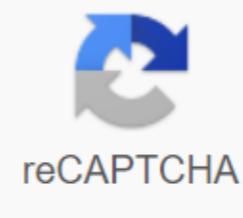




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Cleric feats pathfinder 2e

Whenever I talk to someone about the Second Edition Pathfinder (PF2), it is inevitable that we end up discussing the three-action economy. After all, it is arguably the most drastic change between PF2 and many other d20 systems. But did you know that the concept actually has its roots in the First Edition of The Pathfinder? It's true! Let me direct your attention to page 102 of the Unchained Pathfinder. I'll give you the second to brush the dust and clean the cobwebs. Good? Good. You'll notice that Paizo introduced the idea of doing three acts at your turn, along with any free action. In addition, you get the reaction you can take until you take the next turn. Sounds familiar? Obviously the Second Edition Pathfinder has stepped up the idea and polished it until the system is full, but it's not like its original mention in Unchained is minimal. There are eight pages dedicated to it! At the end of the day, Unchained aims to introduce new mechanics to improve basic games. You can also refer to him as Pathfinder 1.5 Lite. Historical lessons aside, we're back again this week with our Character Concept series. If you missed four other entries in the series, you can find a link to another class at the end of this article. We're in everyone's favorite healbot, Scholars!

Pathfinder 2nd Edition of Cleric Class Kyra, Iconic Scholar 2E is known for their supportive capabilities, i.e. in the form of healing. Always great for Scholars, otherwise you might find yourself at the end of the line when it comes to regaining that precious hit points. Don't just limit Clerics for healing, however, because their domain allows them to have great versatility in casting useful and timely Divine spells. Paizo indirectly did me a big solid in the Second Edition Pathfinder, as they included my all-time class of all time, Warpriest. Although it was inducted into the Scholars class as a difference of doctrine, I was happy to have the option of stepping beyond Cleric's stereotypes and getting some close battles in my life. Having Cloned Clerics and Warpriest Doctrine available from the get-go really helps people open their minds about the role Clerics can fill. Regardless of the Doctrine, Scholars are centered around their Deity. Although each character can choose to be associated with one of the Divine, it is actually a need for Scholars. When building Cleric, your deity option provides an excellent launch point for determining your character. Just like champions, if Scholars perate too far from their Divine path, they are at risk their powers completely. It doesn't have to remain; Scholars can be totally appealed to their god's grace and forgiveness to get their magical prowess back. Keep in mind that when choosing your alignment and spells. CARAVAN ESCORT You have From the glorious sands of Golden Road to the rough terrain of the Five Mountainous Kings, you have guided others and protected them against travel violence. With the perfect sense of direction and uncensored life skills, you are a real asset on the road. Moreover, you may specialize with animals, given the load animals whose services are used in caravans. In addition, you turn to your god to protect your group. As long as everyone gets from Point A to Point B in one piece, you still have a job. Have you ever taken any hobby to get past the current time on the road? Do you usually accompany people or stuff? Who is your employer? Do you do this work voluntarily, or is it a resuscitation to repay the debt? What places have you visited during your journey? Do you usually travel backwards along the same route? Do you take advantage of any downtime between trips? How does your deity fit the big common sense of things? Do you practice their tendency from worry or appreciation? Have you ever been attacked on the road? Have you ever failed an escort mission? What are the most valuable cargo you've transported? Would you rather ride or walk alongside a caravan? Are you good at your job, or are there more opportunities to see the world? Pathmap Doctrine: WarpriestDeity: Desistant Score: Wisdom, StrengthSkills: Mountain Lore, Nature, CommunitySample Spelling: Prohibiting Wards, Guidance, Directions Knowing, Stabilizing, Armor, Make Water (1), Sanctuary (1)Cleric Feats: Domain Startup, Communal Healing (2nd), Better Communal Healing (4th), Cast Down (4th), Cast Down (4th), Cast Down (4th), Cast Down (2nd), Cast Down (2nd), Cast Down (2nd), Cast Down (2nd), Cast Down (4th), Cast Down (2nd), Cast Down (2nd), Cast Down (2nd), Cast Down (2nd), Cast Down (2nd), Cast Down (2nd), Cast Down (2nd), Cast Down (2nd), Cast Down (2nd), Cast Down (6th), Channelled Succor (ke-ke- 8), Heroic Recovery (10th), Domain Focus (12th), Quick Channel (14th), Abadi Grace (16th), Echoing Channel (18th), Metamagic Channel (20th) ADAPTABLE UNDERTAKER People alive and dead. It's a circle of life. Whether they leave the world surrounded by people they love or if they are all alone, your job is to see that they are handed safely into the Pharasma Judgment. You were there until the soul of the deceased had travelled through the Soul River to Boneyard. But on the side of this River, one has to take care of the body preservation and ensure the proper burial ceremony is followed. You are an expert at embalming, although you have been known cremate from time to time. Person pet-everyone is welcome to The Lady of Graves' impassioned judgment. You are careful, caring, and thorough in your actions. You reverse the act of death as a necessary step towards the final reward, and you absorb those who cheat death. How long have you been in this profession? What is the most unclear reason why someone died, from what you had witnessed? Do you assert any special or significant dignity ceremonies as part of your position? Have you worked on the battlefield? Do you have you see the same person twice, as in they have been remanded? What is your trading tool? Do you specialize in any of those from a battle perspective? What do others think of your work? Have you done the assessment? Are you social, or do you save it to yourself? Have you ever found yourself assessing the pleasure of others, especially if you know them in life? Will that make you inter them any different that someone is more righteous or moral? How do you feel you're going to be judged? Have you ever worried about that? Pathmap Doctrine: Cloistered ClericDeity: Reliability Score: Intelligence, ConstitutionSkills: Boneyard Lore, Arcana, MedicineSample Spelling: Cold Touch, Disturbing Undead, Light, Prestidigitation, Read Aura, Ray of Enfeeblement (1st), Poison Detect (1st)Cleric Feats: Holy Castigation, Turn Undead (2nd), Channel Smite (4th), Spelling Mantap (6), Cremate Undead (8th), Castigating Arms (10th), Domain Focus (12th), Swift Banishment (14th), Resurrectionist (16th), Better Swift Banishment (18th), Avatar's Audience (20th) BATTLE ARTIST Everyone who once wanted to tell you is the grip details of Gore's warfare. Blood. Suffering. But you have a much different perspective; in your eyes, battle is a wonderful weavent unfolding with every thrust of the sam. War can be elegantly fed, with poise and precision. Even trained soldiers should be able to appreciate that, even if they are not as dexterous as you. Surrounding your glaive beliefs, you find joy in the darkest annals of the battlefield. You are always balanced, moving intact and differences. Just because you struggle doesn't mean that you can't maintain a respectable appearance. Others respect your perseverance and the way you find beauty in all things, not just war. The battlefield is just where you feel the most at home. Are you from a family that always serves in the military, or are you not associated with a particular faction? Where are you trained in combat? Who teaches you? Are there any important lessons you will always remember? How do you justify your blood with the teachings of your deity, which drives others to promote peace? How would you describe the war as a kind of art? Do you appreciate the incredible skills on the battlefield? What other ways can people earn your respect? Have you ever surrendered or met someone you consider to be the same? Are you narcissistic? What are your main sins? What kind of leadership positions make you most comfortable? Are there any actions available can't you tolerate it? Why did you turn to religion? Have you served in a temple? Who do you collide? What other types of art do you appreciate? Are you an artist using a medium other than the blood of your enemy? What was your first response to the threat? Pathmap Doctrine: WarpriestDeity: ShelynAbility Scores: Durability, CharismaSkills: Warfare Lore, Lore, PerformanceSample Spelling: Daze, Know Directions, Guidance, Sigil, Disturbing Undead, Magic weapon (1), Harm (1st)Cleric Feats: Death Simplicity, Sap Life (2nd), Channel Smite (4th), Divine Weapons (6th), AI Magnification (8th), Addition of War (10th), Joint Additions (12th), Advancement (12th), Advanced Disarming Alignment (14th), Permanent Blessings (16th), Echoing Channel (18th), Avatar Audience (20th) REFRESHING STANDARD-BEARER Rally to me, assembly In your eyes, a moral combination is more important in determining wartime wins than numbers. When your friends are deployed into the military, they all want to swing a large sword. Not you. Since day one you have been cropping your country flag, refresh your brothers by crying your stomach. Even if you are just one person, you know that