

## BLACK STAR (Aasimar; Antipaladin)

Black Stars are born from the conflictive forces that operate within fallen Aasimar. They have no interest in spreading the affliction of evil to the world - they rather see every atom of creation wiped out of existence.

### **SINGULARITY (Su)**

At 2nd level, a Black Star becomes resilient against the effects created by himself or his allies. The Black Star gains a profane bonus to saves against the spells, spell-like abilities and supernatural abilities created by himself or his allies equal to 2 plus his Charisma modifier.

At 3rd level, whenever the Black Star successfully saves against one of these spells or abilities, if that effect has a reduced effect on a successful save, he can ignore that effect instead. If the Black Star fails a save against one of these spells or abilities, he may take the reduced effect instead of the full effect even on a failure.

This replaces Unholy Resilience and the Cruelty received at 3rd level.

### **WARP ENERGY (Su)**

At 3rd level, a Black Star gains +5 acid, cold and electricity energy resistance. This stacks with Celestial Resistance.

This replaces Plague Bringer.

### **EVENT HORIZON (Su)**

At 4th level, a Black Star becomes unstable, becoming able to release destructive energies from within the core of his being.

By expending 2 uses of Touch of Corruption, the Black Star may cause a burst of energy to come out of his being, dealing 1d6 points of electricity damage per every 2 Black Star levels to each creature and unattended object within a

10 feet radius of the Black Star, including the Black Star himself. A successful Reflex save (DC = 10 +  $\frac{1}{2}$  of the Black Star class level + his Charisma modifier) halves this damage.

At 6th level, the Black Star may “lose” a prepared 1st level spell while using this ability. If he does, each creature on the blast radius must succeed on a Will save with the same DC or become shaken for a number of rounds equal to  $\frac{1}{2}$  the Black Star’s class levels. Creatures that succeed on this Will save become shaken for 1 round. The Black Star may also increase the radius of this ability by an additional 10 feet.

At 9th level, the Black Star may also “lose” a prepared 2nd level spell while using this ability. If he does, the radius of this ability becomes difficult terrain for a number of rounds equal to  $\frac{1}{2}$  the Black Star’s class levels. The Black Star may also increase the radius of this ability by an additional 10 feet.

At 12th level, the Black Star may also “lose” a prepared 3rd level spell while using this ability. If he does, each creature on the blast radius must succeed on a Fortitude save with the same DC or become blind for a number of rounds equal to  $\frac{1}{2}$  the Black Star’s class levels. Creatures that succeed on this Fortitude save become dazzled for 1 round. The Black Star may also increase the radius of this ability by an additional 10 feet.

At 15th level, the Black Star may also “lose” a prepared 4th level spell while using this ability. If he does, this increases the damage dealt by this ability from 1d6 to 1d10 per every two Black Star levels and makes half of the damage divine damage, not subject to energy resistance. Additionally, the Black Star may also increase the radius of this ability by an additional 10 feet.

At 18th level, the Black Star may also “lose” a prepared 1st, 2nd, 3rd and 4th level spells while using this ability. If he does, he may apply any and all of the previously listed effects and, in addition, cast *dimension door* as a spell-like ability before or after the effect. This allows the Black Star to move out of the area of effect without having to make a save as well as move into range of other creatures before the burst happens.

This replaces Channel Energy and the Cruelties gained from 6th level onwards.

### **DEFY GRAVITY (Su)**

At 11th level, a Black Star gains a 60 ft. fly speed with good maneuverability.

This replaces Aura of Vengeance.

### **COSMIC FORCE (Su)**

At 20th level, a Black Star gains DR 10/good and whenever he uses smite good and successfully strikes the target of his smite, the outsider is also subject to a *gravity well*, using his Black Star level as the caster level, and suppresses any *freedom of movement* effects if it is successful. Doing so immediately ends the smite effect.

This replaces Unholy Champion.