

Fulgarian

Disciples of Ramuh seek knowledge of all things. Mostly of the arcane but they are inclined to learn as much as they can about the world. Some act as neutral advisers in times of war or to those seeking guidance and knowledge within their own lives. Above all, their study is in the magical arts, and are very protective of the right to study it and use it.

The fulgurian is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the fulgurian receives the Limit Breaks (Ramuh's Judgment and Ramuh's Protection).

Ramuh's Judgment (Su): This Limit Break allows the fulgurian to call upon Ramuh's magical might summoning a barrage of lightning from himself to smite his foes. All enemies within 30-feet of the fulgurian are struck with a barrage of lightning, taking 2d6 points of lightning damage plus and additional 2d6 points of lightning damage per four cleric levels after 1st, with a Reflex save (DC 10 + half of the cleric's level + his Charisma modifier) to half the damage. Those who fail the save are also staggered for 1 round.

Ramuh's Protection (Su): This Limit Break allows the fulgurian to ask for Ramuh's aid, who is not afraid to give it. The fulgurian and all allies within 30-feet gain Spell Resistance 10 for a duration of 1 round plus 1 round per four cleric levels after 1st. This Spell Resistance increases by 5 every four cleric levels after 1st. Beneficial spells made by allies automatically pass the spell resistance granted by this limit break, as Ramuh knows to interweave the magic through for his disciples. This limit break requires only a swift action.

Spells: A fulgurian casts black magic spells which are drawn from the black mage spell list. A fulgurian begins play with 3 1st level black mage spells of his choice. The fulgurian 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 fulgurian can find or purchase scrolls with spells to add to his repertoire.

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

Class Skills: A fulgurian adds Use Magic Device to his list of class skills. In addition, he gains a bonus on Knowledge (Arcane) skill checks equal to half his cleric level.

Favored Weapon: A fulgurian adds power staff to his list of weapon proficiencies.

Domains: A fulgurian gains access to two of the following domains: Chaos, Good, Knowledge, Lightning.

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

Arcane Power (Su): Fulgurians have access to a magical well tied to the plane of lightning to charge themselves and their spells. Relying heavily on the arcane force the Ramuh bestows in his plane. The fulgurian can use these arcane powers times per day equal to 4 plus his Charisma modifier.

Charged Spell (Su): At 1st level, as a free action, with this Arcane power, the fulgurian can charge a spell he is about to cast. He increases the number of dice of the next spell cast this round by 1. In doing so, this extra dice is lightning damage, included with the spell's normal effect. The DC of the spell is also increased by 1. At 5th level, and every five cleric levels thereafter, the number of dice is increased by 1 and the DC is increased by 1.

This charged spell can also penetrate spell resistance gaining a bonus against spell resistance equal to the fulgurian's Charisma modifier.

Thunderspark (Su): At 3rd level, as a standard action, with this Arcane power, the fulgurian can slam his weapon into the ground and send a shockwave of lightning at an enemy within 15-feet, making a ranged touch attack. If successful, he deals weapon damage as normal and an additional 1d6 points of lightning damage per two cleric levels. A Fortitude save must be made (DC 10 + half of the cleric's level + his Charisma modifier) or be immobilized for a number of rounds equal to his Charisma modifier. If the fulgurian is using a power staff, he can use the power staff's range for this attack instead.

Charged Study (Su): At 6th level, the fulgurian can spend an Arcane power, as a free action, to recall knowledge from his studies, charging his mind for a brief moment. When making a Knowledge skill check on a creature, or using Spellcraft to identify a spell, he gains an insight bonus equal to his Charisma modifier and can roll twice and take the better result.

Roaring Blast (Su): At 9th level, as a swift action, with this Arcane power, the fulgurian can bring forth more magical power from the plane of lightning, charging his next damaging spell cast this round. The spell roars like thunder when cast and explodes in an overwhelming boom when it finishes. This spell makes all enemies within 15-feet of the target make a Fortitude save (DC 10 + half of the cleric's level + his Charisma modifier) or be deafened for 1 hour. Those hit by this spell directly are pushed back, becoming subject to a bull rush attempt made by the fulgurian, using his caster level in place of his base attack bonus, and his Charisma modifier in place of his Strength modifier. Any spell cast with roaring blast cannot be used with the Silent Spell metamagic feat.

Striking Tree (Su): A fulgurian of 12th level, with this Arcane power, can summon a tree of expanding lightning from his square. As a standard action, he can cause the tree to strike those around him. He can choose to effect one 10-foot cube per cleric level. These cubes can be arranged in any pattern he desires, but each cube must be adjacent to another and one must be adjacent to the fulgurian. Any creature caught in the tree's storm takes 1d6 points of lightning damage per two cleric levels, with a Reflex save (DC 10 + half of the cleric's level + his Charisma modifier) resulting in half damage. This Arcane power lasts for a number of rounds equal to his Charisma modifier.

Counter Lightning (Su): A fulgurian of 15th level can use an Arcane power to attempt to counter a spell as it is being cast. He must identify the spell being cast as normal. If he successfully does so, the fulgurian can attempt to counter the spell, as an immediate action, and by expending MP equal to at least one higher than the level of the spell being cast. To counterspell, the fulgurian must attempt a dispel check as if using *dispel*. If he expends 2 uses from his arcane power instead of 1, he gains a +4 bonus on the dispel check. Counterspelling in this way does not trigger any feats or other abilities that normally occur when a spellcaster successfully counters a spell.

Impaling Storm (Su): As a full-round action, a fulgurian of 18th level can use his Arcane power to charge his weapon with a furious amount of lightning and hurl the weapon like a lightning bolt at an enemy within 30 feet. The attack is a ranged touch attack that ignores cover and concealment, even if the enemy is behind an object or wall, the weapon drills through to reach its target. If the attack is successful, it deals double weapon damage plus 1d6 points of lightning damage per two cleric levels. The weapon impales the creature and stays inside them, dealing 1d6 points of lightning damage per two cleric levels every round until removed. The weapon remains impaled for a number of rounds equal to the fulgurian's Charisma modifier. A successful Fortitude save (DC 10 + half of the cleric's level + his Charisma modifier) negates the impalement. It takes a full-round action to remove the weapon with a DC 20 Strength check. If a creature is impaled by this ability, any invisible effect is suppressed, and they move at half speed. All spells cast are also subjected to a 50% spell failure chance while impaled. If removed, or if the attack misses, or the save is made, the weapon teleports back to the fulgurian's hand with a streak of lightning. He can also call the weapon back as a free action ending the effect.

Arbiter of Magic (Su): At 20th level, becoming one who reveres magic and its understanding, and gaining the praise of Ramuh, the fulgurian is gifted with a magical large white beard, a sign of his power. He can expend a use of Arcane power in place of MP. One use of Arcane power can replace 3 points of MP in this way. Additionally, he can expend a use of his Arcane power to cast a spell far beyond his limits. He can expend a single use to cast a 7th level black magic spell, two uses for an 8th level black magic spell, and 3 arcane power uses for a 9th level black magic spell. These spells can be cast as if he could normally cast them and even if he doesn't have them in his known spells. He must still spend MP to cast the spell and can even charge it with other arcane powers if desired.