

Porphyra

Hybrid Class: Luminary



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Hybrid Class: Luminary is compatible with
the Porphyra Campaign Setting and
the Porphyra Wiki located at:
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The Luminary

Wondrous sights are fleeting, even in worlds abundant in magic, like Porphyra. There are those who would preserve such moments in time with strange contraptions that manipulate light, shadow, and reality itself. Combining alchemical techniques with their hypnotic eye for detail, these artists create magnificent images which serve to chronicle their adventures.

Just as the gunslinger keeps the secrets of black powder and guns, so too does the luminary keep the mystique of the psychic art of occult photography. Always

on the lookout for the perfect photograph, the luminary travels far and wide reproducing images of scenic beauty and portraits rich in cultural significance. Using a complex device called a camera obscura or “dark chamber box” they can produce supernatural effects that can disorient foes, capture spirits, and preserve the memories and moments of her allies.

Role: Most luminaries adventure for the sake of exploration and the documentation of new places. Depend-

The Luminary Class Table

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1	+0	+0	+2	+2	Occult photography, fire flash 1d6 (20 ft.), hypnotic stare, knacks,	1	—	—	—	—	—
2	+1	+0	+3	+3	Light and shadow +2, manipulation	2	—	—	—	—	—
3	+2	+1	+3	+3	Bold stare, fire flash 2d6	3	—	—	—	—	—
4	+3	+1	+4	+4	Grace under pressure +1, manipulation	3	1	—	—	—	—
5	+3	+1	+4	+4	Light and shadow +4, fire flash 3d6	4	2	—	—	—	—
6	+4	+2	+5	+5	Manipulation	4	3	—	—	—	—
7	+5	+2	+5	+5	Bold stare, fire flash 4d6	4	3	1	—	—	—
8	+6/+1	+2	+6	+6	Manipulation, light and shadow +6	4	4	2	—	—	—
9	+6/+1	+3	+6	+6	Fire flash 5d6, grace under pressure +2	5	4	3	—	—	—
10	+7/+2	+3	+7	+7	Light and shadow mastery, manipulation	5	4	3	1	—	—
11	+8/+3	+3	+7	+7	Bold stare, fire flash 6d6 (30 ft.)	5	4	4	2	—	—
12	+9/+4	+4	+8	+8	Manipulation	5	5	4	3	—	—
13	+9/+4	+4	+8	+8	Fire flash 7d6	5	5	4	3	1	—
14	+10/+5	+4	+9	+9	Grace under pressure +3, manipulation	5	5	4	4	2	—
15	+11/+6/+1	+5	+9	+9	Bold stare, fire flash 8d6	5	5	5	4	3	—
16	+12/+7/+2	+5	+10	+10	Manipulation	5	5	5	4	3	1
17	+12/+7/+2	+5	+10	+10	Fire flash 9d6	5	5	5	4	4	2
18	+13/+8/+3	+6	+11	+11	Grace under pressure +4, manipulation	5	5	5	5	4	3
19	+14/+9/+4	+6	+11	+11	Bold stare, fire flash 10d6	5	5	5	5	5	4
20	+15/+10/+5	+6	+12	+12	Grand manipulation,	5	5	5	5	5	5

ing on which manipulations they select or skills they wish to focus on, they can fill a number of roles, such as serve offensively to assault multiple foes in an area, socially in times of peaceful business, or as problem solvers in tricky situations.

Parent Classes: Alchemist and Mesmerist

Alignment: Any.

Hit Die: d8.

Starting Wealth: 3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The luminary's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Knowledge(arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier

Class Features

The following are the class features of the luminary.

Weapon and Armor Proficiency A luminary is proficient with all simple weapons. She is proficient with light armor, but not with shields.

Spell Casting A luminary casts psychic spells drawn from the mesmerist spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a luminary must have a Charisma score equal to at least 10 + the spell's level. The saving throw DC against a luminary's spell is 10 + the spell's level + the luminary's Charisma modifier.

