

## Ruby Guardian

*A Ruby Guardian worships the god, Carbuncle. Whether by believing in the protection of all sentient life or entranced by their deities' adorableness, those who take up the path wield their magics to heal and protect those who need them.*

The ruby guardian is a deific order of the cleric class.

**Limit Breaks (Su):** At 1st level, the ruby guardian receives the Limit Breaks (Ruby Guard and Searing Light).

*Ruby Guard (Su):* This Limit Break allows the ruby guardian to ask for Carbuncle's aid, who is not afraid to give it. The ruby guardian and all allies within 30-feet gain +2 resistance bonus to saving throws versus spells and +2 deflection bonus to Armor Class for the duration of 1 round plus 1 round per four cleric levels after 1st. The resistance and deflection bonuses increase by 1 every four cleric levels after 1st. At 15th level, this ability also grants Reflect. Beneficial spells made by allies automatically pass the Reflect granted by this limit break, as Carbuncle knows to interweave the magic through for his disciples. This limit break requires only a swift action.

*Searing Light (Su):* This Limit Break allows a ruby guardian to summon a blast of searing light, destroying foes in a 60-ft.-line. Enemies within the area of effect take 2d6 points of holy damage plus an additional 2d6 points of holy damage per four cleric levels after 1st, with a Reflex save (DC 10 + half of the cleric's level + his Wisdom modifier) to reduce this damage by half. Those who fail are also Dazzled for 1 round.

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

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

**Class Skills:** A ruby guardian adds Handle Animal to her list of class skills. In addition, she gains a bonus on Heal skill checks equal to half her cleric level (minimum of 1).

**Favored Weapon:** A ruby guardian adds shortswords to her list of weapon proficiencies.

**Domains:** A ruby guardian gains access to two of the following domains: Animal, Community, Good, Protection.

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

**Radiant Magery (Su):** At 1st level and every four cleric levels thereafter, the ruby guardian obtains the White Magery ability, as per the white mage class feature.

**Intense Light (Su):** At 3rd level, up to 3 times + her Charisma modifier per day, as a move action, a ruby guardian may reduce the MP cost of her next enhancing spell to 0. This MP reduction is applied after any metamagic cost increases. Additional metamagic cannot be applied after this cost reduction.

**Ruby Surge (Su):** At 6th level, a ruby guardian can, as a swift action, pour more power into her spells and abilities. She can add 2 to the caster level and DC of a spell. She becomes fatigued upon using this ability. If she is already fatigued, she becomes exhausted. If she's already exhausted, or something would prevent her from becoming fatigued or exhausted, she cannot use this ability.

**Light of Accession (Su):** At 9th level, up to 3 times per day + her Charisma modifier, a ruby guardian can take an enhancing spell with a variable duration up to half of the spell levels she knows and turn it into an Auto-spell. An auto-spell lasts for 1 hour per four cleric levels, and renews itself if it is dispelled.

**Guardian Surge (Su):** At 12th level, a ruby guardian can use her ruby surge ability to reroll an attack roll associated with a spell, or to reroll all of the damage dice associated with a spell. In the case of attack rolls, this ability must be used after the die is rolled but before the results are revealed. The ruby guardian must take the results of the reroll, even if they are lower.

**Rapturous Radiance (Su):** At 15th level, up to 3 times per day + her Charisma modifier, as a move action, a ruby guardian can double the bonuses of her next enhancing spell or maximize her next healing spell. This ability calculates before the bonus from Radiant Arts are used.

**Surge of the Protector (Su):** At 18th level, a ruby guardian can use her ruby surge ability to force a creature to reroll a saving throw against one spell. The ruby guardian must declare the use of this ability before the result of that creature's saving throw is revealed. If the spell affects more than one target, only one target is affected by this ability.

**Light of the Ruby Guardian (Su):** At 20th level, the ruby guardian can cast any spell she knows by expending a number of Channel Energy uses equal to the level of the spell to be cast instead of expending MP. When she casts a spell in this fashion, she treats her caster level as 2 higher than normal, and the DCs of any saving throws associated with the spell increase by 2. She cannot further expend usages of channel energy to enhance a spell cast in this way nor can metamagic feats be applied, with the exception of her Deific abilities.