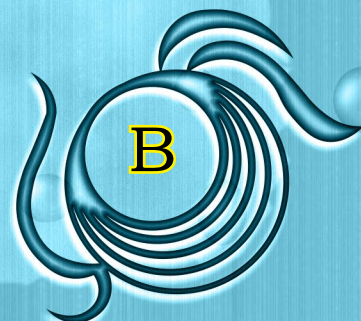
Magic of Arcanis, Copyright 2005, Paradigm Concepts, Inc.

Undeclared 2, Copyright 2009, Louis Porter Jr. Design, Inc.

Player Paraphernalia #34 The Domain Specialist (Archetype) ©2015, The Knotty-Works; Author: John Buckley

d20pfsrd.com. Copyright 2010, John Reyst.

Character Quad: Clerics by Auralis Art; ©2007 by Mark Huffman.



PLAYER PARAPHERNALIA #34

By the Knotty-Works

Welcome to the thirty fourth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces the Domain Specialist archetype for the Cleric and a few new domain related feats. This archetype focuses on the faith and strengths of one of the cleric's chosen domains.

Domain Specialist (Cleric Archetype)

The virtues of the domains associated with a particular deity or belief system are the focus of the domain specialist. Her devotion to a particular domain nearly outshines her faith of her chosen deity and this devotion is rewarded by granting the domain specialist abilities focusing on that domain. These powers do come with a price though, and the domain specialist loses her connection to the positive or negative energy plane and the powers associated with that connection.

Class Abilities

Domain Focus (Su): The domain specialist gains the normal two domains at 1st level. However, she must select on of the two domains as her specialty and once selected she cannot change it. The domain specialist gains the *Domain Focus* as a bonus feat (see new Feats).

Spontaneous Domain Spell Casting (Su): The domain specialist may cast any domain spell from her specialty domain in place of another non-domain prepared spell. The prepared spell is lost during this conversion process.

This replaces the cleric's normal spontaneous casting class ability.

Channel Domain Power (Su): The domain specialist may channel the power normally

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some rights reserved.

granted to the cleric at 1st level for the specialty domain to everyone within 30 feet of the domain specialist. Powers that require a standard action or less must be used before the end of the domain specialist's next turn. Powers that have a longer duration have a maximum duration of 1 round per level of the domain specialist.

The domain specialist may use this ability 3 + her Charisma modifier times per day. Feats that modify the cleric's channel energy class feature may be used with this ability with the following restrictions. Feats that directly affect healing or inflicting damage cannot be used. Feats that target a specific type of creature cannot be used.

This ability replaces the cleric's Channel Energy class ability.

New Feats

Domain Focus

Your fervor and zeal for a selected domain are rewarded by your deity.

Prerequisite: Domain class feature

Benefit: You must choose a specific domain to which you have access and gain a +1 bonus to the difficulty class to any saving throws regarding domain spells from that domain. In addition, any saving throws for the domain powers you are granted from that domain also gain a +1 bonus to the difficulty class.

Note: You may take this feat more than once, selecting another domain each time it is taken as long as you have access to that domain.

Extra Domain, Lesser

You have been rewarded for your faith the gain access to another associated domain for your deity or belief system.

Prerequisites: Domain class feature, 6th level

Benefit: You may select another domain associated with your deity or belief system and gain limited access to the domain powers and spells. You may select any of the new domain's associated spells up to 3rd level and you gain the domain's 1st level class power.

Note: You may only choose this feat once and you may not use the Domain Focus feat with the domain chosen for this feat.

Improved Domain Focus

Your connection to your chosen domain becomes intrinsic to your very soul, empowering your domain abilities to an even greater degree.

Prerequisites: Domain class feature, Domain Focus, 3rd level

Benefit: The effects of any domain spell you cast for the selected domain of the Domain Focus feat you possess are treated as if you were one level higher (maximum of 20th level).

Note: If you have multiple domain focus feats, you must choose which domain this feat is tied to, but you may select this feat more than once, selecting another domain with which you possess domain focus.

Share Domain [Teamwork]

Your faith in your chosen domain may be shared with a like minded ally.

Prerequisites: Domain class feature

Benefit: If both you and an ally have this feat but focus on different domains, you may use one of your daily uses of a 1st level domain power to grant the ally the effects of the power. You must be within reach of your ally but not necessarily physically touching him. It is a standard action to grant the power.

If the power has a constant or enduring effect, you temporarily lose your connection to the power while it is granted to the ally. The ally has gains the effects for a number of rounds equal to your class level and you do not regain its effects for twice that number of rounds.



OTHER KNOTTY WORKS

PATHFINDER COMPATIBLE PRODUCTS

If you enjoyed this product, please check out these other Pathfinder supplements produced by the Knotty Works.

Each of the Spell Works Compendiums offer over fifty new and unique spells. Advancing with Class supplements offer new abilities for existing classes or introduce a new class with unique mechanics for the Pathfinder game.

