

DIVINE CLASS

CLASS FEATURES

CLASS CONCEPT:

Divines are mystic warriors who harness the power of Divine Radiance to protect, heal, and dominate the battlefield. They combine martial prowess with potent spell-like abilities.

CLASS ROLE:

Combatant/Support/Healer. Divines excel in close combat, using their unique abilities to control the battlefield, heal allies, and weaken enemies.

KEY ABILITIES:

Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma (based on the chosen path)

STAMINA POINTS

6 + Constitution

HIT POINTS

6

CLASS SKILLS

Acrobatics (Dex), Athletics (Str), Diplomacy (Cha), Intimidate (Cha), Mysticism (Wis), Perception (Wis), Piloting (Dex), Profession (Cha, Int, or Wis), Sense Motive (Wis)

SKILL RANKS PER LEVEL

Skill Ranks per Level: 4 + Intelligence modifier

PROFICIENCIES

Armor: Light armor

Weapons: Small arms, Soul Weapon

FEATURES

THE DIVINE

	Base					Divine Points (DP)
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+1	+0	+2	+2	Divine Points, Divine Squire, Soul Weapon, Unmatched Mysticism	3 DP
2nd	+2	+0	+3	+3	Miraculous Unveiling	4 DP
3rd	+3	+1	+3	+3	Mythical Mysticism +1, weapon specialization	5 DP
4th	+4	+1	+4	+4	Miraculous Unveiling	6 DP
5th	+5	+1	+4	+4	Divine Knight	7 DP
6th	+6	+2	+5	+5	Miraculous Unveiling	8 DP
7th	+7	+2	+5	+5	Mythical Mysticism +2	9 DP
8th	+8	+2	+6	+6	Miraculous Unveiling	10 DP
9th	+9	+3	+6	+6	Archknight	11 DP
10th	+10	+3	+7	+7	Empowered by Faith	12 DP
11th	+11	+3	+7	+7	Miraculous unveiling	13 DP
12th	+12	+4	+8	+8	Mythical Mysticism +3	14 DP
13th	+13	+4	+8	+8	Divine Master	15 DP
14th	+14	+4	+9	+9	Miraculous unveiling	16 DP
15th	+15	+5	+9	+9	Cross Divine	17 DP
16th	+16	+5	+10	+10	Miraculous unveiling	18 DP
17th	+17	+5	+11	+11	Divine Grand Master	19 DP
18th	+18	+6	+11	+11	One with the Universe	20 DP
19th	+19	+6	+12	+12	Master at Resolution	21 DP
20th	+20	+6	+12	+12	Paragon	22 DP

PATHS

PATH OF STRENGTH (DIVINE MIGHT):

Focuses on physical prowess and combat abilities. Enhances melee attacks and grants powerful physical feats.

PATH OF DEXTERITY (DIVINE AGILITY):

Emphasizes speed and precision. Grants bonuses to ranged attacks, evasion, and acrobatics.

PATH OF CONSTITUTION (DIVINE RESILIENCE):

Enhances durability and fortitude. Provides abilities to withstand damage and recover quickly.

PATH OF INTELLIGENCE (DIVINE INSIGHT):

Focuses on knowledge and magical prowess. Grants access to powerful spells and enhances skill checks.

PATH OF WISDOM (DIVINE GUIDANCE):

Emphasizes spiritual strength and perception. Provides abilities related to healing, divination, and insight.

PATH OF CHARISMA (DIVINE INFLUENCE):

Enhances leadership and social prowess. Grants abilities to inspire allies and manipulate foes.

SPECIAL ABILITIES

DIVINE SQUIRE:

At 1st level, choose one of the six divine paths based on the key attribute (Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma). This choice cannot be changed once made. Each path provides unique abilities and enhancements.

DIVINE POINTS:

At 1st level, you gain a pool of Divine Points (DP). Divine Points can be used to fuel various class abilities.

SOUL WEAPON

At 1st level, a Divine forges a unique bond with a weapon of their choice, known as their Soul Weapon. This weapon, when inactive, appears as an unassuming hilt with no visible blade or striking surface. However, when the Divine activates their Soul Weapon as a swift action, it ignites with a brilliant light, forming a blade, shaft, or other appropriate form that takes on the stats of the chosen weapon.

The Soul Weapon deals both kinetic damage (based on the weapon type chosen) and fire damage, reflecting the intense energy channeled through it. The total damage dealt by the weapon is split evenly between these two damage types. Additionally, the Soul Weapon always targets EAC (Energy Armor Class), regardless of the weapon type chosen. This ensures that the Soul

Weapon is highly effective against most enemies, bypassing their kinetic defenses.

The color of the energy that forms the Soul Weapon is determined by the Divine's key ability modifier:

- Red for Strength
- Orange for Dexterity
- Yellow for Constitution
- Green for Intelligence
- Blue for Wisdom
- Purple for Charisma

When attacking with their Soul Weapon, the Divine can choose to use any of their ability modifiers (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) for attack rolls. This versatility reflects the Divine's deep connection with the weapon, allowing it to be an extension of their very essence. Damage rolls are determined by the weapon's standard mechanics, modified by the appropriate ability modifier if applicable.

The Soul Weapon also benefits from Starfinder's built-in scaling equipment rules. As the Divine gains levels, they can enhance their Soul Weapon for free, keeping it on par with the most advanced weapons available at their level.

If the Soul Weapon is ever destroyed, the Divine must spend a significant amount of credits to recreate it. The cost is equal to 2,000 credits per level of the Divine. The process requires access to a specialized workshop or forge and takes 1d4 days to complete.

Additionally, the Divine must have their Soul Weapon on their person to use any of their class abilities that require Divine Points (DP) or any spell-like abilities granted by the Divine class. As such, maintaining possession and integrity of the Soul Weapon is paramount for any Divine on the battlefield.

UNMATCHED MYSTICISM

The Divine's understanding of mystical forces transcends traditional limitations. With Unmatched Mysticism, the Divine can substitute their key ability modifier (the one corresponding to their chosen path) for Wisdom when making Mysticism skill checks. This reflects the Divine's ability to channel their primary strength—be it physical power, agility, resilience, intellect, spiritual insight, or charisma—into their mystical pursuits.

This ability enhances the Divine's proficiency in interacting with arcane knowledge, identifying magical effects, and understanding the deeper mysteries of the cosmos, aligning these tasks with their core attributes.

MIRACULOUS UNVEILING:

Starting at 2nd level, and every two levels thereafter, you gain access to miraculous powers that manifest in diverse ways based on your divine path. These abilities can range from powerful spells to extraordinary physical feats. At each of these levels, you can choose two abilities from your current level or any lower level.

MYTHICAL MYSTICISM:

Starting at 3rd level, you gain a bonus to your divine path abilities. This bonus increases at 7th and 12th levels.

WEAPON SPECIALIZATION:

At 3rd level, you gain the Weapon Specialization feat as a bonus feat for each weapon type with which this class grants you proficiency.

