

Oath of Labor

A simple blacksmith raises his hammer above the glowing-hot steel. It strikes once. Twice. He lifts it a third, and holds it in his grasp as he studies the steel. As if in anticipation, the hammer begins to quake with holy force and he brings it down again and again, his divine strength aiding his work.

A half-elf clad in common clothes watches her friend prepare alchemical mixtures, combining the contents of distilled vials into one another before letting loose a shriek as the concoction erupts before her. Looking on the failed works of her friend, the half-elf pats her back with a smile. "It is alright", she speaks, "try once more, sister. Your work is of the utmost importance."

Servants of gods who revere wealth, paladins that swear the Oath of Labor promote fair trade, stable commerce and industriousness of all kinds.

Class Skills: The paladin adds [Appraise](#), [Knowledge](#) (local), [Perception](#), and [Use Magic Device](#) to her list of class skills. She gains a number of skill ranks equal to 4 + her [Intelligence](#) modifier at each level, instead of a number of skill ranks equal to 2 + her [Intelligence](#) modifier.

This alters the [paladin's](#) class skills and skill ranks per level.

Blessing of Prosperity (Su)

A paladin that swears an oath of labor is a patron of wealth and seeks to even the playing field for those who have unfair economic disadvantages. By expending a use of [lay on hands](#), the paladin can instead grant a blessing to herself or a creature touched as a standard action. A blessing of prosperity lasts up to 1 hour, though the paladin who bestowed it can end a blessing's benefits early (whether it affects her or another creature) as a free action. A character who has benefited from a blessing of prosperity cannot benefit from such a blessing again for 24 hours.

When using this ability, the paladin chooses one of two blessings:

- The target gains a +4 [sacred bonus](#) on [Craft](#), [Perform](#), and [Profession](#) checks. The target gains a +4 [sacred bonus](#) on [Appraise](#) and [Sense Motive](#) checks.

This replaces the mercy gained at 3rd level.

Worker's Harmony (Su)

When a paladin reaches 4th level, she gains the supernatural ability to aid or hamper others in commerce. She will aid commerce in places where work ethics align with hers, but can hamper commerce if they do not. Using this ability consumes two uses of her lay on hands ability and is a form of [variant channeling](#).

Creatures gain a [channel bonus](#) on one roll ([attack roll](#), [CMB](#) check, [saving throw](#), or skill check) made before the end of your next turn. When used to aid or hamper Craft, Profession or Perform checks, the bonus or malus lasts for an hour, acting as a blessing or blight on the workplace instead of the workers. A paladin uses her level as her effective cleric level when channeling positive energy. This is a [Charisma](#)-based ability.

This alters Channel Positive Energy.