

Mage-Priest

The Divine answer to the Wizard.

Alignment: As cleric

Hit Die: d6

Proficiencies: Simple weapons.

Class skills: As a cleric

Class features:

Weapon and Armor proficiency: Proficient with all simple weapons.

Aura (Ex): As Cleric.

Spells:

Is a divine caster, casting spells as a cleric. However, the mage-priest suffers from arcane failure. Domain spells are as cleric, but when the Mage-Priest has two domain spells at a given level those spells must come from different domains.

Spontaneous casting: As cleric.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+0	+0	+0	+2	Innate meta-magic 1	3	1+1								
2	+1	+0	+0	+3	Bonus feat, Arcane spell 0	4	2+1								
3	+1	+1	+1	+3		5	2+1	1+1							
4	+2	+1	+1	+4	Arcane spell 1, Innate meta-magic 2	5	3+1	2+1							
5	+2	+1	+1	+4	Bonus domain	5	3+2	2+1	1+1						
6	+3	+2	+2	+5	Arcane spell 2	6	4+2	3+1	2+1						
7	+3	+2	+2	+5	Bonus feat	6	4+2	3+2	2+1	1+1					
8	+4	+2	+2	+6	Arcane spell 3, Innate meta-magic 3	6	4+2	4+2	3+1	2+1					
9	+4	+3	+3	+6		6	4+2	4+2	3+2	2+1	1+1				
10	+5	+3	+3	+7	Arcane spell 4	6	5+2	4+2	4+2	3+1	2+1				
11	+5	+3	+3	+7	Innate meta-magic 4	6	5+2	4+2	4+2	3+2	2+1	1+1			
12	+6/+1	+4	+4	+8	Arcane spell 5, Bonus feat	6	5+2	5+2	4+2	4+2	3+1	2+1			
13	+6/+1	+4	+4	+8		6	5+2	5+2	4+2	4+2	3+2	2+1	1+1		
14	+7/+2	+4	+4	+9	Arcane spell 6, Innate meta-magic 5	6	5+2	5+2	5+2	4+2	4+2	3+1	2+1		
15	+7/+2	+5	+5	+9	Bonus domain	6	5+2	5+2	5+2	4+2	4+2	3+2	2+1	1+1	
16	+8/+3	+5	+5	+10	Arcane spell 7	6	5+2	5+2	5+2	5+2	4+2	4+2	3+1	2+1	
17	+8/+3	+5	+5	+10	Bonus feat	6	5+2	5+2	5+2	5+2	4+2	4+2	3+2	2+1	1+1
18	+9/+4	+6	+6	+11	Arcane spell 8, Innate meta-magic 6	6	5+2	5+2	5+2	5+2	5+2	4+2	3+2	3+1	2+1
19	+9/+4	+6	+6	+11	Improved meta-magic	6	5+2	5+2	5+2	5+2	5+2	4+2	4+2	3+2	3+1
20	+10/+5	+6	+6	+12	Arcane spell 9, Innate meta-magic 7	6	5+2	5+2	5+2	5+2	5+2	5+2	4+2	4+2	4+1

Bonus feats: At level two and every five levels thereafter a mage-priest gains a bonus feat. These must be meta-magic feats.

Innate meta-magic: abilities allow a caster to improve a memorized spell by adding a meta-magic affect to it on the fly. The mage-priest can add no more than X spell levels to his memorized spells per day, nor may the modified spell have a total spell level greater than one level higher than the highest spell level she can cast.

Arcane spell: Each time this ability is gained the mage-priest may add to their spell list an arcane spell of the level indicated or less. The spell must be one that is available to a sorcerer. All arcane spells so added by a mage-priest must come from no more than two different schools. The spell is cast as a divine spell and requires a divine focus in addition to the components normally needed for the spell.

Bonus domain: The mage-priest acquires an additional domain at 5th level and again at 15th level.

Improved meta-magic: The use of innate meta-magic may now result in a spell up to an effective spell level of 11.