

💡 The Genius Guide to:

Divine Archetypes



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Divine magic is one of the most common components of the *Pathfinder Roleplaying Game*. Humble adept NPCs, evil humanoid shamans, heroic clerics, and stalwart paladins alike use it. Divine spells call to mind major events in popular games and fictions, ranging from the summoning of demons and otherworldly allies to the power to heal, curse, and even raise the dead. Divine spells are the tools used in most campaigns to represent the world's magic of lore, restoration, and communing with the gods. A great deal of the tone of fantasy in a campaign stems from those who use divine magic and where one finds it.

Fantasy stories are full of warriors who have been trained to face supernatural evils, mad prophets who call upon powers no one understands, and failed priests who still recall a few of their prayers of healing and discovery. Such characters can be built, at least sometimes, with the multiclassing rules and prestige classes, but such efforts often feel awkward and might not make sense when a character's entire backstory is taken into account. In a core rulebook, the number of character options that can be presented is limited, but many players quickly crave more flexibility.

The Genius Guide to Divine Archetypes provides the material necessary to give spellcasting classes new forms of divine magic or to add divine power to classes that normally lack it. It does this through the use of archetype packages—a way to replace a set of related class abilities normally included in base classes with new powers (in this case, tied to divine magic). These archetype packages can change how magic works for a character (such as the gnostic archetype), add an element of divine spellcasting to characters who normally lack it (such as with the wise and witness archetypes), or grant wholly new divine powers to characters based on the flavor of their faith (such as the chantry and exorcist archetypes).

WHAT ARE ARCHETYPE PACKAGES?

Archetype packages are sets of class abilities characters can select in place of some of the normal abilities gained from a class. Super Genius Games has explored the concept in other products, beginning with the *Genius Guide to Archer Archetypes*, and the archetypes presented in this product are fully compatible with those in the other archetype books (though you don't need any of those volumes to use the material in this product). Although we go into a fair amount of detail on how and why we developed archetype packages in *Archer Archetypes*, and don't want to repeat ourselves too much here, it's important we cover the basics for people who are first encountering the concept here.

This book was written with the assumption that every class has at least one archetype package built into it which represents a standard set of powers all members of that class receive (see below for details). It is designed with the premise that one can remove some of the standard abilities of a class and replace them with new options that, while different from what the core rulebook says, have no detrimental effect on the class's mechanical balance or ability to contribute to an adventuring team. An obvious example of an existing archetype package can be seen in the cleric, who gets to pick two domains. These are in addition to the cleric's core abilities (and clerics have a broad range of options even without domains). Even if a player neglected to ever select those domains, the character would be able to perform the cleric's core function and maintain the same role in a well-built team.

However, over twenty levels these domains give the cleric access to nine spell slots, eighteen spells known, four special abilities, and in some cases up to two additional class skills or bonus feats.

In the context of this product, the cleric's two domains represent a single archetype package—the domain servant. That package becomes just one option a cleric can take, with the new archetypes in this volume representing some alternative options. A player who wants to play a cleric that also has an increased level of battle expertise (perhaps as a priest serving a deity of war) gives up the domain servant archetype package and selects one of the new divine archetypes described in the following pages.

USING DIVINE ARCHETYPES

The most basic way to use archetype packages is to allow a character, when taking his first level of a new class, to replace an archetype package that is normally part of that class with one of the new packages from this volume. In other words, characters gain these new abilities by foregoing access to some of their class's traditional abilities. This is limiting, but no more so than most of the other decisions made when creating a character. (A cleric, after all, doesn't have any way to change domains after they've been selected, so why would one be allowed to pick a new archetype package?)

Whenever new options are added to a campaign, though, consider ways to allow existing characters to access them. In this

case, that would mean finding a way to let characters swap out some of their long-time abilities in favor of a new archetype package. If you consider archetypes as being similar to occupations, it's easy to justify learning new ones occasionally. As an optional rule, you can allow characters to change one archetype package whenever they gain an even-numbered character level. The GM might require a character to have a source of instruction to do this—a character with the desired archetype to act as teacher, a manual of instruction, or even divine inspiration. Upon taking a new archetype package, all abilities, feats, and skill points associated with the old archetype package are lost. (The skill points can be taken from whatever skills the player prefers when an old archetype is abandoned, and he can add them in any configuration that falls within the standard rules for skill points when they are gained from a new package.)

While a character losing abilities and skills he once possessed might seem unrealistic, no other mechanically balanced option exists. For magic powers, it's no great stretch to say that whatever energy was once used to fuel them is now channeled into the new abilities. As for feats and skills, they can be explained as activities that require constant practice. They might not be technically "lost" when the character begins studying new areas of expertise, but the character becomes unable to perform them sufficiently well, and so they can no longer be used.

These answers might not cover every situation, but for most campaigns they should suffice to explain why a character suddenly has different abilities. (If the campaign, GM, or players do not find these answers satisfactory, this optional rule should probably not be used. While this restricts archetype packages to being options that must be taken when a character first takes a level of a base class, it remains a balanced and viable way to handle these new alternative powers.)

GENIUS ARCHETYPES AND ADVANCED ARCHETYPES

Since Super Genius Games put out our first “archetypes” book, the *Advanced Player’s Guide* has presented a different take on the archetypes idea. The archetypes in that book are each designed for a specific class, allowing (for example) a barbarian to be a breaker, brutal pugilist, drunken brute, elemental kin, invulnerable rager, mounted fury, savage barbarian, superstitious, or totem warrior. Although no other class can take these archetypes (unlike those in this product, which can be used by most classes), that lack of flexibility comes with an ability to exactly match the most common tropes for a specific class.

Although these “advanced archetypes” are not designed to work with the “genius archetypes” presented in the various Super Genius archetype books, under some circumstances they can be combined. For a character to use both an advanced archetype

and a genius archetype, the advanced archetype must not replace any class ability that is lost to gain a genius archetype.

For example, the invulnerable rager advanced archetype gains new powers that replace uncanny dodge, improved uncanny dodge, damage reduction, and trap sense. Since none of these class abilities are lost when a barbarian trades the built-in berserker archetype package for a new genius archetype, a barbarian can take both invulnerable rager and the virtue archetype package. However, a fighter wishing to take the archer advanced archetype (which replaces bravery, armor training, weapon training, and armor master) cannot also gain a genius archetype, since doing so requires giving up the battle master archetype package, which includes the bravery and weapon training class features.