DIVINE KNIGHT:

At 5th level, your prowess in combat or spellcasting is enhanced, granting you additional abilities based on your divine path.

ARCHKNIGHT:

At 9th level, you achieve a higher level of mastery in your divine path, unlocking powerful new abilities.

EMPOWERED BY FAITH:

At 10th level, your divine power fortifies your body, allowing you to bear the weight of the heaviest armor. You gain proficiency with heavy armor, and when you wear armor, you gain a +1 bonus to your AC. Additionally, the maximum Dexterity bonus of your armor increases by 1.

DIVINE MASTER:

At 13th level, your mastery of your divine path reaches new heights, allowing you to perform extraordinary feats.

CROSS DIVINE:

At 15th level, you can choose a secondary divine path, gaining access to some of its abilities.

DIVINE GRAND MASTER:

At 17th level, your understanding and command of your divine path are unmatched, granting you unparalleled abilities.

ONE WITH THE UNIVERSE:

At 18th level, your connection to the cosmos deepens, allowing you to draw upon the infinite energies of the universe to replenish your divine power. Whenever you take a 10 minute rest and spend Resolve Points to regain Stamina Points, you can also regain a number of Divine Points equal to the Resolve Points spent during the rest.

Additionally, you can choose to regain 1 Divine Point when you spend a Resolve Point to stabilize yourself or to stay in the fight. This ability can only be used once per day.

MASTER AT RESOLUTION:

Your connection to the divine has bolstered your spirit. When you use Resolve Points to stabilize or stay in the fight, you can spend 1 Divine Point to regain 1 additional Resolve Point immediately after using the ability.

PARAGON:

At 20th level, you become a paragon of your divine path, embodying its ideals and powers to their fullest extent.

DIVINE PATHS

PATH OF STRENGTH (DIVINE MIGHT)

LEVEL 1: DIVINE SQUIRE (STRENGTH)

- **Might of the Divine:** As a move action spend amount of divine points equal to your Str Mod to gain a +1 insight bonus to your next melee attack roll and melee weapon damage roll.
- **Raw Power:** Once per combat, when you make a melee attack, you can add your Strength modifier as additional damage to the attack. This stacks with the normal damage bonus from your Strength modifier.
- **Herculean Strength:** You gain a +2 bonus to Strength-based skill checks and can carry double the normal load without becoming encumbered.

LEVEL 5: DIVINE KNIGHT (STRENGTH)

- **Mighty Strike:** Once per day as a standard action, you can make an attack that automatically hits and forces the target to make a Will saving throw (DC = 10 + half your character level + your Strength modifier). On a failed save, the target takes an additional 1d6 damage per Divine Point spent (maximum 3d6). If the save is successful, the target still takes the initial damage but no additional damage.
- **Brutal Force:** You gain a +4 bonus to your combat maneuver checks to perform bull rush, grapple, or sunder maneuvers.
- **Colossal Force:** Once per day, you can spend 1 Divine Point to increase your size by one category for 1 minute. During this time, you gain a +4 bonus to Strength, along with increased weapon size and reach.

LEVEL 9: ARCHKNIGHT (STRENGTH)

- **Unyielding Force:** Once per day, when you successfully hit a target with a melee attack, you can spend 2 Divine Points to impose a unique effect on the target. The target must make a Will save (DC = 10 + half your character level + your Strength modifier). On a failed save, the target is knocked prone and stunned for 1 round. On a successful save, the target is only prone.
- **Devastating Power:** you can spend 2 Divine Points as a swift action to double the damage dice of a melee weapon attack for one round. For every additional divine point spent beyond initial 2, you increase the damage die multiplier (e.g., triple the damage at 3 points, quadruple the damage at 4 points, etc.).

- **Earthshaker:** Once per day, you can slam the ground with immense force, creating a shockwave in a 30-foot radius. All creatures in the area must succeed on a Reflex save (DC = 10 + half your character level + your Strength modifier) or be knocked prone and take 2d6 bludgeoning damage.

LEVEL 13: DIVINE MASTER (STRENGTH)

- **Divine Onslaught:** When you take a full attack action, you can make one additional melee attack. All attacks made during this round suffer a -4 penalty. You can use this ability a number of times per day equal to your Strength modifier.
- **Unstoppable Force:** When you make a successful melee attack, you can spend 2 Divine Points to inflict a condition on the target. Choose one: blinded, staggered, or sickened for 1 round.
- **Cosmic Judgment:** You can spend 3 Divine Points to perform a powerful attack as a full-round action. On your next turn, you roll to hit as normal, but if successful, the attack automatically counts as a critical hit. If you confirm the critical hit, it is treated as a double critical hit. While charging this attack, you are flat-footed and cannot take reactions.

LEVEL 17: DIVINE GRAND MASTER (STRENGTH)

- **Overwhelming Power:** Once per day, you can make an attack that automatically hits and forces all enemies within a 30-foot radius to make a Will save (DC = 10 + half your character level + your Strength modifier). On a failed save, they take triple damage and are stunned for 1 round. On a successful save, they take half damage and are not stunned.
- **Godlike Might:** Once per day, as a standard action, you can make a melee attack that inflicts a unique, devastating effect. If the attack hits, you can spend 3 Divine Points to force the target to make a Will save (DC = 10 + half your character level + your Strength modifier). On a failed save, the target is reduced to 1 HP and is dazed for 1 round. If the save is successful, the target takes normal damage and is shaken for 1 round.
- **Ultimate Strength:** You gain a permanent +4 bonus to your Strength score. Additionally, once per day, you can perform a feat of incredible physical might at the GM's discretion (such as lifting a massive object or breaking through a solid barrier). When using this ability, you automatically succeed on any Athletics check related to the feat without needing to roll.

PATH OF DEXTERITY (DIVINE AGILITY)

LEVEL 1: DIVINE SQUIRE (DEXTERITY)

- **Agility of the Divine:** You gain a +2 insight bonus to ranged attack rolls and a +1 insight bonus to your KAC and EAC.
- **Evasion:** If you succeed at a Reflex save against an effect that normally deals half damage on a successful save, you instead take no damage. This ability functions as the Evasion class feature.
- **Fleet of Foot:** Increase your base land speed by 10 feet.

LEVEL 5: DIVINE KNIGHT (DEXTERITY)

- **Blitz Strike:** You can spend 1 Divine Point as a swift action to make an additional attack as part of a full attack. This attack is made at your full attack bonus but suffers the standard -4 penalty for full attacks. You can use this ability multiple times in a round, but each additional use in the same round increases the penalty by -2 (e.g., -6 for the second use, -8 for the third).
- **Rapid Reflexes:** When you spend Divine Points to make additional attacks, you gain a +1 dodge bonus to AC and Reflex saves for each point spent until the start of your next turn.
- **Daring Flourish:** Once per day, you can spend 2 Divine Points to perform an extraordinary stunt, such as swinging across a gap, leaping onto a moving object, or sliding between an opponent's legs. This stunt allows you to move up to your speed without provoking attacks of opportunity, and you gain a +4 bonus to your next attack roll or skill check as part of this movement.

