Hand of Radiance

The Hand of Radiance is an elite military/political group located within the Kingdom of Castros. Often spoken of in hushed tones and written off by most as insane or too powerful for the king to control, they have been known to persuade large bands of villagers or to spontaneously hire mercenaries to "crusade" across the land simply in search of wrongs to be righted. The base of operations for the group is the Hands Keep outside of the walls of the sprawling city of Fain, a chapter house has been designed for construction in Bourne, the nations capital. The Hand, as the organization is often called, was inspired into creation due to the preachings of one fanatical cleric named Coop Dawnbringer, a disciple of Radiance. A relatively young organization, they are nonetheless quite active in the world around them. And although the influence of the Hand seems constrained to Castros, plans of chapter houses across Tharstelding are being carried out.

Hit Die: d8

Requirements: To qualify to be a Hand of Radiance a character must Fulfill all the following criteria.
Alignment: LG or LN
Skills: Perform (oratory) 4 ranks, Diplomacy 5 ranks.
Base Save: Will + 4
Special: Must be inducted into the order by an existing Hand of Radiance which involves a ceremony at the Hands Keep.

Class Skills: The Hand of Radiance's class skills (and the key ability for each skill) are, Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Perform (oratory) (Cha), Ride (Dex) and Sense Motive (Wis).

Skill Points at Each Level: 2+ Int Modifier.

The Hand of Radiance

Level	Base Attack	Fort	Ref	Will	Special	Spells per Day
1	+ 0	+ 2	+ 0	+ 2	1st Favored Weapon	+1 level of divine class
2	+ 1	+ 3	+ 0	+ 3	For the Order!	+1 level of divine class
3	+ 2	+ 3	+ 1	+ 3	Mettle	+1 level of divine class
4	+ 3	+ 4	+ 1	+ 4	Voice of the People+2	+1 level of divine class
5	+ 3	+ 4	+ 1	+ 4	2nd Favored Weapon	+1 level of divine class
6	+ 4	+ 5	+ 2	+ 5	Discounted Mercs	+1 level of divine class
7	+ 5	+ 5	+ 2	+ 5		+1 level of divine class
8	+ 6	+ 6	+ 2	+ 6	Voice of the People+4	+1 level of divine class
9	+ 6	+ 6	+ 3	+ 6	Pitchforks and Torches	+1 level of divine class
10	+ 7	+ 7	+ 3	+ 7	3rd Favored Weapon	+1 level of divine class

Class Features

Weapon and Armor Proficiency: Hands of Radiance gain no weapon or armor proficiencies.

Spells per Day / Spells Known: When a Hand of Radiance level is gained, the character gains new spells per day (and spells known if applicable) as if he had also gained a level in a divine spellcasting class to which he belonged to before adding the Hand of Radiance level. He does not, however, gain any other benefit a character of that class would have gained. If the character had more than one divine spellcasting class before becoming a Hand of Radiance. He must decide to which class he will add each Hand of Radiance level for the purpose of determining spells per day and spells known.

Favored Weapon (Ex): At first level, a Hand of Radiance may choose a specific weapon that he is proficient with. Due to his training and persistence he has learned to use this weapon to greater advantage. Against Chaotic foes the chosen weapon confers a + 2 sacred bonus on attack and damage rolls. The extra damage only applies to damage against Chaotic creatures. At 5th level and again at 10th level the Hand of Radiance may select an additional weapon he is proficient with to obtain the above mentioned benefits. In addition, at each new favored weapon selection the Hand of Radiance may select any one favored weapon (including the one he has just selected) to be increased by an additional + 2. In addition at 5th level any favored weapon a Hand of Radiance wields is treated as Lawful aligned for the purpose of overcoming damage reduction and regeneration of Chaotic creatures. At 10th level any favored weapon the Hand of Radiance holds is considered silver for the purpose of overcoming damage reduction and regeneration of evil creatures.

For the Order! (Su): At 2nd level the Hand of Radiance begins to feel the blessing of Radiance. Once per day he may apply his Hand of Radiance level to any one attack, save or skill check. He must announce this before the die is rolled.

Mettle (Su): At 3rd level a Hand of Radiance has gained a level of mental and physical nirvana that is unrivaled by all but the most pious. If a Hand of Radiance makes a successful Will or Fortitude saving throw that would normally reduce a spell's effect, he suffers no effect from the spell at all. Only those spells with a saving throw entry of "Will Partial", "Fortitude Half" or similar entries can be negated by this ability.

Voice of People (Ex): At 4th level whenever the Hand of Radiance speaks to a crowd of 20 or more, they may apply a +2 bonus to any diplomacy or perform (oratory) check that they make. This bonus increases to +4 at 8th level.

Discounted Mercs (Ex): By 6th level the Hand of Radiance has had extensive experience in dealing with sellswords, as a result if the Hand of Radiance has at least 10 ranks in diplomacy, they may purchase the service of NPC mercenaries at 10% less then the mercenary would originally ask for.

Bonus Feat (Ex): At 7th level the Hand of Radiance may select a bonus metamagic or combat feat that they meet the prerequisites for.

Pitchforks and Torches (Ex): At 9th level the Hand of Radiance has the ability to sway the common people into a fever pitch, if allowed to speak to a crowd of at least 20 people for one hour they can make a special perform oratory check against a DC of 20 to increase the attitude of someone in the crowd to helpful. This only works if the initial attitude of the listener is indifferent or better. For every 5 points by which the Hand of Radiance beats the DC, another listeners attitude changes to helpful.