By removing equivalent abilities, a generous GM who is willing to keep track of a lot of replacement can allow advanced and genius archetypes to be combined even when they overlap in lost class abilities. For example, a fighter could take the archer advanced archetype and still give up the battle master archetype package (to gain some other genius archetype) by giving up the abilities that replaced the class abilities a fighter normally sacrifices when losing battle master (in the case of the archer: hawkeye, expert archer, safe shot, evasive archer, and volley). Although this method requires a fair amount of bookkeeping, it also allows players to use both sets of archetype rules to customize characters to fit their desires and backstory.



EXISTING ARCHETYPE PACKAGES

Below we define the archetype packages already included as part of the heroic base classes presented in the *Pathfinder Roleplaying Game Core Rulebook* and *Advanced Player's Guide*. To gain a new archetype, a character must forgo one of the archetype packages normally granted to his class. Although most classes have only one archetype, a few (alchemist, bard, cavalier, inquisitor, paladin, and ranger) have two. Classes with multiple archetypes need to give up only one to take a new archetype package (although a brave and friendly GM can allow a class that has two archetype packages to replace them both with new archetypes).

ALCHEMIST (ADVANCED PLAYER'S GUIDE)

The alchemist has two archetype packages: grenadier and mad chymist.

Grenadier: The grenadier package includes all the alchemist's bomb abilities, throw anything, and the advancement of bomb damage. It also includes the discoveries normally gained at 8th and 14th levels. Without this archetype package, an alchemist never gains or advances the bomb ability.

Mad Chymist: The mad chymist package includes the mutagen and persistent mutagen abilities, and the discoveries normally gained at 2nd, 6th, 10th, and 18th levels. Without this archetype package, an alchemist never gains or advances the mutagen ability, and is treated as not being an alchemist if a mutagen is consumed.

BARBARIAN

The barbarian has one archetype package: berserker.

Berserker: The berserker archetype includes a barbarian's rage class ability and all rage powers, including greater rage, indomitable will, tireless rage, and mighty rage. A barbarian that gives up this package never receives any of these abilities.

BARD

The bard has two archetype packages: performer and spellsinger.

Performer: The performer archetype grants a bard all the bardic performance class abilities plus the versatile performance and well-versed class abilities. A bard that gives up this package never receives any of these abilities.

Spellsinger: The spellsinger archetype grants a bard all his spellcasting ability. A bard that gives up this package gains no caster level, has no spells known or spells/day, and has no access to the bardic spell list.

CAVALIER (ADVANCED PLAYER'S GUIDE)

The cavalier has two archetype packages: knight and horseman.

Knight: The knight archetype package includes 1 use/day of the challenge ability gained at 1st level, 1 use/day gained at 16th level, and the cavalier's order. A cavalier without this archetype package gains the challenge ability at 4th level, but has 1 fewer uses/day (and beginning at 16th level, 2 fewer uses/day).

Horseman: The horseman archetype includes the mount, cavalier's charge, expert trainer, mighty charge, and supreme charge abilities.

CLERIC

The cleric has one archetype package: domain servant.

Domain Servant: The domain servant archetype grants a cleric two domains, and one spell slot/level for domain spells. A cleric that gives up this package does not receive one additional spell slot per spell level for domain spells, and gives up all domain granted powers and domain spells.

DRUID

The druid has one archetype package: beastlord.

Beastlord: The beastlord archetype grants the druid the spontaneous casting, wild empathy, and wildshape class abilities (including all improvements to wildshape). A druid that gives up this archetype never receives any of these abilities.

FIGHTER

The fighter has one archetype package: battle master.

Battle Master: The battle master archetype grants a fighter the bonus feats gained at 1st, 6th, 12th, and 18th levels, bravery, and weapon training. Additionally, without this archetype package the character cannot take feats whose prerequisites include levels in the fighter class (such as Weapon Specialization).

INQUISITOR (ADVANCED PLAYER'S GUIDE)

The inquisitor has two archetype packages: executioner and magister.

Executioner: The executioner package includes the judgment, second judgment, third judgment, and true judgment abilities. Without this archetype, the inquisitor never gains any judgment powers.

Magister: The magister archetype package includes the spells and orisons abilities. An inquisitor without this archetype is not a spellcaster. The inquisitor retains the domain ability, and if a caster level is required for a class ability, it is considered to be equal to the inquisitor's level.

MONK

The monk has one archetype package: ki master.

Ki Master: The ki master archetype grants a monk flurry of blows, the bonus feat gained at 2nd level, ki pool, wholeness of body, abundant step, and empty body class abilities. A monk that gives up this package never receives any of these abilities, has no ki pool, and cannot spend ki points as part of the high jump ability.

ORACLE (ADVANCED PLAYER'S GUIDE)

The oracle has one archetype package: mystic.

Mystic: The mystic archetype package includes the oracle's mystery plus all the class skills, bonus spells, and revelations it includes. An oracle without this archetype package can choose to have an oracle's curse or not, as the player prefers. This decision is made at first level, and once made it cannot be changed.

PALADIN

The paladin has two archetype packages: avenger and divine guardian.

Avenger: The avenger archetype grants a paladin the smite evil, lay on hands, mercy, channel positive energy, and divine bond class abilities. A paladin that gives up this package never receives any of these abilities.

Divine Guardian: The divine guardian archetype grants a paladin the detect evil and aura of courage class abilities, plus all the paladin's spellcasting ability. A paladin that gives up this package never receives any of those abilities, gains no caster level, has no spells/day, and has no access to the paladin spell list.

RANGER

The ranger has two archetype packages: scout and woodland spellcaster.

Scout: The scout archetype grants a ranger the favored enemy, combat style feat, favored terrain, and hunter's bond class abilities. A ranger that gives up this package never receives any of these abilities.

Woodland Spellcaster: The woodlander spellcaster archetype grants a ranger Spellcraft as a class skill, 2 of the ranger's 6 skill points per level, the ranger's wild empathy ability, and all the ranger's spellcasting ability. A ranger that gives up this package never receives any of those abilities, gets only 4 skill points (plus Intelligence bonus) per level, gains no caster level, has no spells/day, and has no access to the ranger spell list.



