

Flamebearer

Clerics of Aelfric, carrying the light of his eternal flame. They go on pilgrimages, healing the wounded and spreading the word of the flame. Generally seen carrying flaming lanterns that never seem to give out and to help guide others to the light of the flame.

The flamebearer is an archetype of the white mage class.

Limit Break (Su): At 1st level, the flamebearer receives the Limit Break (Aelfric's Auspices).

Aelfric's Auspices (Su): This Limit Break allows the flamebearer to call upon the bringer of flame to grant strength to herself or an ally. She can choose herself or an ally within 60 feet she can see, and engulf them in a radiant flame that persists for the duration of the limit break. While active, this Limit Break allows the effects of abilities and spells to trigger twice and stack if able, the costs for the abilities and spells must still be paid a second time. This does not effect limit breaks. This ability lasts for 1 round plus 1 round per four white mage levels after 1st. This limit break requires only a swift action.

This ability replaces the Limit Break (Breath of the Earth).

Heal Wounds (Su): At 2nd level, the flamebearer can conjure small columns of light to heal her wounded allies without having to get in danger herself. Calling upon the eternal flame, as a standard action, she heals herself or an ally within range for 1d6 damage plus her Wisdom modifier. This increases by 1d6 every two white mage levels after 2nd. This ability has a range of 20 feet and increases by 10 feet for every five white mage levels the flamebearer possesses. This ability can be used a number of times per day equal to half her white mage level plus her Wisdom modifier. If an ability spends uses of lay on hands to use, it instead uses this ability's uses. This can be used to damage undead, A successful Will save (DC 10 + half of the white mage's level + her Wisdom modifier) halves this damage.

This ability replaces lay on hands.

Sheltering Light (Su): At 3rd level, the flamebearer can protect her allies from incoming magical attacks. As a standard action, she can grant an ally within 20 feet an elemental resistance 2 of a single element. This resistance increases by 2 every two white mage levels after 3rd and lasts for a number of rounds equal to the flamebearer's Wisdom modifier. This ability can be used a number of times per day equal to 3 + her Wisdom modifier..

This ability replaces divine caress.

Guiding Light (Su): At 3rd level, the flamebearer gains half her white mage level to Knowledge (Geography) and Survival checks to not get lost. Furthermore, when she holds a lantern, torch or other object alight with flame on her person that grants a light radius, the flames light radius is doubled for herself and allies and can bypass magical darkness. Enemies do not perceive this extra radius of light. At 8th level, any spell with the light descriptor she casts, radiates light in the square or area effected for 1 round. At 10th level, she can spend a standard action to have the effected light source be treated as the *Daylight* spell and uses her white mage level as the caster level.

This ability replaces focused caster and the mage talents gained at 8th and 10th levels.

Healing Efficiently (Su): At 4th level, the flamebearer can use her Heal Wounds ability on herself and allies in a 10-ft.-radius of the flamebearer. This increases by 5 feet every five white mage levels after 4th. This costs two uses of her Heal Wounds ability to use this way.

This ability replaces divine seal.

Saving Grace (Su): At 6th level, the flamebearer's healing can linger and empower allies who are already at full strength. When the flamebearer heals an ally with a spell or her Heal Wounds ability and the amount healed exceeds the ally's maximum HP, the ally retains extra healing as temporary hit points up to an amount equal to the flamebearer's level plus her Wisdom modifier. This temporary hit points lasts for 1 minute or until lost.

This ability replaces innate spells.

Reflective Veil (Su): At 11th level, when the flamebearer uses her Sheltering Light ability, she can instead grant the ally the effects of *Reflect* with an amount of spell level reflection equal to the flamebearer's Wisdom modifier, against hostile spells for a number of rounds equal to her Wisdom modifier. The reflect effect does not reflect non-hostile effects (such as spells cast from allies).

This ability replaces divine veil.