

# ASTROLOGIAN (SCHOLAR at a concentration check or she fails to and the action is wasted. A zodiac sign i

**Casting:** An astrologian may combine spheres and talents to create magical effects. An astrologian is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

**AR<HETYPE**)

**Spell Pool:** An astrologian gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Blended Training:** The astrologian gains a talent every even level. This talent may be spent on either magic talents or combat talents. Astrologians use their casting ability modifier as their practitioner modifier. In addition, the astrologian may not select the amateur arcanist knack. This replaces combat training.

**Reading The Stars:** An astrologian gains the Divination sphere as a bonus magic talent and uses her class level as her caster level with the Divination sphere. This stacks normally with caster levels gained from other sources.

This replaces the problem solver class feature.

**Astrology:** At 1st level, the astrologian gains the astrology scholar knack. The pool of insight points granted by this knack is equal to the astrologian's class level + her Intelligence modifier. The Astrologian is not considered to have the scholar knack class feature until 2nd level.

This ability replaces medical training, advanced medical training, and expert medical training.

**Invoke Zodiac:** At 3rd level and every 2 levels thereafter an astrologian learns how to invoke one zodiac sign from the list chosen below.

Unless stated otherwise, invoking a zodiac sign is a standard action that provokes attacks of opportunity and expends the astrologian's martial focus. Invoking a zodiac sign requires concentration, if the astrologian is interrupted, she must succeed at a concentration check or she fails to invoke the zodiac sign and the action is wasted. A zodiac sign is considered to have a caster level equal to the astrologian's class level for the purpose of concentration DCs. If the zodiac sign grants a save, the DC is equal to 10 + 1/2 the astrologian's class level + her Intelligence bonus.

Zodiac signs with invoked abilities interfere with each other's energies and effects; if the astrologian invokes a zodaic sign while a previous sign is still in effect, the previous sign immediately ends. Creatures affected by a zodiac sign do not lose the effects of the invoked sign when moving more than 30 feet away from the astrologian. Unless otherwise noted, zodiac signs are supernatural effects.

This replaces material impositions.

**Amateur Arcana:** At 4th level the astrologian is treated as possessing the amateur arcanist knack for the purpose of qualifying for scholar knacks, feats, and similar effects.

**Idealized Zodiac:** At 20th level, the astrologian chooses any one zodiac sign she can invoke; the astrologian no longer needs to expend her martial focus for uses of this zodiac sign, never provokes an attack of opportunity for invoking it, and may activate it as a swift action. If the astrologian chooses a Zodiac sign that has a number of uses limited by the astrologian's Intelligence modifier, the ability is no longer restricted in number of uses per day. In addition the astrologian's insight pool is increased to double her class level plus her Intelligence modifier.

**Scholar Knacks:** The astrologian has exclusive access to the following scholar knacks:

*Elemental Sign Adept:* Whenever you invoke a zodiac sign you may expend one insight point to grant all creatures benefiting from the sign resistance 5 corresponding to the zodiac sign's associated element. A sign's associated element is noted in **Table 1-1**. This resistance increases by 5 at 10th level and every 4 levels thereafter.

#### Table 1-1

Sign	Element	<b>Resistance</b>	Opposes
Aries	Fire	Fire	Water
Taurus	Earth	Acid	Air
Gemini	Air	Electricity	Earth
Cancer	Water	Cold	Fire
Leo	Fire	Fire	Water
Virgo	Earth	Acid	Air
Libra	Air	Electricity	Earth
Scorpio	Water	Cold	Fire
Sagittarius	Fire	Fire	Water
Capricorn	Earth	Acid	Air
Aquarius	Air	Electricity	Earth
Pisces	Water	Cold	Fire

*Elemental Sign Mastery:* While the astrologian has a sign active, she may expend one insight point to invoke a sign from an opposing elemental group as normal. The second sign does not end the effects of the already active sign. The astrologian must possess the elemental sign adept knack to select this knack.

*Extra Zodiac Sign:* The astrologian gains the ability to invoke one zodiac sign she does not already possess. This knack may be selected up to three times, each time selecting a new zodiac sign to invoke. The astrologian must be at least 6th level before selecting this knack.

Zodiac Artist: Whenever the astrologian invokes a zodiac sign, she may spend one insight point instead of expending martial focus.

# ZODIAS SIGNS

#### ARIES

Aries is the sign of the ram; and represents bluntness, energy, and boldness.

The astrologian can invoke this sign to grant all allies within 30 feet a +2 bonus on Will saves and to CMD for 1 minute. This bonus increases by 1 for every 3 levels the astrologian possesses beyond 3rd, to a maximum to a maximum of +7 at 18th level.

In addition, once per minute each ally affected by this sign gains the ability to make a charge as a standard action. This charge does not incur a penalty to armor class, and the charge bonus to hit is increased by 2. When making this charge, a creature cannot move further than their land speed.

#### AQUARIUS

Aquarius is the sign of the water-bearer; and represents open mindedness, creativity, and a free spirit. When the astrologian invokes this sign all allies within 30 feet are granted the ability to breathe water as though it were air for 10 minutes per level the astrologian possesses.

In addition, once per minute a creature under the effect of this sign may up to half their speed with any movement modes they possess as a move action without provoking attacks of opportunity

## **KANKER**

Cancer is the sign of the crab; and represents introversion, the subconscious, and sensitivity.

The astrologian can invoke this sign to grant all allies within 30 feet a +1 bonus on Sense Motive checks for 1 minute. This bonus increases by 1 for every two levels the astrologian has attained, to a maximum of +10 at 19th level.

