

## Baronian Healer

*Known for being the birthplace of many a great warrior, Baron has a culture based around combat, to the point that even their magicians display competence in battle. These white mages practice with bows, becoming combat medics who can fend off enemies while restoring their allies at the same time.*

The baronian healer is an archetype of the white mage class.

**Weapon and Armor Proficiency:** The baronian healer is proficient with all simple weapons, as well as shortbows, longbows, and greatbows, but lose proficiency in power rods and power staves. The baronian healer is proficient with light and medium armor, but not with any kind of shield.

This ability alters the white mage's weapon and armor proficiencies.

**Limited Spellcasting:** A baronian healer loses access to 7th through 9th level spells and has a lower Base MP as noted below.

Level	Base MP	Spell Level
1 <sup>st</sup>	1	1 <sup>st</sup>
2 <sup>nd</sup>	2	1 <sup>st</sup>
3 <sup>rd</sup>	3	1 <sup>st</sup>
4 <sup>th</sup>	4	2 <sup>nd</sup>
5 <sup>th</sup>	6	2 <sup>nd</sup>
6 <sup>th</sup>	8	2 <sup>nd</sup>
7 <sup>th</sup>	10	3 <sup>rd</sup>
8 <sup>th</sup>	14	3 <sup>rd</sup>
9 <sup>th</sup>	17	3 <sup>rd</sup>
10 <sup>th</sup>	20	4 <sup>th</sup>
11 <sup>th</sup>	25	4 <sup>th</sup>
12 <sup>th</sup>	29	4 <sup>th</sup>
13 <sup>th</sup>	33	5 <sup>th</sup>
14 <sup>th</sup>	40	5 <sup>th</sup>
15 <sup>th</sup>	46	5 <sup>th</sup>
16 <sup>th</sup>	50	6 <sup>th</sup>
17 <sup>th</sup>	59	6 <sup>th</sup>
18 <sup>th</sup>	66	6 <sup>th</sup>
19 <sup>th</sup>	74	6 <sup>th</sup>
20 <sup>th</sup>	79	6 <sup>th</sup>

**Martial Prowess:** A baronian healer's base attack bonus increases by one step (from 1/2 BAB to 3/4 BAB). Also, increase the baronian healer's Hit Dice from d6 to d8.

**Aim (Ex):** At 1st level, a baronian healer can aim at an opponent she can see as a move action. The baronian healer then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 bonus on ranged weapon attack and damage rolls against it. A baronian healer can only maintain these bonuses against one opponent at a time; these bonuses remain in effect until either the opponent is dead or the baronian healer aims at a new target.

At 5th, 10th, 15th, and 20th level, the bonuses on ranged weapon attack rolls, damage rolls, and skill checks against an aimed target increase by 1. In addition, at each such interval, the baronian healer is able to maintain

these bonuses against an additional aimed target at the same time. The baronian healer may discard this connection to an aimed target as a free action, allowing her to aim at another target in its place.

At 7th level, a baronian healer can aim at an opponent as a move or swift action.

This ability replaces spell proficiency and white magery.

**Guided Shot (Su):** At 2nd level, a baronian healer has learned how to let her mental acuity do all the work in combat. A number of times per day equal to  $3 + \text{half her white mage level}$ , as a swift action, she may add her Wisdom modifier to any ranged attack rolls and damage rolls she makes with a bow or crossbow as an insight bonus for one round.

This ability replaces lay on hands.

**Archery Talents (Ex):** Starting at 2nd level, a baronian healer may select an archery talent from the archer's list in place of a mage talent. When determining level-based prerequisites for archery talents, she treats her archer level as her white mage level -3.

This ability modifies and may replace mage talents and advanced mage talents.

**Armored Mage (Ex):** At 3rd level, normally, armor interferes with a spellcaster's gestures, which can cause spells to fail if those spells have somatic components. A baronian healer's specialized training, however, allows her to avoid spell failure so long as she sticks to light armor. This training does not extend to medium armor. This ability does not apply to spells gained from a different spellcasting class. At 7th level, a baronian healer learns to use medium armor with no chance of spell failure.

This ability replaces divine caress.

**Ever Ready (Ex):** At 5th level, a baronian healer's acute senses warn her of danger, which makes her difficult to attack. She gains the benefits of the uncanny dodge ability, and adds half of her Wisdom modifier (rounded down) as an insight bonus to her AC. At 9th level, she adds her full Wisdom modifier to her AC. At 13th level, she gains the benefits of the improved uncanny dodge ability. This ability ceases to function if she is helpless, unconscious, or wears heavy armor or any kind of shield.

This ability replaces metamagic enhancement and selective targets.

**Trueshot (Su):** At 15th level, a baronian healer can use intense focus to make her arrows hit her foes unerringly. She adds her Wisdom modifier to all critical confirmation rolls for attacks made with a bow or crossbow. Once per encounter, she can make a single attack with a bow or crossbow as a standard action that targets a creature's touch AC. She may use this ability an additional time per encounter at 17th level, and two additional times per encounter at 19th level.

This ability replaces sudden metamagic.