

Infernian

Disciples of Ifrit are known as bringers of fire and war. Living to conquer and fight, either for the sake of stoking their own flames or to snuff out those who grows dim. Many infernians live to fight for one cause or another and love to battle in war, they are known to be passionate about their individual beliefs and the fight keeps their passions burning. They seek to the flames for Ifrit's guidance in this cruel world, as his fire burns the brightest of all.

The infernian is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the infernian receives the Limit Breaks (Ifrit's Radiance and Ifrit's Wrath).

Ifrit's Radiance (Su): This Limit Break allows the infernian to be bound in a wreath of flame. The flame doesn't harm the infernian, instead this raging flame protects him, negating 2 points of damage from every attack be it physical or magical. Every four cleric levels after 1st, this increases by 2. Every time an enemy within 60-feet damages the infernian while this Limit Break is active, they take fire damage equal to the amount negated as the wreathing flames lashes out at the attacker. The damage taken is divine, despite its fiery form, and ignores any form of damage reduction. This Limit Break lasts 1 round plus 1 round per four cleric levels after 1st and requires a swift action to activate.

Ifrit's Wrath (Su): This Limit Break allows the infernian and those who stand by him to put the war to a close. Their passions rise, and with it: fire. The weapons of the infernian and his allies within 30-feet deal an additional 1d6 points of fire damage plus an additional 1d6 points of fire damage per four cleric levels after 1st. This limit break requires a swift action to activate and lasts for 1 round plus 1 round for per four cleric levels after 1st.

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

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

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

Favored Weapon: An infernian adds rapier or scimitar to his list of weapon proficiencies.

Domains: An infernian gains access to two of the following domains: Destruction, Fire, Strength, War.

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

Inferno Power (Su): Infernians have access to a power linked between their inner flame and Ifrit's allowing them to use this power to cause mayhem and bring his allies' battle to a swift close. The infernian can use this power a number of times per day equal to 4 + his Charisma modifier.

Ifrit's Nails (Su): At 1st level, when the infernian brings fire to the battlefield and strikes a foe, he can use the raging flames to form a nail and embed them into his enemies, ready to erupt at a later time. When the infernian

deals fire damage with a spell he has cast, as a free action, he can activate this Inferno power to embed a fiery nail into his foe or foes. A successful Fortitude save (DC 10 + half of the cleric's level + his Charisma modifier) can negate this effect. If his spell hits multiple enemies or multiple times, this consumes an Inferno power for each enemy or time the spell hits, if the infernian desires to make more than one nail. As a swift action, the infernian can cause the nail to explode from inside, dealing 1d6 points of fire damage for every two cleric levels he possesses. This nail stays embedded into the enemy and cannot be pulled out or gotten rid of. However, the infernian can dismiss it as a swift action. The nail dissipates if the infernian is knocked unconscious. The nail stays embedded for a number of rounds equal to the infernian's Charisma modifier.

Burning Passion (Su): At 3rd level, the infernian can unleash a fiery aura from themselves that increases the infernian and his allies' will to fight. As a swift action, the infernian and his allies within 30-feet gain a bonus to Intimidate equal to the infernian's Charisma modifier and gain a +1 morale bonus to attack and damage rolls. This morale bonus increases by 1 every four cleric levels after 3rd. This Inferno power lasts for a number of rounds equal to the infernian's Charisma modifier.

Inner Flame (Su): At 6th level, this Inferno power allows the infernian to summon up the strength from within, to power his spells, causing them to explode with power. As a swift action, the infernian can sacrifice 1d6 hit points plus an additional 1d6 for every three cleric levels after 6th, when he casts a fire spell. If the spell deals damage, it deals additional fire damage equal to the hit points sacrificed. This extra damage is divine and cannot be negated by means such as fire resistance. The infernian also gains a bonus to his caster level equal to his Charisma modifier for purposes of bypassing spell resistance when using this Inferno power.

Flamesight (Su): At 9th level, the infernian can look into flames and see things others can't and can talk with the flames. To use this Inferno power, the infernian must be looking into a flame, such as a torch or brazier lit or even a campfire. Firstly, he can communicate with other infernians. This ability has no limited range as long as they are on the same plane. He can also ask the flames for advice as if casting *augury*. He can also commune with Ifrit as if casting *commune*. In addition, he can also use fire to show him the way, allowing the flames to dance and show him secret doors or passages as if casting *detect secret doors*. Finally, the infernian can use this Inferno power to see through fire, fog, and smoke without penalty, as long as the light is sufficient to allow him to see normally. He can gaze through any source of flame within 10 feet per cleric level, as if using *clairvoyance/clairaudience*.

Fires of War (Su): At 12th level, this Inferno power allows the infernian to call upon the fires of hell itself to erupt into the new hell, the mortals call war. As a standard action, he can cause fire to erupt around him, creating one 10-ft.-cube of fire per two cleric levels. 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 infernian. Any creatures caught in these flames take 1d6 points of fire damage per two cleric levels, with a successful Reflex save (DC 10 + half of the cleric's level + his Charisma modifier) halving the damage. This Inferno power lasts for a number of rounds equal to the infernian's Charisma modifier.

Form of Cinder (Su): At 15th level, the infernian becomes immune to all fire damage. He does not need to spend an Inferno power to activate this immunity. However, as a swift action, he can spend a use of Inferno power and lose this immunity for a short time to wreath himself in fire, granting him total concealment and a +20 enchantment bonus to his movement speed. Moving while under this power does not provoke attacks of opportunity. This power lasts for a number of rounds equal to the infernian's Charisma modifier. This can be dismissed as a free action. Once the power ends or is dismissed, he gains his fire immunity back as long as he has a single use of Inferno power.

Bringer of War (Su): At 18th level, as a full-round action, with this Inferno power, the infernian begins to hover in the air and burn with flames, flying towards his enemies. This is a charge attack that ignores all obstacles and creatures and the infernian moves forward, tripling his movement speed, ignoring armor penalties. He can make a single melee attack against all enemies he runs into. This attack deals fire damage instead of his

normal damage plus an additional amount of fire damage equal to 1d6 per two cleric levels. After his movement ends, he leaves behind a trail of fire that lingers in his line of movement for a number of rounds equal to his Charisma modifier, dealing 1d6 points of fire damage to all who move into that line or stay within.

The Brightest Flame (Su): At 20th level, the infernian's eyes glow with fire and the tips of his hair burn with flames. His inner being is closely tied to the god of fire and with it, brings power to his spells and his might. At the cost of a use of Inferno power, the infernian can apply any one of the following metamagic feats to any fire spell he can cast without increasing the MP cost: Burning Spell, Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, Quicken Spell, Silent Spell, or Still Spell. He does not need to possess these feats to use this ability. Additionally, the MP cost to cast fire spells can be lessened by 2 (to a minimum of 1) at the cost of an Inferno power use.