

Lightbringer

A lightbringer uses dance as a beautiful but deadly martial art. As the lightbringer dances, she channels a fragment of her patron god or goddess. In this way, a lightbringer becomes a burning whirlwind of divine justice.

The lightbringer is an archetype of the dancer class.

Prerequisites: Must be good-aligned and worship a good-aligned deity.

Weapon Proficiency: Lightbringers are proficient in scimitars.

Light Scimitars (Ex): At 1st level, a lightbringer learns to move with the grace of light. She gains Weapon Focus (scimitar) as a bonus feat and may treat scimitars as light weapons.

This ability replaces unarmed strike.

Domain Dance (Su): At 2nd level and every four dancer levels thereafter, a lightbringer may choose one of the following domains (Air, Earth, Fire, Glory, Good, Healing, Ice, Lightning, Sun, or Sun) or a ki power. The lightbringer gains the granted powers using the dancer's level as her cleric level.

In addition, while performing a battle dance, the lightbringer may spend a ki point to gain a magical effect related to the domain. This effect lasts until the battle dance ends. While any of these effects are active, the lightbringer's scimitar attacks are treated as good-aligned for the purposes of overcoming damage reduction.

- *Air:* The lightbringer's scimitar(s) has a slight green sheen, which inflicts an extra 1d6 points of wind damage.
- *Earth:* The lightbringer's scimitar(s) is encrusted with rocks, which inflicts an extra 1d6 points of earth damage.
- *Fire:* The lightbringer's scimitar(s) ignites with fire, gaining the flaming weapon quality.
- *Glory:* Golden runes appear along the scimitar(s) blade. It deals an extra 1d6 points of damage to evil outsiders.
- *Healing:* The scimitar(s) loses its luster. The lightbringer may choose to deal nonlethal damage with the weapon without penalty.
- *Ice:* The lightbringer's scimitar(s) appears icy blue, gaining the frost weapon quality.
- *Lightning:* The lightbringer's scimitar(s) sparkles with electricity, which inflicts an extra 1d6 points of lightning damage.
- *Sun:* The lightbringer's scimitar(s) trails sunlight, which inflicts an extra 1d6 points of damage to undead.

Multiple instances of the same effect do not stack.

These abilities may replace ki powers.

Dance of Light (Ex): At 3rd level, a lightbringer can enter an ecstatic battle dance. She must be wielding a scimitar, and her other hand must hold a scimitar or be empty. In this state, the lightbringer adds her Charisma modifier to all scimitar attack and damage rolls. At the end of this battle dance, the lightbringer becomes fatigued for 1 minute.

This ability replaces beguiling dance and rain of blows.

Elaborate Parry (Ex): At 6th level, a lightbringer gains an extra +4 bonus to Armor Class when she fights defensively or uses total defense.

This ability replaces dancer's strike.

Dance Mastery (Ex): At 7th level, a lightbringer may take 10 on any Acrobatics or Perform (dance) skill checks at any time, even in times of stress.

This ability replaces contradance.

Tireless Dance (Ex): At 13th level, a lightbringer is no longer fatigued after using dance of light.

This ability replaces dance of the crushing python.