ROGUE

The rogue has one archetype package: sneak.

Sneak: The sneak archetype grants a rogue the sneak attack dice gained at 1st, 5th, 9th, 13th, and 17th levels, as well as the trap sense class ability. A rogue that gives up this package still receives sneak attack dice at 3rd, 7th, 11th, 15th and 19th levels, but never receives the trap sense ability.

SORCERER

The sorcerer has one archetype package: heritage.

Heritage: The heritage archetype grants a sorcerer one bloodline—including the bloodline class skill, bonus spells, bonus feats, bloodline arcane, and bloodline powers. A sorcerer that gives up this package never receives any of these abilities or bonus items.

SUMMONER (ADVANCED PLAYER'S GUIDE)

The summoner has one archetype template: augmenter.

Augmenter: The augmenter template includes the summoner's 1st-level and higher spells (but not his access to cantrips or his special *summon monster* spell-like ability). A summoner that gives up this package never gains spells of 1st-level and above.

WITCH (ADVANCED PLAYER'S GUIDE)

The witch has one archetype package: hexen.

Hexen: The hexen template includes the witch's hex, major hex, and grand hex abilities. Without this template, the witch never gains any hex abilities.

WIZARD

The wizard has one archetype package: arcane master

Arcane Master: The arcane master archetype grants a wizard the arcane bond and arcane school class abilities. The wizard does not choose a school (not even the universalist school) to specialize in, and never gains any of the abilities granted for specializing in a school. The wizard also does not need to choose two opposing schools.

DIVINE ARCHETYPE PACKAGES

Several new divine archetype packages are detailed below. Although not all are available to all characters, each is applicable to a wide range of character classes. All divine archetype packages follow a few broad rules, as follows.

Restrictions: Because of the power inherent to divine spells, not every divine archetype can be taken by every class. Some are designed to be added only to classes that have no other source of spells, while others only modify how a class casts spells it already has (and are thus useless to nonspellcasters). Each divine archetype package will have one of the following levels of restriction.

Noncasters Only: This restriction means the archetype package can be added only to a class that has no other source of spellcasting ability. It's fine to allow a class to swap out an archetype package that grants it spellcasting for a new package with different options, as long as the class still ends up with only one source of spells. For example, you can give up a paladin's divine guardian package to take the wise package, since the paladin ends up with the spells from the wise archetype package only. Characters able to cast a handful of individual spells as the result of talents or similar limited class abilities (such as the rogue's minor magic and major magic talents) can still take archetype packages with this level of restriction, but classes that receive spells as good as paladins or rangers do not.

Spellcasters Only: This restriction means the archetype package can be added only to a class that already casts spells. In general, these packages change how the spells a character casts function, and are thus worthless (and inappropriate) for classes such as fighters and rogues who don't have ongoing spellcasting ability. You also can't take this package by giving up a class's only source of spellcasting. You can take these packages for classes with limited spellcasting ability, though doing so is rarely a strong option. A ranger can give up the woodland scout archetype package to take the gnostic package, for example, but most likely it will result in an overall reduction of power for character.

None: Some divine archetypes have no restrictions. Any character can take these archetypes packages, even if that results in the class having access to two sets of spells and two spell lists. For example, a sorcerer can give up the heritage archetype package to gain witness, even though that gives the class access to both cleric and inquisitor spells. Even an inquisitor can take witness, most likely by giving up the executioner package to represent a seeker of truth priest who has sacrificed combat-oriented judgment powers for broader access to low-level spells and abilities.

Special: A few divine archetypes have special rules that apply to any class that gains the archetype. For example, if you add the witness archetype package to a class, you also add its special rule that a character must be within one alignment step of the deity he worships to gain a level of that class.

SPELL TABLES

There are just two sets of spells/level values that most archetype packages use to grant access to spells. Rather than reprint the same tables over and over, we present them here. Any time an archetype package refers to Table 1: Dabbler or Table 2: Specialist, these are the tables they mean.

CHANTRY

Restrictions: None

A chantry is a deity's devout follower or priest that expresses joy and adulation of religious principles through song and music. Chantry are common among gods of poetry, song, love, and beauty, but any church can include a few devout who use performances to express their faith. Even among the churches of evil and dark gods, a few dutiful supporters use drums, horns, or other bold instruments to glorify the power and terror of their deity.

Many Chantry are bards (who sacrifice their secular performer package for the chantry powers), others fulfill bardlike duties for a temple or chapel, and some chantry who can't cast spells at all are also hired for this purpose. Some chantry are primarily missionaries and itinerant priests, using performances to spread awareness and appreciation of their faith while seeing to their fellow worshipers in areas where no established temple exists. In the largest cathedrals of most religions, at least one cleric chantry is in charge of not only the choir of that church, but what music is considered acceptable for the entire religion. Some sects are filled with chantry, such as whirling dervishes who spin and dance as a form of worship.

TABLE 1: DABBLER SPELLS PER DAY

Class Level	Spells Per Day			
	1st	2nd	3rd	4th
1st-3rd	–	–	–	–
4th	0	–	–	–
5th	1	–	–	–
6th	1	–	–	–
7th	1	0	–	–
8th	1	1	–	–
9th	2	1	–	–
10th	2	1	0	–
11th	2	1	1	–
12th	2	2	1	–
13th	3	2	1	0
14th	3	2	1	1
15th	3	2	2	1
16th	3	3	2	1
17th	4	3	2	1
18th	4	3	2	2
19th	4	3	3	2
20th	4	4	3	3

Chantry worshipers who are not official priests or agents of a church are often considered especially loyal and blessed by their god, though in many cases their true exceptional traits are artistic talent and a burning need to share and celebrate their beliefs. In some cases, chantry are treated as more important than priests by the senior members of a church, and they might be carefully trained, coddled, and protected. Although many chantry are delighted at this treatment, occasionally the desire of temple officers to control what a chantry says, does, and risks can cause strife between the

officers and the more free-spirited chantry. This is especially true when chantry are from a group of wanderers—a rover girl chantry with a voice of gold who is placed under house guard for her own protection might grow to hate the very temple she once venerated in song and dance.

Performer: The chantry gains Perform as a class skill. If this archetype package is added to a class that already has Perform as a class skill, a different skill can be selected as a class skill.

