

## **Illuminator**

The Illuminator is a rare breed among shadow chasers. Instead of fighting the creatures of shadow head-on, he learns to rebuke, and command, and eventually banish them. Whether this ability comes from a deity or from some other source is a question usually left unanswered, but when an Illuminator offers their services, no shadow chaser turns them down.

Select this advanced class if you want your character to learn to control the creatures of Shadow, and turn their allies against them.

The fastest path to this advanced class is through the Dedicated Hero basic class, but other paths are possible.

### **REQUIREMENTS**

To qualify to become an Illuminator, a character must fulfil the following criteria.

**Base Will Save Bonus:** +2

**Skills:** Knowledge (theology and philosophy) 6 ranks, Sense Motive 6 ranks.

**Feat:** Iron Will

### **CLASS INFORMATION**

The following information pertains to the Illuminator advanced class.

#### **Hit die**

The Illuminator gains 1d6 hit points per level. The character's Constitution modifier applies.

#### **Action points**

The Illuminator gains a number of action points equal to 6+ one-half his character level, rounded down, every time he attains a new level in this class.

#### **Class skills**

The Illuminator's class skills are as follows.

Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Listen (Wis), Knowledge (arcane lore, behavioural sciences, current events, popular culture, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis).

**Skill Points at Each Level:** 5+ Int Modifier

Table: The Illuminator

<b>Class Level</b>	<b>BAB</b>	<b>Fort Save</b>	<b>Ref Save</b>	<b>Will Save</b>	<b>Special</b>	<b>Defense Bonus</b>	<b>Reputation Bonus</b>
1 <sup>st</sup>	+0	+1	+1	+1	Fearless	+0	+1
2 <sup>nd</sup>	+1	+2	+2	+2	Light of insight	+1	+1
3 <sup>rd</sup>	+2	+2	+2	+2	Bonus feat	+1	+1
4 <sup>th</sup>	+3	+2	+2	+2	Shadow enemy	+1	+2
5 <sup>th</sup>	+3	+3	+3	+3	Light of reason	+2	+2
6 <sup>th</sup>	+4	+3	+3	+3	Bonus feat	+2	+2
7 <sup>th</sup>	+5	+4	+4	+4	Shadow enemy	+2	+3
8 <sup>th</sup>	+6	+4	+4	+4	Light of passion	+3	+3
9 <sup>th</sup>	+6	+4	+4	+4	Bonus feat	+3	+3
10 <sup>th</sup>	+7	+5	+5	+5	Bolster will	+3	+4

### **CLASS FEATURES**

All of the following features pertain to the Illuminator advanced class.

#### **Fearless**

An Illuminator is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions while the Illuminator is conscious, but not if she is unconscious or dead.

#### **Light of Insight**

An Illuminator of 2<sup>nd</sup> level or higher may make a melee strike which deals extra damage to evil creatures by spending an action point before making an attack roll. She adds her Wisdom bonus to the attack roll, and deals an extra 1d6 damage to the creature. This extra damage is not counted for determining if the attack provokes massive damage. The attack is treated as having a +1 enhancement

bonus for the purpose of overcoming damage reduction, unless the Illuminator is using a weapon with a higher bonus. For the purposes of this ability, an 'evil creature' is defined as any creature of shadow, as well as any creature with supernatural abilities, spell-like abilities or spellcasting abilities who also has an allegiance to Evil.

### **Bonus Feats**

At 3<sup>rd</sup>, 6<sup>th</sup> and 9<sup>th</sup> level, the Illuminator gets a bonus feat. The bonus feat must be selected from the following list, and the Illuminator must meet all the prerequisites of the feat to select it.

Alertness, Archaic Weapons Proficiency, Attentive, Blind-fight, Dead Aim, Educated, Far Shot, Focused, Frightful Presence, Great Fortitude, Lightning Reflexes, Power Attack, Studious, Supernatural Strike.

### **Shadow Enemy**

At 4<sup>th</sup> and 7<sup>th</sup> level, an Illuminator selects a type of Shadow creature as a favoured enemy. Due to her extensive study of these foes and training in the proper techniques for combating them, the Illuminator gains a +1 bonus on Bluff, Listen, Search, Sense Motive, and Spot checks when using these skills against creatures of this type. She also gets a +1 bonus on weapon damage rolls against creatures of this type.

At each level after 4<sup>th</sup> (or 7<sup>th</sup>, for the second shadow enemy), the Illuminator may add +1 to the value of the bonus against each of her shadow enemy types.

### **Shadow Enemy Type**

Aberration

Construct

Dragon

Elemental

Fey

Giant

Humanoid

Magical beast

Monstrous humanoid

Outsider

Undead

### **Light of Reason**

At 5<sup>th</sup> level, an Illuminator's Light of Insight ability becomes stronger. She now adds both her Intelligence bonus and Wisdom bonus to the attack roll, and deals an extra 2d6 damage. This extra damage is not counted for determining if the attack provokes massive damage. The attack is treated as having a +2 enhancement bonus for the purpose of overcoming damage reduction, unless the Illuminator is using a weapon with a higher bonus.

### **Light of Passion**

At 8<sup>th</sup> level, an Illuminator's Light or Insight ability becomes stronger. She now adds her Charisma bonus, Intelligence bonus and Wisdom bonus to the attack roll, and deals an extra 3d6 damage. This extra damage is not counted for determining if the attack provokes massive damage. The attack is treated as having a +3 enhancement bonus for the purpose of overcoming damage reduction, unless the Illuminator is using a weapon with a higher bonus.

### **Bolster Will**

An Illuminator of 10<sup>th</sup> level is a beacon of light in the dark world. The radius of her Fearless class ability now extends to 30 feet. In addition, any time she succeeds a Will save against a mind-affecting effect, if the effect is still active in her next round, as a free action, she may make another Will save against the same DC. If she succeeds, any allies within 10 feet who failed the save against the effect may retry their saves. If they succeed, the effect is cancelled for that target.