In addition, once per minute an ally affected by this sign may become invisible, as the spell, as an immediate action in response to being affected by an attack or spell for one round per 4 levels the astrologian possesses. The attack or spell is still suffered normally. This invisibility may only be used a number of times per day equal to the astrologian's Intelligence modifier.

#### **APRIXORN**

Capricorn is the sign of the sea-goat; and represents forethought, discipline, and self-control.

When the astrologian invokes this sign all allies within 30 feet are granted increased healing. For 1 minute, when any creature affected by this sign provides or receives any instantaneous healing, they heal an additional 1 point per caster level of the effect. If a source of healing does not have a caster level, the creature instead heals an additional point of damage per die of healing. If a source of healing does not use dice, the healing is still increased by 1. Noninstantaneous sources of healing, such as fast healing or regeneration are increased by 1, regardless of caster level. This bonus does not stack with itself.

In addition, once per minute as a standard action a creature under the effect of this sign may gain fast healing 2 for 1 minute. This fast healing increases by 1 at 6th level and every 6 levels thereafter. A creature may only benefit from this ability a number of times per day equal to the astrologian's Intelligence modifier

# **GEMINI**

Gemini is the sign of the twins, and represents personability, unpredictability, and communication.

When the astrologian invokes this sign she chooses two allies, both of which are within 30 feet of her, and forms a bond between them for 1 minute. This bonded pair gains telepathy at an unlimited distance for the duration of this ability, but may only use it to communicate with the other member of the bonded pair.

When these two perform any action that is based on teamwork that involves both of them, they increase any numerical effect from the action by 1. This applies to flanking, the aid another action, teamwork feats, War sphere mandates, and similar abilities.

In addition, once per minute each member of the bonded pair may use the aid another action as an immediate action, but only to assist the other member of the pair.

#### LEØ

Leo is the sign of the lion, and represents natural authority, pride, and competition.

The astrologian can invoke this sign to grant all allies within 30 feet a +1 bonus on Diplomacy checks for 1 minute. This bonus increases by 1 per 2 astrologian levels, to a maximum of +10 at 19th level.

In addition, once per minute an ally affected by this sign may add a + 2 bonus to any opposed roll as a free action. This bonus increases by 1 for every 4 levels the astrologian has attained, to a maximum of +7 at 20th level.

### LIBRA

Libra is the sign of the scales; and represents harmony, reasoning, and balance.

The astrologian can invoke this sign to grant all allies within 30 feet the ability to roll twice on Knowledge checks and take the higher result.

In addition, once per minute as an immediate action, an ally affected by this sign may learn a specific piece of information about a creature they have observed in the past 24 hours, as though succeeding at a Knowledge check. The information gained by this ability does not interfere with normal Knowledge checks, and does not count as identifying them for effects that specify as such, such as the Scout sphere. This may not be used again on a specific kind of creature, such as dogs or owlbears, until the astrologian has gained another astrologian level. Subsequent uses of this ability provided by the same astrologian provide the same information until the astrologian gains another astrologian level.

#### PISKES

Pisces is the sign of the fish; and represents motion, spontaneity, and intuition.

When the astrologian invokes this sign all allies within 30 feet gain a swim speed equal to their base speed for 10 minutes per level the astrologian possesses.

In addition, once per minute a creature under the effect of this sign may take 20 on a Swim check. Using this ability takes no additional time and may be used even when threatened or distracted.

# SAGITTARIUS

Sagittarius is the sign of the centaur; and represents freedom, risk taking, and independence.

The astrologian can invoke this sign to grant all allies within 30 feet a +1 bonus on ranged attack rolls and a 10 feet enhancement bonus to all movement modes they possess. These bonuses increase by +1 and +10 feet at 4th level and every 4 levels thereafter.

In addition, once per minute as a free action that can be taken even when they are unable to take other actions, a creature may gain the benefits of the Freedom *word* from the Fate sphere.

# SCORPIO

Scorpio is the sign of the scorpion; and represents passion, persistence, and pride.

The astrologian can invoke this sign to affect any allies within 30 feet with increased morale. Any ally affected by this sign increases any morale bonuses they are benefiting from by I.

In addition, once per minute as a free action an ally affected by this sign may double a morale bonus for a single roll.

# TAURUS

Taurus is the sign of the bull; and represents practicality, stubbornness, and focus.

The astrologian can invoke this sign to grant all allies within 30 feet a +2 bonus on retried skill checks, such as attempting to pick a lock again after failing. This bonus increases by 1 per 4 levels the astrologian has attained, to a maximum of +7 at 20th level. This bonus lasts for 10 minutes.

In addition, once per minute allies affected by this sign may retry a failed skill check as a free action, if they succeed at the second skill check then they suffer no penalty for failing the original skill check, and if they fail the second skill check they are only considered to have failed a single check. A single character may only benefit from this retry a number of times per day equal to the astologian's Intelligence modifier.

# VIRGO

Virgo is the sign of the virgin; and represents Intelligence, hard work, and organization.

The astrologian can invoke this sign to grant all allies within 30 feet a +1 insight bonus when taking 10. This ability lasts for 1 minute. For every 3 levels beyond 3rd the astrologian has attained this bonus increases by 1, to a maximum of +5 at 18th level.

In addition, once per minute an ally affected by this sign may take 10 even when they would otherwise be unable to, such as when threatened or distracted, and on checks that would not normally allow taking 10 such as Use Magic Device checks, attack rolls, or saving throws. A single creature may only be affected by this ability a number of times per day equal to the astrologian's Intelligence modifier.



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