Like other spellcasters, a luminary can cast only a certain number of spells of each spell level per day. her base daily spell allotment is given on Table: luminary. In addition, she receives bonus spells per day if she has a high Charisma score.

The luminary's selection of spells is limited. A luminary begins play knowing four 0level spells and two 1stlevel spells of the luminary's choice. At each new

Table: Luminary Spells Known

Level	Spells Known						
	0th	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

luminary level, she learns one or more new spells, as indicated on Table: luminary Spells Known.

Unlike a luminary's spells per day, the number of spells a luminary knows isn't affected by her Charisma score. The numbers on the table are fixed.

At 5th level and every 3 levels thereafter, a luminary can choose to learn a new spell in place of one she already knows.

In effect, the luminary loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highestlevel luminary spell the luminary can cast. A luminary can swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

A luminary need not prepare her spells in advance. she can cast any luminary spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

Knacks: Luminaries learn a number of knacks, or 0th

level mesmerist spells. These spells are cast like any other spells, but they do not consume any slots and can be used again.

Knacks cast using other spell slots, due to metamagic feats, for example, consume spell slots as normal.

Occult Photography (Su) At 1st level, the luminary learns to create special photographs using mechanical ingenuity and her own psychic potential. She builds for herself a camera obscura, an alchemical contraption composed of a portable box arrayed with lenses, latches, knobs, buttons, cranks, and other odd mechanisms. The inside of the camera obscura houses carefully positioned mirrors and plates treated with special substances psychically attuned to the luminary's mind. A camera obscura is roughly the size and shape of a brick and weighs about 5 pounds. A luminary can use this device for manipulations a number of times per day equal to her class level + Charisma modifier. She can also take a number of photographs per day equal to her class level + Charisma modifier.

Each camera obscura is unique and can only be used by the luminary who built it. An alchemist's lab (or the portable version of such labs) is needed to clean and reload the device each day. Drawing, loading the components of, and using the camera obscura to take a photograph or use a manipulation is a standard action that provokes attacks of opportunity. Using a camera obscura manipulation and taking a photograph can be combined in the same action. A luminary can possess only one camera obscura at a time. A camera obscura has a hardness of $10 + 1$ for every 3 levels of the luminary and half as many hit points as the luminary. If broken, a luminary can repair her camera obscura after 1 hour of fixing. If destroyed, a luminary can build a new camera obscura after 1 day of crafting.

Taking a photograph normally produces a flash of harmless light in a 20 ft. cone. Only one photograph can be taken per round. Developing a photograph takes 1 minute of work—most luminaries develop their photographs at the end of the day or just after going on an adventure.

Fire Flash (Su) The luminary can cause her camera obscura's 20 ft. flash cone to deal 1d6 fire damage to all targets in the area. At 3rd level and every 2 levels thereafter, this damage increases by +1d6. As a swift action, she can adjust her camera obscura's flash to take the shape of a 20 ft. long, 5 ft wide line instead. A successful Reflex save DC $10 + 1/2$ class level + Charisma bonus halves

the damage. At 11th level, the flash extends to 30ft. This class feature counts as a manipulation. The damage type of this manipulation can be altered by other manipulations (see manipulations below).

Hypnotic Stare (Su) The discerning eyes of the luminary see beyond aesthetic detail and into the wills of others. A luminary can focus her stare on one creature within 30 feet as a swift action. That creature takes a -2 penalty on Will saving throws. A luminary can maintain her stare against only one opponent at a time; it remains in effect until the luminary stares at a new target, the opponent dies, the opponent moves farther than 30 feet away, or the luminary falls unconscious or dies. The luminary can remove the memory of her stare from the target's mind. The creature doesn't remember that it was affected (nor does it realize that it is currently being affected) unless the luminary allows it. The hypnotic stare is a psychic effect, and relies more on the luminary's focus than the target's perception of her stare. It can't be avoided in the same ways a gaze attack can. The luminary can use this ability even while blinded, but must succeed at a DC 20 concentration check to do so. Staring at a creature requires the luminary's focus, so if she uses a gaze attack or similar ability, she must target the subject of her hypnotic stare or voluntarily end the stare. The penalties from multiple luminary' stares don't stack, nor do they stack with penalties from witches' evil eye hexes. This is a mind-affecting effect.