LEVEL 9: ARCHKNIGHT (DEXTERITY)

- **Whirlwind Strike:** You can spend 2 Divine Points as a full action to make a single melee attack against all adjacent enemies. If at least one attack hits, you regain 1 Divine Point.
- **Miraculous Evasion:** You gain Improved Evasion, allowing you to take no damage on a successful Reflex save and only half damage on a failed save. Additionally, when you spend 2 or more Divine Points in a round, you gain a +2 insight bonus to KAC and EAC until the start of your next turn.
- **Graceful Escape:** Once per day, when you would be hit by an attack or caught in an area effect, you can spend 1 Divine Point to teleport up to 30 feet as a reaction, avoiding the attack entirely. For each additional Divine Point spent, increase the distance by 10 feet.

LEVEL 13: DIVINE MASTER (DEXTERITY)

- **Dance of Blades:** When making a full attack, you can spend 1 Divine Point to make an additional attack. You can continue spending Divine Points for additional attacks during the same full attack action, with each extra attack suffering a cumulative -2 penalty. If you spend 3 or more Divine Points in this way, you gain a +4 dodge bonus to AC until the start of your next turn.
- **Deadly Precision:** When you score a critical hit, you can spend 2 Divine Points to immediately make an additional attack without taking a penalty. This attack is made at your full attack bonus and does not count as part of your full attack. If you have already used Dance of Blades this round, this attack does not incur the cumulative penalty.
- **Untouchable Agility:** Once per day, you can spend 2 Divine Points to gain a +4 bonus to AC and Reflex saves for 1 minute. Additionally, you can move up to your speed as a free action once during this time, and this movement does not provoke attacks of opportunity.

LEVEL 17: DIVINE GRAND MASTER (DEXTERITY)

- **Flurry of Divine Blows:** Once per day, as a full action, you can spend 3 Divine Points to make a flurry of rapid attacks. You can make one additional attack for each Divine Point spent (maximum 3 extra attacks). These attacks are made at your full attack bonus, and all attacks during this flurry suffer a -3 penalty. If all attacks hit, you gain an additional full attack action next round, which does not require spending Divine Points.
- **Unstoppable Agility:** Once per day, you can spend 3 Divine Points to move at your full speed and make attacks against multiple targets within range. You can attack up to one target per 10 feet of movement, with each attack made at your full attack bonus. These attacks do not provoke attacks of opportunity, and if you hit at least three targets, you gain a +2 insight bonus to AC until your next turn.
- **Phantom Strikes:** For the next minute, you can spend 1 Divine Point per round to move through solid objects as if you were incorporeal. Your attacks during this time ignore armor and deal 1d8 additional damage. Additionally, each attack you make forces the target to make a Reflex save (DC = 10 + half your character level + your Dexterity modifier) or be staggered for 1 round. This ability can be used once per day.

PATH OF CONSTITUTION (DIVINE RESILIENCE)

LEVEL 1: DIVINE SQUIRE (CONSTITUTION)

- **Endurance of the Divine:** You gain DR 1/—. This damage reduction increases by 1 at levels 5, 9, 13, and 17 (to a maximum of DR 5/—).
- **Divine Recovery:** When you spend a Divine Point, you regain a number of hit points equal to half your level (rounded up). This can occur once per round.
- **Tough as Nails:** You gain a +2 bonus to Fortitude saves and can ignore the first instance of fatigue or exhaustion you would suffer each day. This makes you exceptionally resilient to environmental and physical challenges.

LEVEL 5: DIVINE KNIGHT (CONSTITUTION)

- **Immovable Object:** You can spend 1 Divine Point as a swift action to gain resistance 5 against one type of energy (fire, cold, acid, electricity, or sonic) for 1 minute. You can change the energy type as a move action by spending another Divine Point. This ability can be used multiple times per day, allowing for adaptability in combat.
- **Iron Will:** You gain a +2 insight bonus to your Fortitude saves. At level 13, this bonus increases to +3.
- **Second Wind:** Once per day, as a swift action, you can regain a number of hit points equal to your level + your Constitution modifier. This provides a quick burst of healing to keep you in the fight.

LEVEL 9: ARCHKNIGHT (CONSTITUTION)

- **Fortress Stance:** As a move action, you can spend 2 Divine Points to gain DR 5/— and resistance 10 against all energy types for 1 minute. While in this stance, your speed is reduced by half. This ability can be used once per day.
- **Enduring Presence:** Once per day, you can spend 2 Divine Points as a reaction to reduce the damage of a single attack or effect by half. If this would reduce the damage to 0, you regain a number of hit points equal to the damage that was prevented, up to a maximum of 50 hit points.
- **Bulwark:** Once per day, you can spend 2 Divine Points to grant all allies within 30 feet DR 5/— and resistance 5 to all energy types for 1 minute.

LEVEL 13: DIVINE MASTER (CONSTITUTION)

- **Unbreakable Body:** You gain immunity to critical hits and precision damage (such as from a trick attack or sneak attack). However, you can only benefit from this ability once per encounter. Additionally, you can spend 1 Divine Point as a reaction to gain fast healing 5 for 1 minute. This ability can be used once per day.
- **Adamantine Shield:** Once per day, you can spend 3 Divine Points as a standard action to gain temporary hit points equal to your character level. These temporary hit points last until the end of the encounter or until depleted.
- **Resilient Soul:** Once per day, when you are reduced to 0 HP, you can spend 3 Divine Points to remain conscious and immediately regain 1d10 hit points + your Constitution modifier.

LEVEL 17: DIVINE GRAND MASTER (CONSTITUTION)

- **Eternal Guardian:** Once per day, as a full action, you can spend 3 Divine Points to enter an indomitable stance. For 1 minute, you gain DR 10/—, resistance 10 to all energy types, and immunity to death effects. Additionally, while in this stance, you can take a reaction to absorb half the damage an ally within 30 feet takes from a single attack. You can absorb damage this way a number of times equal to your Constitution modifier.
- **Impenetrable Wall:** Once per day, you can spend 3 Divine Points as a reaction to reduce all damage from an attack or effect to 0. After using this ability, you cannot be moved from your position by any means until the start of your next turn. This ability can be used once per day.
- **Unyielding Resilience:** Gain a permanent +4 bonus to Constitution, and once per day, you can recover from any single negative condition (such as stunned, paralyzed, or petrified) as a free action.

PATH OF INTELLIGENCE (DIVINE INSIGHT)

LEVEL 1: DIVINE SQUIRE (INTELLIGENCE)

- **Insight of the Divine:** You gain a +2 insight bonus to all Intelligence-based skill checks, including Computers, Engineering, and Life Science. Additionally, you can attempt any Intelligence-based skill check untrained.
- **Arcane Technologist:** You can use Detect Magic and Comprehend Languages as spell-like abilities at will. Additionally, choose one of the following 1st-level spells to cast as a spell-like ability once per day: Bypass Password, Supercharge Weapon, or Magic Missile.
- **Divine Foresight:** You can spend 1 Divine Point to reroll a failed Intelligence-based skill check or saving throw, taking the higher result.

