

Celestial

+2 WIS	MEDIUM
[Resistance] to [Fire] [Outsider] type (does not age) Darkvision	
BONUS FEATS (choose one)	The Sun Grows Dim Lightbender Adept Summon Mote

8 HP/LEVEL	6 SKILLS
WIS KOM	STR KDM

Level	BAB	Fort	Ref	Will	Celestial
1	+1	2	0	2	Divine Radiance
2	+2	3	1	3	
3	+3	4	1	4	Sway the Heavens
4	+4	4	2	4	
5	+5	5	2	5	
6	+6	6	3	6	Path to Glory
7	+7	6	3	6	
8	+8	7	4	7	
9	+9	8	4	8	Benediction
10	+10	8	5	8	
11	+11	9	5	9	
12	+12	10	6	10	Harmonious Scales
13	+13	10	6	10	
14	+14	11	7	11	
15	+15	12	7	12	Righteous Wrath
16	+16	12	8	12	
17	+17	13	8	13	
18	+18	14	9	14	Divine Mercy
19	+19	14	9	14	
20	+20	15	10	15	

Celestials are graceful beings with ancestry that can be traced back to some sort of higher power. However, not all celestials are benevolent. Some celestials are all too keen to bring down judgment upon any they see as a threat to their cause, whatever that may be.

If there are multiple options under any circle, you must choose between the options when you gain the circle. This choice is permanent absent a forgiving GM.

1st Circle – Divine Radiance^{SU}: At will, as a free action, you may emit a light centered around you that extends out to [Close] range. This light causes opponents in it to lose [Cover] and be [Revealed], and lasts until you choose to end it as a swift action. Any opponent who leaves the light is [Revealed] for one [Round] and cannot benefit from [Cover] for one [Round]. As a swift action, you may increase the light's brightness momentarily, leaving all opponents within [Close] range [Dazzled] for 5 [Rounds]. A successful Fortitude save (DC 10 + ½ your level + your Wisdom modifier) reduces the duration of the [Dazzled] condition to 1 [Round].

2nd Circle – Sway the Heavens^{EX}: Once per [Round], when you hit an opponent that has been [Revealed] by your Divine Radiance, you may choose to awe that opponent with your majestic form. Doing so does not require any action. If you do, that opponent is unable to make Attacks of Opportunity for one [Round]. You may use this ability an additional time per [Round] for every circle of Celestial you possess above 2nd.

3rd Circle – Path to Glory: Pick one of the following abilities:

Angelic Wings^{EX}: You gain a pair of wings and flight speed 60 ft. If you already have a flight speed, add 30 ft to your existing flight speed.

Prophetic Visions^{SU}: Brief glimpses into the future offer you keen insight into battle. Once per [Round], as a swift action, you may gain a +3 bonus to attack rolls or Armor Class until the beginning of your next turn.

4th Circle – Benediction: Pick one of the following abilities:

Strength of Faith^{SU}: Twice per [Encounter], as an immediate action, you may replace the Armor Class or one saving throw of an ally within the range of your Divine Radiance with your own until the end of your turn.

Aura of Vitality^{SU}: You gain immunity to the [Blinded] condition. In addition, twice per [Encounter], as a swift action, you may grant all allies within the range of your Divine Radiance 2 temporary hit points per level you possess.

5th Circle – Harmonious Scales: Pick one of the following abilities:

Purifying Flame^{SLA}: Twice per [Encounter], as a standard action, you may use *sunburst*, as the spell. The DC to resist it is (10 + ½ your level + your Wisdom modifier).

Cleansing Light^{SLA}: Twice per [Encounter], as a standard action, you may use *heal*, as the spell. The DC to resist it is (10 + ½ your level + your Wisdom modifier).

6th Circle – Righteous Wrath: Pick one of the following abilities:

Strike Senseless^{SLA}: The first time you hit an opponent each round, that opponent must make a Fortitude save (DC 10 + ½ your level + your Wisdom modifier) or be [Blinded] and [Deafened] for 1 [Round].

That Hideous Strength^{EX}: Once per [Round], when you make an attack, you may force all enemies within the area of your Divine Radiance to make a Will save (DC 10 + ½ your level + your Wisdom modifier) or be [Battered] for 2 [Rounds].

7th Circle – Divine Mercy^{SU}: Once per [Encounter], as an immediate action, you can choose to take no damage from a single attack. This includes any spell, spell-like, or supernatural ability. If the attack affects an area, it affects anything else in the area that it normally would. If the attack has lasting effects, such as an area-effect spell that does damage over time, you can only avert a single [Round]’s worth of damage.