Manipulations (Su) Luminaries learn throughout their career a variety of supernatural camera techniques called manipulations. These manipulations are often used to weaponize their camera obscura, impart shrewd tricks to her allies, and create other special effects. A luminary can use only one manipulation at a time when taking a photograph. The DC of all saves regarding manipulations are $10 + 1/2$ class level + Charisma bonus. At 2nd level and every even level thereafter, the luminary chooses one of the following photography manipulations for her camera obscura.

Acid Flash: The luminary can convert her flash damage into acid damage.

Adjustable Lens: The camera obscura can be modified as a swift action to function like a spyglass, a magnifying glass, or a telescope. This does not cost a use of your camera obscura.

Alchemical Photographs: Instead of brewing magical potions, a luminary can create vibrant photographs that function in a similar way. The cost and duration of creating an alchemical photograph is identical to brewing a potion. Anyone can draw and behold an alchemical photograph (provoking attacks of opportunity as normal) to gain its benefits. An alchemical photograph is a 1ft. square of paper. Only mesmerist spells can be used to make alchemical photographs.

Aura Lens: When taking a photograph of a subject, the photograph reveals the subject's aura as per *aura sight*. The luminary must be 6th level or higher to select this manipulation.

Camera Obscura Timer: The luminary installs a mechanical timer onto her camera obscura. By setting the timer, the camera obscura can be set to take a photograph after a specific amount of time has passed, up to a number of rounds equal to the luminary's Charisma modifier. Setting up the camera obscura to take a photograph is a full round action that provokes attacks of opportunity, during which the luminary must declare how many rounds she is setting the timer for, the 20 ft. cone she is aiming the camera obscura at, and any manipulations she is using that will modify the photograph taken. she must then set the camera obscura down, either on the ground or on a tripod, low wall, table or other level surface. Doing so means that the camera obscura is considered unattended until the photograph is taken and the luminary picks it back up, but allows the luminary to be in the photograph herself if she so chooses.

Capture Essence: By focusing on and taking a photograph of a single living target within 20 ft. the camera obscura steals a portion of the target's essence, resulting in 1d4 Wisdom or Charisma drain. A successful Will save negates. A luminary must be 10th level or higher to select this manipulation.

Cold Flash: The luminary can convert her flash damage into cold damage. A successful Reflex save halves the damage.

Confusion Flash: By focusing on a single subject within range of her flash cone when taking a photograph, the luminary can cause that subject to

become confused for 1d4 rounds. A successful Will save negates. Each round, the subject is allowed a new saving throw. A luminary must be 6th level or higher to select this manipulation.

Dispelling Flash: By taking a photograph, the luminary can attempt to dispel magical effects. This functions like *greater dispel magic*. The luminary must be 12th level or higher and possess the true image manipulation to select this manipulation.

Disorienting Flash: By taking a photograph the camera obscura can create a 20 ft. cone of disruptive light. At 2nd level all targets caught in the cone are dazzled. At 4th level targets become staggered. At 8th level targets become blinded. At 12th level targets become dazed. At 16th level targets become stunned. At 20th level targets become paralyzed. This effect lasts for 1 round. A successful Fort save negates the effect of disorienting flash.

Fast Photographs: The luminary can prepare and take additional photographs as a full-round action if her base attack bonus is high enough to grant her additional attacks. This functions just like a full attack action with an area effect. She cannot use more than one kind of manipulation per round. The luminary must be 8th level or higher to select this manipulation.

Loregraph: By taking a photograph of a single creature within 20 ft., the luminary can attempt to learn some useful information on the target. When the photograph is taken the luminary makes a Knowledge check appropriate to the target and adds half their class level to the result, even if the luminary does not have that skill. When the photograph is developed, the result of the check will be found inscribed on the back of the photograph. This is a divination effect. The target can make a Will save to negate the effect.