LEVEL 5: DIVINE KNIGHT (INTELLIGENCE)

- **Tech Savvy:** Once per day, you can spend 1 Divine Point as a swift action to bypass a tier 3 or lower computer or electronic lock without making a check. This ability scales as you level up, allowing you to bypass higher-tier locks at level 9 (tier 5) and level 13 (tier 7).
- **Expanded Knowledge:** You gain the ability to cast an additional 1st-level spell as a spell-like ability once per day. Choose one from the following: Grease, Keen Senses, or Caustic Conversion.
- **Mind Surge:** Use Identify as a spell-like ability at will.

LEVEL 9: ARCHKNIGHT (INTELLIGENCE)

- **Divine Technologist:** Once per day, you can spend 2 Divine Points to interface directly with a technological device or computer. This functions as Remote Operation with a duration of 1 round per level. Additionally, choose one of the following 2nd-level spells to cast as a spell-like ability once per day: Holographic Image, Microbot Assault, or Logic Bomb.
- **Encyclopedic Mind:** You gain a +4 insight bonus to all Knowledge checks, including Culture, Physical Science, and Mysticism. Once per day, you can instantly take 20 on a Knowledge check, bypassing the usual time requirement. Additionally, your breadth of knowledge is so vast that you can recall obscure or hidden information with ease. Whenever you attempt a Knowledge check, you may roll twice and take the better result.
- **Arcane Infusion:** Once per day, you can spend 2 Divine Points to infuse a weapon or piece of armor with magical energy, granting it a +2 enhancement bonus for 1 minute.

Weapons: The infused weapon gains a +2 enhancement bonus to attack and damage rolls. Additionally, you can choose one special ability from the

Technomancer or Mystic spell lists to apply to the weapon, such as Flaming, Frost, or Shocking, for the duration.

Armor: The infused armor gains a +2 enhancement bonus to AC. Additionally, you can choose one special ability from the Technomancer or Mystic spell lists to apply to the armor, such as Fortification or Spell Resistance, for the duration.

LEVEL 13: DIVINE MASTER (INTELLIGENCE)

- **Arcane Hacker:** Once per day, you can spend 2 Divine Points to cast Greater Discharge or Overload Systems as a spell-like ability. Additionally, you gain a +4 insight bonus to any Computers check made to hack or control a system, and you can bypass up to two levels of encryption or security protocols.
- **Master Scholar:** You gain a +4 insight bonus to all skill checks related to identifying magical properties, understanding ancient technology, or deciphering complex data, as long as these checks use an Intelligence-based skill. Additionally, once per day, you can automatically succeed at any one complex problem, puzzle, or challenge that requires an Intelligence-based skill check, treating your result as if you had rolled a 30 (before applying any modifiers).
- **Arcane Mastery:** You gain an additional 2nd-level spell to cast as a spell-like ability once per day, chosen from the Technomancer or Mystic spell lists. Additionally, you can spend 2 Divine Points to temporarily access a higher-level spell (3rd-level) as a spell-like ability, usable once per day.

LEVEL 17: DIVINE GRAND MASTER (INTELLIGENCE)

- **Technological Ascendancy:** Once per day, you can spend 3 Divine Points to take control of a technological device within 60 feet as a standard action. This functions like the Control Machines spell, but with a duration of 1 minute per level. Additionally, you gain the ability to use Nanite Form as a spell-like ability once per day. When using this ability to control devices, you can control up to three devices simultaneously with a single use.
- **Cognitive Overdrive:** Once per day, you can spend 3 Divine Points to enter a state of heightened intellectual focus for 1 minute. During this time, you gain a +8 insight bonus to all Intelligence-based skill checks, and your ability to process information is drastically enhanced. You can instantly decipher any code, translate any language, or identify any substance, bypassing the need for checks or rolls. Additionally, during this time, you can cast one 4th-level spell as a spell-like ability from the Technomancer or Mystic spell lists.
- **Divine Intellect:** You gain a permanent +4 bonus to Intelligence. Additionally, once per day, you can instantly bypass any complex technological challenge or puzzle, such as hacking a high-level security system or solving a multifaceted ancient artifact, without needing to make a skill check or roll, as though you had succeeded with a roll of 35 (before modifiers).

PATH OF WISDOM (DIVINE GUIDANCE)

LEVEL 1: DIVINE SQUIRE (WISDOM)

- **Guidance of the Divine:** You gain a +2 insight bonus to Will saves, Perception checks, and Medicine checks. Additionally, you can use Stabilize and Detect Affliction as spell-like abilities at will. Your perceptive abilities allow you to notice hidden creatures or objects more easily, granting you a +2 insight bonus to Perception checks for these purposes.
- **Empathic Healing:** You can sense the pain and suffering of others. Once per day, you can spend 1 Divine Point to cast Mystic Cure (1st level) as a spell-like ability. This empathy extends to your senses, giving you low-light vision if you don't already have it.
- **Divine Awareness:** You can reroll one failed Perception check per day. Additionally, you gain a +1 bonus to Perception checks for each Divine Point you spend during a single round, making you increasingly aware of your surroundings as you draw on divine power.

LEVEL 5: DIVINE KNIGHT (WISDOM)

- **Soothing Presence:** Your calming aura provides comfort to your allies. All allies within 30 feet gain a +2 morale bonus to saving throws against fear and mind-affecting effects. Additionally, once per day, you can spend 1 Divine Point to cast Remove Condition as a spell-like ability to further alleviate their suffering. The morale bonus increases by +1 for each additional Divine Point you spend, up to a maximum of +4.
- **Heightened Awareness:** Your growing connection to the world around you sharpens your senses. You can use See Invisibility as a spell-like ability once per day, allowing you to perceive things others cannot. You also gain a +4 insight bonus to Perception checks to detect hidden traps, secret doors, or concealed hazards.
- **Healing Light:** Once per day, as a swift action, you can cast a healing spell (up to 2nd level) as a free action, even if you have already cast a spell this round. Additionally, you can spend 1 Divine Point to increase the healing by 1d8 points for each point spent.

LEVEL 9: ARCHKNIGHT (WISDOM)

- **Empathic Bond:** You form a psychic link with an ally within 60 feet, allowing you to sense their emotions and physical state, even from a distance. Once per day, you can spend 2 Divine Points to cast Healing Junkbot or Share Language as a spell-like ability, deepening your connection with others and enabling you to assist them in new ways. Additionally, you can sense when an ally is in danger, gaining a +2 bonus to initiative checks and Perception checks to detect threats while the bond is active.
- **Healing Wave:** Your mastery of healing energies grows stronger. Once per day, you can spend 2 Divine Points to cast Mystic Cure (3rd level) as a spell-like ability. You can choose to distribute the healing among multiple allies within 30 feet, and as your empathy deepens, you can remove one negative condition from each ally you heal. You can also spend 1 additional Divine Point per ally to increase the healing by 1d8 for each ally healed.
- **Spiritual Shield:** Once per day, you can spend 2 Divine Points to create a protective shield around an ally within 30 feet. This shield grants the ally a +2 bonus to AC and resistance 10 to one energy type (your choice) for 1 minute. You can spend an additional Divine Point to extend the effect to yourself or another ally.

