

Disaster

Some clerics worship the cosmic bull, [Kujata](#), for the destructive power he grants. Fearing a congregation of such volatile force in one place, many are barred from creating a true deific order where followers may come to worship Kujata within the walls of cities. Nevertheless, Disasters - as they are often called - will come together away from civilization, taking up new homes within old ruins and ancient forests.

The disaster is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the disaster receives the Limit Breaks (Disaster Blaster and Kujata's Stomp).

Disaster Blaster (Su): This Limit Break fires a magic bolt from the disaster's horn, causing a massive upheaval of the earth up to 60 feet away on the ground. This upheaval is a 10-ft.-radius burst + 5 feet for every four cleric levels after 1st, and enemies within the area must make a Reflex save (DC 10 + half of his cleric level + his Charisma modifier). Those that fail suffer the burning, frozen, static, and weighted status effects for 1 round + 1 round per four cleric levels after 1st. The elemental status effects applied by this Limit Break are not removed by any of the disaster's spells or Limit Breaks.

Kujata's Stomp (Su): This Limit Break causes the ground to shake and even the air to blow away with every step the disaster takes. Enemies within 30 feet of the disaster at any point during the round he activates this Limit Break take a -2 penalty to AC and attack rolls, and a -1 to Reflex saves. These effects increase by the listed amounts every four cleric levels after 1st, and they last for 1 round + 1 round per four cleric levels after 1st. These penalties can be avoided with a successful Fortitude save (DC 10 + half his cleric level + his Charisma modifier). This limit break requires a swift action.

Spells: A disaster casts black mage spells which are drawn from the [black mage spell list](#). A disaster begins play with 3 1st level black mage spells of his choice. The disaster also selects a number of additional 1st-level spells equal to his Wisdom modifier to add to his list of spells. Each time a character attains a new cleric level, he gains two spells of his choice to add to his list of spells. The two free spells must be of spell levels he can cast. Like most mages, a disaster can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a black mage spell, the disaster 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 disaster's spell is 10 + the spell level + his Wisdom modifier. In addition, a disaster gains additional MP for having a high attribute (Wisdom). All black mage spells learned by the disaster use his Wisdom modifier instead of Intelligence for all spells' effects.

Class Skills: A disaster adds Survival to his list of class skills. In addition, he gains a bonus on Spellcraft checks equal to half his cleric level.

Favored Weapon: A disaster adds gore and metal bands to his list of weapon proficiencies. In addition, he may attach metal bands to the tip(s) of his horn(s) that costs 5 gil. These metal bands weigh 1 pound, and can be made masterwork and enchanted to the same effect as any manufactured piercing weapon, affecting his gore natural attack.

Domains: A disaster gains access to two of the following [domains](#): Chaos, Fire, Ice, Lightning.

Deity Abilities: A disaster gains the following abilities from his deity as he increases in level.

Bull Horns (Su): At 1st level, a disaster grows a large horn or pair of horns on his head, gaining a gore natural attack (1d6 medium, 1d4 small). This is a primary natural attack. If he already has a gore natural attack, the horn(s) grow larger and the damage die increases by one size category. These horns are infused with elemental power, and the disaster may cast elemental (fire, ice, earth, or lightning) spells from this horn. When casting

spells this way, he does not need to have his hands free, and adds his Charisma modifier to concentration checks made to cast defensively.

Spellgore (Su): At 3rd level, whenever a disaster casts a touch (melee or ranged) spell from the cleric spell list, he can deliver the spell through his gore natural attack. Instead of the touch attack normally used to deliver the spell, he can make one free melee attack with his gore (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. He may use this ability with charge attacks if he casts a melee touch spell, storing the spell's effects in his horns to be delivered when he can next perform a charge action.

Elemental Horns (Ex): At 6th level, the disaster can increase the potency of his next elemental spell cast through his horn as a swift action, so long as the casting time of the spell is 1 standard action or less. The next elemental spell cast this way deals half again as much damage as normal and any elemental resistance the target(s) of this spell has is lessened by half as well. He can use this ability once per day and every six cleric levels thereafter, he gains an additional use. The use of this ability cannot be used with metamagic feats besides [Close Quarters Spell](#).

Destructive Gore (Ex): At 9th level, up to 3 times per day, the disaster may cast a spell for use with spellgore at the start of a charge as part of the charge action. In addition, he may make one turn during a charge, and no longer takes an AC penalty from charging.

Extended Horns (Su): At 12th level, the disaster's horns grow longer, and gain a 10 foot reach during his turn and increase the damage by 1 size category. In addition, he may spend a daily use of channel energy to grant his gore natural attack the earthen, fiery, frost, or shock weapon properties for 2 rounds as a swift action.

Channeling Charge (Su): At 15th level, up to 3 times per day, a disaster may use channel energy at the start or the end of a charge as part of the charge action. If using channel energy at the end of a charge, the DC to resist its effects increases by 2.

Massive Horns (Su): At 18th level, the disaster's horns grow even larger, increasing its damage by 1 size category.

Tetra Disaster (Su): At 20th level, a disaster's horns shine with the ruby light atop of Kujata, channeling the cosmic bull's raw destructive power. By spending 4 daily uses of channel energy, he may blast this energy up to 100 feet away, exploding in a 30-ft.-radius burst. This explosion deals 20d8 damage in earth, fire, ice, and lightning damage (5d8 of each element). Creatures in the area must make a Reflex save (DC 20 + the disaster's Charisma modifier) to take half damage. The disaster may use any feats or features that affect channel energy with this ability.