

## Lunarian

*Lunarians worship the goddess, Althena. In Her Light and Wisdom, the lunarians spread Her Love, healing the sick and feeding the poor. The lunarian is also a master of battlefield revivification, sustaining and restoring allies to keep them in the fight.*

The lunarian is a deific order of the cleric class.

**Limit Breaks (Su):** At 1st level, the lunarian receives the Limit Breaks (Althena's Blessing and Althena's Light).

*Althena's Blessing (Su):* This Limit Break allows the lunarian to bless her allies with Althena's love. For a duration of 1 round + 1 round per four cleric levels after 1st, the lunarian and her allies within 30 feet gain a +2 sacred bonus to attack rolls, damage rolls, saving throws, and skill checks. This bonus increases by +2 for every four cleric levels after 1st. This limit break requires only a swift action.

*Althena's Light (Su):* This Limit Break causes the lunarian to shine Althena's light upon all enemies within 30 feet of her. Enemies within the area of effect take 1d6 points of holy damage per cleric level, a successful Fortitude save (DC 10 + half of the cleric's level + her Charisma modifier) halves the damage.

**Spells:** A lunarian casts white magic spells which are drawn from the white mage spell list. A lunarian begins play with 3 1st level white mage spells of her choice. The lunarian 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 cleric 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, a lunarian can find or purchase scrolls with spells to add to her repertoire.

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

**Class Skills:** A lunarian adds Perform (sing) to her list of class skills. In addition, she gains a bonus on Knowledge (Nature) skill checks equal to half her cleric level.

**Favored Weapon:** A lunarian adds longsword to her list of weapon proficiencies.

**Domains:** A lunarian gains access to two of the following domains: Community, Good, Healing, Knowledge, Magic, Protection.

**Deity Abilities:** A lunarian gains the following abilities from her deity as she increases in level.

**Bardic Performance:** A lunarian is trained to use the Perform (sing) skill to create magical effects on those around her, including herself if desired. Shee can use this ability for a number of rounds per day equal to 4 + her Charisma modifier. At each level after 1st, a lunarian can use bardic performance for 2 additional rounds per day. Each round, the lunarian can produce any one of the types of bardic performance that she has mastered, as indicated by her level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the lunarian to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the lunarian is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A lunarian cannot have more than one bardic performance in effect at one time.

At 7th level, a lunarian can start a bardic performance as a move action instead of a standard action. At 13th level, a lunarian can start a bardic performance as a swift action.

Each bardic performance has audible components, visual components, or both.

If a bardic performance has audible components, the targets must be able to hear the lunarian for the performance to have any effect, and such performances are language dependent. A deaf lunarian has a 20% chance to fail when attempting to use a bardic performance with an audible component. If she fails this check, the attempt still counts against her daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the lunarian for the performance to have any effect. A blind lunarian has a 50% chance to fail when attempting to use a bardic performance with a visual component. If she fails this check, the attempt still counts against her daily limit. Blind creatures are immune to bardic performances with visual components.

**Inspire Courage (Su):** A 1st level lunarian can use her performance to inspire courage in her allies (including herself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the lunarian's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six cleric levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The lunarian must choose which component to use when starting her performance.

**Inspire Competence (Su):** A lunarian of 3rd level or higher can use her performance to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the lunarian. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he continues to hear the lunarian's performance. This bonus increases by +1 for every four levels the lunarian has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th).

Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A lunarian can't inspire competence in herself. Inspire competence relies on audible components.

**Althena's Song (Su):** A lunarian of 6th level or higher can expend a number of rounds of her performance to create an effect equivalent to a healing spell upon an ally, using the lunarian's level as the caster level. For one round of her performance, the lunarian can create an effect of the *cure* spell. For three rounds of her performance, the lunarian can create an effect of the *cure II* spell. For five rounds of her performance, the lunarian can create an effect of the *cure III* spell. The target must be able to see and hear the lunarian. Althena's song relies on audible and visual components.

**Inspire Greatness (Su):** A lunarian of 9th level or higher can use her performance to inspire greatness in herself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels a lunarian attains beyond 9th, she can target one additional ally while using her performance (up to a maximum of four at 18th level). To inspire greatness, all of the targets must be able to see and hear the lunarian. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

**Soothing Performance (Su):** A lunarian of 12th level or higher can expend five rounds of her performance to create an effect equivalent to the *cure* spell, using the lunarian's level as the caster level. In addition, her performance removes the fatigued, sickened, and shaken condition from all those affected. The targets must be able to see and hear the lunarian. Soothing performance relies on audible and visual components.

**Inspire Heroics (Su):** A lunarian of 15th level or higher can inspire tremendous heroism in herself or a single ally within 30 feet. For every three cleric levels the character attains beyond 15th, she can inspire heroics in one additional creature. To inspire heroics, all of the targets must be able to see and hear the lunarian. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the targets are able to witness the performance. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

**Funeral Ballad (Su):** A lunarian of 18th level or higher can expend five rounds of her performance to create an effect equivalent to *raise* on a dead creature, using the lunarian's level as the caster level. The target must be within 10 feet of the lunarian. Funeral ballad relies on audible and visual components.

**Althena's Love (Su):** At 20th level, a lunarian can expend five rounds of her performance to grant all allies within 30 feet, Fast Healing 10. Evil creatures that hear the performance and fail a Will save (DC 20 + her Charisma modifier) against the effect are blinded and deafened for the duration. On a successful save, they are shaken instead. Undead or creatures with the evil subtype that fail their saves are stunned for the duration, while those that succeed are staggered. The lunarian must spend a round of her performance to continue the duration. Each round that this performance is in effect, evil creatures failing their initial saving throw can make an additional save every round thereafter. Althena's love relies on audible and visual components.