Chantric Performance: A chantry is trained to use the Perform skill to revere and call upon the divine power (or powers) she worships, creating magical effects on those around her (including

TABLE 2: SPECIALIST SPELLS PER DAY

Level	Spells Per Day						
	0	1st	2nd	3rd	4th	5th	6th
1	1	–	–	–	–	–	–
2	2	–	–	–	–	–	–
3	2	–	–	–	–	–	–
4	2	1	–	–	–	–	–
5	2	2	–	–	–	–	–
6	2	2	–	–	–	–	–
7	2	2	1	–	–	–	–
8	3	2	2	–	–	–	–
9	3	2	2	–	–	–	–
10	3	2	2	1	–	–	–
11	3	3	2	2	–	–	–
12	3	3	2	2	–	–	–
13	3	3	2	2	1	–	–
14	3	3	3	2	2	–	–
15	3	3	3	2	2	–	–
16	3	3	3	2	2	1	–
17	3	3	3	3	2	2	–
18	3	3	3	3	2	2	–
19	3	3	3	3	2	2	1
20	3	3	3	3	3	2	2



herself if desired). She can use this ability for a number of rounds per day equal to 4 + her Wisdom or Charisma modifier (whichever is higher). At each level after 1st a chantry can use chantric performance for 2 additional rounds per day. Each round, the chantry can produce any one of the types of chantric performance that she has mastered, as indicated by her level.

Starting a chantric performance is a standard action, but it can be maintained each round as a swift action. Changing a chantric performance from one effect to another requires the chantry to stop the previous performance and start a new one as a standard action. A chantric performance cannot be disrupted, but it ends immediately if the chantry is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A chantry cannot have more than one chantric performance in effect at one time (nor can she maintain both a chantric performance and a bardic performance if she happens to have the bardic performance ability).

At 7th level, a chantry can start a chantric performance as a move action instead of a standard action. At 13th level, a chantry can start a chantric performance as a swift action. Each chantric performance has audible components, visual components, or both.

If a chantric performance has audible components, the targets must be able to hear the chantry for the performance to have any effect, and such performances are language dependent. A deaf chantry has a 20% chance to fail when attempting to use a chantric performance with an audible component. If she fails this check, the attempt still counts against her daily limit. Deaf creatures are immune to chantric performances with audible components.

If a chantric performance has a visual component, the targets must have line of

sight to the chantry for the performance to have any effect. A blind chantry has a 50% chance to fail when attempting to use a chantric performance with a visual component. If she fails this check, the attempt still counts against her daily limit. Blind creatures are immune to chantric performances with visual components.

Counterprayer (Su): At 1st level, a chantry learns to counter magic effects that depend on divine magic sources, evoking through performance countervailing divine energies. Each round of the counterprayer she makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the chantry (including the chantry's allies unless they worship exactly the same god or divine power as the chantry, see below) that attempts to cast a divine spell must make a concentration check with a DC equal to the chantry's Perform check. If a creature worships exactly the same god as the chantry, the chantry can choose to exclude them from the effects of a counterprayer. Counterprayer relies on audible components.

Calm (Su): At 1st level, a chantry can use her performance to counter intense emotional states. Each round of the calm, she makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the chantry (including the chantry herself) that is affected by a fear, rage, or emotion effect can use the chantry's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature

within range of the distraction is already under the effect of a noninstantaneous effect of this type, it gains another saving throw against the effect each round it sees the calm performance, but it must use the chantry's Perform skill check result for the saving throw. Any creature attempting to use an ability of this type that does not normally involve a saving throw (such as a barbarian using a rage power) must make a Will save with a DC equal to 5 + the chantry's Perform bonus to do so while the calm is in effect. Calm can use audible or visual components. The chantry must choose which component to use when starting her performance.

Awe (Su): At 1st level, a chantry can use her performance to cause one or more creatures to become overawed by the glory of the divine creature the chantry reveres. Each creature to be awed must be within 90 feet of her, able to see and hear the chantry, and capable of paying attention to her. The chantry must also be able to see the creatures affected. For every three levels the chantry has attained beyond 1st, she can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + one-half the chantry's level + the chantry's Wis or Cha modifier) to negate the effect. If a creature's saving throw succeeds, the chantry cannot attempt to awe that creature again for 24 hours. If its saving throw fails, the creature is shaken for as long as the chantry continues her performance. Creatures already suffering a fear effect do not have their fear condition worsen as a result of failing a saving throw against an awe effect.

Awe is an enchantment (compulsion), mind-affecting, fear ability. Awe can use audible or visual components. The chantry must choose which component to use when starting her performance.

Inspire Faithfulness (Su): A 1st-level chantry can use her performance to inspire faith and alertness in her allies (including herself), bolstering them against mind-affecting abilities and improving their combat abilities. To be affected, an ally must be able to perceive the chantry's performance. An affected ally receives a +2 morale bonus on Will saving throws and a +2 competence bonus on Perception and Sense Motive skill checks. At 5th level, and every six chantry levels thereafter, this bonus increases by +1, to a maximum of +5 at 17th level. Inspire faithfulness is a mind-affecting ability. Inspire faithfulness can use audible or visual components. The chantry must choose which component to use when starting her performance.

Inspire Expertise (Su): A chantry of 3rd level or higher can use her performance to help an ally avoid being hit in combat. That ally must be within 30 feet of her and be able to hear the chantry. The ally gets a +1 dodge bonus to AC as long as he continues to hear the chantry's performance. This bonus increases by +1 for every six levels the chantry has attained beyond 3rd (+2 at 9th and +3 at 15th). A chantry can't inspire expertise in herself. Inspire expertise can use audible or visual components. The chantry must choose which component to use when starting her performance.

Hymn of Obedience (Su): A chantry of 6th level or higher can use her performance to invoke the power and glory of her deity to make a demand of obedience to a creature she has already awed (see above). Using this ability requires a standard action to activate (in addition to the swift action to continue the awe effect), and is an exception to the normal rules about starting or maintaining a second chantric performance. The chantry makes a Perform check against the awed target, with a DC of 10 + the target's Hit Dice + the target's Wisdom modifier. On a successful check, the target is temporarily friendly to you, as if you had made an Intimidate check, and will obey a single, reasonable demand to which a friendly character would acquiesce. Use of obedience counts as a single round of chantric performance, and the single demand made must be able to be completed within 10 minutes. Each subsequent attempt to use obedience on the same creature on the same day has a +5 increase in the Perform DC.