Magnesium Burst: When taking a photograph, the camera obscura releases a cloud of billowing smoke, recreating the effects of the *obscuring mist* spell. At 6th level it can create the effects of the *fog cloud* spell. And at 12th level it can duplicate the effects of the *cloudkill* spell. Treat the luminary's class level as her caster level.

Mesmerizing Manipulation: The luminary can learn and use a mesmerist trick. However, in order to implant the trick in an ally, she must take a photograph of them (instead of touching them as normal), and the ally must be in an adjacent square. This manipulation can be selected multiple times. Each time, it applies to a known mesmerist trick. The luminary must meet the proper prerequisites in order to select certain tricks.

Photographic Flattery: The luminary learns that by exploiting the vanity of others, she can more easily gain their favor. For every photograph the luminary takes of a willing target in a day period, the luminary gains a +2 circumstance bonus to Diplomacy checks made toward that same target for the next 24 hrs.

Preserve Memories and Moments: By taking a photograph of a single willing target that is within 20ft of the camera obscura, the target is granted a +1 luck bonus to AC, saves, and CMD for a number of rounds equal to the luminary's Charisma modifier. If the target must hold still for the photograph (remaining flatfooted and not making a move action) until the beginning of their next turn, to gain this bonus. This luck bonus increases by +1 at 4th level and every 4 levels thereafter.

Projector: At the cost of 1 use the camera obscura can duplicate the effects of *silent image* as per the spell. At 4th level, at the cost of 2 uses, the *minor image* spell can be duplicated. At 8th level, at the cost of 3 uses the *major image* can be duplicated. At 12th level, at the cost of 4 uses the *hallucinatory terrain* spell can be duplicated as per the spell. At 16th level, at the cost of 5 uses the *persistent image* spell can be duplicated. And at 20th level, at the cost of 6 uses, the *permanent image* spell can be duplicated. The luminary uses her class level as her caster level for these effects. The GM may allow other illusion spells to be used as part of this manipulation.

Shocking Flash: The luminary can convert her flash damage into electric damage. A successful Reflex save halves the damage.

Sneak Shot: By taking a photograph of an unsuspecting target who was unaware they are getting their photograph taken until they notice the flash, the target becomes self-conscious and embarrassed

about how they may have looked. They become shaken for a number of rounds equal to the luminary's Int modifier. This is a mind-affecting effect. Each round the target can make a Will save to negate the effect.

Thunder Flash: The luminary can convert her flash damage into sonic damage. Doing so changes the d6 of her damage dice to d4s. A successful Fortitude save halves the damage.

Trap Creature: This functions like the trap spirit manipulation, only the luminary can trap a living creature by taking a photograph of it. A luminary must be 12th level or higher to select this manipulation.

Trap Spirit: The luminary can trap an incorporeal undead by taking a photograph of it. Incorporeal undead that fail their Will save are drawn into the luminary's camera obscura and forever imprisoned in the photograph when it is developed. If the photograph is destroyed or looked upon for more than 1 full minute, the incorporeal undead is released. If the incorporeal undead succeeds in its Will save, it is immune to this manipulation for 24 hrs, and the photograph comes out blank. A luminary must be 10th level or higher to select this manipulation.

True Image: By taking a photograph of a 20 ft. area, the camera obscura pierces magical lies and exposes the truth. When the photograph is later developed it reveals everything as it truly was at the time the photograph was taken as per the *true seeing* spell. A luminary must be 6th level or higher to select this manipulation.

Light and Shadow (Su) Starting at 2nd level, by studying the complex relationship of light and darkness to better capture the images, the luminary learns to resist the two forces when they endanger her. At 2nd level she gains a +2 resistance bonus vs light and darkness effects (such as spells with the light and darkness descriptors) and gains darkvision 60ft. At 5th level this increases to +4 and her darkvision improves by 30ft. At 8th level this increases to +6 and her darkvision improves by another 30ft. At 10th level, she can see perfectly in magical darkness, she cannot be blinded unless by violent physical means, and her darkvision extends as far as her camera obscura allows her to see.

