

Cruise Chaser

A cruise chaser worships the god, Ark. Those who follow the path of the Lord of Airships possess a desire to travel the world, protecting those in need as their patron would, and feel their mobility and skill increase with their faith.

The cruise chaser is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the cruise chaser receives the Limit Breaks (Ark's Rush and Slipstream).

Ark's Rush (Su): This limit Break allows the cruise chaser to invoke her deity's offensive might, thrusting her spear forward to produce a burst of Air in a 50-ft.-line, 10-ft.-wide. Those in the area effect take 2d6 damage (half in wind damage, the other half in piercing damage) plus an additional 2d6 per four cleric levels after 1st, along with becoming Squallied and pushed back 10 feet. A successful Fortitude save (DC 10 + half of the cleric's level + her Wisdom modifier) halves the damage, negating the knockback and the status effect.

Slipstream (Su): This Limit Break allows the cruise chaser to shroud her allies in wind in an instant. As an immediate action, the cruise chaser allows all allies within 30 feet to receive the Float status. In addition, they also gain a +1 deflection bonus to AC, +1 bonus to Reflex saves, and an additional 10 feet of movement speed until the beginning of her next turn, along with an additional +1 bonus to AC, Reflex saves, and 5 feet of movement speed for every four cleric levels after 1st. This duration extends an additional round for every four cleric levels beyond the 1st.

Spells: A cruise chaser casts astrologian spells which are drawn from the astrologian spell list. A cruise chaser also treats all wind-elemental spells from the geomancer spell list as being on the astrologian spell list. A cruise chaser begins play with 3 1st level astrologian spells of her choice. The cruise chaser 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, a cruise chaser can find or purchase scrolls with spells to add to her repertoire.

To learn or cast an astrologian spell, the cruise chaser 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 a cruise chaser's spell is 10 + the spell level + her Wisdom modifier. In addition, a cruise chaser gains additional MP for having a high attribute (Wisdom).

Class Skills: A cruise chaser adds Bluff to her list of class skills. In addition, she gains a bonus on Knowledge (Engineering) skill checks equal to half her cleric level (minimum of 1).

Favored Weapon: A cruise chaser adds halberds to her list of weapon proficiencies.

Domains: A cruise chaser gains access to two of the following domains: Air, Artifice, Liberation, Travel.

Deity Abilities: A cruise chaser gains the following abilities from her deity as she increases in level.

Deadly Leap (Ex): At 1st level, the cruise chaser obtains Jump and Deadly Lancer as a Dragoon would of a cleric level -3 (minimum 1).

Deft Halberd (Ex): At 3rd level, the cruise chaser can wield her halberd in one hand. To do so, she takes a -1 penalty on attack rolls with the weapon. The cruise chaser also learns one Acrobatic Talent or one Lunge Technique, along with an additional one per four cleric levels after 3rd. In addition, the cruise cruiser is considered to have Weapon Finesse with the halberd, even though it isn't normally allowed to be so.

Deft Spear (Ex): At 6th level, the cruise chaser gains a +1 bonus on attack and damage rolls with halberds. This bonus increases by +1 for every five levels beyond 6th. In addition, she can feint as a swift action instead of a standard action with her halberd.

Gift of the Air (Su): At 9th level, when a cruise chaser channels energy, she can give herself and her allies the mobility of her patron. Instead of healing, those affected by the cleric's Channel Energy gain the ability to traverse any terrain that would normally impede movement (water, lava, ice, etc.) without any problems. A cruise chaser floats 5 feet off the ground and gently floats downward if off the ground more than 5 feet. The cruise chaser moves at half her own base land speed while floating. This speed increases by 5 feet per two cleric levels past 9th.

Halberd Parry and Riposte (Ex): At 12th level, when an opponent makes a melee attack against the cruise chaser, she can take a cumulative –4 penalty on all attacks (including further parry attempts) until the end of her next turn and expend an attack of opportunity to attempt to parry that attack. The cruise chaser makes an attack roll as if she were making an attack of opportunity; for each size category the attacking creature is larger than the cruise chaser, the cruise chaser takes a –2 penalty on this roll. If her result is greater than the attacking creature's result, the creature's attack automatically misses. The cruise chaser must declare the use of this ability after the creature's attack is announced, but before its attack roll is made. Upon performing a successful parry, the cruise chaser can, as an immediate action, make an attack against the creature whose attack she parried, provided that creature is within her reach. At 14th, 16th, and 18th levels, the penalty decreases by 1.

Gift of Flight (Su): At 15th level, a cruise chaser fully feels the power of flight Ark is capable of. Once per day + her Wisdom modifier, she can move through the air at the indicated speed if carrying no more than a light load. Cruise chasers have a +8 racial bonus on all Fly checks and can fly (perfect) at a speed of 30 feet + 5 feet times her Wisdom bonus. This lasts for a duration of 1 minute per cleric level.

Surgical Lunge (Ex): At 18th level, when a cruise chaser confirms a critical hit with a halberd, she deals ability damage in addition to the normal bonus damage from the critical hit. The cruise chaser chooses which ability is damaged, and deals an amount of damage equal to the critical multiplier of the halberd.

Mastery of the Halberd (Ex): At 20th level, the cruise chaser has fully mastered charging the enemy from the skies. When jumping a distance of 10 or more feet using a charge action, the cruise chaser deals double the normal amount of damage. In addition, if the cruise chaser confirms a critical hit on a charge attack, the target is stunned for 1d4 rounds. A successful Fortitude save reduces this to staggered for 1d4 rounds. The DC is equal to 20 + her Dexterity modifier.