Hymn of Healing (Sp): A chantry of 8th level can heal allies with the *hymn of healing*. All allies within 60 feet of her who are able to see and hear the chantry gain fast healing 1 for the duration of the performance. At 12th level this becomes fast healing 2, and at 18th level fast healing 3. *Hymn of healing* relies on audible and visual components.

Hymn of Efficiency (Su): A chantry of 10th level or higher can use her performance to inspire speed and efficiency in herself or a single willing ally within 30 feet of her, granting extra movement capability. For every three levels the chantry attains beyond 10th, she can target an additional ally while using this performance



(up to a maximum of four targets at 18th level). To inspire efficiency, all of the targets must be able to see and hear the chantry. A creature affected by the hymn of efficiency gains a +10 haste bonus to all its forms of movement, and when making a full attack action, an efficient creature can make one extra attack with any weapon he is holding. The attack is made using

the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by *haste*, nor does it grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.) Hymn of efficiency is a mind-affecting ability, and it relies on audible and visual components.

Enrapturing Tune (Sp): A chantry of 18th level or higher can use her performance to temporarily convince a creature to worship the chantry's god, becoming an ally of the chantry. To be affected, an enemy must be able to hear the chantry perform and be within 30 feet of her. The enemy receives a Will saving throw (DC 10 + one-half the chantry's level + the chantry's Wisdom or Charisma modifier) to negate the effect. If the saving throw succeeds, the creature is immune to this ability for 24 hours. If the saving throw fails, the target becomes charmed as if affected by a *charm monster* spell for as long as the target can hear the chantry's performance. *Enrapturing tune* relies on audible components.

EXORCIST

Restrictions: None

An exorcist is the implacable foe of the preternatural creatures of the world, trained and devoted to forcing such beings to face justice and to strip them of their powers. Most exorcists are specially trained warriors or clerics of a church of freedom, good, community, or justice who spend long hours learning esoteric and recondite rites and mantras granted by the gods to

give mortals the power to face otherworldly foes on even footing. In much rarer cases, exorcists are independent monster-hunters, who are driven by their personal faith (and often a need for revenge on some specific group of outlandish monsters).

Even when they are trained and sanctioned by a church, exorcists often inspire fear and suspicion among spellcasters. The powers exorcists wield can be turned against mortal sorcerers and druids just as easily as vampires and werewolves, and exorcists have a reputation for striking down foes first, and determining their guilt later. Although some grim-faced exorcists certainly deserve this reputation, others are as cautious in the use of exorcism as they are the use of weapons, checking their sources and investigating any claim of supernatural evil before striking down potential foes.

Broad Study (Ex): An exorcist studies creatures of all types to learn their weaknesses and the rites required to weaken them. Whenever an exorcist makes a Knowledge check to learn a creature's weakness or set the saving throw DC of an exorcism (see below), he is considered trained in the skill check and can use his best Knowledge skill bonus.

Exorcism (Su): The core power of the exorcist is to strip foes of preternatural sources of power. An exorcist must be able to speak and gesture to perform an exorcism, and must have a holy symbol prominently displayed. Performing an exorcism is a full-round action, with a maximum range of 60 feet. A single target is forced to make a Fortitude or Will saving throw (use the one

with the greater bonus). The base DC of this saving throw is DC 10 + exorcist's level + exorcist's Wisdom modifier. However, the DC of this saving throw is modified by how much the exorcist knows about the target. If the exorcist makes an appropriate Knowledge check about the target (DC 10 + target's CR), the DC is as listed. If the exorcist fails the Knowledge check, the DC is decreased by 5. If the exorcist beats the Knowledge DC by 10 or more, the DC is increased by 2.

On a failed saving throw, creatures that are incorporeal become corporeal. Shapeshifters are forced into their natural form. Dragons, fey, outsiders, undead, and summoned creatures incur penalties to attack rolls, damage, Armor Class and saving throws equal to one-third the exorcist's level (minimum -1). Spellcasters and creatures with spell-like abilities are hampered, and must make concentration checks to cast spells or use spell-like abilities (DC 10 + exorcist's level + exorcist's Wisdom modifier). The saving throw DC of any supernatural power used by an exorcised creature is decreased by 2. The victim of a creature's mind-affecting powers gains a new saving throw to negate the power if the originating creature is exorcised. The duration of all these effects is 1 round per exorcist levels.

The target of an exorcism gains a +2 bonus to its saving throw against the effect for each exorcism it has been the target of by the same exorcist in the past 24 hours.

HERETIC

Restrictions: None

A heretic holds a view of her deity (and possibly the entire cosmos) that differs from orthodox beliefs. In most cases heretics try to keep their apostate doctrine to themselves, since the established religions they disagree with often react violently to challenges of dogma. But inevitably, a heretic eventually does or says something that reveals her powerful conviction in ideologies that conflict with most of society. Of course the most dynamic and powerful heretics eventually attract followers, and they might in time grow a congregation large and well-enough accepted to be considered a normal religion in its own right.

Heretics are sometimes taught in secret by other members of heretical sects, but equally often they trace their alien knowledge to unusual sources. Some heretics hear voices at given sites or at given times, and they might have conversations (and even arguments) with themselves on such occasions. Some heretics find their strange insight in the internal organs of dead animals, the flight of birds, or the ravings of lunatics. Others are granted inspiration just after having sex, killing someone, or dancing specific dances. Often this exotic source of lore is one of the main objection leveled against heretics, though certainly even those who find the basis for their outlandish ethos in scholarly texts and new translations of well-trusted books are just as mistrusted and feared as those who find guidance in a bowl of soup.

Hexes: At 3rd level, a heretic's radical beliefs gives her the power to create magic effects without drawing on spells or divine training. She learns a single hex, selected from the list of hexes available to the witch class (*Advanced Player's Guide*). The saving throw to resist a heretic's hex is equal to 10 + one-half the heretic's level + the heretic's Wisdom modifier. The heretic gains an additional hex at 6th level and every three levels thereafter. At 15th level, the heretic can choose to select a major hex whenever she gains a new hex.

A heretic needs time to recuperate her mental strength after accessing the divergent though processes from which a hex's energies flow. A heretic cannot use a hex if she has activated any hex in the previous round.