Bold Stare (Su) At 3rd level and every 4 levels thereafter, a luminary's hypnotic stare imposes a further effect upon its target. The luminary chooses one option each time she gains a new bold stare improvement, and the choice can't be changed later. The luminary can't choose the same bold stare improvement more than once unless otherwise noted. All of the luminary's bold stare improvements affect the target as long as it is affected by the luminary's hypnotic stare.

Allure: The hypnotic stare penalty also applies on initiative checks and Perception checks.

Disorientation: The hypnotic stare penalty also applies on attack rolls.

Disquiet: The target of the hypnotic stare is shaken while in areas of total darkness.

Infiltration: The hypnotic stare penalty also applies to the target's Perception checks and CMD.

Lethality: The hypnotic stare penalty also applies to the target's Fortitude saves versus poison and diseases.

Night-blindness: The darkvision range of the hypnotic stare's target decreases by 10 feet.

Nightmare: The target of the hypnotic stare rolls twice on all Will saves versus fear, taking the lower result.

Oscillation: The target of the hypnotic stare treats all enemies beyond 30 feet (except the luminary) as having concealment (20% miss chance).

Psychic Inception: The hypnotic stare and its penalty can affect creatures that are mindless or immune to mind-affecting effects (such as an undead or vermin). The luminary can also partially affect such a creature with her mind-affecting spells and abilities if it's under the effect of her hypnotic stare; it gains a +2 bonus on its saving throw (if any), and if affected, it still has a 50% chance each round of ignoring the effect. Ignoring the effect doesn't end the effect, but does allow the creature to act normally for that round.

Restriction: The target of the hypnotic stare treats

all areas of dim light or darker as difficult terrain.

Sabotage: The hypnotic stare penalty also applies to Diplomacy and Intimidate checks.

Sapped Magic: The hypnotic stare penalty also applies to the DCs of spells and spelllike abilities used by the target, and to the target's spell resistance (if any).

Sluggishness: The target of the hypnotic stare has all of its speeds reduced by 5 feet (to a minimum of 5 feet), and the hypnotic stare penalty also applies to the target's Reflex saving throws.

Susceptibility: The hypnotic stare penalty also applies to the target's Sense Motive checks to oppose Bluff checks, and to the DCs of Diplomacy and Intimidate checks made against the target.

Timidity: The hypnotic stare penalty also applies to damage rolls.

Grace Under Pressure (Ex) Starting at 4th level, the luminary becomes more adept at avoiding danger while setting up her shots. She gains a +1 dodge bonus to her Armor Class and Reflex saves. This bonus increases by 1 at 9th level and every 5 levels thereafter. These bonuses double when the luminary moves through threatened squares.

Grand Manipulation (Su) At 20th level, the luminary perfects her art, and can select one of the following manipulations.

Grae Doryean: The luminary learns the camera obscura's secret to immortality. She takes and develops a single photograph of herself. As long as this photograph exists the luminary does not age and cannot die. If reduced to 0 hit points, she disappears and reappears 1d10 days later next to the photograph just as the lich rejuvenation ability. If the photograph is destroyed, however, the luminary ages to her maximum age and dies instantly, and cannot be raised or resurrected. If brought back to life by wish or any other means, she cannot select this grand manipulation again.

Picture Perfect: The luminary learns the secret to preserving her charm and beauty. She gains a +2

bonus to her Charisma score. Furthermore, she becomes immune to Charisma drain and damage.

Photograph Scry: The luminary can *scry* through specially developed photographs of herself as though she were *scrying* through a familiar. She can have only three such photographs in existence at a time, and they function no matter where they are located. The luminary can *scry* through these photographs at will.

Hypnotic Photograph: Once per day, the luminary can create a single photograph of herself that draws the attention of a certain kind of audience. This functions like the sympathy spell, with the photograph being the effected object. The luminary treats her level as her caster level for this spell.

