

Ignavian

Clerics of Phoenix, the Rebirthing Flame, ignavians, being both powerful healers and wielders of holy flame, know that sometimes assistance can be soothing a wound. And sometimes, it is in causing them.

The ignavian is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the ignavian receives the Limit Breaks (Rising Sun and Setting Sun).

Rising Sun (Su): This Limit Break allows the ignavian to tap into Phoenix's flames to heal. All allies, including the ignavian, within 30 feet are healed 1d6 points of damage plus an additional 1d6 per two cleric levels after 1st. Starting at 10th level, this can also revive the recently dead, as per the *Breath of Life* spell, except they can't have been dead for longer than one round plus one round per four cleric levels after 1st.

Setting Sun (Su): This Limit Break causes a powerful aura of flames to surround the ignavian. This aura has a range of 10 feet plus 5 feet for every four cleric levels after 1st. This aura deals 1d6 points of fire damage plus an additional 1d6 per two cleric levels after 1st to all enemies within range. The aura lasts for 1 round + 1 round for every four cleric levels after 1st.

Spells: An ignavian casts white magic spells which are drawn from the white mage spell list. An ignavian also treats all Elemental (Fire) spells from the black mage spell list as being on the white mage spell list. An ignavian begins play with 3 1st level white magic spells of her choice. The ignavian 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, an ignavian can find or purchase scrolls with spells to add to her repertoire.

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

Class Skills: An ignavian adds Fly to her list of class skills. In addition, she gains a bonus on Heal checks equal to half her cleric level.

Favored Weapon: An ignavian adds Katana to her list of weapon proficiencies.

Domains: An ignavian gains access to two of the following domains: Fire, Good, Healing, Sun.

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

Flames of Life (Su): Beginning at 1st level, whenever an ignavian casts a single-target Healing spell, she can cause it to erupt in flames around the subject, dealing 1d6 points of fire damage plus an additional 1d6 per four cleric levels after 1st to all enemies adjacent to the subject of the heal. A successful Reflex save (DC 10 + half of the cleric's level + her Wisdom modifier) halves this damage.

Radiance of the Rebirthing Flame (Ex): At 3rd level, whenever the ignavian casts a spell of the Fire, Light or Healing schools, she adds her Charisma modifier to the variable, numeric effects and to any caster level checks made to overcome spell resistance.

Body of Flame (Su): At 6th level, the ignavian gains Fire Resistance 10. At 8th level and every two cleric levels thereafter, this Fire Resistance increases by 5. At 16th level, this becomes Fire Immunity. Additionally, whenever an opponent strikes her in melee, they take fire damage equal to half her cleric level.

To Fly Upon the Crimson Wings (Su): Starting at 9th level, an ignavian sprouts a pair of shimmering, fiery wings which grants her a Fly speed equal to her base land speed with Good maneuverability for a number of rounds per day equal to her cleric level, that doesn't need to be consecutive. She may summon or suppress the wings as a free action. If she ever falls unconscious in mid-air, the wings sprout automatically causing her to fall in a corkscrew, meaning she takes only 1d6 points of damage no matter how far she falls. Although her wings need to be out in order to fly, she is actually flying magically and therefore does not need to worry about things that only affect winged flyers (such as losing altitude when taking damage or falling when colliding into things).

Grace of the Rebirthing Flame (Ex): Starting at 12th level, all spells of the Healing school the ignavian casts can raise the recently dead as per *breath of life* spell, up to a maximum of 3 times per day.

A Heat That Will Scorch All Creation (Su): Starting at 15th level, whenever an ignavian casts a Fire or Light spell, she may spend a use of channel energy as a free action. If she does, the spell instead deals Divine Fire damage and adds her channel energy dice to the result. Divine Fire is treated as Fire or Holy damage when determining weakness, but otherwise cannot be resisted or reduced. A creature that is killed by divine fire must make a Fortitude save (DC 10 + half of the cleric's level + her Wisdom modifier) or be reduced to ash. If a creature has both Holy and Fire Resistance, they can reduce the damage as normal.

Critical Point of Everything (Ex): Starting at 18th level, the critical threat range of all Fire or Light spells the ignavian casts increases to 19-20. Creatures that are weak to fire or holy damage may be critically hit by an ignavian's fire or light spells, even if they are otherwise immune to critical hits.

Rise From The Ashes (Su): At 20th level, the ignavian truly embodies her patron. She constantly benefits from a Reraise status effect. Once per day, upon dying, she bursts out in an aura of flame, dealing damage to all creatures within 30 feet for 15d6 points of fire damage, with a Reflex save (DC 20 + her Wisdom modifier) to reduce the damage by half. Unlike normal Reraise, she instead gains one temporary negative level that goes away after 24 hours, at which point she regains her Reraise status effect. The negative level and the Reraise are not otherwise linked.