

## Astrologian

Ever has man coveted knowledge, and none more so than that of his fate. Thus did he labor to master the skill of foresight—but initial efforts bore little fruit. That is, until he looked to the stars above, which foretell the coming seasons, and learned to read the heavens. Though this gift is known today as astrology, the people of Sharlayan saw fit to not only read the stars, but to write their movements as well. By attuning their aetherial energies to that of constellations, they learned to wield magicks with heretofore unseen properties. Thus was astromancy born—a new form of magick which grants its users power over fate. Employing a star globe and divining deck in their miraculous deeds, fortune always smiles upon these masters of arcana.

**Role:** Utilizing a star globe and divination deck, the astrologian seeks to bend fate to their will. Their star globe and knowledge of astrology grants them the power needed to heal the wound of their allies. Through determined and dedicated use of their divination deck, the astrologian is able to read and alter the fate of their compatriots, often times enhancing their normal abilities to a superhuman state, or granting them aetherial infused protection. Truly any party lucky to have the healing and support of an astrologian is blessed by the heavens.

**Alignment:** Any.

**Hit Die:** d6.

**Starting Wealth:**  $2d6 \times 10$  gil (average 70 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

### Class Skills

The astrologian's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Fly (Dex), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), and Spellcraft (Int).

**Skill Points Per Level:**  $4 + \text{Int modifier}$ .

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 <sup>st</sup>	+0	+0	+0	+2	Draw, Globe of the Constellation, Prescience, Spell Proficiency, Cantrips, Limit Breaks	1	1 <sup>st</sup>
2 <sup>nd</sup>	+1	+0	+0	+3	Astrology Secret, Forewarned, Fateful Touch	2	1 <sup>st</sup>
3 <sup>rd</sup>	+1	+1	+1	+3	Anticipate Danger, Lightspeed	3	2 <sup>nd</sup>
4 <sup>th</sup>	+2	+1	+1	+4	Astrology Secret, Royal Road, Insight	5	2 <sup>nd</sup>
5 <sup>th</sup>	+2	+1	+1	+4	Clear Mind I, The Heavenly Paths, Minor Arcana	8	3 <sup>rd</sup>
6 <sup>th</sup>	+3	+2	+2	+5	Astrology Secret, Essential Dignity, Knowledge of the Ages	11	3 <sup>rd</sup>
7 <sup>th</sup>	+3	+2	+2	+5	Do-Over, Astral Guidance	15	4 <sup>th</sup>
8 <sup>th</sup>	+4	+2	+2	+6	Astrology Secret, Sect Power, Spread	20	4 <sup>th</sup>
9 <sup>th</sup>	+4	+3	+3	+6	Synastry, Future Sight, Constellation Synergy	26	5 <sup>th</sup>
10 <sup>th</sup>	+5	+3	+3	+7	Astrology Secret, Clear Mind II, Divination	32	5 <sup>th</sup>
11 <sup>th</sup>	+5	+3	+3	+7	Sect Power, Sleeve Draw	39	6 <sup>th</sup>

12 <sup>th</sup>	+6/+1	+4	+4	+8	Advanced Astrology Secret, Shuffle, Tugging Strands	47	6 <sup>th</sup>
13 <sup>th</sup>	+6/+1	+4	+4	+8	Foretell, Far Seer	56	7 <sup>th</sup>
14 <sup>th</sup>	+7/+2	+4	+4	+9	Advanced Astrology Secret, Sect Power, Deny Death	65	7 <sup>th</sup>
15 <sup>th</sup>	+7/+2	+5	+5	+9	Clear Mind III, Neutral Sect	75	8 <sup>th</sup>
16 <sup>th</sup>	+8/+3	+5	+5	+10	Advanced Astrology Secret, Time Dilation, Reactive Prediction	86	8 <sup>th</sup>
17 <sup>th</sup>	+8/+3	+5	+5	+10	Sect Power, Read the Stars, Chosen Destiny	98	9 <sup>th</sup>
18 <sup>th</sup>	+9/+4	+6	+6	+11	Advanced Astrology Secret, Collective Unconscious	110	9 <sup>th</sup>
19 <sup>th</sup>	+9/+4	+6	+6	+11	Destiny Realized, The Heavens to Us	122	9 <sup>th</sup>
20 <sup>th</sup>	+10/+5	+6	+6	+12	Advanced Astrology Secret, Clear Mind IV, Master Astrologian, Sect Power	135	9 <sup>th</sup>

### Class Features

All of the following are class features of the astrologian.

**Weapon and Armor Proficiency:** Astrologians are proficient with the club, sling, power rod, power staff, and quarterstaff, but not with any type of armor or shield. Heavier armor interferes with an astrologian's movements, which can cause her spells with somatic components to fail.