LEVEL 13: DIVINE MASTER (WISDOM)

- **Miraculous Healer:** Your healing powers reach miraculous levels. You gain the ability to cast Mystic Cure (4th level) as a spell-like ability once per day. Additionally, you can spend 2 Divine Points to cast Remove Affliction or Restoration as a spell-like ability, allowing you to cure more severe ailments and restore vitality to those in need. If you spend 3 or more Divine Points in a single round, you gain fast healing 5 for 1 minute.
- **Empathic Resonance:** Your empathy extends to understanding the emotions of all creatures around you. You gain the ability to sense the emotional state of all creatures within 60 feet, functioning as Discern Lies and also allowing you to detect strong emotions like fear, anger, or joy. Once per day, you can cast Commune with Nature as a spell-like ability, deepening your connection to the world. You can spend 1 additional Divine Point to extend this ability's range by 30 feet.
- **Divine Insight:** Once per day, you can spend 2 Divine Points to grant yourself or an ally within 30 feet the ability to reroll a failed Will save or Wisdom-based skill check, taking the higher result. If the reroll succeeds, the target gains a +2 insight bonus to their next saving throw or skill check.

LEVEL 17: DIVINE GRAND MASTER (WISDOM)

- **Divine Compassion:** Your healing abilities become truly divine. Once per day, you can spend 3 Divine Points to cast Mystic Cure (5th level) as a spell-like ability. This healing can be applied to all allies within 30 feet, distributing the total healing amount among them as you choose. Additionally, all affected allies gain a +2 morale bonus to saving throws and a +2 bonus to AC for 1 minute, reflecting the protective aura of your compassion. You can spend additional Divine Points to increase the morale bonuses by +1 for each point spent.
- **Healing Aura:** As the pinnacle of your empathic and healing powers, you can create an aura of healing that lasts for 1 minute. While this aura is active, you and all allies within 30 feet regain 1d10 hit points at the start of each of your turns. You can spend 3 Divine Points to double the healing effect for one round or extend the aura's duration by an additional minute, ensuring your allies stay strong in the face of danger. This aura also grants allies within it a +2 bonus to all saving throws against negative conditions.
- **Spiritual Ascendancy:** Gain a permanent +4 bonus to Wisdom, and once per day, you can gain the effects of True Seeing for 1 hour. Additionally, you can spend 2 Divine Points to cast Mass Healing as a spell-like ability, allowing you to heal multiple allies at once.

PATH OF CHARISMA (DIVINE INFLUENCE)

LEVEL 1: DIVINE SQUIRE (CHARISMA)

- **Charm of the Divine:** You gain a +2 insight bonus to Diplomacy, Bluff, and Intimidate checks. Additionally, you can use Charm Person as a spell-like ability once per day, allowing you to influence others' attitudes. When you spend a Divine Point, you can increase the DC of this ability by +1 per point spent.
- **Inspiring Presence:** Your presence motivates your allies. All allies within 30 feet gain a +1 morale bonus to attack rolls and saving throws as long as they can see or hear you. You can spend 1 Divine Point to increase this bonus to +2 for 1 minute.
- **Silver Tongue:** You gain the ability to speak any language as if you were fluent. Additionally, you gain a +2 bonus to Bluff checks made to deceive others about your true intentions.

LEVEL 5: DIVINE KNIGHT (CHARISMA)

- **Aura of Leadership:** Your leadership inspires those around you. Allies within 30 feet gain a +1 morale bonus to saving throws and a +1 bonus to their initiative rolls. Once per day, you can spend 1 Divine Point to cast Suggestion as a spell-like ability. You can spend additional Divine Points to affect one additional creature per point spent.
- **Commanding Voice:** You can project authority with your words. Once per day, you can spend 1 Divine Point to reroll a failed Bluff, Diplomacy, or Intimidate check, taking the higher result. Additionally, when you successfully use one of these skills, you can spend 1 Divine Point to gain a +2 bonus to AC and saving throws for 1 minute.
- **Diplomatic Immunity:** Once per day, you can spend 1 Divine Point to automatically succeed on a Diplomacy check to avoid or end a hostile encounter, effectively preventing combat or persuading enemies to cease aggression. If you spend 2 Divine Points, you can extend this effect to one ally within 30 feet.

LEVEL 9: ARCHKNIGHT (CHARISMA)

- **Inspire Courage:** Your encouragement strengthens your allies. Once per day, you can spend 2 Divine Points to grant all allies within 30 feet a +1 morale bonus to attack rolls and Will saves for 1 minute. This bonus increases to +2 if you spend 3 Divine Points.
- **Subtle Manipulation:** You can influence the thoughts of others. Once per day, you can spend 2 Divine Points to cast Charm Monster as a spell-like ability, allowing you to manipulate a more powerful creature. If the creature is hostile, you can spend 1 additional Divine Point to increase the DC of the saving throw by +2.
- **Charismatic Defense:** Once per day, you can spend 2 Divine Points to gain a +4 bonus to AC and saving throws for 1 minute. During this time, any creature that targets you with an attack or harmful effect must succeed on a Will save (DC = 10 + half your character level + your Charisma modifier) or be charmed by you for 1d4 rounds. You can spend additional Divine Points to extend the duration of the charm by 1 round per point spent.

LEVEL 13: DIVINE MASTER (CHARISMA)

- **Rallying Cry:** When your allies falter, your words can restore their resolve. Once per day, you can spend 2 Divine Points as a reaction to grant all allies within 30 feet 2d8 temporary hit points and a +1 morale bonus to attack rolls for 1 round. If you spend 3 Divine Points, the morale bonus increases to +2, and the temporary hit points increase to 3d8.
- **Unshakable Authority:** Your commanding presence is hard to resist. You gain a +2 insight bonus to saves against charm and compulsion effects. Additionally, once per day, you can spend 2 Divine Points to cast Greater Command as a spell-like ability. If you spend 3 Divine Points, the targets of this spell must also succeed on a Will save or be frightened for 1 round.
- **Captivating Gaze:** Once per day, you can spend 2 Divine Points to captivate all enemies within 30 feet. Each target must succeed on a Will save (DC = 10 + half your character level + your Charisma modifier) or be dazed and unable to take actions other than moving toward you for 1d4 rounds. You can spend additional Divine Points to increase the duration of the daze effect by 1 round per point spent.

