

Glacian

Glacians worship the Ice Goddess, Shiva. Desiring to bring their goddess's guidance to the land and to help sculpt not just themselves but this world into a thing of beauty. They can see the good in most things and often becomes lenient to those who do wrong. Though, the goddess's wrath is not unknown, those who seek to walk on thin ice with the goddess and her disciples will likely see it shatter.

The glacian is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the glacian receives the Limit Breaks (Diamond Dust and Shiva's Heart).

Diamond Dust (Su): This Limit Break allows the glacian to freeze all enemies within 30-feet of her, encasing them in ice, unable to move or act for 1 round and taking 1d6 points of ice damage plus an additional 1d6 ice damage per four cleric levels after 1st. A Fortitude save must be made (DC 10 + half of the cleric's level + her Charisma modifier) or to reduce the damage by half and to avoid being encased in ice. At the beginning of the glacian's next turn, any enemies encased in ice, the ice explodes, dealing 1d6 points of ice damage plus an additional 1d6 ice damage per four cleric levels after 1st. This frees the enemies encased in the ice. The enemies cannot break free from the ice, but others can attempt to break them out if enough damage is dealt. The ice has 5 hit points plus the cleric's level and hardness equal to the glacian's Charisma modifier. Fire damage ignores the hardness of the ice.

Shiva's Heart (Su): This Limit Break envelops the glacian and her allies in a blanket of snow. The glacian and her allies within 30-feet heal 2d6 points of damage plus an additional 2d6 per four cleric levels after 1st and gain immunity to ice damage for 1 round plus 1 round for every four cleric levels after 1st.

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

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

Class Skills: A glacian adds Perform (Dance) to her list of class skills. In addition, she gains a bonus on Knowledge (Nature) skill checks equal to half her cleric level.

Favored Weapon: A glacian gains longsword to her list of weapon proficiencies.

Domains: A glacian gains access to two of the following domains: Charm, Community, Ice, Protection.

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

Glacial Power (Su): Glacians have access to a power linked between them and Shiva's will. Allowing them to assist their allies, slow down their enemies, and any who continue to push their limits against the glacian will see themselves break. The glacian can call upon these powers a number of times per day equal to 4 plus her Charisma modifier.

Shatter Strike (Su): At 1st level, with this Glacial power, the glacian can infuse their next strike to freeze her enemy. As a standard action, the glacian makes a melee attack on an enemy. If successful, the target takes

normal damage + 1d6 points of ice damage + an additional 1d6 points of ice damage per four cleric levels after 1st. The target must make a Fortitude save (DC 10 + half of the cleric's level + her Charisma modifier) or be stunned for 1 round.

Whiteout (Su): At 3rd level, as a standard action, with this Glacial power, the glacialian envelops herself and all within 30-feet with a whirlwind of ice. Enemies within 30-feet must make a Fortitude save (DC 10 + half of the cleric's level + her Charisma modifier) or be slowed as long as this power is active. The glacialian and her allies within the area of effect gain 2 temporary hit points for per cleric level. In addition, the glacialian gains a +10-foot enchantment bonus to movement speed and does not provoke attacks of opportunity when moving. This ability lasts for a number of rounds equal to the glacialian's Charisma modifier. At the beginning of the glacialian's turn, a new Fortitude can be made to ignore the slow status effect.

Iceheart (Su): At 6th level, as a move action, this Glacial power lets the glacialian cover herself in an aura of ice that covers the glacialian's body granting DR 2/-. This damage resistance increases by 1 per four cleric levels after 6th. Additionally, she may walk on icy ground as if it was normal terrain, gliding on it. This ability lasts for a number of rounds equal to the glacialian's Charisma modifier.

Reflection of Ice (Su): At 9th level, the glacialian can see through falling snow and sleet without taking any penalties on Perception checks as long as there is enough light to allow her to see normally. In addition, as a move action, the glacialian may spend a Glacial power to see invisible enemies as if using *see invisibility* in icy or snowy terrain.

Storm of Glass (Su): At 12th level, as a standard action, with this Glacial power, the glacialian can create a blizzard of snow and ice. She can create one 10-foot cube of this storm per two cleric levels. These cubes can be arranged in any pattern she desires, but each cube must be adjacent to another, and at least one must be adjacent to the glacialian. Any creatures caught in the blizzard take 1d6 points of ice damage per two cleric levels, with a successful Reflex save (DC 10 + half of the cleric's level + her Charisma modifier) halving the damage. This ability lasts for a number of rounds equal to her Charisma modifier. The ground remains icy (+5 to Acrobatics DCs) as long as local conditions permit. The blizzard obscures sight beyond 5 feet, providing total concealment. A creature within 5 feet has concealment. The glacialian can see through this storm without penalty.

Servant of Winter (Sp): At 15th level, as a full-round action, with this Glacial power, the glacialian can summon a single ice elemental to serve her. She can summon an elder ice elemental, as per *summon monster VIII* spell.

Heavenly Dance (Su): At 18th level, with this Glacial power, as a swift action, the glacialian's feet leaves trails of ice behind, letting her dance around her foe with fancy slides and maneuvers. She gains a dodge bonus to AC equal to her Charisma modifier and her movement doesn't provoke attacks of opportunity for a number of rounds equal to her Charisma modifier.

Beautiful Reflection (Su): At 20th level, the glacialian has become a perfect sculpture of ice and beauty in the eyes of Shiva. The glacialian's body is permanently transformed into living ice, as the *ice body* spell, except it cannot be dispelled. In addition, her mastery of ice magic is such that any of her spells that deal ice damage bypass ice immunity or ice resistance.