**Limit Breaks (Su):** At 1st level, the astrologian receives the Limit Breaks (Celestial Opposition and Kinetic Card).

*Celestial Opposition (Su):* This Limit Break causes the universe to move in a way beyond fate's predestined plans. All enemies within a 30-ft.-radius of the astrologian are stunned for 1 round + 1 round per four astrologian levels after 1st. A successful Will save (DC 10 + half of the astrologian's level + her Wisdom modifier) negates this effect. Additionally, it either removes one negative status effect from an ally or one positive status effect from an enemy, plus an additional removal per four astrologian levels after 1st.

*Kinetic Card (Su):* This Limit Break allows the astrologian to fire a barrage of tarot cards in a 30-ft.-cone. Enemies within the area of effect take 2d6 points of non-elemental damage plus an additional 2d6 per four astrologian levels after 1st. A successful Reflex save (DC 10 + half of the astrologian's level + her Wisdom modifier) halves the damage. In addition, if enemies fail the saving throw, the tarot card explodes (no save), dealing 1d6 points of fire damage plus an additional 1d6 per four astrologian levels after 1st.

**Spells:** An astrologian casts astromancy spells which are drawn the astrologian spell list. An astrologian begins play with 3 1st level astromancy spells of her choice. The astrologian 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 astrologian 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 astrologian can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a spell, the astrologian 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 astrologian's spell is 10 + the spell level + the astrologian's Wisdom modifier. In addition, an astrologian gains additional MP for having a high attribute (Wisdom).

**Star Globe (Su):** Beginning of 1st level, as a free action, the astrologian is able to summon a star globe. A star globe is a glowing orb in which a deck of tarot cards flows around it. It is the central foci for the astrologian's Draw abilities. Functioning only in the hands of an astrologian, the star globe deals 1d4 + Wisdom modifier points of non-elemental damage. The astrologian must make a ranged touch attack that has a range of 25 feet + 5 feet per two astrologian levels after 1st. The star globe disappears if the astrologian is unconscious, dead, or if it leaves the astrologian's hands for any length of time.

**Spell Proficiency (Ex):** Astrologians are considered to have the Precise Shot feat while casting spells, using class features that require ranged touch or using any magical items that require ranged touch.

**Cantrips:** Astrologians learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Astrologians begin with 4 0-level spells and gain an additional 0-level spell every three levels after 1st level.

**Prescience (Su):** At 1st level, at the beginning of the astrologian's turn, as a free action, she may roll a single d20. At any point before her next turn, she may use the result of this roll as the result of any d20 roll she is required to make. If she does not use the d20 result before her next turn, it is lost. She can use this ability a number of times per day equal to 3 + her Wisdom modifier. The astrologian can pass this stored d20 to an ally within 30 feet, but can only have one d20 saved for herself or an ally at once.

**Draw (Su):** Also at 1st level, an astrologian utilizes a special deck of tarot cards that float around her star globe. As a swift action, she may draw a card at random, rolling a 1d6 (see below). Once drawn, an astrologian may imbue the effects of the card on a single target within 30 feet. At 5th level and every four levels thereafter, the effects of the card increases by 1. The duration of the card's effect lasts a number of rounds equal to the astrologian's Wisdom modifier. The astrologian may use this ability a number of times per day equal to her astrologian level + her Wisdom modifier.

- *The Arrow (Su):* This card grants the target a +1 luck bonus to attack rolls.
- *The Balance (Su):* This card grants the target a +1 luck bonus to damage rolls. This extra damage is not multiplied on a critical hit.
- *The Bole (Su):* This card provides a damage reduction of 1/- to the target.
- *The Ewer (Su):* This card grants the target a +1 luck bonus on saving throws.
- *The Shield (Su):* This card grants the target a +1 luck bonus to AC.
- *The Spire (Su):* This card grants the target Fast Healing 2.

**Forewarned (Su):** At 2nd level, the astrologian can always act in the surprise round even if she fails to make a Perception roll to notice a foe, but she is still considered flat-footed until she takes an action. In addition, she receives a bonus on initiative checks equal to her Wisdom modifier. At 20th level, anytime she rolls initiative, assume the roll resulted in a natural 20.

**Fateful Touch (Su):** At 2nd level, the astrologian can touch a creature as a standard action, granting them the ability to automatically to roll a Natural 20 on one saving throw, skill check, or ability check. The automatic success must be used within one minute of being touched. The astrologian may use this ability a number of times per day equal to 3 + her Wisdom modifier.

**Lightspeed (Su):** At 3rd level, the astrologian may cast any healing or damage spell as a swift action, but it deals half as it normally would. She may use this ability a number of times per day equal to 3 + her Wisdom modifier. This ability applies only to spells that she casts as an astrologian, not to those she might have by virtue of levels in another class.

