



CLASS ACTS LIGHTBEARER

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Sometimes those who are pure of heart and icons of goodness are not necessarily those most devoted to a particular religion. Sometimes, as the gnome and halfling lightbearers prove, an individual mortal, rather than a god and his legion of servants, is evil's greatest foe.

The heroes of the gnomes and halflings seem particularly focused on protection and stewardship. The powerful spirits of those who are the most pure, truthful, and valiant shine through them, marking them as special. Halfling and gnome cultures select these rare few as guardians called lightbearers. The power within these individuals grants them a special aura of purity and righteousness. Lightbearers serve as guardians, peacekeepers, and general purveyors of goodness. Their aura—normally an invisible, shimmering, warm glow

undetected to the naked eye—sometimes becomes visible when the lightbearer is engaged in melee combat with evil foes.

Lightbearers are often clerics or druids, but rangers, bards, and most other classes are also granted the gift. “Holiness” is not just a quality of the religious.

As NPCs, lightbearers are usually wandering loners, stopping only where and when they are needed. They never tie themselves down to a single community and are never associated with one particular religion.

LIGHTBEARER

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+2	+2	+2	<i>Detect evil, light</i>
2	+1	+3	+3	+3	<i>Resist elements</i>
3	+2	+3	+3	+3	Share aura, deflect attacks +2
4	+3	+4	+4	+4	<i>Provide healing</i>
5	+3	+4	+4	+4	Darkvision
6	+4	+5	+5	+5	Deflect attacks +4
7	+5	+5	+5	+5	<i>Dispel evil</i>
8	+6	+6	+6	+6	<i>Holy word</i>
9	+6	+6	+6	+6	Deflect attacks +6
10	+7	+7	+7	+7	Resist spells

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CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

The lightbearer's class skills (organized by key ability) are:

STR	DEX	CON	INT	WIS	CHA
		Concentration	Craft Knowledge (religion) Knowledge (local) Spellcraft	Heal Listen Profession Spot Wilderness Lore	Diplomacy Intimidate

CLASS REQUIREMENTS

To qualify to become a lightbearer, a character must fulfill all the following criteria:

Alignment: Any good
Race: Gnome or halfling
Knowledge (religion): 8 ranks
Knowledge (local): 4 ranks
Diplomacy: 4 ranks
Feats: Alertness

CLASS FEATURES

Weapon and Armor Proficiency:

Lightbearers do not gain special proficiency with any weapons, armor, or shields.

Detect Evil: At will, the lightbearer can *detect evil* as a spell-like ability. This ability duplicates the effects of the spell *detect evil* as cast by a cleric of the lightbearer's level.

Light: At will, the lightbearer can create *light* as a spell-like ability. This ability duplicates the effects of the spell *light* as cast by a cleric of the lightbearer's level.

Resist Elements: As a spell-like ability, the lightbearer can cast *resist elements* upon himself once per day as a cleric of his lightbearer level.

Share Aura: Some benefits gained from being a lightbearer—deflect attacks, *resist elements*, and resist spells—can be shared with one other creature in physical contact with the Lightbearer. Using this supernatural ability is a free action.

Deflect Attacks: At 3rd, 6th, and 9th level, the lightbearer gains a deflection bonus to his Armor Class. This is a supernatural ability.

Provide Healing: Once per day, the lightbearer can use one of the following as a spell-like ability: *remove disease*, *remove blindness/deafness*, *cure serious wounds*, *restoration*. All of these abilities are treated as if cast by a cleric of the lightbearer's level.

Darkvision: At 5th level, the lightbearer gains darkvision with a 100-foot range. This is a supernatural ability.

Dispel Evil: A 7th-level lightbearer can use *dispel evil* as a spell-like ability once per day, as a cleric of his lightbearer level.

Holy Word: At 8th level, a lightbearer can speak a *holy word* as a spell-like ability once per day, as a cleric of his lightbearer level.

Resist Spells: A 10th-level lightbearer has an SR of 25.