

Kaiser

A kaiser is a geomancer who has crafted powerful bonds of trust and friendship with one ally from each of the four primary elemental planes. Kaisers are similar to genie-binders.

The kaiser is an archetype of the geomancer class.

Limit Break (Su): At 1st level, the kaiser receives the Limit Break (Avatar Protection).

Avatar Protection (Su): This Limit Break allows the kaiser's avatar to take any attacks aimed at the kaiser. For a duration of 1 round + 1 round per four geomancer levels after 1st, as long as the kaiser is adjacent to her avatar, the avatar intercepts any attacks, using its AC instead. For the duration of this limit break, the avatar gains a damage reduction of 2/- and additional 2/- per four geomancer levels after 1st. This limit break requires only a swift action.

This ability replaces the Limit Break (Geocache).

Elemental Avatar (Su): At 1st level, a kaiser has four elemental avatars she can summon, one each for the elements of air, earth, fire, and water. Their abilities and statistics are determined using the rules for avatars from the summoner class, as if the kaiser were a summoner of her geomancer level.

Each of the four elementals has its own base form, skills, and feats. The kaiser can summon one of these elementals with the same 1-minute ritual a summoner normally uses to do so. The kaiser can't summon an avatar or cast summon nature's ally if she currently has an avatar summoned. She also can't summon an avatar if she currently has a creature summoned through other means. If one of the kaiser's avatars is killed, she cannot summon any avatars for 24 hours. The kaiser can dismiss her avatar as a standard action.

As the kaiser gains levels, her elemental avatars' base statistics increase as if her geomancer level were her summoner level. The avatars gain the darkvision, link, evasion, ability score increase, devotion, and improved evasion abilities at the appropriate levels. The kaiser does not gain life link or any other class features a summoner gains in relation to her avatar.

Elemental Avatar

Starting Statistics

Size Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (poor), Will (good); **Attack** 2 claws (1d4); **Ability Scores** Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11.

Base Form: When summoning an elemental avatar, the kaiser must select air, earth, fire, or water. The avatar gains the following abilities, which can vary depending on its element.

- At 1st level, all elemental avatars gain immunity to paralysis and sleep. In addition, air elemental avatars gain immunity to wind damage. Earth elemental avatars gain immunity to earth damage. Fire elemental avatars gain immunity to fire damage. Water elemental avatars gain immunity to water damage. In addition, air elemental avatars gain flight (using magic) with a speed equal to their base speed. Earth elemental avatars gain the burrow speed equal to half their base speed. Fire elemental avatars increase their base speed by 20 feet. Water elemental avatars gain a swim speed equal to their base speed + 20 feet and they also gain the ability to breathe underwater.
- At 4th level, all elemental avatars gain a MP pool equal to that of a red mage of half their hit dice and the ability to cast spells from their own element (For example, fire elemental avatar can cast Fire, Fire II, Fire III, Fira, Fire IV, and Firaga at 20th level) of a caster level equal to half their hit dice.
- At 8th level, all elemental avatars gain either Great Fortitude, Lightning Reflexes, or Iron Will as a bonus feat.

- At 12th level, all elemental avatars gain immunity to bleed, poison, and stun. In addition, they can no longer be flanked.
- At 16th level, all elemental avatars gain immunity to critical hits and do not take additional damage from precision-based attacks, such as sneak attack.
- At 20th level, all elemental avatars increase to Large size, gaining all the benefits and penalties for increase in size. An air elemental avatar gains the whirlwind (Reflex DC 18) ability, with a maximum height of 30 feet and dealing 1d8 points of damage + Strength modifier. Earth elemental avatars gain the earth mastery ability and DR 5/—. Fire elemental avatars deals fire damage with attacks (1d8 points of fire damage) and the burn (Reflex DC 16) ability. Water elemental avatars gain the drench and vortex (DC 19) abilities. The vortex ability works as the air elemental avatar's whirlwind ability (except as noted in the vortex ability's description).

This ability replaces geomancy.