**Anticipate Danger (Su):** At 3rd level, the astrologian's knowledge of the future allows her to anticipate danger. She gains a +1 bonus to Perception checks and a +1 dodge bonus to AC. These bonuses increase by +2 at 7th level and every four astrologian levels thereafter.

**Astrology Secret (Su):** At 2nd level, and every two astrologian levels thereafter, an astrologian uncovers a new secret about the celestial bodies that grants her powers and abilities. The astrologian must select a secret from the list of secrets below. Secrets marked with an asterisk add effects to an astrologian's spellcasting ability. Only one of these secrets can be applied to an individual spell and the decision must be made before the spell is cast. If a secret is chosen at a later level, the astrologian gains all of the abilities and bonuses granted by that secret based on her current level. Unless otherwise noted, activating the power of a secret is a standard action. Unless otherwise noted, the DC to save against these secrets is equal to 10 + half of the astrologian's level + her Wisdom modifier.

*Additional Globe (Su):* An astrologian with this talent is able to produce an additional star globe attack at a -5 penalty as part of a full attack. **Prerequisite:** The astrologian must be at least 8th level to select this secret.

*Arcane Builder (Ex):* The astrologian has an exceptional understanding of the theory behind creating magical items. She can select one type of magic item (potions, wondrous items, and so on); she creates items of this type 25% faster than normal, and gains a +4 bonus on Spellcraft checks (or other checks, as appropriate) to craft items of this type. She may select this secret multiple times; its effects do not stack. Each time she selects this secret, it applies to a different type of magic item.

*Coat of Many Stars (Su):* The astrologian conjures a coat of starry radiance that grants her a +2 deflection bonus to armor class. At 7th level, and every four levels thereafter, this bonus increases by +1. At 15th level, this armor grants the astrologian a DR 5/slashing. The astrologian can use this ability a number of hours per day equal to her astrologian level. The duration does not need to be consecutive; it can instead be spent in 1-hour increments.

*Concentrate (Ex):* The astrologian can reroll any concentration check she has just made with a +4 bonus. She must use this ability after the roll is made, but before the roll's outcome is determined. The astrologian must take the second roll, even if it is worse. The astrologian can use this ability once per day.

*Defensive Feedback (Su)\*:* Rather than dissipate damaging energy, the astrologian can redirect some of it back to its source. When an enhancing spell the astrologian casts prevents damage (with damage reduction or energy resistance), if the attacking creature is within 30 feet of the protected creature, the foe takes 1d6 points of damage for every 10 points of damage prevented.

*Dweller in Darkness (Sp):* Once per day, the astrologian can cast her psyche into the void of space to attract the attention of a terrible otherworldly being. The dweller in darkness behaves in all ways as if she had cast *phantasmal killer*. At 17th level, the dweller in darkness can be perceived by more than one creature, as if she had cast *weird*. **Prerequisite:** The astrologian must be at least 11th level to choose this secret.

*Empowered Magic (Su):* The astrologian can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the MP cost or the level of the spell.

*Enchanted Globe (Su):* The astrologian is able to enchant her star globe. As a swift action, at 3rd level, the star globe gains a +1 enhancement bonus, which increases by 1 for every four astrologian levels beyond 3rd (to a maximum of +5 at 19th level). An astrologian can also use this secret to add one of the following weapon special abilities: distance, earthen, earthen burst, flaming, flaming burst, frost, icy burst, jetstream, jetstream burst, roaring, roaring burst, shock, shocking burst, and spell storing. Adding these special abilities replaces an amount of enhancement bonus equal to the ability's cost. Duplicate special abilities do not stack. The benefits

are decided upon when the secret is used, and they cannot be changed unless the secret is used again. The astrologian cannot have more than one use of this ability active at a time. This effect lasts for a number of minutes equal to the astrologian's Wisdom modifier (minimum 1).

*Extended Magic (Su)*: The astrologian can cast one spell per day as if it were modified by the Extended Spell feat. This does not increase the MP cost or the level of the spell.

*Familiar (Ex)*: The astrologian forms a powerful bond with a familiar. A familiar is a magical pet that enhances the astrologian's skills and senses and can aid her in magic. See this link for more information on familiars: <http://www.finalfantasyd20.com/magic/familiars/>

*Guiding Star (Su)*: Whenever the astrologian can see the open sky at night, she can determine her precise location. When the night sky is visible to the astrologian, she may also add her Charisma modifier to her Wisdom modifier on all Wisdom-based checks. In addition, once per night while outdoors, she can cast one spell as if it were modified by the Empower Spell, Extend Spell, Silent Spell, or Still Spell feat without increasing the spell's MP cost or level.

*Healing Spell (Su)\**: As a free action, the astrologian adds an element of extra healing energy to any healing spell she is casting. Affected targets gain Fast Healing equal to the level of the spell for a duration of 1 round + her Wisdom modifier. The astrologian may use this ability a number of times per day equal to 3 + her Wisdom modifier.