Unorthodox (Ex): The radical creed of the heretic makes her hard to understand and codify. Any Knowledge check made in regards to the heretic has its DC increased by the heretic's level. Efforts to identify any spell the heretic casts with Spellcraft have their DCs increased by one-half the heretic's level.

GNOSTIC

Restrictions: Spellcasters only

Gnostics are mystics who receive secret magic knowledge through direct divine inspiration, often in the form of meaningful dreams, visions, or revelations while meditating. Gnostics are often given the same respect (and sometimes authority) as prophets or priests, as they are seen as directly touched by the mind of a god. More rarely, gnostics are seen as freaks, or even heretics, and become objects of fear and hate.

Spontaneous Spellcasting: Rather than prepare spells, a gnostic is a spontaneous spellcaster with a limited number of spells known, but the ability to cast any spell known without preparing it in advance. The base class this archetype package is added to loses all ability to prepare spells, and instead gains spontaneous spellcasting abilities. The gnostic is considered a divine spellcaster, even when drawing spells from an arcane spell list. The gnostic suffers arcane spell failure as defined by its base class.

If the base class this archetype is added to has access to spells of up to 9th level, it gains spells per day and spells known equal to a sorcerer of the same level (though the gnostic is still restricted to knowing spells from his own class spell list). If this archetype package is added to a base class that does not gain up to 9th-level spells, the gnostic gains spells known and spells per day equal to a bard of a level equal to the gnostic's caster level (still restricted to spells from his own class list). The maximum level of spell the gnostic can cast, his spells' saving throw DCs, and his bonus spells per day are based on his Wisdom, since they are a result of his divine inspiration. The gnostic is required to take extra time to apply metamagic to a spell, using the same rules as sorcerers.

If the gnostic gains bonus spells from a class feature (such as cleric domains or a wizard's specialization), they become spells known in addition to those granted by the sorcerer or bard spells known chart the gnostic is using.

Gnosis: The gnostic's understanding of magic includes divine knowledge of magic normally beyond his reach. The gnostic selects one domain. This domain need not be one directly

granted by the deity the gnostic worships, or that has any obvious connection to his philosophy. The gnostic gains the bonus spells of the domain as additional spells known, gaining access to each spell when he first gains the ability to cast a spell of that level. The gnostic does not gain any of the other benefits of the domain.

Epiphany (Sp): Once per day, the gnostic can call on divine inspiration to cast a single spell from his base class spell list he does not know. He must expend a spell slot of the same level or higher as the spell to be cast, and must meet all its components and requirements. Such inspiration is tiring: After casting a spell through epiphany, the gnostic is fatigued. His fatigue cannot be healed or removed until he has had 8 hours of sleep and prepared his spells for the following day.

Special: This archetype package can be added only to a base class that prepares spells.

MARTYR

Restrictions: None.

Many religions venerate those who suffer for their faith, known as martyrs. Although the ultimate act of martyrdom is to die for the faith, those who suffer torment, torture, and harm without turning from their faith can also be considered beacons of strength to their fellows. The ability to withstand suffering in the name of a god or philosophy can serve as a source of power no less compelling than the prayers of clerics and dedication of paladins. Though often derided by their enemies as

EVIL MARTYRS?!

The idea of an evil martyr might seem oxymoronic, but some situations exist where such a character might make sense. A devotee of Nyxxa, goddess of perversions and masochism, might well be a dedicated victim, wearing bruises and even amputations with pride and empowering other agents of Nyxxa with the power to carry out their own deviant acts on unwilling subjects. Similarly a cult to Ragnarvir the Devourer, who demands human sacrifice, might well have a trained class of willing "professional sacrifices" destined to be eaten by their god, and who gain power from being tenderized in preparation for their inevitable deaths. Of course, villains rarely think of themselves as the bad guys. A narrow-minded, reactionary, extremist priest who thinks he serves the light (but actually draws power from demonic forces who delight in his perverted faith) might well take the fact he gains power from suffering for his beliefs as "proof" of his own righteousness.

weaklings, martyrs can become heroes of legend through their willingness to endure mistreatment at the hands of those same foes, and through the miracles they perform while suffering their agonies.

Tribulation (Su): When a martyr is suffering, she gains divine reparation in the form of benedictions she can grant to her allies. A martyr can use her benedictions whenever she is suffering a tribulation. The base tribulation is to be at 50% of her total

hit points or less. Beginning at second level, the martyr also selects one of the following conditions to count as a tribulation: bleed, blinded, dazed, deafened, entangled, exhausted, nauseated, paralyzed, shaken, sickened, staggered, or stunned. The martyr can access her benediction power when suffering from the selected condition. Once this choice is made, it cannot be changed. A martyr can select an additional condition to count as a tribulation power at 4th level and every even level thereafter.

For the martyr to be considered to be “suffering” from a tribulation, she must be affected by all the penalties and drawbacks of the condition and cannot have caused or requested the condition. A paladin who is immune to fear cannot access her benedictions as a result of having the shaken condition, because she does not suffer any penalties. Similarly if a character has a magic item that prevents her from taking penalties when exhausted, the exhausted condition cannot grant her access to her benediction powers. Similarly a wizard martyr cannot use a *ray of exhaustion* on herself, or ask a friend to do so, to gain access to her benedictions. There’s nothing to stop allies from inflicting conditions on a friendly martyr without being asked, but doing so just to gain access to her benedictions is arguably an evil act. The GM has final say over what constitutes an unacceptable effort by a martyr to gain tribulations to fuel this power.

Benedictions (Su): When the martyr can access her benedictions, she can grant one or more allies special bonuses selected from

the section below. As long as the martyr can access this power, she can change which bonuses she grants, and to which allies she grants them. Granting any ally one or more benedictions is a swift action, as is changing what bonus is granted or who receives it. Bonuses from good-aligned martyrs are sacred bonuses, and those from evil martyrs are profane bonuses. At 1st level a martyr can grant one ally a single benediction. At 7th level, she can grant two allies one benediction each. At 13th level, she can either grant three allies a single benediction each, or grant two allies two benedictions each. Allies must be within 60 feet of the martyr and be seen or touched by her to gain benedictions. The benedictions remain as long as the martyr is suffering a tribulation. A martyr never benefits from a benediction (either her own or those of other martyrs).

