

Hydraean

Hydraeans worship the God of the Sea, Leviathan. Hydraeans who live in or near the sea embrace the watery aspect of their deity. In aquatic communities, a hydraean is often a healer and spiritual leader. Hydraeans understand the tempestuousness and cruelty of the sea, but also its generosity and bounty.

The hydraean is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the hydraean receives the Limit Breaks (Leviathan's Protection and Tidal Wave).

Leviathan's Protection (Su): This Limit Break bestows upon the hydraean a series of water bubbles to protect him. For a duration of 1 round + 1 round per four cleric levels after 1st, the first ranged attack (physical or spell) that strike the hydraean is immediately absorbed, not affecting him. At 5th level and every four cleric levels thereafter, the hydraean can absorb an additional attack. This limit break requires only a swift action.

Tidal Wave (Su): This Limit Break allows the hydraean to bring up a massive tsunami, washing away nearby foes. Enemies within 30 feet of the hydraean take 2d6 points of water damage + an additional 2d6 points of water damage per four cleric levels after 1st, with a Reflex save (DC 10 + half of the cleric's level + his Charisma modifier) for half damage. Those who fail the save are also swept away, pushed back from the hydraean 5 feet plus an additional 5 feet per four cleric levels after 1st and are knocked prone.

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

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

Class Skills: A hydraean adds Swim to his list of class skills. In addition, he gains a bonus on Knowledge (planes) skill checks equal to half his cleric level.

Favored Weapon: A hydraean adds trident to his list of weapon proficiencies.

Domains: A hydraean gains access to two of the following domains: Glory, Protection, Water, Weather.

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

Fluid Nature (Ex): At 1st level, the hydraean receives a +4 bonus to his Combat Maneuver Defense against bull rush, drag, grapple, reposition, and trip attempts. A creature trying to confirm a critical hit against the hydraean has a -4 penalty on its confirmation roll. At 5th level, he gains Dodge as a bonus feat. He does not need to meet the prerequisite to gain this feat. If the hydraean already has this feat, he may pick another Combat feat for which he must meet the prerequisites for.

Aquatic Adaptation (Ex): At 3rd level, the hydraean gains a swim speed of 30 feet. At 9th level, he gains the amphibious special quality and develop a fat layer that grants a +1 natural armor bonus and resist ice 5. When immersed in water, he gains blindsense 30 feet. At 15th level, he gains a swim speed of 60 feet and blindsense of 60 feet in water.

Crashing Waves (Su): At 6th level, the force of a hydraean's water spells can bring even the mightiest of foes to the ground. When the hydraean casts a spell with the water descriptor, he does so at 1 caster level higher. If that spell deals damage, the target must succeed at a Fortitude saving throw (DC 10 + half of the cleric's level + his Charisma modifier) or be knocked prone. At 11th level, the hydraean casts water spells at 2 caster levels higher. At 16th level, his ability to knock creatures prone extends to any spell that deals damage.

Hydraulic Crush (Su): At 9th level, the hydraean can strike an area with a pressurized blast of water in a 5-foot-radius column 30 feet tall with a range of 60 feet. Creatures in the area take 1d6 points of water damage per two cleric levels and are knocked prone. When used underwater, the radius and height double, and the effect instead creates a powerful eddy that causes affected creatures to lose their Dexterity bonus to Armor Class for 1 round instead of knocking them prone. A successful Reflex save (DC 10 + half of the cleric's level + his Charisma modifier) halves the damage and prevents the secondary effect. The hydraean can use this ability a number of times per day equal to his Charisma modifier.

Fluid Mastery (Su): At 12th level, the hydraean can unleash a torrent of water from his hands in a 15-foot cone as a standard action. This torrent deals 1d6 points of water damage per two cleric levels he possesses, and grants the hydraean a free bull rush attempt on all targets affected using his caster level in place of his base attack bonus, and his Charisma modifier in place of his Strength modifier. A successful Reflex saving throw (DC 10 + half of the cleric's level + his Charisma modifier) halves the damage and negates the bull rush attempt. The hydraean can use this ability a number of times per day equal to his Charisma modifier.

Raise the Deep (Sp): At 15th level, the hydraean can raise water as per *control water*, but no water need be present. This created water is stationary and does not flow out of the area where he creates it; it lasts 1 round per cleric level and then disappears. At 20th level, the dimensions of the effect are doubled. The hydraean may use this ability a number of times per day equal to his Charisma modifier.

Elemental Form (Su): At 18th level, as a standard action, the hydraean assumes the form of a Huge (or smaller) water elemental, with a duration of 1 hour. While in this form, the hydraean gains the physical ability scores of the elemental, while retaining his mental ability scores. The hydraean can use this ability once per day.

Deep One (Ex): At 20th level, the hydraean gains blindsight 60 feet and his body is covered with fine, slippery scales granting DR 10/piercing, continuous freedom of movement, and increasing his resistance to ice to 20. Underwater, he gains evasion and blindsight 120 feet, and he is immune to pressure damage from deep water.