*Idealize (Su)\**: In her quest for self-perfection, the astrologian has discovered a way to further enhance herself and others. When an enhancing spell the astrologian casts grants an enhancement bonus to an ability score, that bonus increases by 2. At 20th level, the bonus increases by 4. **Prerequisite:** The astrologian must be at least 10th level to select this secret.

*Improved Enhancements (Ex)\**: When the astrologian casts an enhancement spell, its highly effective on the first round. During the first round that the enhancement spell was casted, the effects are doubled. She may use this ability a number of times per day equal to 3 + her Wisdom modifier.

*Interstellar Void (Su)*: The astrologian calls upon the frigid depths of outer space to bring a terrible chill to her enemies. As a standard action, one target within 30 feet is cloaked in the void and takes 1d6 points of ice damage per astrologian level. A successful Fortitude save halves this damage. At 10th level, the interstellar void is so extreme that enemies who fail their saving throw are fatigued. At 15th level, creatures who fail their save are exhausted and stunned for 1 round. The astrologian can use this ability once per day plus one additional time per day at 10th level and every 5 levels thereafter.

*Luminous Form (Su)*: The astrologian can transform her body into churning light, granting her the effects of *blur* and causing her body to shed light as a sunrod. At 7th level, creatures that end their turn adjacent to the astrologian's luminous form become blinded for 1 round (Fort negates). At 13th level, creatures that end their turn adjacent to astrologian's luminous form are blinded for 1d4 rounds (Fortitude reduces to 1 round). At 18th level, the astrologian's luminescence is as bright as natural sunlight, and creatures affected by natural sunlight are so affected if they end their turn adjacent to her luminous form. The astrologian can maintain her luminous form for up to 1 minute per day per astrologian level; this duration need not be continuous, but it must be used in 1-minute increments.

*Lure of the Heavens (Su)*: The astrologian's connection to the skies above is so strong that her feet barely touch the ground. At 3rd level, she no longer leaves tracks. At 5th level, she can hover up to 6 inches above the ground or even above liquid surfaces, as if levitating. At 10th level, she gains the ability to *fly*, as per the spell, for a number of minutes per day equal to her astrologian level. This duration does not need to be consecutive, but it must be spent in 1-minute increments.

*Mage Training:* The astrologian may select an item creation or metamagic feat. The astrologian must still meet all prerequisites for a bonus feat, including caster level minimums. This secret may be taken more than once. Each time, a different feat must be selected.

*Reach Magic (Su):* The astrologian can cast one spell per day as if it were modified by the Reach Spell feat. This does not increase the MP cost or the level of the spell.

*Silent Magic (Su):* The astrologian can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the MP cost or the level of the spell.

*Spell Guard (Su)\*:* Whenever the astrologian casts a spell with a casting time of 1 standard action, she may instead cast it as a full round action. The astrologian channels some of the energy of the spell into a defensive shield around her, giving her a deflection bonus to her AC equal to the level of the spell being cast. This bonus lasts until the beginning of the astrologian's next turn.

*Spell Lore (Ex):* The astrologian adds her level to all Spellcraft checks made to identify a spell being cast. (This is most often useful when attempting to counterspell.)

*Spell Restraint (Su)\*:* Whenever the astrologian cast a spell with an area described as a radius, she may decide to make the radius smaller. She may reduce the radius down by any number of 5-foot increments, to a minimum of a 5-foot-radius.

*Spell Sage (Ex):* When the astrologian attempts a Use Magic Device check to cast a spell from materia, she gains a +4 competence bonus to the check.

*Spray of Shooting Stars (Su):* As a standard action, the astrologian can unleash a ball of energy that explodes in a 5-foot radius burst dealing 1d4 points of fire damage per astrologian level. A successful Reflex save halves this damage. This attack has a range of 60 feet. She can fire one explosive ball per day, plus one additional ball per day at 5th level and for every 5 levels thereafter. She can fire more than one ball at a time, but creatures caught inside more than one simultaneous explosions only take damage once.

*Star Chart (Ex):* The astrologian's copious notes contain a working model of the night sky expressed in artistic scribbles and arcane mathematical formulae. Once per day, she may spend 10 minutes contemplating her star chart to gain the benefit of the spell *commune*. **Prerequisite:** The astrologian must be at least 7th level to select this secret.

*Starlight Agility:* The astrologian gains Dodge as a bonus feat. At 8th level, she gains Wind Stance as a bonus feat. At 15th level, she gains Lightning Stance as a bonus feat. She does not need to meet the prerequisites to receive these feats.

*Still Magic (Su):* The astrologian can cast one spell per day as if it were modified by the Still Spell feat. This does not increase the MP cost or the level of the spell.