LEVEL 17: DIVINE GRAND MASTER (CHARISMA)

- **Supreme Inspiration:** Your influence over your allies reaches its peak. Once per day, you can spend 3 Divine Points to grant all allies within 60 feet a +2 morale bonus to attack rolls, saving throws, and skill checks for 1 minute. If you spend 4 Divine Points, this bonus increases to +3.
- **Master of Manipulation:** You can bend the will of even the most stubborn foes. Once per day, you can spend 3 Divine Points to cast Dominate Person as a spell-like ability, allowing you to control a humanoid's actions completely. You can spend 1 additional Divine Point to increase the duration of the domination effect by 1 minute.
- **Divine Charisma:** Gain a permanent +4 bonus to Charisma. Additionally, once per day, you can spend 3 Divine Points to create an aura of authority in a 20-foot radius around you for 1 minute. Enemies within this aura must succeed on a Will save (DC = 10 + half your character level + your Charisma modifier) at the start of each of their turns or be compelled to follow your verbal commands as if under the effect of a Command spell. Commands given in this manner do not count against your normal action limit for the turn.

MIRACULOUS UNVEILINGS

These abilities can be activated using Divine Points (DP) and are accessible to any Divine character, regardless of their path or ability scores.

2ND LEVEL UNVEILINGS

- **Divine Push (1 DP):** As a standard action, you can use divine energy to shove a creature within 30 feet. The target must succeed at a Fortitude save (DC = 10 + half your character level + your key ability modifier) or be pushed 20 feet away from you and knocked prone if applicable (in environments where being prone is relevant) if the target fails the Fortitude save by 5 or more, they are also staggered for 1 round.
- **Divine Influence (2 DP):** As a standard action, you can manipulate the mind of a creature within 30 feet. The target must succeed at a Will saving throw (DC = 10 + half your character level + your key ability modifier) or move one step in any direction on the NPC attitude chart for 1 minute. This effect ends immediately if you or your allies attack the target.
- **Deflect Energy (2 DP):** As a reaction when you or an ally within 30 feet is hit by a ranged energy attack, you can reduce the damage by 2d10 + your level. If the damage is reduced to 0, you can reflect the attack back at the attacker, using the original attack roll.
- **Divine Speed (1 DP):** As a swift action, you can double your movement speed for 1 round. During this time, you gain a +4 bonus to Acrobatics checks and a +2 bonus to Reflex saves.
- **Divine Sense (2 DP):** As a standard action, you can heighten your senses for 10 minutes. During this time, you gain blindsense (life) with a range of 30 feet and a +4 bonus to Perception checks.
- **Mind Trick (2 DP):** As a standard action, you can create a subtle illusion in the mind of a creature within 30 feet. The target must succeed at a Will save (DC = 10 + half your character level + your key ability modifier) or believe the illusion is real for 1 minute. The illusion can be used to distract, deceive, or mislead the target.

4TH LEVEL UNVEILINGS

- **Divine Leap (3 DP):** Increase your leap distance to 60 feet, and you can make an attack as part of this movement if you land adjacent to an enemy. This ability does not provoke attacks of opportunity and deals an additional 2d6 damage.

- **Telekinetic Pull (3 DP):** As a standard action, you can attempt to pull a creature or object within 90 feet toward you. The target must succeed at a Fortitude saving throw (DC = 10 + half your character level + your key ability modifier) or be pulled 40 feet closer to you. If the target fails the save by 5 or more, they are also restrained for 1 round. If the target is a creature, it must be within your carrying capacity.
- **Divine Barrier (3 DP):** As a standard action, you create a barrier of divine energy around yourself or an ally within 30 feet. The barrier provides a +4 enhancement bonus to AC and resistance 10 to one energy type (acid, cold, electricity, fire, or sonic) for 1 minute.
- **Mind Shield (3 DP):** As a reaction, you can create a mental shield using divine energy, granting you or an ally within 30 feet a +6 bonus to Will saves for 1 minute. This ability also provides immunity to mind-affecting effects for the duration. If you or the affected ally is already under the influence of a mind-affecting effect, that effect ends immediately.
- **Divine Aura (3 DP):** As a standard action, you emit an aura of divine power in a 20-foot radius centered on you. Allies within the aura gain a +2 morale bonus to attack rolls and saving throws. Enemies in the area must succeed at a Will save (DC = 10 + half your character level + your key ability modifier) or be shaken for 1 round.
- **Divine Disarm (3 DP):** As a standard action, you can attempt to disarm a creature within 60 feet using divine energy. The target must succeed at a Reflex save (DC = 12 + half your character level + your key ability modifier) or drop one held item of your choice. If the target fails the save, you can immediately pick up or wield the disarmed item as a free action.

6TH LEVEL UNVEILINGS

- **Divine Grip (4 DP):** As a standard action, you can use divine energy to paralyze a creature within 60 feet. The target must succeed at a Fortitude saving throw (DC = 10 + half your character level + your key ability modifier) or be paralyzed for 2 rounds. If the save is successful, the target is instead staggered for 1d4 rounds. You can maintain the paralysis by spending 1 Divine Point (DP) each round as a swift action, allowing the target to remake the Fortitude save each time.
- **Divine Judgement (4 DP):** As a standard action, you can issue a divine decree against a single enemy within 60 feet. The target must succeed at a Will save (DC = 10 + half your character level + your key ability modifier) or be dazed for 1 round and take a -2 penalty to all attack rolls and saving throws until the end of your next turn. The target also takes 3d6 true damage, which bypasses all resistances and immunities, even if they succeed on their save.

- **Mind Shroud (4 DP):** As a standard action, you can cloak the minds of yourself and your allies within 30 feet. For 1 minute, you and all affected allies gain a +2 bonus to Stealth checks and cannot be tracked by non-magical means. Creatures attempting to detect you must succeed at a Will saving throw (DC = 10 + half your character level + your key ability modifier) or have their Perception checks to locate you and your allies reduced by 4. Additionally, the shroud grants you and your allies a 10% miss chance against attacks for the duration.
- **Divine Whirlwind (4 DP):** As a full action, each adjacent enemy within 10 feet of you must succeed at a Reflex save (DC = 10 + half your character level + your key ability modifier) or be knocked prone and dazed for 1 round. After the saves are resolved, you can make a melee attack against each enemy that failed the save.
- **Divine Weapon (4 DP):** As a swift action, you summon a weapon made of pure divine energy that appears in your hands. This weapon can take the form of any melee weapon with which you are proficient. The weapon lasts for 1 minute and must remain in your hands for the duration. It has the ghost killer property and ignores all damage reduction (DR) and resistances the target may have. Additionally, it gains the bleeding property if it is a slashing weapon, the crushing property if it is a bludgeoning weapon, or the impaling property if it is a piercing weapon.
- **Divine Lock (4 DP):** As a standard action, you can channel divine energy to magically seal a door, chest, or other object within 60 feet. This powerful lock can only be opened with a DC 40 Strength check or by dispelling the magic with a successful caster level check. The seal lasts for 1 hour. Additionally, any creature that attempts to open the sealed object and fails must make a Will save (DC = 10 + half your character level + your key ability modifier). On a failed save, the creature is cursed, suffering disadvantage on all rolls for the next hour. You also know the location of the cursed creature for the duration.
- **Dominate Will (5 DP):** As a standard action, you can cast dominate person on a creature within 60 feet. The target must succeed at a Will save (DC = 10 + half your character level + your key ability modifier) or be under your control for 10 minutes. While under your control, you can command the target as a move action on your turn. If the target breaks free from your control, they are dazed for 1 round.
- **Divine Reflect (5 DP):** As a reaction when you are targeted by a spell or a ranged attack, you can reflect the attack back at the attacker. If the attack is a ranged attack, the reflected attack deals an additional 4d6 true damage, bypassing all resistances and immunities. If the attack is a spell, the attacker must succeed at a Fortitude save (DC = 10 + half your character level + your key ability modifier) or be stunned for 1d4 rounds.
- **Divine Teleport (5 DP):** As a standard action, you can instantly teleport yourself or an ally within 60 feet to a location you can see within 240 feet. You can bring up to 2 additional willing creatures with you, as long as they are within 30 feet of you. This teleportation does not provoke attacks of opportunity and can be used to avoid danger or reposition tactically.
- **Divine Surge (5 DP):** As a swift action, you surge with divine energy, gaining a +4 enhancement bonus to your Strength and Dexterity for 1 minute. During this time, your movement speed increases by 30 feet, and you gain the effects of haste.
- **Divine Confusion (5 DP):** As a standard action, you can use divine energy to confuse all enemies within a 40-foot radius. Each enemy must succeed at a Will save (DC = 10 + half your character level + your key ability modifier) or become confused for 2d4 rounds, treating all creatures as enemies. Additionally, confused enemies take 2d6 true damage each time they attack an ally or themselves.

