

## D&D 3.5e PRESTIGE CLASS

### PROFANER

Custom Prestige Class by Winterfrost (winterfrost.geo@yahoo.com)  
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Profaners seek the destruction all everything divine – holy and unholy alike – and the awakening of the hidden potential within all living creatures.

By the profaner's reckoning, *true* evil is found among the gods and their followers, even those who profess benevolence. He believes that the constant interference of gods and godlings has prevented the creatures of the world – particularly the intelligent creatures – from achieving their true greatness. The profaner contends that this is an intentional by the gods to hold back the creations which threaten to exceed them.

The clergy are viewed as traitors. Betraying their own kind, the agents of the gods use their power to gain dominance over man through the literal exploitation of their gods' powers for their own gain, or more subtly through simply forwarding their masters' agenda of oppressing the potential of their creations. Often a profaner is driven on his path by painful or traumatic events inflicted upon him by divine powers, or through its agents.

Naturally profaners abhor all divine magic, even those such as healing or protection spells which could assist them. In certain cases, the profaner may find himself in the company of divine spellcasters. The profaner's opposition to the gods goes far beyond mere disdain. To complete his separation, the profaner goes so far as to lock his own soul away in a token object, protecting it from divine manipulation and ensuring it will not fall into divine hands upon his death. In severing all ties with the gods, the profaner becomes introspective, turning within to unlock the hidden potential within all living beings.

Profaners have no issue with arcane magic or arcane spellcasters, viewing it as a rare example of the unleashed potential of sentients. They are able to cast arcane spells and use magic items imbued with arcane magic without issue.

The profaner may follow any number of personal philosophies, though their desire to destroy all divinity – even those which are perceived by others as *good* – means they tend toward neutrality. Though a profaner may selectively eliminate those gods which he believes to be "more" evil first, he will ultimately seek to destroy all things divine. While he will try to avoid the company of any divine spellcasters, the profaner may occasionally tolerate them if it will help him to achieve the destruction of a greater divine influence or one which takes priority according to his philosophy.

**Hit Die:** d10

#### REQUIREMENTS

To qualify to become a profaner, a character must fulfill all the following requirements:

**Race:** Any

**Feats:** Iron Will

**Base Save Bonus:** Fortitude +5, Will +5

**Base Attack Bonus:** +10

**Spellcasting:** Cannot have any ability to cast Divine spells.

#### CLASS SKILLS

The profaner's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Gather Information (Cha), Heal (Wis), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier

#### CLASS FEATURES

All of the following are class features of the profaner prestige class.

**Weapon and Armor Proficiency:** Profaners gain no proficiency with any weapon or armor.

**Divine Abhorrence:** Profaners abhor all things Divine. They will not willingly use any Divine magic – neither spells nor magical items. Being forced to use some form of Divine magic (*e.g.* while under the effects of a *charm person*, *dominate*, or similar effect) results in the Profaner losing all class abilities for a 24 hour period. Should the character ever attain a level in a divine spellcasting class or pursues a path which does not adhere to this class' plan of divine elimination, he will instantly and permanently lose all abilities associated with the class.

**Retracted Soul (Su):** When becoming a Profaner, the character empowers a token object with the essence of his soul to prevent it from falling into divine hands upon his death. As a result of this the Profaner cannot be *raised* or *resurrected* by divine means. The act of empowerment requires a minimum of one full day of concentration and has a permanent cost of 1 hp. Due to the heavy toll on the fragile spirit, Profaners can change tokens at most once per year, each time at a permanent cost of 1 hp.

The *soul token* can be any non-living object of the Profaner's choice. It must remain within 10 feet of the character at all times. Each day the character and *token* are separated by more than 10 feet, the character loses one point from all abilities. If any ability reaches zero, the character is dead. When reunited with his token, the character regains ability points at one point per ability per day.

If the *token* falls into the possession of another creature, that creature is able to control the Profaner as if through use of a *domination* spell. The possessing creature must understand the nature of the *token* to use this ability. There is no saving throw.

Any damage inflicted upon the *token* causes an equal permanent hp loss on the character until the token repaired. If the token is destroyed, the character is instantly killed.

While the *token* is intact, the Profaner cannot be killed except by complete destruction of his body (*e.g.* burning in fire, acid, or *disintegration*). Damage still affects the character normally -- he is rendered incapacitated at 0 hp and enters a state of suspended animation at -10 hp making him "effectively" dead. All damage done to the character must be tracked, even if this exceeds -10 hp. Any damage which reduced the Profaner below -10 hp can only be healed either through the character's Fast Healing ability or healing spells (which exceed the characters Divine Resistance), but not by means of the healing skill or through normal "rest" (as the character's body is, in a sense, dead). If killed through one of the above means, the character can only be restored with a "*wish*."

**Divine Resistance (Ex):** Profaners receive a SR 16 vs. Divine spells only beginning at level 1 and improving by +1 per level. This SR applies even to "friendly" spells (*e.g.* healing and resistance spells). Though it conflicts with his agenda, a Profaner may accept friendly Divine spells in the interest of eliminating greater divine interference, but in these cases the caster must still beat the Profaner's SR.

**Fast Healing (Ex):** A Profaner unlocks improved healing power within his body enabling him to heal at an improved rate. At level one the Profaner heals at 1 hp per hour in addition to any other healing through regular rest, magical means, etc. This healing rate Improves by 1 hp per hour every 3 levels.

**Unleashed Potential (Ex):** At 2<sup>nd</sup> level and every 2 levels following, the Profaner receives a bonus of +1 to any ability as they tap into the full potential of their physical bodies.

**Dispel Divine (Sp):** Beginning at 3<sup>rd</sup> level, a Profaner can dispel Divine magic as if they had cast a *dispel magic* spell -- either Targeted Dispel or Area Dispel. For the dispel check the character's caster level is equal to the Profaner class level +10. The Profaner is allowed one additional dispel action per day every 4 levels.

**Antidivinity Field (Sp):** At 8th level, once per day, the character can create a field as antimagic field except only affects divine spells and abilities (spell-like and supernatural). Unlike antimagic field, this field will affect gods and divine-based artifacts (arcane-based artifacts are unaffected), however they receive a saving throw vs. the effect and SR applies as normal.

#### Profaner

Level	BAB	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+0	+2	Divine Abhorrence, Retracted Soul, Fast Healing 1/hr., Divine Resistance SR 16
2 <sup>nd</sup>	+2	+3	+0	+3	Unleashed Potential +1, Divine Resistance SR 17
3 <sup>rd</sup>	+3	+3	+1	+3	Dispel Divine (1/day), Divine Resistance SR 18
4 <sup>th</sup>	+4	+4	+1	+4	Unleashed Potential +1, Divine Resistance SR 19
5 <sup>th</sup>	+5	+4	+1	+4	Fast Healing 2/hr., Divine Resistance SR 20
6 <sup>th</sup>	+6	+5	+2	+5	Unleashed Potential +1, Divine Resistance SR 21
7 <sup>th</sup>	+7	+5	+2	+5	Dispel Divine (2/day), Divine Resistance SR 22
8 <sup>th</sup>	+8	+6	+2	+6	Unleashed Potential +1, Divine Resistance SR 23
9 <sup>th</sup>	+9	+6	+3	+6	Fast Healing 3/hr., Divine Resistance SR 24
10 <sup>th</sup>	+10	+7	+3	+7	Antidivinity Field, Divine Resistance SR 25