*Surecast (Su):* The astrologian exercises caution when in danger, casting her spells with more care. While in a threatened square, she may choose to spend a full-round action to cast a spell, with a casting time of standard action or less. Doing so allows her to cast the spell without needing to cast defensively. **Prerequisite:** The astrologian must have the Combat Casting feat to select this secret.

*Vigor (Su)\*:* As a free action, the astrologian adds temporary hit points to any healing spell she is casting. Affected targets gain 2 temporary hit point per level of the spell for a duration 1 round + her Wisdom

**Insight (Su):** At 4th level, as an immediate action, the astrologian can immediately gain a bonus to her Reflex saving throws equal to her astrologian level. She can use this ability a number of times per day equal to 3 + her Wisdom modifier.

**Royal Road (Su):** At 4th level, the astrologian's understanding of fortunetelling has grown considerably, allowing her to augment her tarot cards further. After she uses the Draw ability, she may use a free action to convert that card into an empowerment for a future reading. This empowerment affects the next card that the astrologian uses to empower an ally, from either the Draw ability or Spread ability.

- If the Balance or the Bole card is drawn, the effects are doubled.
- If the Arrow or the Shield card is drawn, the duration is doubled.
- If the Ewer or the Spire card is drawn, all allies within a 20-ft.-radius of the astrologian receive the effects.

**Clear Mind (Ex):** Starting at 5th level, an astrologian can regain her MP quicker. The astrologian must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. For example, she could be riding in the back of a carriage and benefit from this ability. The astrologian does not gain this recovery if she is asleep or unconscious. The astrologian regains 1 MP per hour. This increases by 1 for every five astrologian levels after 5th.

**Minor Arcana (Su):** At 5th level, as a free action, the astrologian converts the currently drawn card into the Lord of Crowns when Balance, Arrow, or Spear, or the Lady of Crowns when Bole, Ewer, or Spire.

- *Lord of Crowns (Su):* This card grants the bonuses of all three cards of Balance, Arrow, and Spear.
- *Lady of Crowns (Su):* This card grants the bonuses of all three cards of Bole, Ewer, and Spire.

The astrologian can use this ability a number of times per day equal to 3 + her Wisdom modifier.

**The Heavenly Paths (Su):** At 5th level, early on in astrologian's studies, she learns about two different sects that map the stars using the positions of the sun and the moon and these two sects are reflective of their reference points. The Diurnal Sect uses the sun as their reference point, creating star maps with the sun being the key to navigation, while the Nocturnal Sect uses the moon as the reference point. The astrologian imbues herself with a specific sect and draws the powers from them. The astrologian may switch between sects as a swift action.

- *Diurnal Sect (Su):* The astrologian is able to empower her healing spells with the power of the sun. When she casts a spell that restores the hit points of an ally, she may leave a regenerative effect. After the spell is cast, allies affected gain Fast Healing equal to the spell's level for a number of rounds equal to the astrologian's Wisdom modifier. Multiple healing spells do not stack, but refreshes the duration.
- *Nocturnal Sect (Su):* The astrologian is able to empower her healing spells with the power of the moon. When she casts a spell that restores the hit points of an ally, she may leave a shielding effect. After the spell is cast, allies affected gain Damage Reduction equal to the spell's level for a number of rounds equal to the astrologian's Wisdom modifier. Multiple healing spells do not stack, but refreshes the duration.

**Essential Dignity (Su):** At 6th level, the astrologian's healing spells become empowered as if using Empower Spell metamagic feat when healing any ally that is below 50% health, including area of effect healing spells.

**Knowledge of the Ages (Su):** At 6th level, the astrologian can search through time to recall some bit of forgotten lore or information. She can retry any Knowledge skill check she has made within the past minute,

gaining an insight bonus on the check equal to her Wisdom modifier. She can use this ability a number of times per day equal to her Wisdom modifier.

**Astral Guidance (Su):** At 7th level, the astrologian can grant the power of the stars to an ally. As a standard action, she can touch an ally and transfer up to a number of MP equal to the her Wisdom modifier. She can use this ability a number of times per day equal to 3 + Wisdom modifier.

**Do-Over (Su):** At 7th level, the astrologian may immediately reroll a failed skill check, saving throw or attack roll. She must accept the second roll regardless of its value. She can use this ability a number of times per day equal to 3 + her Wisdom modifier.

**Spread (Su):** At 8th level, the astrologian's studies into astromancy has led her to a better understanding of reading fortunes. The astrologian gains a small stock that she can add cards to as part of the Draw feature in place of using the card then and there. The astrologian can store a number of cards equal to her Wisdom modifier in her spread, and activate them as a swift action. Cards in her spread last for a number of rounds equal to 3 + Wisdom modifier.

**Sect Powers (Su):** Starting at 8th level, the astrologian receives powers from her sect. She receives a power at 8th level and after 3 levels thereafter. She must be in a sect required by the power.

