

Aeon Guardian

Aeon guardians worship the Mana Goddess, Minerva. In her neutrality and control over life-cycles, aeon guardians help people to move onto their next life as well as aid those who still have time within their life. Controlling the ebb and flow of both health and magic, aeon guardians can also keep their allies in top shape.

The aeon guardian is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the aeon guardian receives the Limit Breaks (Death's Refusal and Minerva's Life Cycle).

Death's Refusal (Su): This Limit Break allows the aeon guardian to refuse to fall in combat. For a duration of 1 round + 1 round per four cleric levels after 1st, the aeon guardian cannot fall below 1 hit point. In addition, she becomes immune to stuns, critical hits, death effects, poison, disease, and bleeding for the duration. This limit break requires only a swift action.

Minerva's Life Cycle (Su): This Limit Break allows the aeon guardian to steal the life-force of beings and gift it onto her allies. All enemies within 30 feet take 1d4 damage per cleric level, a successful Fortitude save (DC 10 + half of the cleric's level + her Charisma modifier) halves the damage. Any ally within 30 feet of the aeon guardian may be gifted this damage as health. This ability can take health from undead enemies and heal undead allies.

Spells: An aeon guardian casts white magic spells which are drawn from the white mage spell list. An aeon guardian begins play with 3 1st level white mage spells of her choice. The aeon guardian also selects a number of additional 1st-level spells equal to her Wisdom modifier to add to her list of spells. Each time a character attains a new cleric level, she gains two spells of her choice to add to her list of spells. The two free spells must be of spell levels she can cast. Like most mages, an aeon guardian can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a white magic spell, the aeon guardian must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against an aeon guardian's spell is 10 + the spell level + her Wisdom modifier. In addition, an aeon guardian gains additional MP for having a high attribute (Wisdom).

Class Skills: An aeon guardian adds Knowledge (Nature) to her list of class skills. In addition, she gains a bonus on Heal skill checks equal to half her cleric level.

Favored Weapon: An aeon guardian adds either power rods or power staves to her list of weapon proficiencies.

Domains: An aeon guardian gains access to two of the following domains: Animal, Earth, Healing, Magic, Repose.

Deity Abilities: An aeon guardian gains the following abilities from her deity as she increases in level.

Minerva's Teachings (Su): At 1st level, the aeon guardian gains a +2 bonus on all Heal and Survival checks. They reduce uses of kits while using the Heal skill by 1 (minimum 0). This ability stacks with the Self-Sufficient feat.

Extended Lifeline (Su): An aeon guardian of 3rd level or higher can treat provide long-term care to 12 patients at a time, deadly wounds twice per patient, and can treat themselves through use of the Heal skill. They may also heal a single target for 1d4 per cleric level as a full-round action, this can be done a number of times per day equal to 3 + her Charisma modifier.

Widened Channel (Su): An aeon guardian of 6th level or higher may extend the radius of their channel energy ability by 30 feet. This ability may be used a number of times per day equal to her Charisma modifier.

Expert Healer (Ex): An aeon guardian of 9th level or higher adds her Charisma modifier and her cleric level to her Extended Lifeline ability.

Degradation Delay (Su): An aeon guardian of 12th level or higher can expend one use of her channel energy ability to attempt to remove a status effect, poison, or disease on a target, using their own save in place of the target's saving throw. If the save is failed, the effect is instead delayed for a number of rounds equal to the aeon guardian's Charisma modifier. The effect is counted as dispelled for the duration of the delay, but will continue after the delay has ended.

Channel Life-Force (Su): An aeon guardian of 15th level or higher can expend one use of her channel energy ability to inflict bleeding on all enemies within 30 feet, unless they make a successful Fortitude save (DC 10 + half of the cleric's level + her Charisma modifier). For every bleeding target, the aeon guardian may give Fast Healing equal to her Charisma modifier to one ally within 30 feet, this effect lasts until the enemies remove the bleed effect or are killed.

Nepotistic Reincarnation (Su): As a full-round action, an aeon guardian of 18th level or higher can expend three uses of her channel energy ability to heal a dead target within 30 feet as if by their normal channel energy ability, bringing them back to life with health equal to the amount healed. The target can be dead up to 3 hours.

Minerva's Renewal (Su): At 20th level, an aeon guardian has mastered life and death. Once per day, whenever an aeon guardian is killed, she resurrects a round later as if affected by a *full-life* spell. In addition, she gains the outsider subtype, ceases aging (though any aging effects already accrued remain in place) and becomes immune to energy drain and death effects, though she can still be killed by other means.