

## Lantern-Bearer

*Tonkins bear lanterns to guard and light the way. Lantern-bearers devote themselves and harness the power of the lanterns to fight the darkness.*

The lantern-bearer is an archetype of the astrologian class, available only to tonkin astrologians.

**Armor Proficiency:** Lantern-bearers are proficient with light armor, but not shields.

This ability modifies the astrologian's starting armor proficiencies.

**Limit Break (Su):** At 1st level, the lantern-bearer receives the Limit Break (Empowered Lights).

*Empowered Lights (Su):* This Limit Break empowers the lantern-bearer's lantern's light with extreme power. For a duration of 1 round + 1 round per four astrologian levels after 1st, the lantern-bearer rerolls any 1's and 2's with his lantern's lights damage rolls and his critical threat range of his lantern's light increases by 1 + 1 per four astrologian levels after 1st. This limit break requires only a swift action.

This ability replaces the Limit Break (Kinetic Card).

**Martial Prowess:** A lantern-bearer's base attack bonus increases by one step (from 1/2 BAB to 3/4 BAB). Also increases lantern-bearer's hit dice from d6 to d8.

This ability replaces globe of the constellation.

**Lantern's Light (Su):** At 1st level, a lantern-bearer attacks his foes with the lantern's power, using light magical energy to deal damage and, sometimes, impart other debilitating effects. A lantern's light is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target. A lantern's light deals 1d8 points of holy damage at 1st level and increases by 1d8 for every three levels thereafter. The lantern-bearer also adds his Wisdom modifier to his lantern's holy damage. The target must make a Fortitude save (DC 10 + half of the astrologian's level + his Wisdom modifier) or become dazzled for 1 round. A lantern-bearer can apply one light shape enhancement and one holy essence enhancement (until 6th level) to the same light. A lantern's light counts as a weapon-like ability for the purpose of applying feats. A lantern's light deals half damage to objects and can't be used with Vital Strike feats.

This ability replaces spells, cantrips, and MP pool. Lantern-bearers do not gain any spells or spellcasting ability, do not have a caster level, and do not count as having an astrologian spell list for spell trigger or spell completion magic items.

**Lantern's Light Enhancement (Su):** At 1st level, and every two levels thereafter, a lantern-bearer learns to enhance his lantern's light ability. Unless otherwise noted, a lantern-bearer cannot select an individual lantern's light enhancement more than once. Some lantern's light enhancements can only be chosen if the lantern-bearer has met certain prerequisites first. Some lantern's light enhancements that are marked with an asterisk (\*) modify the range, target(s), or area of a lantern-bearer's lantern's light. These are called light shape enhancements. Light shape enhancements do not stack, only one can be applied to an individual light. Some lantern's light enhancements that are marked with two asterisks (\*\*) modify the damage or other effects of the lantern-bearer's lantern's light. These are called holy essence enhancements. Holy essence enhancements do not stack, only one can be applied to an individual light and replaces the dazzled effect. A lantern-bearer can apply one light shape enhancement and one holy essence enhancement until 6th level to an individual light. The DC of any saving throw called for by a lantern's light enhancement is equal to 10 + half of the astrologian's level + his Wisdom modifier.

*Bewitching Light\*\* (Su)*: This holy essence enhancement allows the lantern-bearer to change his lantern's light into a bewitching light. Any creature struck by a bewitching light must succeed on a Will save or be confused for 1 round per astrologian level. This is a mind influencing effect. **Prerequisite**: A lantern-bearer must be at least 11th level before selecting this enhancement.

*Binding Light\*\* (Su)*: This holy essence enhancement allows the lantern-bearer to change his lantern's light into a binding light. Any creature struck by a binding light must succeed on a Will save or be stunned for 1 round. This is a mind-affecting effect. **Prerequisite**: A lantern-bearer must be at least 7th level before selecting this enhancement.

*Blinding Light\*\* (Su)*: This holy essence enhancement allows the lantern-bearer to change his lantern's light into a blinding light. Any living creature struck by a blinding light must succeed on a Fortitude save or be blinded for 1 round per astrologian level.

*Deteriorating Light\*\* (Su)*: This holy essence enhancement allows the lantern-bearer to change his lantern's light into a deteriorating light. Any creature struck by a deteriorating light must succeed on a Fortitude save or have its damage reduction lowered by 5 for 1 round per astrologian level. If the target has more than one type of damage reduction, this effect applies to all of them. Multiple uses of this essence don't stack; instead, the new duration replaces the old one. **Prerequisite**: A lantern-bearer must be at least 7th level before selecting this enhancement.

*Frightful Light\*\* (Su)*: This holy essence enhancement allows the lantern-bearer to change his lantern's light into a frightful light. Any creature struck by a frightful light must succeed on a Will save or become frightened for 1 round per astrologian level. A frightened creature struck by a frightful light is not affected by the frighten aspect of the light but takes damage normally. Creatures with immunity to mind-affecting spells and abilities or fear effects cannot be frightened by a frightful light. **Prerequisite**: A lantern-bearer must be at least 7th level before selecting this enhancement.

*Hammer Light\*\* (Su)*: This holy essence enhancement allows the lantern-bearer to change his lantern's light into a hammer light. A hammer light deals normal damage to objects, rather than half.

*Hindering Light\*\* (Su)*: This holy essence enhancement allows the lantern-bearer to change his lantern's light into a hindering light. Any living creature struck by a hindering light must succeed on a Will save or be slowed for 1 round per astrologian level in addition to the normal damage from the light. Multiple slow effects don't stack. **Prerequisite**: A lantern-bearer must be at least 5th level before selecting this enhancement.