*Solar Wind (Su):* At 8th level, while under the Diurnal Sect, the astrologian can unleash a blast of searing wind at a single target within 30 feet as a ranged touch attack with no range increment. The solar wind deals 1d6 points of fire damage + 1 for every 2 astrologian levels she possesses. At 11th level, she can also knock an opponent back, treating the blast as a bull rush combat maneuver that uses her caster level + her Wisdom modifier in place of her CMB.

*Moonbeam (Su):* At 8th level, while under the Nocturnal Sect, the astrologian can fire a ray of moonlight as a ranged touch attack at any creature within 30 feet. This ray deals 1d6 points of ice damage + 1 for every 2 astrologian levels she possesses. In addition, the target must succeed at a Fortitude save (DC 10 + half of the astrologian's level + her Wisdom modifier) or become blinded for 1 round.

*Serpent in the Sun (Su):* At 11th level, while under the Diurnal Sect, the astrologian no longer needs to eat to survive and she gains +2 bonus on saves against disease. In addition, at 14th level, she becomes immune to non-magical diseases and no longer need to drink water to survive. At 17th level, she becomes immune to magical diseases, gains a +2 bonus on saving throws against poisons, and only needs to sleep half as long to rest or recover from fatigue or exhaustion. At 20th level, she becomes immune to poison and fatigue. This ability only functions while the sun is shining.

*Eye of the Moon (Su):* At 11th level, while under the Nocturnal Sect, the astrologian's connection to the moon makes her supernaturally perceptive. She gains darkvision to a range of 60 feet (or 120 feet if she already has darkvision). At 14th level, as a standard action, she can focus on a specific object or area (the size of which can be no greater than a 10-foot-by-10-foot square) and see it as though with *true seeing* as long as the moon is shining on it. Moonless nights, cloudy skies, and shadows interfere with this ability.

*Blistered Caress (Su):* At 14th level, while under the Diurnal Sect, the astrologian can channel the hostile, unforgiving heat of the sun into her touch. This is a melee touch attack that deals 1d8 points of fire damage per 2 astrologian levels, a successful Fortitude save (DC 10 + half of the astrologian's level + her Wisdom modifier) for half damage. Against a plant creature, this touch heals or damages the creature (her choice) for 1d6 points of fire damage per astrologian level, a successful Fortitude save (DC 10 + half of the astrologian's level + her Wisdom modifier) for half damage. At 17th level, a creature that fails its save against this secret becomes sickened for 1d4 hours in addition to taking fire damage. At 20th level, her touch is so



intense that a creature that fails its save is also staggered for 1d6 rounds. The astrologian can use this ability once per day plus one additional time per day at 17th and 20th level.

*Touch of the Moon (Su)*: At 14th level, while under the Nocturnal Sect, the exact effects of this power depends on whether she casts damage or healing spells. If she casts damage spells, these spells carry with them the taint of madness. Subjects who take damage from her damage spells are also subject to *confusion*, as the spell, except the duration of this effect is a number of rounds equal to the level of the damage spell. The Will save DC against this effect is 10 + half of the astrologian's level + her Wisdom modifier. Alternatively, if she casts healing spells, these spells are potentially more effective but entirely in the target's mind. Whenever she casts a healing spell, she can cast it as though it were enhanced with the Empower Spell metamagic feat by expending 2 extra MP, except these hit points are temporary. This does not increase the level of the spell. Hit points healed this way expire after a number of minutes equal to half her astrologian level.

*Sun Stride (Su)*: At 17th level, while under the Diurnal Sect, the astrologian can travel between areas of natural sunlight as if by means of a *dimension door* spell. This ability does not function in areas of less than bright light, though it does work within the area of a daylight spell.

*Moonlit Walk (Su)*: At 17th level, while under the Nocturnal Sect, the astrologian can travel between areas of natural moonlight as if by means of a *dimension door* spell. This ability does not function in areas with moonless nights and cloudy skies.

*Blazing Aura (Su)*: At 20th level, while under the Diurnal Sect, the astrologian can emit a 30-foot blazing aura for 1 minute. This acts as a *daylight* spell. In addition, undead within this radius take an amount of damage equal to her astrologian level each round that they remain inside the aura. Spells and spell-like abilities with the darkness descriptor are automatically dispelled if brought inside this aura. She may use this ability a number of times per day equal to her Wisdom modifier.

*Bereft of the Moon (Su)*: At 20th level, while under the Nocturnal Sect, the astrologian can emit a 30-foot darkness aura for 1 minute. This acts like a *darkness* spell except it grants the astrologian and all allies total concealment and are able to see within the aura. Spells and spell-like abilities with the light descriptor are automatically dispelled if brought inside this aura. She may use this ability a number of times per day equal to her Wisdom modifier.

