

# Kismet's Cleric Domains

## Body Domain

**Granted Powers:** By controlling your body, you control the universe.

**Will of the Body:** Add Acrobatics, Climb, Escape Artist, and Swim to your list of cleric class skills (or Acrobatics in Pathfinder).

**[Pathfinder option] Strength of Body (Su):** At 8th level, you can add your cleric level as an enhancement bonus to your Strength, Dexterity, or Constitution score for a number of rounds per day equal to your cleric level. You must choose one for the day. These rounds do not need to be consecutive.

1. Enlarge person
2. Alter self
3. Rage
4. Elemental body I
5. Polymorph
6. Transformation
7. Polymorph, greater
8. Iron body
9. Shapechange

## Hearth Domain

**Granted Powers:** Home is where the heart is, and the strongest homes yield the strongest hearts.

*Sanctuary (Sp):* You can use the Sanctuary spell up to three times per day without taxing your normal allotment of spells.

**[Pathfinder option] Home Sweet Home:** At 4th level, you inherit a building worth up to 1,000 gp – even if you don't know the person willing it to you and vice versa. Selling it or renting it outright will offend the deity who gave it to you, resulting in a loss of powers until an Atonement is cast.

1. Healthful rest
2. Alarm, greater
3. Tiny hut
4. Safety
5. Zone of respite
6. Heroes' feast
7. Magnificent mansion
8. Screen
9. Instant refuge

Arranged by Patricia Willenborg

For updates, see <http://www.kismetrose.com/dnd/DandDIndex.html>  
Spells referenced can be found in the SRD and/or the Spell Compendium

## Narcissism Domain

**Granted Powers:** Knowing you are the best can provide a weapon to use against those who don't believe in your worth.

**Turn Charm and Fear (Su):** Charm and fear effects become unstable when they come into contact with you. Whenever you are targeted with such an effect, roll percentile dice to determine the outcome. This ability does not work on area effects and can only be used a number of times per day equal to 3 + your Wisdom modifier.

01-24 The effect goes forward without impediment

25-49 The effect fails

50-74 The effect rebounds upon the originator

75-100 The effect affects the target and the caster equally at full effect

**[Pathfinder option] Immunity to charm and fear (Su):** At 8th level, you become immune to charm and fear and your chances to turn such effects change: on a roll of 01 – 50, the effect fails, but on a roll of 51 – 100, the effect rebounds upon the originator.

1. Serene visage
2. Delusions of grandeur
3. Mesmerizing glare
4. Backlash
5. Dominate person
6. Reflective disguise, mass
7. Solipsism
8. Demand
9. Dominate monster

## Negation Domain

**Granted Powers:** Cutting off the enemy's momentum ends conflicts quickly.

**Denied (Su):** Once per day, you can force an opponent that has successfully made an attack roll against you to reroll their attack with a -10 penalty. This penalty only applies against a single attack.

**Forbidden (Su):** At 8th level, the cleric can use Denied an extra time per day.

1. Sanctuary
2. Protection from arrows
3. Dispel magic
4. Globe of invulnerability
5. Interposing hand
6. Repulsion
7. Sequester
8. Mind blank
9. Time stop