

## Signifier

*The tunnels dotting the islands of Kuzotz are full of the warlike antica, who efficiently follow orders from their superiors in expanding their empire. Adventurers who venture beneath the sands should be wary, for the mostly silent beastmen can bring unexpectedly ferocious spells to the fore, their telepathy transmitting dangerous snares to careless foes.*

The signifier is an archetype of the black mage class, available only to antica black mages.

**Archetype Main Ability Scores:** The signifier mainly focuses on DEX and INT for spells and INT for his class features.

**Archetype Feature Replacements:** **1st** - [Limit Break \(Mana Wall\)](#), [Spell Proficiency](#). **2nd** - [Elemental Shield](#). **4th** - [Elemental Seal](#). **6th** - [Innate Spells](#). **11th** - [Loremaster](#).

**Limit Break (Su):** At 1st level, the signifier receives the Limit Break (Sand Veil).

*Sand Veil (Su):* This Limit Break surrounds the signifier with swirling clouds of sand, granting him total concealment (50% miss chance) against all attacks. This effect lasts for 1 round + 1 round per four black mage levels after the 1st. This limit break requires a swift action.

This limit break replaces the Limit Break (Mana Wall).

**Telepathic Magic (Ex):** The signifier gains [Telepathic Spellcaster](#) as a bonus feat.

This ability replaces spell proficiency.

**Sand Shield (Su):** At 2nd level, the signifier can surround his allies with floating sandstone for a brief duration. As an immediate action, a signifier can shield himself and all allies within 30 feet from physical damage, granting DR 2/- for the round. At 6th level, and every four black mage levels thereafter, the amount of DR increases by 2. A signifier may use sand shield a number of times per day equal to 3 + his Intelligence modifier (minimum 1).

This ability replaces elemental shield.

**Sandstorm (Ex):** Beginning at 4th level, the signifier can increase the potency of his next enfeebling spell as a swift action, so long as the casting time of the spell is 1 standard action or less. The next spell with the enfeebling descriptor he casts multiplies his Intelligence modifier by 1.5 (rounding up) to calculate the DC of the spell. The signifier can use this ability once per day, and every four black mage levels thereafter he gains an additional use. The use of this ability cannot be used with metamagic feats.

This ability replaces elemental seal.

**Sand Trap (Ex):** Starting at 6th level, the signifier can add an additional status effect as a free action onto any enfeebling or elemental (earth) spell he casts. He can use this ability once per day, and an additional time per day for every three black mage levels after 6th. This ability must be used when the spell is cast, before saving throws are rolled. The DC for this additional status effect is a separate saving throw from the spell's normal saving throw, but is calculated the same way. The signifier must choose from a list of status effects based on his level, and cannot choose a status effect the spell already inflicts.

At 6th level, the signifier can choose to inflict weighted for 1 round per black mage level. (Fort negates)

At 9th level, the signifier can choose to inflict blind for 1 round per black mage level. (Will negates)

At 12th level, the signifier can choose to inflict silence for 1 round per black mage level. (Will negates)

At 15th level, the signifier can choose to inflict petrify for 1 round per two black mage levels. (Fort negates)

At 18th level, the signifier can choose to inflict any two of the above status effects at once, requiring separate saving throws for both.

This ability replaces innate spells.

**Echolocation (Ex):** At 11th level, the range of the signifier's telepathy is doubled for the purposes of determining spellcasting range.

This ability replaces loremaster.