Alternate Favored Class Bonuses

Instead of adding a hit point or a skill point when increasing in the favored class of luminary, a luminary may instead choose the alternate class bonus, based on their race. Fractional increases must reach whole numbers to be effective.

Avoodim Add + $\frac{1}{4}$ to the luminary's light and shadow bonus.

Dhampir Add + $\frac{1}{4}$ to the luminary's light and shadow bonus.

Dhosari Add + $\frac{1}{4}$ to the luminary's grace under pressure bonuses.

Dragonblood Add + $\frac{1}{4}$ to the luminary's grace under pressure bonuses.

Drow Add + $\frac{1}{4}$ to the luminary's light and shadow bonus.

Dwarf Add + $\frac{1}{4}$ to the camera obscura's hardness.

Elf Add one spell from the mesmerist list to the character's spells known. This spell must be at least one level lower than the highest-level spell the luminary can cast.

Erkunaë Add one spell from the mesmerist list to the character's spells known. This spell must be at least one level lower than the highest-level spell the luminary can cast

Eventual Add 1/6 of a new manipulation.

Goblin The luminary gains fire resistance 1. Each time this reward is selected, increase fire resistance by +1. This fire resistance does not stack with fire resistance gained from other sources.

Gnome Add + $\frac{1}{2}$ to the number of camera obscura uses per day.

Grippli Add + $\frac{1}{4}$ to the luminary's grace under pressure bonuses.

Half-Elf Add +1 foot to the range of the luminary's flash area. This option has no effect unless the luminary has selected it 5 times (or another increment of 5).

Half-Orc Add + $\frac{1}{2}$ to fire flash damage.

Halfling Add one spell from the mesmerist list to the character's spells known. This spell must be at least one level lower than the highest-level spell the luminary can cast.

Hobgoblin Add + $\frac{1}{2}$ to the number of camera obscura uses per day.

Human Add one spell from the mesmerist list to the character's spells known. This spell must be at least one level lower than the highest-level spell the luminary can cast.

Ifrit Add + $\frac{1}{2}$ to fire flash damage.

Ith'n ya'roo Add +1 foot to the range of the luminary's flash area. This option has no effect unless the luminary has selected it 5 times (or another increment of 5).

Kobold Add + $\frac{1}{2}$ to the number of camera obscura uses per day.

Kripar Add + $\frac{1}{4}$ to the luminary's light and shadow bonus.

Nagaji Add +1 on Craft (alchemy) checks to craft poison and + $\frac{1}{3}$ on the DCs of poisons the luminary creates.

Orc Add + $\frac{1}{4}$ to the camera obscura's hardness.

Polkan Add 1/6 of a new manipulation.

Qit'ar Add +1 foot to the range of the luminary's flash area. This option has no effect unless the luminary has selected it 5 times (or another increment of 5).

Ratfolk The luminary gains +1/6 of a new manipulation.

Tiefling Add + $\frac{1}{2}$ to fire flash damage.

Urisk Add + $\frac{1}{2}$ to fire flash damage.

Xesa Add 1/6 of a new manipulation.

Zendiqi Add one spell from the mesmerist list to the character's spells known. This spell must be at least one level lower than the highest-level spell the luminary can cast

Feats

The following feats are commonly taken by professional luminaries.

Blocking the Shot

By taking the time to plan your photograph, you achieve a more pleasing result.

Prerequisites: Occult photography class feature

Benefit: By spending a full round in concentration, taking no other actions, you increase the DC of your flash for the following round by 2.

Extend Flash Line

The lines of your flash reach farther than normal.

Prerequisites: Luminary level 3rd.

Benefit: When adjusting the flash of your camera obscura into a line, you can extend that line by 5ft. **Special:** This feat can be selected multiple times. Its effects stack.

Extra Manipulation

You gain an additional manipulation for your camera obscura.

Prerequisites: Manipulation class feature.

Benefit: You can select an additional manipulation for your camera obscura.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new manipulation.

Extra Photographs and Uses

You can take more photographs per day.