8TH LEVEL UNVEILINGS

- **Divine Storm (5 DP):** As a full action, you create a storm of divine energy in a 30-foot radius centered on you. All enemies in the area must succeed at a Reflex save (DC = 10 + half your character level + your key ability modifier) or be knocked prone and disarmed of any held items. The storm also deals 4d6 additional energy damage of your choice (fire, cold, electricity, acid, or sonic) to all enemies in the area. On a successful save, enemies remain standing, retain their items, and take half damage.

11TH LEVEL UNVEILINGS

- **Wrath of the Stars (7 DP):** As a full action, you channel cosmic energy into a focused burst against a single target within 60 feet. The target must succeed on a Fortitude save (DC = 10 + half your character level + your key ability modifier) or take 10d6 damage and be staggered for 1 round. On a successful save, the target takes half damage and is fatigued for 1 round.

- **Divine Guardian (7 DP):** As a standard action, you summon a guardian made of divine energy to protect you or an ally within 60 feet. The guardian has an AC of 35, HP equal to twice your Divine level, and resistance 10 to all damage types. It can take attacks meant for its protected target and provides a +4 morale bonus to AC and saving throws to all allies within 20 feet.

The guardian acts immediately after your turn in the initiative order and can move up to 30 feet each round. It can make a special attack as a standard action on its turn, dealing 4d6 force damage to all enemies within 10 feet of it. Additionally, the guardian can make attacks of opportunity using your attack bonus, dealing 2d6 true damage on a hit. The guardian lasts for 1 minute or until destroyed.

- **Stellar Intervention (7 DP):** As swift action, when an ally within 30 feet is about to take damage that would reduce them to 0 HP, you can teleport adjacent to them and absorb the damage in their place. The absorbed damage is reduced by half. You can then spend an additional 4 DP to heal yourself or the ally for 6d8 hit points. Additionally, both you and the ally gain a +4 bonus to AC for 1 round after the intervention.
- **Celestial Purge (7 DP):** As a standard action, you release a wave of purifying energy that removes one harmful condition (such as bleeding, burning, blinded, or fatigued) from yourself and all allies within 60 feet. This ability can only remove conditions with a severity up to what a greater remove condition spell could address. If an ally has multiple conditions, you choose which condition is removed.
- **Chains of the Cosmos (7 DP):** As a full action, you conjure binding chains of stellar energy to restrain an enemy within 60 feet. The target must succeed on a Reflex save (DC = 10 + half your character level + your key ability modifier) or be entangled, silenced, and unable to move for 1 minute. The target can attempt a new save at the end of each turn to break free but suffers 5d6 damage each time they fail.
- **Avatar of the Cosmos (7 DP):** As a swift action, you transform into an avatar of your divine path for 1 minute. While in this form, you gain a +6 enhancement bonus to your key ability score, DR 15/—, and energy resistance 10 to all energy types. You can fly at a speed of 60 feet (perfect maneuverability). Your attacks gain the force descriptor and deal an additional 2d6 damage. Additionally, you emanate a 20-foot aura that grants allies within it a +4 bonus to AC and saving throws. After the transformation ends, you are fatigued for 10 minutes.

- **Annihilating Beam (7 DP):** As a standard action, you fire a concentrated beam of cosmic energy in a 60-foot line. All creatures in the line must succeed on a Reflex save (DC = 10 + half your character level + your key ability modifier) or take 10d6 damage and be knocked prone. The beam ignores all forms of cover (except total cover) and bypasses damage reduction (DR) and energy resistance.

14TH LEVEL UNVEILINGS

- **Stellar Inferno (8 DP):** As a full action, you call down a devastating inferno in a 20-foot radius centered on a point you choose within 60 feet. All enemies in the area must succeed on a Reflex save (DC = 10 + half your character level + your key ability modifier) or take 12d6 fire damage and 12d6 bludgeoning damage.
- **Ascendant Flight (8 DP):** As a standard action, you and up to 6 allies within 30 feet gain the ability to fly at a speed of 120 feet (perfect maneuverability) for 2 hours. Additionally, you and your allies gain the benefits of the life bubble spell for the duration, granting immunity to the effects of zero-gravity environments, extreme temperatures, and radiation.
- **Judgment of the Void (8 DP):** As a standard action, you call down a pillar of cosmic energy on a single target within 60 feet. The target must succeed on a Will save (DC = 10 + half your character level + your key ability modifier) or take 10d6 force damage and be subject to a curse that reduces their attack rolls, saving throws, and skill checks by 4 for 24 hours. If the target fails their save by 5 or more, they are also paralyzed for 1 round. On a successful save, the target takes half damage and is not cursed.
- **Starshield (8 DP):** As a reaction, you create a barrier of cosmic energy around yourself or an ally within 60 feet. This barrier provides total cover for 2 rounds and grants immunity to all damage types for the duration. The protected creature also gains a +4 bonus to saving throws.

Additionally, you may spend 2 Divine Points (DP) to extend the barrier's protection to all allies within a 20-foot radius, providing the same benefits. This extended barrier lasts for 1 round instead of 2 rounds.

- **Meteoric Storm (8 DP):** As a full action, you summon a barrage of cosmic meteors that strike a 30-foot radius centered on a point you choose within 120 feet. All enemies in the area must succeed on a Reflex save (DC = 10 + half your character level + your key ability modifier) or take 14d6 bludgeoning damage and 3d6 fire damage and be knocked prone. The area becomes difficult terrain for 10 minutes, and it becomes obscured, granting concealment to all within it. On a successful save, enemies take half damage and are not knocked prone.