you can make a difference in other people's lives. This may mean taking back a position that has lost or challenged others to new heights. Either way, your methods work and people are inspired by your efforts. You lead by example and advance your own path. Encouragement is your weapon and when the enemy sees you comes to your standard it strikes fear into their hearts. You are the edge that turns tide. Do you keep your standards in a serious condition or is it marked from use? Are there any instruments that help you in keeping someone else's attention? What's the most memorable battle you've been in? Do you always inspire others? How do you inspire yourself? Do people see you as weak? Are you often underestimated? Is war necessary? Who teaches you the importance of building others instead of tore them? Have you ever used intimidation or leakage to inspire others? Are you well known throughout the military? Are you part of a regional army or a smaller group of travellers? Are you afraid when facing most likely? What do you do to cope with fear, or do you always wear a strong queue? Pathmap Doctrine: WarpriestDeity: GorumAbility Score: Charisma, StrengthSkills: Heraldry Lore, Intimidation, DiplomacySample Spelling: Detecting Magic, Divine Lance, Guidance, Shields, Cold Touch, Bless (1), Spirit Link (1st)Cleric Feats: Starting Domain, Emblazon Interk (2nd), Directed Channel (4th), Selected Energy (6th), Em Energyblazon (8th), Heroic Rehabilitation (10th), Emblazon Antimagia (12th), Swift Banishment (14th), Resurrectionist (16th), Swift Banishment Enhancement (18th), Miracle Maker (20th) HORTICULTURIST METIC from the natural world. After all, we all live in it so we have to take care of it. You are very good at developing everything from beans to bench staples. In fact, if your thumb is greener, you will be part of fey. Maybe there's a wine of truth to it. You are diligent and focused, a method of your approach to everything. It doesn't take much on water, water, you know what plants are craving. You are not a regular scholar, because you tend to spend most of your time away from the traps of civilization. Nature is a blender; it is always there for you, providing shelter and a quiet religion. You are loving, accepting, and careful to prevent others from harming the beauty of nature that we all share. At the same time, you realize the moss, both fig. and literally, and understand that they must be removed again they grab the whole plant. Are you taken in or raised by a group of druids? What's your favorite part? Do you prefer rivers, mountains, forests, or deserts? Do you have a secret to how you can grow things well? Are you more than a hermit or do you thrive as part of the community? Are you in touch with the First World or Fey? What about other natural-minded people like leshy? Do you see the world as a big park? Where do people and industries fit the big-scoring scheme? Do you carry a pair of garden pigs? What do you think of a family tree? Are you an expert in survival techniques? Have you ever lived in a town or have you been born and raised from the ground? If you are so inclined naturally, why don't you become a druid? What aspects of divine miracle or dentistry do you choose this path? Or is the route choosing you? Pathmap Doctrine: ClericDeity cloister: GozrehAbility Score: Intelligence, WisdomSkills: Wilderness Lore, Nature, SurvivalSample Spelling: Prohibits Ward, Light, Prestidigitation, Stabilizing, Shields, Air Bubbles (1), Mending (1st)Cleric Feats: Curing Hands, Versatile Fonts (2nd), Directed Channels (4th), Selective Energy (6th), Succor Channelled (8th), Repayment of War (10th), Joint Additions (12th), Quick Channel (14th), Resurrection (16th), Echoing Channel (18th), Metamagic Channel (20th) Pathfinder 2E Cleric Class - Be Divine! Scholars are not all cut from the same fabric. Sometimes they wear their disrepair right on their sleeve and other times it's finer. No matter what kind of scholar you want to play as, Paizo has you covered in the Second Edition Pathfinder. The best thing about scholars is that they almost always get in demand. You can be that scholar! And when others see your untested passion for class, maybe they'll think twice before playing a frightening axe barbarian for the third time. Mark my words-in-two years you won't be able to find an open scholar's place at a creation festival. GMs will their players for someone to not be a scholar. We are in the midst of a revolution of scholars! I'll be back again next week with the next class in my character concept series. For those of you who follow together at home, it means we're talking about Druids! Be sure to check for other entries series below. Until then, do not do any clerical carpet How to Create a Second Edition Character of a Large Route