



"Conqueror of the skies, Bahamut has known many names; the Dragon King, the Hallowed Father, the First Sire."

Table: Bahamut	
Class Level	Special
1 st	Limit Break
2 nd	Hunting Dive
3 rd	—
4 th	Impulse
5 th	—
6 th	Vicious Bite
7 th	—
8 th	Draconic Crush
9 th	—
10 th	Frightful Presence
11 th	—
12 th	Gravity
13 th	—
14 th	Counterstrike
15 th	—
16 th	Graviga
17 th	—
18 th	Scathe
19 th	—
20 th	Pulsar Blast

Limit Break (Su): At 1st level, Bahamut receives the Limit Break (Megaflare).

Megaflare (Su): Bahamut breathes intense energy from its jaws, blasting all enemies in a 30-ft.-cone. Enemies within the area of effect take 1d6 points of non-elemental damage per summoner level, with a Reflex save (DC 10 + half of the summoner's level + Bahamut's Constitution modifier) for half damage.

Hunting Dive (Ex): At 2nd level, while Bahamut charges an opponent, he can attempt to bleed their target for 1d6 damage per turn for 1d6 rounds. The target can make a successful Fortitude save (DC 10 + half of the summoner's level + Bahamut's Constitution modifier) to negate the status effect.

Impulse (Su): At 4th level, Bahamut releases a blast of energy at its foe. It can make a ranged touch attack, hitting a foe up to 30 feet away. The subject takes 4d6 points of non-elemental damage. This consumes 2 MP from the summoner. Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19).

Vicious Bite (Ex): At 6th level, as a standard action, Bahamut makes an attack that hits three times with its bite attack with a -5 penalty. Bahamut adds double its Strength bonus to all damage rolls for Vicious Bite.

Draconic Crush (Su): At 8th level, as a standard action, Bahamut can attempt a ranged touch attack roll against a target within 60 feet. If the attack is successful, the target takes 7d6 points of non-elemental damage.

Frightful Presence (Ex): At 10th level, Bahamut's presence is frightening to behold. Creatures within 30 feet of the avatar are subject to the effect if they have fewer HD than the avatar. A potentially affected creature that succeeds on a Will save (DC 10 + half of the summoner's level + Bahamut's Charisma modifier) remains immune to Bahamut's frightful presence for 24 hours. On a failed save, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds.

Gravity (Sp): At 12th level, Bahamut is able to cast *Gravity* like the spell. This is a spell-like ability and consumes 5 MP from the summoner.

Counterstrike (Ex): At 14th level, Bahamut gains the ability to counter blows when attacked. During his action, he designates an opponent and once per round, if that opponent attacks him he can immediately make an attack of opportunity. He can select a new opponent on any action. A helpless Bahamut (such as one who is unconscious or paralyzed) does not gain the benefit of this ability, nor can he use this ability when flat-footed.

Graviga (Sp): At 16th level, Bahamut is able to cast *Graviga* like the spell. This is a spell-like ability and consumes 7 MP from the summoner.

Scathe (Sp): At 18th level, Bahamut is able to cast *Scathe* like the spell. This is a spell-like ability and consumes 8 MP from the summoner.

Pulsar Burst (Su): At 20th level, as a full-round action, Bahamut soars upward, blasting targets within a wide radius of intense light doing 15d8 points of non-elemental damage in a 60-ft.-line that's 5 feet wide. All creatures in the area of effect must make a Reflex save (DC 10 + half of the summoner's level + Bahamut's Constitution modifier) to take half damage.