



"An ancient weapon imbued with a sacred power."

Table: Alexander	
Class Level	Special
1 st	Limit Break
2 nd	Blast Punch
3 rd	—
4 th	Light II
5 th	—
6 th	Lofty Challenge
7 th	—
8 th	Steelcrusher
9 th	—
10 th	Curaga
11 th	—
12 th	Obliterator
13 th	—
14 th	Sacrament
15 th	—
16 th	Brutal Sanction
17 th	—
18 th	Purification
19 th	—
20 th	Retributive Blast

Limit Break (Su): At 1st level, Alexander receives the Limit Break (Holy Judgment).

Holy Judgment (Su): Alexander charges up beams that bombard a 30-ft.-radius area. Enemies within the area of effect take 1d6 points of holy damage per summoner level, with a Reflex save (DC 10 + half of the summoner's level + Alexander's Constitution modifier) for half damage.

Blast Punch (Ex): At 2nd level, as a swift action, Alexander can attempt a ranged touch attack roll against a target within 60 feet. If the attack is successful, the target takes an amount of holy damage equal to 1d4 + Alexander's Charisma modifier.

Light II (Sp): At 4th level, Alexander is able to cast *Light II* like the spell. This spell-like ability consumes 2 MP from the summoner.

Lofty Challenge (Ex): At 6th level, as a standard action, Alexander compels an enemy to fight him unless the target makes a successful Will save (DC 10 + half of the summoner's level + Alexander's Charisma modifier). On its turn, the target moves its speed towards Alexander, avoiding any other dangers along its path (including any movement that would provoke attacks of opportunity). The target may do nothing but move on its turn. If the target ends its move adjacent to Alexander, he can make an attack of opportunity against the target. This is a mind-affecting effect.

Steelcrusher (Ex): At 8th level, as a full round action, Alexander can slam down with both fists heavily. He uses two slam attacks at a -5 penalty, and each slam deals double damage.

Curaga (Sp): At 10th level, Alexander is able to cast Curaga like the spell. This is a spell-like ability and consumes 5 MP from the summoner.

Obliterator (Ex): At 12th level, whenever Alexander hits with his slam attack, he may make a bull rush or trip combat maneuver against the target of his attack as a free action that does not provoke an attack of opportunity.

Sacrament (Su): At 14th level, as a standard action, Alexander fires 4 beams of holy energy at his foes, up to 30 feet away. Each ray requires a ranged touch attack to hit and deals 4d6 points of holy damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. This consumes 7 MP from the summoner. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29).

Brutal Sanction (Ex): At 16th level, as a standard action, Alexander slams at great velocity and precision at a –5 penalty. If the attack hits, it is treated as a critical hit and deals double damage.

Purification (Su): At 18th level, Alexander purifies his allies in a holy radiance. This ability functions like *Greater Esunaga*. This consumes 9 MP from the summoner. Blue mages may learn this ability as a 9th level spell (Knowledge: Planes DC 33).

Retributive Blast (Su): At 20th level, as a full-round action, Alexander charges a holy cannon then blasts creatures in a 50-ft.-cone. Creatures within the area of effect take 15d8 points of holy damage unless they make a successful Reflex save (DC 10 + half of the summoner's level + Alexander's Constitution modifier) for half damage.