**Future Sight (Su)**: At 9th level, once each day, the astrologian may declare that an action she has just taken did not happen. She may then take a different action. She can do this after the results of her action are known. The mixing of future and present is disorienting. She is shaken for 1d4 rounds after she uses this ability. This does not stack with other fear effects, but nothing can remove this condition. At 12th level, and every three astrologian levels thereafter, she can use this ability an additional time per day.

**Synastry (Su)**: At 9th level, the astrologian can create an aetheric bond with an ally. As a move action, the astrologian can choose an ally within 30 feet to bond with and any healing spells the astrologian casts that heals a creature not affected by the bond heals the bonded ally for half of the amount the spell healed for. This ability lasts for a number of rounds equal to the astrologian's Wisdom and is usable a number of times per day equal to her Wisdom modifier.

**Divination (Su)**: At 10th level, the astrologian can bestow a powerful effect on herself and her nearby allies. The astrologian and any allies within 30 feet are granted a +2 bonus on damage rolls for each drawn card in effect for a number of rounds equal to her Wisdom modifier. At 15th and 20th level, this bonus increases by 1 for each drawn card in effect. The astrologian can use this ability a number of times per day equal to her Wisdom modifier.

**Sleeve Draw (Su):** At 11th level, the astrologian can draw multiple of cards. As a swift action, the astrologian draws 2 cards of the same type. At 15th and 19th level, the number of cards drawn increases by 1.

**Shuffle (Su):** At 12th level, the astrologian has mastered basic fortunetelling, allowing her to manipulate fate in her readings to a certain extent. After using the Draw ability, she may use a free action to redraw from the deck, effectively rerolling. The drawn card is returned to the deck to be read another day, and she may use the Draw ability again. She may use this ability a number of times per day equal to 3 + her Wisdom modifier.

**Tugging Strands (Su):** At 12th level, the astrologian can force a creature within line of sight to reroll any one roll that it has just made before the result of the roll is revealed, as an immediate action. The result of the reroll must be taken, even if it is worse than the original roll. She can use this ability once per day at 12th level, and one additional time per day for every four astrologian levels beyond 12th.

**Advanced Astrology Secrets (Ex or Su):** At 12th, and every two levels thereafter, an astrologian learns further secrets to assist her in manipulating spells and other forms of magic. She may choose one of the following advanced astrology secrets in place of an astrology secret. Secrets marked with an asterisk add effects to an astrologian's spellcasting ability. Only one of these secrets can be applied to an individual spell and the decision must be made before the spell is cast.

*Augment Spell (Ex)\*:* Any spell the astrologian knows that has a variable that increases by caster level which has a maximum, that maximum is increased by the equivalent of one additional caster level. Thus, an astrologian with this secret heals a maximum of 1d6+6 hit points with *cure*.

*Effortless Healing (Ex):* The astrologian has learned to cast healing spells with minimal effort. She may cast such spells without provoking attacks of opportunity. This ability applies only to healing spells that she casts as an astrologian, not to those that she may have by virtue of levels in another class.

*Greater Additional Globe (Su):* An astrologian with this talent is able to produce a third star globe attack at a -10 penalty, as part of a full-attack. **Prerequisites:** The astrologian must be at least 16th level and have the additional globe astrology secret to select this secret.

*Healing Hands (Ex):* Whenever an astrologian casts a spell that cures hit point damage, she adds her Wisdom modifier to the amount of damage healed.

*Immortality (Ex):* The astrologian discovers a cure for aging, and from this point forward, she takes no penalty to her physical ability scores from advanced age. If she is already taking such penalties, they are removed at this time. **Prerequisite:** The astrologian must be at least 20th level to select this secret.

*Mage Counter (Su)\*:* When the astrologian uses dispel to counterspell, she gains a +4 competence bonus to her dispel check. **Prerequisite:** An astrologian must know the *dispel* spell to select this secret.

*Maximized Magic (Su):* The astrologian can cast one spell per day as if it were modified by the Maximize Spell feat. This does not increase the MP cost or the level of the spell.

*Protective Ward (Su)\*:* When the astrologian casts an enhancement spell, the astrologian or a single ally within 30 feet gains a sacred bonus to AC equal to the level of the enhancement spell casted. This ability lasts for a duration of 1 round + the astrologian's Wisdom modifier. The astrologian may use this ability a number of times per day equal to 3 + her Wisdom modifier.

*Quickened Magic (Su):* The astrologian can cast one spell per day as if it were modified by the Quicken Spell feat. This does not increase the MP cost or the level of the spell.

*Spell Diligence (Su)\**: As a free action, the astrologian may focus all her attention on casting a single spell. Only spells with a casting time of 1 standard action and a range of personal or touch may be cast in this way. The astrologian adds her level to any concentration check made to cast a spell when using spell diligence. The astrologian may use this ability a number of times per day equal to 3 + her Wisdom modifier.

