

Dreamer

A dreamer worships the fortune goddess, Lakshmi. Offering good health, luck and fortune to all those who follow in her glorious name, kept safe in her loving arms.

The dreamer is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the dreamer receives the Limit Breaks (Alluring Embrace and Godly Blessing).

Alluring Embrace (Su): This Limit Break entralls those near-by. One creature + one additional creature for every four cleric levels after 1st within a 30-foot radius of the dreamer must make a Will save (DC 10 + half of the cleric's level + her Charisma modifier) or come under the full control of the dreamer for 1 round + 1 round per four cleric levels after 1st. Those under the control of the dreamer have no self control over their actions at all and may do actions that would cause serious bodily harm to themselves or their allies. This is a mind-affecting effect.

Godly Blessing (Su): This Limit Break summons godly power, showering the ground and anyone in it with a rejuvenating light, healing 2d6 points damage and 1d6 points of MP + an additional 2d6 points of damage and 1d6 of MP per four cleric levels levels after 1st, to all allies in a 40-ft.-cylinder high, 20-ft.-radius. This limit break has a range of 100 feet.

Spells: A dreamer casts astromancy spells which are drawn from the astrologian spell list. A dreamer begins play with 3 1st level astromancy spells of her choice. The dreamer 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 dreamer can find or purchase scrolls with spells to add to her repertoire.

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

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

Favored Weapon: A dreamer adds Light Flail to her list of weapon proficiencies.

Domains: A dreamer gains access to two of the following domains: Good, Healing, Luck, Sun.

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

Luck Pool (Su): At 1st level, the dreamer gains a reservoir of luck points that she can draw upon to fuel her powers. This luck pool has a number of points equal to her cleric level + her Charisma modifier. The pool refreshes once per day when the dreamer rests for a full 8 hours. With these luck points, she can spend them to either reroll any single roll for herself with 1 luck point as an immediate action or take a swift action that does not count against the dreamer's normal limit of one swift action per round that can be used with dreamer class features. If used on an ability or skill, the ability/skill check cannot take more than 1 round. This does not increase the normal limit of one swift cast spell per turn. These luck points are also used in other class features she receives as she levels.

Seduce (Sp): At 3rd level, the dreamer seduces her foes with an alluring gaze. A number of times per day equal to her Charisma modifier (minimum 1), the dreamer can cast *Charm* as a spell-like ability (Will save DC 10 + half of the cleric's level + her Charisma modifier to negate).

Gambler Gambits (Su): At 6th level, the dreamer gains one gambler gambit. She gains an additional gambler gambit 10th level and every four cleric levels thereafter. A dreamer cannot select an individual gambler gambit more than once. Gambler gambits require a dreamer to spend luck points.

A complete list of gambler gambits can be found here: [Gambler Gambits](#)

Allure (Su): At 9th level, the dreamer's presence is alluring. All creatures interacting with the dreamer within 30 feet must make a Will save (DC 10 + half of the cleric's level + her Charisma modifier) or treat the dreamer as 1 step friendlier. This does not work on creatures who are hostile. This effect lasts for 24 hours and any creature who succeeds the Will save cannot be affected by Allure for another 24 hours. This is a mind-affecting effect.

Embrace (Su): At 12th level, the dreamer emanates a warm glow. All creatures within 30 feet of the dreamer that receive healing from any source receive an additional bonus healing equal to her cleric level.

Mighty Wall (Su): At 15th level, the dreamer can cover her allies in a protective light. As a standard action, by spending 1 use of channel energy and 4 MP, the dreamer can bestow all allies within 30 feet a +4 deflection bonus to AC and a +4 resistance bonus to all saves.

Divine Doubt (Su): At 18th level, the dreamer fills her foes with doubt. As a standard action, the dreamer can spend 1 use of channel energy and 2 MP to cause all enemies within 30 feet to gain the confused status condition for a number of rounds equal to her Charisma modifier, however the affected creatures also add 25 (max 100) to the dice result to determine how they act while under this confused status effect. A successful Will save (DC 10 + half of the cleric's level + her Charisma modifier) negates this effect. This is a mind-affecting effect.

Last Kiss (Su): At 20th level, the dreamer may kiss those destined for death. As a swift action, the dreamer can make a single touch attack against an adjacent target. If she hits, the target's gains the doomed status condition for 1d4 rounds. A Fortitude save (DC 20 + her Charisma modifier) can negate this effect. The dreamer can use this ability a number of times per day equal to her Charisma modifier.