

Makai Priest Progression

Makai Priest class

Alignment: Any Good

Hit Die: d6

Starting Wealth: 3d6x10 gp

Class skills Acrobatics, Climb, Craft, Diplomacy, Fly, Handle Animal, Heal, Knowledge(religion), Knowledge(arcana), Knowledge(nature), Knowledge(planes), Perception, Profession, Sense Motive, Spellcraft, Use Magic Device

Skill Points per level: 6 + Int Modifier

Weapon and Armor Proficiency: Light armor, All simple weapons

Level	BAB	Fort Save	Ref Save	Will Save	Special	Unarmed Damage
1st	0	0	2	2	Unarmed Combat, Cantrips, Talismans, Brush	d6
2nd	1	0	3	3	Bonus Metamagic Feat, Monk weapon	d6
3rd	2	1	3	3	Brew Potion	d6
4th	3	1	4	4	Bonus Metamagic Feat	d6
5th	3	1	4	4	Craft Wand	d6
6th	4	2	5	5	Bonus Metamagic Feat	d8
7th	5	2	5	5	Forge Ring	d8
8th	6/1	2	6	6	Bonus Metamagic Feat	d8
9th	6/1	3	6	6	Craft Rod	d8
10th	7/2	3	7	7	Bonus Metamagic Feat	d8
11th	8/3	3	7	7	Improvised Weapon Mastery	d10
12th	9/4	4	8	8	Bonus Metamagic Feat	d10
13th	9/4	4	8	8	Craft Arms and Armor	d10
14th	10/5	4	9	9	Bonus Metamagic Feat	d10
15th	11/6/1	5	9	9	Inscribe Magical Tattoo	d10
16th	12/7/2	5	10	10	Bonus Metamagic Feat	2d6
17th	12/7/2	5	10	10	Craft Construct	2d6
18th	13/8/3	6	11	11	Bonus Metamagic Feat	2d6
19th	14/9/4	6	11	11	Eidolan	2d6
20th	15/10/5	6	12	12	Bonus Metamagic Feat	2d6

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Spells per Day										
Level	0th	1st	2nd	3rd	4th	5th	6th	7th*	8th*	9th*
1st	3	1	—	—	—	—	—	—	—	—
2nd	4	2	—	—	—	—	—	—	—	—
3rd	4	2	1	—	—	—	—	—	—	—
4th	4	3	2	—	—	—	—	—	—	—
5th	4	3	2	1	—	—	—	—	—	—
6th	4	3	3	2	—	—	—	—	—	—
7th	4	4	3	2	1	—	—	—	—	—
8th	4	4	3	3	2	—	—	—	—	—
9th	4	4	4	3	2	1	—	—	—	—
10th	4	4	4	3	3	2	—	—	—	—
11th	4	4	4	4	3	2	1	—	—	—
12th	4	4	4	4	3	3	2	—	—	—
13th	4	4	4	4	4	3	2	1	—	—
14th	4	4	4	4	4	3	3	2	—	—
15th	4	4	4	4	4	4	3	2	1	—
16th	4	4	4	4	4	4	3	3	2	—
17th	4	4	4	4	4	4	4	3	2	1
18th	4	4	4	4	4	4	4	3	3	2
19th	4	4	4	4	4	4	4	4	3	3
20th	4	4	4	4	4	4	4	4	4	4

Unarmed Combat

All Makai Priests are trained in the art of unarmed combat. This grants them the Improved Unarmed Strike feat, as well as a scaling bonus to their unarmed damage.

Spells

Makai Priests cast arcane spells drawn from the Witch's spell list, with one slight modification. They may not learn any spell of spell level 7 or above. They may still use metamagic feats however to increase spell's level to use spell slots of level 7 and above.

A Makai Priest's spells are prepared ahead of time, and they may cast a number of spells per day equal to the table above. They may gain bonus spells per day based on their Charisma score.

The DC to save against any effects of a Makai Priest's spell is 10 + adjusted spell level(including metamagic) + Charisma modifier.

A Makai Priest may know any number of spells, but cannot learn them from spell scrolls. Instead, she must learn them directly from someone who knows the spell. To prepare her spells, she must spend 8 resting, then one hour of ritual exercise and meditation with her brush.

Cantrips

Any prepared 0th level spells are not expended when cast, and may be used an unlimited number of times a day.

Brush

All Makai Priests have a brush created from the pelt of a Celestial beast as their focus for spellcasting. This brush replaces any trivial material components for any spells cast, but any material component cost over 100gp must be provided. If the brush is lost, a replacement must be found or created. The market cost for a Makai brush if bought directly is 1000gp. Due to its construction, it cannot be sundered.

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The brush, while typically the size and shape of a wand, can also be created as part of other larger objects, such as a lute or staff, but the object in question must be mostly wooden for the magic to work, and capable of being wielded in one or both hands. As an added benefit, a makai priest can attempt to use the brush to cast a spell not memorized - doing so requires a Spellcraft check against a DC of 15 + the caster's level, and consumes a spell slot of the appropriate level regardless of success.

Talismans

Makai Priest magic is created and channeled via runes and symbols. A Makai Priest can prepare talismans of their spells, which operate similar to a spell scroll, with a few differences.

First, a talisman can only be prepared for a spell if it has a range of touch. If it has range of self, or any range at all, it cannot be placed on a talisman, with one exception: Any spell with Dispel Magic in the r may be placed on a talisman.

To use a talisman, the priest must make a melee touch attack to place it on the creature or object. Once placed, the priest make use a swift action to use any or all palced talismans and activate their spells. the talisman is not used in the same round, the subject that the talisman was placed on may make a move action to remove a single talisman. Removed talismans may be destroyed by a standard action, but requires either a magical weapon or a strength of 18 or higher. Talismans do not count against a priest's prepared spells, and they may have a number of spell levels equal to double their level prepared at a given time. Priests may not create a talisman of a spell they do not know. Talismans may be placed by people other than the creator of the talisman, but only the creator of them can activate them.

Bonus Metamagic Feats

At every even level, the makai priest may choose a new metamagic feat and learn it as a bonus feat. All standard prerequisites apply.

Bonus Crafting Feats

Makai priests gain bonus crafting feats at specific levels, as detailed in the table above.

Monk Weapon

A priest may choose any single weapon usable by a monk with flurry of blows. They gain proficiency with this specific weapon, and this cannot be changed later.

In addition, they become proficient in improvised weapons, taking no penalties when using any improvised weapon.

Improvised Weapon Mastery

As per the combat feat.

Eidolan

The priest gains an Eidolan, using their priest level as their effective summoner level. This Eidolan can only be summoned by the Summon Eidolan spell, which is added to their spell list.