



"Stampeding destrier that tramples foes 'neath thunderous hooves."

Table: Ixion	
Class Level	Special
1 st	Limit Break
2 nd	Static Charge
3 rd	—
4 th	Chaos Charge
5 th	—
6 th	Lightning Bolt
7 th	—
8 th	Aerospark
9 th	—
10 th	Fulmination Spiral
11 th	—
12 th	Chain Lightning
13 th	—
14 th	Thunder Guard
15 th	—
16 th	Odin's Lance
17 th	—
18 th	Stormbolts
19 th	—
20 th	Lightning Horn

Limit Break (Su): At 1st level, Ixion receives the Limit Break (Thor's Hammer).

Thor's Hammer (Su): Ixion calls down the judgment of the heavens, striking foes with lightning blasts. Enemies within 30 feet of the avatar take 1d6 points of lightning damage per summoner level, with a Reflex save (DC 10 + half of the summoner's level + Ixion's Constitution modifier) for half damage.

Static Charge (Ex): At 2nd level, while Ixion charges an opponent, it can attempt to inflict static and dazzled status effects on its target for 1d6 rounds each. The target must make a successful Reflex save (DC 10 + half of the summoner's level + Ixion's Charisma modifier) to negate the status effects.

Chaos Charge (Su): At 4th level, Ixion blasts the target with the tip of its horn. As a standard action, it attacks with its horn at a -5 penalty. A creature hit by the attack takes normal gore damage plus an additional 2d6 points

of lightning damage and must make a Fortitude save (DC 10 + half of the summoner's level + Ixion's Charisma modifier) or be stunned for one round.

Lightning Bolt (Sp): At 6th level, Ixion is able to cast *Lightning Bolt* like the spell. This is a spell-like ability and consumes 3 MP from the summoner.

Aerospark (Su): At 8th level, as a full-round action, Ixion fires two blast of lightning at two different enemy targets. Ixion must make a ranged touch attack to hit for each ray, and if the ray hits, it deals 3d6 points of lightning damage + Ixion's Charisma modifier per ray.

Fulmination Spiral (Ex): At 10th level, as a full-round action, Ixion charges in a 30-ft.-line, causing damage to foes in the line of effect. All creatures in the area of effect take damage equal to triple Ixion's gore damage and are inflicted with *Deprotect II* unless they make a successful Reflex save (DC 10 + half of the summoner's level + Ixion's Constitution modifier).

Chain Lightning (Sp): At 12th level, Ixion is able to cast *Chain Lightning* like the spell. This is a spell-like ability and consumes 6 MP from the summoner.

Thunder Guard (Su): At 14th level, Ixion grants allies a shocking guard. All allies gain a +10 morale bonus to saving throws versus lightning spells and effects. The allies must be within 30 feet of Ixion when it uses this ability to receive these bonuses. This consumes 6 MP from the summoner. Blue mage may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

Odin's Lance (Ex): At 16th level, as a standard action, Ixion thrusts at great speed and precision at a –5 penalty. If the attack hits, the gore is treated as a critical hit and deals double damage.

Stormbolts (Sp): At 18th level, Ixion is able to cast *Stormbolts* like the spell. This is a spell-like ability and consumes 8 MP from the summoner.

Lightning Horn (Su): At 20th level, as a full-round action, Ixion shoots out a super-charged lightning bolt, dealing 15d8 points of lightning damage in a 100-ft.-line, 10-ft.-wide towards a direction. Creatures within the area of effect must make a Reflex save (DC 10 + half of the summoner's level + Ixion's Charisma modifier) to take half damage.