BENEDICTIONS

Gird (Su): This benediction makes the ally resistant to harm, granting DR 1/magic. This DR increases by 1 for 8th-level martyrs, and by 2 for 16th-level martyrs.

Fury (Su): The ally is filled with divine wrath, gaining a +1 bonus on all weapon damage rolls. This bonus increases to +2 for 8th-level martyrs, and +3 for 16th-level martyrs.

Inspiration (Su): This benediction gives the ally a spark of divine guidance whenever he undertakes a philosophic or intellectual task. This grants a +1 bonus to all Intelligence-, Wisdom-, and Charisma-based checks and skill checks. This bonus increases to +2 for 8th-level martyrs, and +3 for 16th-level martyrs.



Potency (Su): This benediction gives the ally a spark of divine grace and power whenever he undertakes a physical task. This grants a +1 bonus to all Strength-, Dexterity-, and Constitution-based checks and skill checks. This bonus increases to +2 for 8th-level martyrs, and +3 for 16th-level martyrs.

Refuge (Su): The ally is protected from the vile taint of his foes, gaining a +1 bonus on all saving

throws. This bonus increases to +2 for 8th-level martyrs, and +3 for 16th-level martyrs.

Resilience (Su): The ally is shielded by a flickering aura, gaining 2 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic) chosen when the benediction is declared. The protection increases by 2 for 8th-level martyrs, and by 4 for 16th-level martyrs.

Revelation (Su): This benediction gives the ally great focus and makes his spells more potent. This benefit grants a +1 bonus on concentration checks and caster level checks made to overcome a target's spell resistance. This bonus increases to +2 for 8th-level martyrs, and +3 for 16th-level martyrs.

Shelter (Su): The ally is surrounded by a protective aura, granting a +1 bonus to Armor Class. This bonus increases to +2 for 8th-level martyrs, and +3 for 16th-level martyrs.

Succor (Su): The ally is surrounded by a healing light, gaining fast healing 1. This causes the ally to heal 1 point of damage each round as long as the ally is alive and the benediction lasts. A creature cannot be healed for more than 1 hit point per level by this benediction in a 24-hour period. The amount of healing increases to 2 points for 8th-level martyrs, and 3 points for 16th-level martyrs.

WISE

Restrictions: Noncasters only.

The wise is a learned individual who has picked up a wide range of divine cures and aids. Often called a wise-woman, shaman, healer, hospitaler, or churgeon, a wise has a combination of lore passed down from ancient times and a simple, strong faith that allows him to access spells despite not being a trained priest or learned sage. While a wise lacks the overwhelming powers of offense and defense common to more flexible spellcasters, his ability to heal and repair various kinds of ailments is broad and impressive.

Some wise live in large cities, often sponsored by a major church or school, and are considered specialists in the fields of curing and restoration. When found in fringe communities not served by other spellcasters wise are often the most important adviser to everyone who lives there, and they might be sought out by commoners and lords from miles around.

Wise Training: A wise gains Knowledge (religion) and Spellcraft as class skills. If this archetype package is added to a class that already has one or more of these as class skills, you can select a different skill as a class skill in place of one already known. The wise gain an additional skill point per class level.

Spellcasting: The wise can prepare and cast spells as a cleric does. The wise's spells' saving throw DCs, the level of spell the wise can cast, and bonus spells per day are all based off Wisdom. The wise's spells per day

are determined using *Table 2: Specialist Spells Per Day*. The wise can prepare spells only from the Wise Spell List, provided below.

WISE SPELL LIST

0-level: *create water, detect magic, know direction, mending, stabilize*

1st-level: *comprehend languages, cure light wounds, deathwatch, endure elements, feather fall, invigorate (APG), remove fear, restful sleep (APG)*

2nd-level: *calm emotions, cure moderate wounds, delay poison, gentle repose, make whole, remove paralysis, restoration (lesser), tongues*

3rd-level: *cure serious wounds, dispel magic, nap stack (APG), remove blindness/deafness, remove curse, remove disease, water breathing*

4th-level: *break enchantment, cure critical wounds, death ward, freedom of movement, imbue with spell ability*, neutralize poison, restoration*

5th-level: *atonement, breath of life, cleanse (APG), cure light wounds (mass), dispel magic (greater), spell resistance*

6th-level: *cure moderate wounds (mass), find the path, heal, wind walk*

*Only 1st–3rd level wise spells.

WITNESS

Restrictions: None

The witness archetype package represents a character that is a strong proponent of her faith, and spends much of her time and effort spreading word of the tenets of her faith to unbelievers as well as reporting on the actions of unbelievers to the elders of her church. So strong is the

witness's faith, and so committed her service to her deity, she gains divine power (though it falls far short of the full power of a cleric).

Many witnesses are pious and loyal members of a strong church, often one with a special history in the worship of their deity. Though usually not official agents of their church, the witness is considered an important part of the faith as a whole. Often they have a close relationship with the priests of their church and can be trusted allies such as artisans, cooks, local merchants, or even members of the church's guard. For darker gods, witnesses often serve as spies, seducing the unsuspecting into their vile cults through any means necessary and reporting on neighbors' activities to dread clerics who dare not show themselves in public.

More rarely, a witness is a cleric or other official of the church. Such witnesses are normally either agents tasked with overseeing some information-related branch of the temple (such as a cleric who is assigned to travel with and aid the temple's inquisitors, or a druid who is also the forest lorekeeper) or important individuals singled out by their gods for special tasks (such as an inquisitor empowered to root out corruption from within the church, or a devout fighter destined to face evils he can only overcome with spellcasting abilities).

Religious Training: A witness gains Knowledge (religion) and Spellcraft as class skills. If this archetype package is added to a class that already has one or more of these as class skills, you can select a different skill as

a class skill in place of one already known. The witness gains an additional skill point per class level.

Vigilant: A witness knows what she sees and hears can be of great importance in advancing the agenda of her faith. She adds one-third her class level (minimum +1) to all Gather Information, Perception, and Sense Motive skill checks.

Spellcasting: Beginning at 4th level, a witness can prepare spells as an inquisitor does. The witness can prepare and cast spells from the inquisitor spell list. She uses her Wisdom score to determine her spells' saving throw DCs, the level of spell she can cast, and bonus spells per day. Her spells per day are determined using *Table 1: Dabbler Spells Per Day*. She can prepare as many 0-level spells per day as she can 1st-level spells per day.