*Holy Chain\* (Su)*: This light shape enhancement allows the lantern-bearer to improve his lantern's light by turning it into an arc of holy energy that "jumps" from the first target to others. A holy chain can jump to one secondary target per 5 lantern-bearer levels within 30 feet of the previous one, allowing the lantern-bearer to make additional ranged touch attacks and deal damage to the secondary targets if you hit. The lantern-bearer can't target the same creature more than once with the holy chain. If he misses any target in the chain, the holy chain attack ends there. Each target struck after the first takes half the damage dealt to the first target. The lantern-bearer must make a separate spell penetration check for each target, if applicable. **Prerequisite**: A lantern-bearer must be at least 11th level before selecting this enhancement.

*Holy Cone\* (Su)*: This light shape enhancement allows the lantern-bearer to invoke his lantern's light as a 30-foot cone. The holy cone deals the normal lantern's light damage to all targets within the area. This is not a ray attack, so it requires no ranged touch attack. Any creature in the area of the cone can attempt a Reflex save for half damage. **Prerequisite**: A lantern-bearer must be at least 7th level before selecting this enhancement.

*Holy Doom\* (Su)*: This light shape enhancement allows the lantern-bearer to invoke his lantern's light as the dreaded holy doom. This causes bolts of holy power to lash out and savage nearby targets. A holy doom

deals lantern's light damage to any number of targets designated by the lantern-bearer and within 20 feet. This is not a ray attack, so it requires no ranged touch attack. Each target can attempt a Reflex save for half damage.

**Prerequisite:** A lantern-bearer must be at least 9th level before selecting this enhancement.

*Holy Line\** (Su): This light shape enhancement allows the lantern-bearer to invoke his lantern's light as a 60-foot line. A holy line deals the normal lantern's light damage to all targets within the area. This is not a ray attack, so it requires no ranged touch attack. Any creature in the line can attempt a Reflex save for half damage.

**Prerequisite:** A lantern-bearer must be at least 5th level before selecting this enhancement.

*Holy Spear\** (Su): This light shape enhancement extends the lantern-bearer's lantern's light attacks to great distances. Holy spear increases the range of a lantern's light attack to 250 feet with no range increment.

*Noxious Light\*\** (Su): This holy essence enhancement allows the lantern-bearer to change his lantern's light into a noxious light. Any creature struck by a noxious light must make a Fortitude save or be nauseated for 1 round per astrologian level. **Prerequisite:** A lantern-bearer must be at least 7th level before selecting this enhancement.

*Penetrating Light\*\** (Su): This holy essence enhancement allows the lantern-bearer to change his lantern's light into a penetrating light. A creature affected by a penetrating light must succeed on a Will save or have its spell resistance lowered by 5 for 1 round per astrologian level. Multiple uses of this essence don't stack; instead, the new duration replaces the old one. **Prerequisite:** A lantern-bearer must be at least 11th level before selecting this enhancement.

*Repelling Light\*\** (Su): This holy essence enhancement allows the lantern-bearer to change his lantern's light into a repelling light. Any Medium or smaller creature struck by a repelling light must make a Reflex save or be hurled 1d6×5 feet (1d6 squares) directly away from the lantern-bearer and knocked prone by the energy of the attack. If the creature strikes a solid object, it stops prematurely, taking 1d6 points of damage per 10 feet hurled, and it is still knocked prone. Movement from this light does not provoke attacks of opportunity.

**Prerequisite:** A lantern-bearer must be at least 5th level before selecting this enhancement.

*Sickening Light\*\** (Su): This holy essence enhancement allows the lantern-bearer to change his lantern's light into a sickening light. Any living creature struck by a sickening light must make a Fortitude save or become sickened for 1 round per astrologian level. A sickened creature struck by a second sickening light is not affected by the sickening aspect of the light but still takes damage normally.

*Spirit Light\*\** (Su): This holy essence enhancement allows the lantern-bearer to change his lantern's light into a spirit light. The light deals an extra 1 point of damage per die to undead. The spirit light also affects incorporeal creatures normally. **Prerequisite:** A lantern-bearer must be at least 7th level before selecting this enhancement.

These abilities replace draw, astrology secret, lightspeed, royal road, the heavenly paths, spread, sect powers, synastry, constellation synergy, divination, sleeve draw, and neutral sect.

**Lantern Pool (Su):** At 5th level, the lantern-bearer gains a reservoir of light energy within his lantern that he can draw upon to activate abilities. This lantern pool has a number of points equal to half his astrologian level + his Wisdom modifier. The pool refreshes once per day when the lantern-bearer rests for a full 8 hours. The lantern-bearer gains access to the Light school of spells as spell-like abilities that require lantern points equal to the spell level to use. A lantern-bearer's caster level is equal to his level – 4. He gains access to all 1st-level Light spells at 5th level. Every three astrologian levels thereafter, he gains a new spell level.

This ability replaces minor arcana, far seer, and read the stars.

**Lantern Refuel (Su):** At 5th level, the lantern-bearer can regain his lantern pool quicker. The lantern-bearer must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. The lantern-bearer regains 1 lantern point per hour.

This ability replaces clear mind.

**Additional Holy Essence Enhancements (Su):** At 6th level, the lantern-bearer is able to apply a 2nd holy essence enhancement to his lantern's light.

At 12th level, the lantern-bearer is able to apply a 3rd holy essence enhancement to his lantern's light.

This ability replaces essential dignity and shuffle.

**Extra Lantern's Light (Su):** At 7th level, as a full-round action, the lantern-bearer is able to produce an additional lantern's light attack at a -5 penalty. At 14th level, he can produce a third lantern's light attack at a -10 penalty. The lantern-bearer cannot use any light shape enhancements with the additional lantern's lights.

This ability replaces do-over and defy death.