

Equestrian

Equestrians worship the stormcaller, [Ixion](#). An equestrian is as proud and noble as the horses and unicorns he styles himself after, bravely venturing forth upon a mount or on foot. Many will form a close bond with a valiant steed, or seek some other way they may grow closer to their patron.

The equestrian is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the equestrian receives the Limit Breaks (Approaching Storm and Ixion's Stampede).

Approaching Storm (Su): This Limit Break conjures a rolling storm from the Thunder Plains around the equestrian. All enemies within 30 ft. of him must make a Reflex save (DC 10 + half his cleric level + his Charisma modifier) or be afflicted with both the *static* and *drenched* status effects. These status effects last for 1 round + 1 round per four cleric levels after the 1st. This limit break requires a swift action.

Ixion's Stampede (Su): This Limit Break grants the equestrian and any mount he rides the thunderous hooves of Ixion. For 1 round + 1 round per four cleric levels after the 1st, whenever an equestrian or his mount charges, he may make a free Bull Rush or Overrun combat maneuver after attacking without provoking an attack of opportunity. If he does, he gains a bonus of 1 + 1 per four cleric levels after the 1st to the attack and combat maneuver rolls for these charges. This limit break requires a swift action.

Spells: An equestrian casts black mage spells which are drawn from the [black mage spell list](#). An equestrian begins play with 3 1st level black mage spells of his choice. The equestrian 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, an equestrian can find or purchase scrolls with spells to add to his repertoire.

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

Class Skills: An equestrian adds Ride to his list of class skills. In addition, he gains a bonus on Knowledge (Nature) checks equal to half his cleric level.

Favored Weapon: An equestrian adds lances to his list of weapon proficiencies.

Domains: An equestrian gains access to two of the following [domains](#): Animal, Community, Lightning, Weather.

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

Skilled Rider (Ex): At 1st level, an equestrian gains both the [Mounted Combat](#) feat as a bonus feat.

Stormwatch (Ex): At 3rd level, an equestrian may add half of his cleric level to Survival checks to predict the weather up to 24 hours in advance. In addition, he gains [Skill Focus](#) (Ride) feats as a bonus feat.

Unicorn Horn (Su): At 6th level, up to 3 times per day, the equestrian can grow a large horn on his forehead, gaining a gore natural attack (1d6 medium, 1d4 small) that lasts for a minute. This is a primary natural attack. If he already has a gore natural attack, the horn grows larger and its damage die increases by one size category.

This horn is infused with lightning, and the equestrian may cast elemental (lightning) spells from this horn. When casting spells this way, he does not need to have his hands free, and he does not need to make concentration checks for casting spells while moving on a mount.

Relentless Steed (Ex): At 9th level, once per day, an equestrian may reroll a Ride skill check or a saving throw made by his mount. He must take the second roll, even if it is worse. In addition, his mount does not reduce its speed when wearing medium or heavy barding or carrying a heavy load.

Extended Horn (Su): At 12th level, the equestrian's horn grows longer, and gains a 10 ft. reach during his turn and increases the damage by 1 size category as long as he wields a lance with the *reach* special quality.

Superior Mounted Combat (Ex): At 15th level, an equestrian may attempt a Ride check (as a free action, usable outside his turn) twice per round to negate a successful hit on his mount.

Massive Horn (Su): At 18th level, the equestrian's horn grows even larger, increasing its damage by 1 size category. In addition, elemental (lightning) spells cast using the horn increase their effective caster level and DC by 1, and the equestrian gains a +4 sacred bonus if she channels light energy or profane bonus if she channels dark energy to all attack rolls made with the gore natural attack.

Lightning Horn (Su): At 20th level, an equestrian's horn can channel Ixion's wrath, his horn growing large like a lightning rod. As a full-round action, he shoots out a lightning bolt dealing 20d8 lightning damage in a 100-ft.-line, 10-ft.-wide. Creatures within the area of effect must make a Reflex save (DC 20 + the equestrian's Charisma modifier) to take half damage. This ability takes 4 daily uses of channel energy. He may use feats and features that modify channel energy, such as [Selective Channeling](#), on this ability.