Special: A witness's alignment must be within one step of the god she worships.

ARCHETYPE PACKAGES AND SUPER GENIUS BASE CLASSES

Super Genius Games has produced a number of base and alternate classes for the *Pathfinder Roleplaying Game*. Available to date are the Archon, Armiger, Death Mage, Dragonrider, Godling (in four flavors of sub-class), Justicar (an alternate class for the inquisitor), Magus (likely soon to be renamed the Magister), Shadow Assassin, Shaman, Templar, Time Thief, Vanguard, War Master, and Witch Hunter. For those



who have bought one or more of those classes, we present their archetype packages below. This material is absolutely not necessary to use the *Genius Guide to Divine Archetypes* with the core *Pathfinder Roleplaying Game* rules. We provide it as a courtesy for gamers who have already decided to use our material in their campaigns, so they can get maximum benefit.

Below is a list of the archetype packages built into each class, and an abbreviated list of what's included in each. As with the archetype packages for the base classes from the *Pathfinder Roleplaying Game Core Rules*, a character can give up one of his archetype packages (losing access to everything from that package) to take a new archetype package.

ADEPT GODLING (GENIUS GUIDE TO MYSTIC GODLINGS)

Archetype Package: Blood of magic

Included Abilities: Lineage domains, divine traits.

ARCHON (GENIUS GUIDE TO THE ARCHON)

Archetype Package: Riven lord

Included Abilities: Rivenspell, favored spell, arcane surge.

ARMIGER (GENIUS GUIDE TO THE ARMIGER)

Archetype Package: Rampart

Included Abilities: An armiger without this archetype package grants only partial soft cover to adjacent allies with the bulwark class ability. He also does not gain an armiger talent at 2nd level, or an advanced armiger talent at 20th level. Without this package the armiger

does not gain armored DR at 5th level, and his armored DR is reduced by 1 at all other levels.

CLEVER GODLING (GENIUS GUIDE TO THE GODLING)

Archetype Package: Like my father

Included Abilities: Lineage domains, scion talents.

DEATH MAGE (GENIUS GUIDE TO THE DEATH MAGE)

Archetype Package: Death master

Included Abilities: Pale road, death bond.

DRAGONRIDER (GENIUS GUIDE TO THE DRAGONRIDER)

Archetype Package: Dragon kith

Included Abilities: One good saving throw advancement rate*, low-light vision, spells, darkvision.

*A dragonrider without the Dragon Kith base archetype package has only two good saving throw advancements, chosen when the package is selected. The other saving throw advances at the same rate as a barbarian's Reflex save.

ELDRITCH GODLING (GENIUS GUIDE TO MYSTIC GODLINGS)

Archetype Package: Blood of magic

Included Abilities: Lineage domains, divine traits.

JUSTICAR (ADVANCED OPTIONS: INQUISITORS' JUDGMENTS)

Archetype Package: Unwavering seeker

Included Abilities: Two of the justicar's skill points/level*, monster lore, stern gaze, track, solo tactics, all teamwork feats, bane, greater stalwart, greater bane.

*A justicar built without this archetype package has only 4 skill points/level.

MAGUS (GENIUS GUIDE TO THE MAGUS)

Archetype Package: Master of mysticism

Included Abilities: Mystic bond, mystic talents, advanced mystic talents.

MIGHTY GODLING (GENIUS GUIDE TO THE GODLING)

Archetype Package: Like my father

Included Abilities: Lineage domains, scion talents

SHADOW ASSASSIN (GENIUS GUIDE TO THE SHADOW ASSASSIN)

Archetype Package: Shadow cunning

Included Abilities: Two of the shadow assassin's skill points/level and 4 class skills*, shadow style.

*A shadow assassin built without this archetype package has only 4 skill points/level and must choose 4 of the shadow assassin's normal class skills to not be class skills for the character.

SHAMAN (GENIUS GUIDE TO THE SHAMAN)

Archetype Package: Spirit talker

Included Abilities: Two of the shaman's skill points/level* and Craft (focus) as a class skill*, spirit companion.

*A shaman built without this archetype package has only 2 skill points/level and does not have Craft (focus) on his class skill list.

TEMPLAR (GENIUS GUIDE TO THE TEMPLAR)

Archetype Package: Temple trained

Included Abilities: Change d12 hit die to d10*; faithful talents gained at 2nd, 10th, and 18th level; temple bond gained at 4th and 16th level.

*A templar without this package has a d10 hit points per level, rather than the class' normal d12.

TIME THIEF (GENIUS GUIDE TO THE TIME THIEF)

Archetype Package: Temporal rogue

Included Abilities: Half of all motes*, temporal talents.

*A time thief without this package receives half as many motes after all calculations have been made (rounding any fractions down).

VANGUARD (GENIUS GUIDE TO THE VANGUARD)

Archetype Package: Battle mage

Included Abilities: Arcane Strike; Combat Casting; bonus feats gained at 4th, 19th, and 16th levels; Spell Block; Spell Sunder; and Spell Grapple.

WAR MASTER (GENIUS GUIDE TO THE WAR MASTER)

Archetype Package: Student of battle

Included Abilities: Two of the war master's skill points/level*, war master talents, advanced talents.

*A war master built without this archetype package has only 2 skill points/level.

WITCH HUNTER (GENIUS GUIDE TO THE WITCH HUNTER)

Archetype Package: Devoted

Included Abilities: Devoted strike, devotee talents.



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CREDITS

Designer:

Owen K.C. Stephens

Editor:

Miranda Horner

Proofreader:

Jeremy Miller

Cover Art:

Daniel K. Lorentsen

Interior Art:

Toby Gregory, Tamás Baranya, Kieran Yanner,
Claudio Pozas, and Sade.

Graphic Design and Typesetting:

Anthony Kenniston

Creative Director:

Stan!

Produced By:

Super Genius Games
www.supergeniusgames.com

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www.facebook.com/supergeniusgames, via Twitter: Owen: @Owen_Stephens, Stan: @stannex, and/or Super Genius Games: @sSuperGeniusRPG or at our Yahoo Group: <http://games.groups.yahoo.com/group/super-genius/>

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