- **Stellar Recall (8 DP):** As swift action, you regain all expended spell slots or spell-like ability uses, and you can refresh one class feature that is normally usable only once per day. Additionally, you regain a number of Resolve Points equal to half your maximum Resolve Points (rounded down). This ability can be used once per day.

16TH LEVEL UNVEILINGS

- **Cosmic Apocalypse (9 DP):** As a full action, you unleash a cataclysmic wave of cosmic energy in a 60-foot radius centered on yourself. All creatures in the area must succeed on a Will save (DC = 10 + half your character level + your key ability modifier) or take 18d6 plasma damage and be stunned for 2d4 rounds. On a successful save, they take half damage and are staggered for 1 round. This effect now bypasses all forms of damage reduction, and energy resistance.
- **Temporal Stasis (9 DP):** As a full action, you create a stasis field around yourself and up to 3 allies within 30 feet. During this effect, time within the field slows, allowing you and your allies to take four turns in rapid succession while enemies remain frozen. During each of these turns, you can perform a full-round action. During this time, you and your allies also gain a +4 bonus to all attack rolls, saving throws, and skill checks. You cannot use this ability again for 24 hours.
- **Resurrection Pulse (9 DP):** As swift action, you release a pulse of revitalizing energy, instantly healing all allies within 60 feet for 15d6 hit points and removing all negative conditions, including resurrecting allies who died within the last 10 minutes. The pulse also grants all allies within range a +4 bonus to AC and saving throws for 1 minute.
- **Cataclysmic Eruption (9 DP):** As a full action, you cause the ground to erupt with cosmic energy, dealing 18d6 damage to all enemies within a 120-foot radius. Survivors must succeed on a Fortitude save (DC = 10 + half your character level + your key ability modifier) or be permanently blinded and deafened unless removed by a wish or miracle spell. On a successful save, they take half damage and are blinded and deafened for 1d4 rounds.
- **Stellar Dominion (9 DP):** As a standard action, you create a domain of cosmic energy in an 80-foot radius area centered on you. All enemies within the area must succeed on a Will save (DC = 10 + half your character level + your key ability modifier) or be affected by dominate person for 1 hour. Dominated creatures obey your commands without question and have disadvantage on all saving throws to resist your commands. Any harmful commands grant them another save to break free from the effect.
- **Ascendant Form (9 DP):** As a full action, you transform into a being of pure cosmic energy for 1d4 rounds. In this form, you gain immunity to all damage types, mind-affecting effects, and critical hits. You can fly at a speed of 120 feet (perfect maneuverability) and pass through solid objects. Your attacks deal an additional 8d6 damage and cause the target to be stunned for 1 round on a failed Reflex save (DC = 10 + half your character level + your key ability modifier). You can also ignore all physical and magical barriers while in this form. After the transformation ends, you are exhausted for 1 hour and cannot use any abilities that require Divine Points until you rest.

PARAGON

At 20th level, you transcend mortal limitations and become the ultimate embodiment of your divine path. Your connection to the divine grants you unmatched abilities that reflect your path's ideals and powers.

PATH OF STRENGTH (DIVINE MIGHT)

- **God of War:** Your physical power is unrivaled. Your melee attacks automatically bypass all forms of damage reduction (DR), energy resistance, and immunity, dealing full damage to any target. Once per day as a standard action, you can activate an Aura of Dominance for 1 minute. While this aura is active, all enemies within 60 feet must succeed at a Will save (DC = 10 + half your character level + your Strength modifier) or be paralyzed for 1 round and then frightened for 1d4 rounds. While in this state, you gain a +4 bonus to attack and damage rolls, and when you score a critical hit, you deal an additional 2d6 damage on top of the critical hit effect.

PATH OF DEXTERITY (DIVINE AGILITY)

- **Master of Blades:** Your speed and precision transcend normal limits. You gain a permanent +2 dodge bonus to AC and are immune to attacks of opportunity. Once per day, you can enter a state of Temporal Supremacy as a standard action, lasting for 1 minute. During this time, you can take two full actions per round, and your movement speed is tripled. Your attacks ignore concealment and total concealment, and any critical hits you score automatically apply the critical hit effect, regardless of the target's immunities.

PATH OF CONSTITUTION (DIVINE RESILIENCE)

- **Eternal Guardian:** Your resilience is unparalleled. You gain immunity to critical hits, poison, disease, death effects, and environmental hazards. Once per day, you can activate an Aegis of the Immortal as a standard action, lasting for 1 minute. While this shield is active, you gain DR 20/—, resistance 30 to all energy types, and regenerate 20 hit points per round. Additionally, you can absorb all damage dealt to any ally within 60 feet as a reaction, redirecting it to yourself. If you are reduced to 0 HP while this ability is active, you immediately regain all lost HP once per day.

PATH OF INTELLIGENCE (DIVINE INSIGHT)

- **Archmage of the Cosmos:** Your understanding of the universe is absolute. You can cast any Technomancer or Mystic spell up to 3rd level as a spell-like ability at will, ignoring spell resistance and requiring no components. Additionally, once per day, you can enter a state of Cosmic Omniscience as a standard action, lasting for 1 minute. While in this state, you are immune to mind-altering effects, can cast any three spells of your choice (up to 6th level) without expending resources, and can alter reality as if using the miracle spell once, without any material cost. After using the miracle spell, you must wait one year before you can cast it again. You also gain a +8 insight bonus to all Intelligence-based skill checks while in this state.

PATH OF WISDOM (DIVINE GUIDANCE)

- **Avatar of the Divine:** Your spiritual power reaches its zenith. You can cast any Mystic spell up to 6th level as a spell-like ability at will, ignoring spell resistance and requiring no components. Once per day, you can activate Divine Ascension as a standard action, lasting for 1 minute. While in this state, you and all allies within 60 feet gain fast healing 20, immunity to all negative conditions and damage types, and a +6 bonus to all saving throws. Enemies within this range must succeed at a Will save (DC = 10 + half your character level + your Wisdom modifier) or be permanently blinded and stunned for 1d4 rounds. Additionally, you can commune directly with higher cosmic entities, receiving clear and direct guidance.

PATH OF CHARISMA (DIVINE INFLUENCE)

- **Supreme Authority:** Your influence over others becomes absolute. You can cast Dominate Monster as a spell-like ability at will, with no saving throw or spell resistance allowed. Additionally, once per day, you can activate Divine Sovereignty as a standard action, lasting for 1 minute. While in this state, you can issue commands to any number of creatures within 120 feet as a free action, compelling them to follow your orders as if under the effects of the geas/quest spell, with no saving throw allowed. Allies within this range are filled with divine inspiration, gaining a +4 morale bonus to all attack rolls, saving throws, and skill checks, while enemies are compelled to obey your commands. You can also rewrite the memories of any creature within this area as if using the modify memory spell, with no saving throw allowed.