Elemental Empathy (Ex): At 1st level, a kaiser can improve the attitude of a creature of the elemental subtype. This ability functions just like a Diplomacy check to improve the attitude of a person. The kaiser rolls 1d20 and adds her geomancer level and her Charisma modifier to determine the elemental empathy check result.

To use elemental empathy, the kaiser and the elemental must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an elemental in this way takes 1 minute, but as with influencing people, it might take more or less time.

A kaiser can also use this ability to influence a non-elemental outsider with the air, earth, fire, or water subtype, but she takes a -4 penalty on the check.

This ability replaces nature sense.

Elemental Infusion (Su): At 4th level, the kaiser gains the ability to call forth aspects of the elements to infuse her allies with these aspects. As a standard action, the kaiser can select a number of allies within 30 feet equal to 1 + her Wisdom modifier (minimum 1) to infuse with an aspect, detailed below. An aspect lasts for a number of rounds equal to 1 + half the geomancer's level. All allies receive the same aspect. Each aspect has a minimum level and an element associated with it. The kaiser must be high enough level to infuse the aspect. At 8th level, and every four geomancer levels thereafter, she may infuse her allies with one additional aspect, up to 5 aspects at 20th level. The kaiser may use this ability a number of times per day equal to 5 + her Wisdom modifier.

While infused with an element, the appearance of allies changes slightly to reflect which aspect they are infused with. An ally whose attacks are infused with fire might have a faint aura of fire around his weapon, while the skin of an ally infused with adamantite hardness takes on a slightly metallic sheen. In addition, the ally's attacks deal an extra +1d6 points of elemental damage.

For every two additional aspects the ally is infused with, this damage increases by +1d6. If infused with an Air aspect, this extra damage is wind damage. If infused with an Earth aspect, this extra damage is earth damage. If infused with a Fire aspect, this extra damage is fire damage. If infused with a Water aspect, this extra damage is water damage. If the kaiser infuses an ally with aspects from multiple elements, she must choose from those elements as the damage type.

Subsequent uses of this ability negate any previous uses still in effect.

The save DC for any ability from an aspect is equal to 10 + half of the geomancer's level + her Wisdom modifier. Unless otherwise specified, all aspects that modify weapons only modify non-spell weapons.

At 4th level, the kaiser has access to the following aspects:

- **Burn [Fire]:** The ally's weapons burst into flame, and the flame lingers in its previous position for longer than expected, as if hinting at its sticky nature. Creatures the ally successfully hits with a weapon must make a Reflex save or catch fire for 1d4 rounds; dealing 1d6 points of fire damage each round.
- **Charged Air [Air]:** The air around the ally cracks as small bursts of lightning suddenly appear and disappear. At the start of ally's turn, creatures adjacent to the ally take 2d4 points of lightning damage unless they make a Reflex save. A successful saving throw halves the damage
- **Clobbering Strikes [Earth]:** Right before impact, the weapons of the ally grow twice as large, clobbering the foe with the earth's fury. The ally's weapons deal damage as if one size larger. This is a magical effect that increases size.
- **Earthbound Stability [Earth]:** The ally's feet seem to meld with the earth, providing superior stability all the while not restricting movement. The ally receives a +2 competence bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground. In addition, the ally gains a +1 insight bonus on attack and damage rolls if both it and its foe are touching the ground.
- **Fiery Haste [Fire]:** Small wisps of flame sprout off from the ally as they make their way through the battlefield. The ally receives a +5 feet insight bonus to base speed, and receives an extra +2 fire damage on all weapon damage rolls, including spell weapons.
- **Fluid Motion [Water]:** The ally's movements become supernaturally graceful, allowing them to flow over obstacles that would stop others. The ally may take a 5 foot step into difficult terrain. In addition, the ally can move 5 feet if missed by a melee attack. This movement does not provoke attacks of opportunities and the ally must end their movement threatened by the enemy who missed.
- **Icy Steps [Water]:** The ally's steps chill the ground where ever they go. Each round, the ally chooses one square they take up. Ice appears in a straight line from wherever the selected square was at the beginning of the turn to where it is at the end of the kaiser's turn. This ice counts as difficult terrain for one turn, before it melts away. For a medium creature, the square chosen will be the only square the creature is in, but for larger creatures, they just choose one square that they are in. An ally under the effect of Icy Steps does not treat the ice created by this aspect as difficult terrain.
- **Wind to the Back [Air]:** Each step brings the ally a little further than normal as small gusts of winds launch the ally forth. The ally receives a +10 foot insight bonus to speed, and all jumps count as running jumps.