*Staff-Like Wand (Ex)*: The astrologian's research has unlocked a new power in conjunction with using a wand. Similar to using a magic staff, she uses her own Wisdom score and relevant feats to set the DC for saves against spells she casts from a wand, and she can use her caster level when activating the power of a wand if it's higher than the caster level of the wand. **Prerequisite**: The astrologian must have the Craft Staff feat to select this secret.

*Twincast (Ex)\**: Once per day, the astrologian may cast two spells as a standard action, but the combined MP cost cannot exceed her caster level. The two spells must have the same casting time and if they have a target, the targets for the spells may be different.

**Foretell (Su)**: At 13th level, the astrologian can utter a prediction of the immediate future. While her foretelling is in effect, she emits a 30-foot aura of fortune that aids her allies or hinders her enemies, as chosen by the astrologian at the time of prediction. If she chooses to aid, she and her allies gain a +2 luck bonus on ability checks, attack rolls, caster level checks, saving throws, and skill checks. If she chooses to hinder, her enemies take a -2 penalty on those rolls instead. She can use this ability for a number of rounds per day equal to her Wisdom modifier. These rounds do not need to be consecutive.

**Far Seer (Su)**: At 13th level, an astrologian learns a method of divination that is especially suited for divining and understanding the future, but not for directly harming opponents. For the purpose of determining what level spell she expends when spending MP, the astrologian treats the spell level of spells that predict the future (such as *augury* and *divination*) as one spell level lower (minimum spell level 1st).

**Defy Death (Su)**: At 14th level, once per day, when an attack or spell that causes damage would result in the astrologian's death, she may attempt a DC 20 Will save. If successful, she is instead reduced to -1 hit points and are automatically stabilized; if she succeeds and already have less than -1 hit points, she instead takes no damage.

**Neutral Sect (Su)**: At 15th level, the astrologian can enter the neutral sect stance. For a number of rounds equal to her Wisdom modifier, the astrologian gains the effects of both of her Heavenly Paths. The astrologian can use this ability a number of times per day equal to her Wisdom modifier.

**Time Dilation (Su)**: At 16th level, the astrologian pulses out a time dilation, enabling her to rewrite time a little bit. The astrologian and her allies within a 30-ft.-radius that have any daily abilities regains one use. This ability may be only used once a day and is not affected by itself.

**Reactive Prediction (Su)**: At 16th level, the astrologian grants the ability to act in a surprise round to all allies within 30 feet, regardless of whether they were surprised or not. In addition, they do not count as flat-footed if they have not moved in combat.

**Chosen Destiny (Ex)**: At 17th level, the astrologian is the master of her own destiny. Whenever the astrologian makes a saving throw against an enfeebling spell or effect, she may roll twice and take the better result. In addition, once per day, the astrologian can treat any one d20 roll as if the result were a natural 20. She must declare the use of this ability before the roll is made.

**Read the Stars (Su)**: Many charlatans claim to read the stars and portend weal or woe, but an astrologian truly has this ability. At 17th level, when the astrologian casts *augury* and the die roll succeeds, she and up to 10

allies gain a +1 insight bonus to ability checks, skill checks, saving throws, and attack rolls for 24 hrs. If the divination roll fails, she and her allies instead incur a –2 penalty on those rolls.

**Collective Unconscious (Su):** At 18th level, the astrologian creates a 20-ft.-radius dome over herself, centered on her. It lasts a number of rounds equal to her Wisdom modifier, and while inside the dome, the astrologian and her allies gain Fast Healing equal to half of her astrologian levels and damage is reduced by 50%. The astrologian must concentrate on this ability as a full-round action each round otherwise the ability stops. This ability is usable only once per day, even if it ended prematurely.

**The Heavens to Us (Su):** At 19th level, the astrologian has honed her ability to call material from the stars. She can fill an area equal to a 60-ft.-diameter sphere with the void of space within 100 feet, which deals 10d6 points of ice damage and immediately suffocates all creatures within the sphere, a Fortitude save (DC 10 + half of the astrologian's level + her Wisdom modifier) for half damage and staggered for 1 round rather than suffocated. She can use this ability a number of times per day equal to her Wisdom modifier.

**Destiny Realized (Su):** At 19th level, the astrologian's moment of destiny is at hand. Any critical threats made against her only confirm if the second roll results in a natural 20 on the die. Any critical threats she scores with a spell are automatically confirmed. Once per day, she can automatically succeed at one caster level check made to overcome spell resistance. She must use this ability before making the roll.

**Master Astrologian (Su):** Upon achieving 20th level, the astrologian's rapport with the heavens grants her perfect harmony with the universe. She receives an insight bonus on all saving throws equal to her Wisdom modifier. She automatically stabilizes if she is below 0 hit points, is immune to fear effects and to critical hits. Should the astrologian die, she is reborn 3 days later in the form of a star child, who matures over the course of 7 days (treat as the *raise* spell).