Prerequisites: Occult photography class feature

Benefit: You can take 2 additional photographs per day and gain 2 additional uses of your camera obscura per day.

Special: You can gain this feat multiple times. Its effects stack.

Vignette

You can cause your flash to expand around you.

Prerequisites: Occult photography class feature

Benefit: Three times per day, you change the area effect of your flash into a 30 ft. radius centered on you. You are not affected by the flash unless you choose to be.

Special: You can gain this feat up to three times. Its effects stack. Each time you take this feat, it can be used an additional 3 times per day.

Speedy Development

You can develop photographs much faster than normal.

Prerequisites: Luminary level 3rd.

Benefit: You learn to rebuild your camera obscura so that it develops photographs in 1 round.

Watch the Birdie

You distract your foes to get a better photograph of them.

Prerequisites: Occult photography class feature, Bluff 5 ranks, Improved Feint.

Benefit: You can feint against a target up to 20ft. away. If successful, the target is denied their Dex modifier to Reflex saves against your flash for 1 round.

Equipment

Those who wish to engage in photography without pursuing the class of luminary may choose to purchase the following supplies.

Camera, mundane: This bulky device is used to create mundane photographs. It consists of a black box outfitted with a small curtain, a frontmounted lens, a long flash wand, and a wooden tripod. Unlike a more sophisticated camera obscura, a mundane camera must be carefully disassembled when transported, and setting one up typically takes ten minutes of preparation.

Price: 1,000 gp

Camera Plates: This set of glass or polished metal plates are coated with lightsensitive substances, and are used to create mundane photographs. Each set of film plates can create 10 photographs before they are exhausted.

Price: 20 gp

Photographic Portrait: This 1 ft. square, custom made photograph is a carefully executed and clearly rendered image of a specific person, small family, or group of people.

Price: 5 gp

New Profession: Photographer

This is the business end of taking photographs, which can include creating visual evidence for certain agencies, creating portraits for the aristocracy, to creating artistic images from all manner of sights.

Cameras in Fantasy Environments

Cameras first began simply, when darkened rooms would be lit by a single candle and silhouettes were traced upon the papercovered walls. Over time, these rooms or “dark chambers” became small enough to carry and hold, and the deft introduction of light to the inside the chamber would mark the carefully prepared surfaces within. Like firearms, cameras improved over time by becoming easier to carry, load, aim, and shoot. Also like firearms, cameras are not without mystic appeal, but like many inventions, they were born out of chance, inspiration, and circumstance. Given the near thousand-year history of cameras, they are no more controversial than cannons, telescopes, bombs, or firearms. In fantasy worlds, cameras would achieve popularity with tinkering races, artistic races, and shifty races.

Cameras and Luminaries on Porphyra

Pre-calling Porphyrans had virtually no exposure to camera obscurae or photography until the After Calling era, as it was a completely introduced science and art form. It was and is most common in Iffud, due primarily to the social disapproval there of illusion magic, which would naturally assume most of the functions of photography. The Elementalists of the Zendiqi disapprove mightily of photography and luminaries, as they see it as a perversion of the Four, harnessing them to create images of persons, a foul practice in their eyes; an ironically similar feeling is held in Sanctus Templum, where photography is sanctioned under the Laws of Four as illegal use of fire. The barbaric peoples of the Sikoyan Tundra, Californ, Nor-du-Mag and most of the Rainbow Isles are terrified of photography, as they see it as “stealing their souls”, which, to be honest, is definitely a possibility. The erkunae pursue fads avidly for a time, and while photography might be “the desire of Chaos” one month, the emperor might declare it anathema the next...

Apart from the applications for adventuring, photography and luminaries find much work in the very largest of cities, such as Thame and Belle Ville in The Middle Kingdoms, Freeport, the ornate cities of The Furlands, and Sharira, the Pinnacle Lands. Deist attitudes sometimes resist against photography, as some Deists wish to emulate customs in the Anvil of Gerana. Galleries in Carneton, Berton, and the district capitals of Geranland and Vinterre are showcases to the skill of the luminary and the photographic art. That being said, unscrupulous luminaries scour the countrysides of rural nations looking for rubes to buy their wares, and lovely ladies to

con into removing their petticoats in the quest for “fame in the big city”. More than one luminary has had his “lights” punched out for propositioning the wrong maiden, who wears gauntlets instead of milkmaid’s gloves.

