

Asurite

Servants of Asura, the queen of astrals and eidolons, asurites strive to be a mortal reflection of their patron, proving their strength in battle and their care for those they cherish in times of need.

The asurite is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the asurite receives the Limit Breaks (Asura's Arms and Asura's Faces).

Asura's Arms (Su): This Limit Break causes the asurite to trail mirages of herself as she makes to bring her enemies to their knees. For a duration of 1 round + 1 round for every four cleric levels beyond 1st, the asurite rolls any and all of her melee attack rolls twice, using the better roll to determine if the attack is successful. If both rolls are successful, then the attack deals an additional 1d6 points of damage + 1d6 for every four cleric levels beyond 1st; this extra damage is not multiplied upon a successful critical hit. This limit break requires only a swift action.

Asura's Faces (Su): This Limit Break brings forth two copies of the asurite, both of whom manifest adjacently to her. She and her copies each wear one of three expressions (chosen by the asurite, and no two expressions can be the same), and the copy that delivers the effect of the Limit Break is determined by rolling a d6; 1-2: Anger; 3-4: Joy; 5-6: Tranquility. Anger gives the asurite and all allies within a 30-ft.-radius of the appropriate copy a deflection bonus to their AC equal to the asurite's Wisdom modifier, which lasts for a duration of 1 round + 1 round per four cleric levels beyond 1st; Joy brings to life any dead allies within a 15 ft. radius of the appropriate copy who have been dead for a number of rounds no greater than the asurite's Wisdom modifier, bringing them back with no negative levels but only a number of hit points equal to the asurite's Wisdom modifier; Tranquility heals all allies within a 30-ft.-radius for 1d8 points of damage + an additional 1d8 points of damage for every four cleric levels beyond 1st.

Spells: An asurite casts white magic spells which are drawn from the white mage spell list. An asurite begins play with 3 1st level white mage spells of her choice. The asurite also selects a number of additional 1st-level spells equal to her Wisdom modifier to add to her list of spells. Each time a character attains a new cleric level, she gains two spells of her choice to add to her list of spells. The two free spells must be of spell levels she can cast. Like most mages, an asurite can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a white magic spell, the asurite must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against an asurite's spell is 10 + the spell level + her Wisdom modifier. In addition, an asurite gains additional MP for having a high attribute (Wisdom).

Class Skills: An asurite adds Perception to her list of class skills. In addition, she gains a bonus on Spellcraft checks equal to half her cleric level.

Favored Weapon: An asurite adds the katana to her list of weapon proficiencies.

Domains: An asurite gains access to two of the following domains: Glory, Law, Strength, War.

Deity Abilities: An asurite gains the following abilities from her deity as she increases in level.

Asura's Might (Ex): At 1st level, an asurite already is capable of feats of impressive physical prowess. She may dual-wield a pair of one-handed weapons, treating them as though they were both light weapons for determining penalties to attack rolls. Additionally, she may use either her Strength or Dexterity score to qualify for the Two-Weapon Fighting feat and any other feats involving the Two-Weapon Fighting feat. When wielding two weapons, the asurite may use a hand that holds her deity's favored weapon to cast her order's spells with, so long as it is only occupied by that weapon.

Asura's Strength (Su): At 3rd level, an asurite can channel some small amount of the divine energy granted to them by Asura and use it to empower her blows. By expending one use of channel energy as a swift action, the asurite gives herself a +1 bonus (sacred if she channels positive energy, profane if she channels negative energy) per die of her channel energy to melee attack and damage rolls, and her weapons become lawfully-aligned. These effects last for a number of rounds equal to her Wisdom modifier.

Asura's Blessing (Su): At 6th level, an asurite has grown closer to her patron divinity's philosophies in the blending of combat and supportive magic. When the asurite casts a spell of the Enhancing or Healing schools, she may reduce the total cost of metamagic applied to the spell by 1, to a minimum of +0. An asurite can use this ability a number of times per day equal to her Wisdom modifier.

Asura's Guardianship (Ex): At 9th level, an asurite can turn her own aggressive form of self-defense into protection for her own allies. Whenever an ally within 10 feet of the asurite is targeted by an attack, she may, as an immediate action, move adjacently to the ally if she is not already and make an attack roll, adding her Wisdom modifier to the attack. If the asurite's attack meets or exceeds the attack made on her adjacent ally, then the enemy's attack is negated.

Asura's Reprimand (Ex): At 12th level, an asurite has come to realize her potential for delivering painful retribution. As a swift action, she may strike a wide stance to bait her enemies into attacking her, imposing a -4 penalty to AC; she can hold this stance indefinitely, unless somehow rendered helpless. Whenever targeted by an attack while this ability is active, whether the attack hits or misses, the attack triggers an attack of opportunity from the asurite; the provoking attack concludes before the attack of opportunity. The target must be within reach of her melee weapon to make the attack.

Asura's Mercy (Su): At 15th level, an asurite is able to offer succor and sanctuary to her allies in dire situations. As an immediate action, whenever an ally within a range of 30 feet is the target of an attack, spell, or other hostile ability, the asurite may cast a single spell of the Enhancing or Healing school that requires no more than a standard action upon the targeted ally. The asurite's spell can come into play either before or after the attack, spell, or ability used by the enemy concludes.

Asura's Fury (Su): At 18th level, an asurite's zeal in battle has grown immensely, and she can share it with her allies. By expending a use of channel energy as a swift action, all numerical bonuses from her aura of war revelry ability are doubled for one round, and the radius of the aura increases by 50% (after other modifiers, such as the Improved Aura feat). This ability lasts for a number of rounds equal to the asurite's Wisdom modifier.

Asura's Will (Su): At 20th level, an asurite's journey to represent the astral of physical might as best she can has come to an end, and she attains her goal. Weapons that she is wielding in one hand deal extra damage from her Strength bonus and feats such as Power Attack as though the weapon was being wielded in two hands. When using the Asura's Strength ability, she may apply the bonuses to all allies within a 30-ft.-radius as well as herself by expending two uses of channel energy instead of one. Finally, a number of times per day equal to her Wisdom modifier, the asurite may cast a spell of the Enhancing or Healing school that requires no more than a standard action on herself as an immediate action in response to being attacked or targeted with a spell or ability; if the ability would normally bring her below 0 hit points, kill her, or otherwise leave her unable to cast the spell, the spell is considered to have gone off just in time to take effect instead of being negated.