

## REACH SPELL ◆

CLERIC

CONCENTRATE

METAMAGIC

You can extend the reach of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

## CHANNEL SMITE ◆◆

CLERIC

DIVINE

NECROMANCY

**Prerequisites:** Harmful font or Healing font enemy

**Cast:** Expend a *harm* or *heal* spell

You siphon the destructive energies of positive or negative energy through a melee attack into your foe. Make a melee Strike and add the spell's damage to the Strike's damage. This is negative energy if you expended a *harm* spell (CRB 343) or positive energy if you expended a *heal* spell (CRB 343).

The spell is expended with no effect if your Strike fails or hits a creature that isn't damaged by that energy type (such as if you hit a non-undead with a *heal* spell).

## COMMAND UNDEAD ◆

CLERIC

CONCENTRATE

METAMAGIC

**Prerequisites:** Harmful font, evil alignment

You grasp the animating force within an undead creature and bend it to your will. If the next action is to cast *harm* targeting one undead creature, you transform the effects of that *harm* spell. Instead of *harm*'s normal effects, the target becomes controlled by you if its level is equal to or lower than your level -3. It can attempt a Will save to resist being controlled by you. If the target is already under someone else's command, the controlling creature also rolls a saving throw, and the undead uses the better result.

**Critical Success:** The target is unaffected and is temporarily immune for 24 hours.

**Success:** the target is unaffected.

**Failure:** The undead creature becomes a Minion under your control. The spell gains a duration of 1 minute, but is dismissed if the undead is attacked by you or you allies.

## NECROTIC INFUSION ◆

CLERIC

CONCENTRATE

METAMAGIC

**Prerequisites:** Harmful font, evil alignment

You pour negative energy into your undead subject to empower its attacks. If the next action you use is to cast *harm* to restore Hit Points to a single undead, the target then deals an additional 1d6 negative damage with its melee weapons and unarmed attacks until the end of its next turn.

If the *harm* spell was at least 5th level, this damage increases to 2d6, and if the *harm* spell is at least 8th level, the damage increases to 3d6.

## CAST DOWN ↷

CLERIC

CONCENTRATE

METAMAGIC

**Prerequisites:** Harmful font or Healing font

The sheer force of your faith can bring a foe crashing down. If the next action you use is to cast *harm* or *heal* to damage one creature, the target is knocked prone if it takes any damage from the spell. If the target critically fails its saves against the spell, it also takes a -10-foot penalty to its Speed for 1 minute.

## DIVINE WEAPON ◆

CLERIC

**Frequency:** Once per turn

**Trigger:** You finish Casting a Spell using one of your divine spell slots on your turn.

You siphon residual spell energy into a weapon you're wielding. Until the end of your turn, the weapon deals an additional 1d4 force damage. You can instead deal an additional 1d6 damage of an alignment type that matches one of your deity's alignment components. As usual for aligned damage, this can damage only creatures of the opposite alignment.

## ALIGN ARMAMENT ◆◆

CLERIC

DIVINE

EVOCATION

**Prerequisites:** chaotic, evil, good, or lawful deity.

**Frequency:** Once per round.

You bring a weapon into metaphysical concordance with your deity's beliefs. When you select this feat, choose chaotic, evil, good, or lawful. Your choice must match one of your deity's alignment components. This action has the trait corresponding to the chosen alignment component.

When you use this action, you touch a weapon. For 1 round, that weapon deals an additional 1d6 damage of the chosen type to creatures of the opposite alignment. If you Align an Armament again, any previously aligned armament loses its additional damage.

**Special:** You can select this feat a second time, choosing your deity's other alignment component. When you Align an Armament, you can choose either alignment component.

## HEROIC RECOVERY ◆

CLERIC

CONCENTRATE

METAMAGIC

**Prerequisites:** Healing font, good alignment

The restorative power of your healing invigorates the recipient. If the next action you use is to cast *heal* targeting a single living creature and the target regains Hit Points from the spell, it also gains three bonuses until the start of its next turn: a +5-foot status bonus to Speed, a +1 status bonus to attack rolls, and a +1 status bonus to damage rolls.

## DEFENSIVE RECOVERY ↷

CLERIC

CONCENTRATE

METAMAGIC

**Requirements:** Harmful font or Healing font

Your faith provides temporary protection in addition to healing. If the next action you use is to cast *harm* or *heal* on a single target and the target regains Hit Points from the spell, it also gains a +2 status bonus to AC and saving throws for 1 round.

## SWIFT BANISHMENT ➤

CLERIC

**Trigger:** You critically hit a creature that is not on its home plane.

**Requirements:** You have the *banishment* spell prepared.

The force of your blow sends the victim back to its home plane. You extend a *banishment* spell you have prepared, affecting the creature you critically hit without needing to cast the spell. The creature can attempt to resist the spell as normal.

## ECHOING CHANNEL ⬠

CLERIC

CONCENTRATE

METAMAGIC

When you pull forth positive or negative energy, you also create a smaller pocket of that energy. If the next action you use is to cast a 2-action *harm* or *heal* or damage a single creature, choose one additional creature adjacent to either you or the target. Target that creature with a 1-action version of the same spell. This spell is the same level as the 2-action *harm* or *heal* you cast and doesn't cost another spell slot.

## METAMAGIC CHANNEL ⬠

CLERIC

CONCENTRATE

Deep understanding of divine revelations into the nature of vital essence allows you to freely manipulate the effects of your positive or negative energy. Use 1 metamagic action that you can perform that normally takes 1 action and can be applied to *harm* or *heal* spell. If you use it in this way, its effects apply only to a *harm* or *heal* spell.

## CAST A SPELL ⬠, ⬠➤, ⬠➤➤, ⬠, ➤

CLERIC

You cast a spell you have prepared or in your repertoire. Casting A Spell is a special activity with a variable number of actions depending on the specific spell. As soon as the spellcasting actions are complete, the spell effect occurs. In some cases, spells are cast as a reaction or free action instead of an activity.

**Spell Components:** Each spell lists the spell components required to cast it after the action icons or text. If you can't provide the components, you fail to cast the spell. These components are:

- ◆ Material (Manipulate)
- ◆ Somatic (Manipulate)
- ◆ Verbal (Concentrate)
- ◆ Focus (Manipulate)

## SUSTAIN A SPELL ⬠

CLERIC

CONCENTRATE

**Requirements:** You have at least one spell active with a sustained duration, and you are not fatigued.

Choose one spell with a sustained duration you have in effect. The duration of that spell continues until the end of your next turn. Some spells might have a slightly different or expanded effects if you sustain them. Sustaining a spell for more than 100 minutes (100 rounds) ends the spell and makes you fatigued unless the spell lists a different maximum duration (such as "sustained up to 1 minute" or sustained up to 1 hour").

If your Sustain a Spell action is disrupted, the spell immediately ends.

## DISMISS ⬠

CLERIC

MANIPULATE

You end one spell or magic item effect. This must be an effect you are allowed to dismiss, as defined by the spell or item. Dismissal might end the effect entirely or might end it just for a certain target or targets, depending on the spell or item.

## REFOCUS

CLERIC

CONCENTRATE

EXPLORATION

**Requirements:** You have a focus pool, and have spent at least 1 Focus Point since you last regained any Focus Points.

You spend 10 minutes performing deeds to restore your magical connection. This restores 1 Focus point to your focus pool. The deeds you need to perform are specified in the class or ability that gives you your focus spells. These deeds can usually overlap with other tasks that relate to the source of your focus spells. For example, a cleric with focus spells can usually Refocus while tending the wounds of their allies, and a wizard might be able to Refocus while attempting to Identify Magic.