Sample NPC

Peeking Tym began his trade as a respected portrait maker for pirates and seafarers in the exotic town of Xebic, but he soon discovered that his clientele desired his talents for more than mere satisfaction of vanity. Today, he is a thief of secrets who takes photographs of scandalous meetings and criminal behavior, selling his work to the highest bidder. For adventurers traveling through the Haunted Seas or nearby lands, depending on the phase of the Sea’s location, he can be employed as a scout who brings back visual intelligence of the various dangers ahead. However, he has little desire to brave such dangers directly.

Peeking Tym (CR 9; XP 6,400)

Male ratfolk luminary 10

N Small humanoid (ratfolk [bilgerat])

Init +2; **Senses** carrion sense, see in darkness; Perception +10 (+12 hidden objects)

Defense

AC 23, touch 17, flat-footed 18

(+5 armor, +1 deflection, +2 Dex, +3 dodge, +1 natural, +1 size)

hp 78 (10d8+30)

Fort +5, **Ref** +11, **Will** +9; +6 vs. light and darkness descriptors

Special Defenses grace under pressure +2, light and shadow mastery, plagueborn

Offense

Speed 20 ft.

Melee dagger +7/+2 (1d3-1/19-20) and bite +2 (1d2-1)

Ranged +1 *light crossbow* +10 (1d6+1/19-20)

Special Attacks bold stare (oscillation, susceptibility), flash fire (5d6 fire; 20 ft., R-DC 18), hypnotic stare (-2), occult photography 13/day, swarming

Spell-Like Abilities (CL 10th; concentration +13)

Constant—*speak with animals* (rats only)

Spells Known (CL 10th; concentration +13)

4th (1/day)—*dimension door*, *forgetful slumber* (W-DC 17)

3rd (4/day)—*clairaudience/clairvoyance*, *dominate animal* (W-DC 16), *greater false life*, *illusion of treachery* (Wd-DC 16)

2nd (5/day)—*catatonia*, *enter image*, *focused scrutiny*,

invisibility, silence (W-DC 15)

1st (6/day)—*anticipate peril, charm person* (W-DC 14), *color spray* (R-DC 14), *detect secret doors, hypnotism* (W-DC 14)

0th (at will)—*dancing lights, daze* (W-DC 13), *detect magic, detect psychic significance, prestidigitation, read magic*

Statistics

Str 8, **Dex** 14, **Con** 14, **Int** 13, **Wis** 10, **Cha** 17

Base Atk +7; **CMB** +8; **CMD** 21

Feat Agile Maneuvers, Dodge, Iron Will, Mobility, Nimble Moves, Toughness

Skills Appraise +3, Bluff +16, Craft (alchemy) +14, Handle Animals +0 (+4 rodents), Knowledge (arcana, geography) +14, Linguistics +9, Perception +10 (+12 hidden objects), Stealth +7, Use Magic Device +11; **Racial Modifiers** +2 Appraise, +2 Perception to find hidden objects, +4 Handle Animal with rodents, +1 Stealth **SQ** manipulations (adjustable lens, cold flash, disorientating flash [F-DC 18], fast photographs, projector), wharf prowler

Languages Common, Elven, Maenad, Necril, Old Porphyran, Orc, Orcam

Combat Gear antitoxin, bolts (10), *potions of cure moderate wounds* (2), *scroll of eagle's splendor, scroll of hideous laughter, scroll of invisibility, tanglefoot bags* (2); **Gear** *amulet of natural armor* +1, camera obscura, dagger, +1 *light crossbow*, mwk backpack, *ring of protection* +1, +2 *studded leather armor*, 62 gp

Demographics

Homeland The Haunted Sea

Faith Hermes

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