At 8th level, the kaiser has access to the following aspects:

- **Haze [Air]:** The ally is encased in a protective haze. The ally is treated as if being affected by the *blur* spell.
- **Iron To Ice [Water]:** The ally's weapons turn into supernaturally stable ice that coldly saps the strength to fight from the ally's foes. Half the damage the ally inflicts with a weapon is ice damage. Despite the name, this aspect works with all weapons.
- **Trailblazer [Fire]:** A blaze follows the ally as they dance across the earth. This glowing trail of fire appears behind the ally in a straight line starting where they started their turn and ending where they end their movement. Each square where the ally steps out of, starts ablaze for a round, causing 2d4 points of fire damage (Reflex half) to any creature passing through the flames.
- **Toughened Skin [Earth]:** The ally's skin color becomes a shifting gradient of earthy, yet oddly metallic, brown and green. The ally gains DR 1/adamantine. For every two geomancer levels past 4th level, the DR increases by 1 point, to a maximum of DR 9/adamantine at 19th level.

At 12th level, the kaiser has access to the following aspects:

- **Burrowing [Earth]:** The ally is easily able to move through earth, and can exist in earth as if he was above ground. The ally gains a burrow speed equal to 1/4th their base speed, and can breathe while burrowing.
- **Elemental Resistance [Air, Earth, Fire, or Water]:** The ally gains a resistance to one of the elements the kaiser is attuned to. The kaiser chooses on element when she imbues this aspect. The ally gains energy resistance 15 to that element. She can apply this aspect multiple times, but with different elements.
- **Flight [Air]:** The ally is able to fly perfectly with the help of the wind. The ally gains a fly speed equal to their base speed, with good maneuverability. The ally gains an enhancement bonus to Fly checks equal to half the kaiser's caster level.
- **Rejuvenating Waters [Water]:** The ally is imbued with the rejuvenating properties of spring water. They gain fast healing equal to the geomancer's Wisdom modifier. This aspect has no effect out of combat.
- **Sheath of Flame [Fire]:** A sheath of flames surrounds the ally, flaring up when enemies get close. Any creature striking the ally with its body or a hand-held weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per geomancer level (to a maximum of +15). Creatures attacking with a reach melee weapon do not take the damage. The ally takes no damage from these flames, but sheds light as a torch.

At 16th level, the kaiser has access to the following aspects:

- **Fiery Burst of Speed [Fire]:** The ally is imbued with the ability to summon forth a great burst of flames to propel them forward. Once every 1d4 rounds, the ally may, as a swift action, move up to their base speed, as if taking a move action. When the ally uses this ability, all enemies adjacent to the ally take 6d6 fire damage, with a Reflex save for half.
- **Fluid Form [Water]:** The ally's form becomes more fluid. The ally is affected by the *fluid form* spell.
- **Mystical Earth [Earth]:** The ally is able to tap into the mystical power of the earth to enhance their own spellcasting. While on solid ground, the ally is treated as possessing the Combat Casting feat and gains a +2 bonus to caster level checks. While under the effects of this aspect, the spellcaster may spend a full-round action to cast any spell that normally has a standard action or less casting time. When doing so, the DC of the spell increases by 1.
- **Swift Attack [Air]:** The ally is infused with the celerity of wind, allowing them to attack faster. When making a full attack action, the ally may make one extra attack with one natural or manufactured weapon. The attack is made using the ally's full base attack bonus, plus any modifiers appropriate to the situation. This aspect does not stack with effects such as *haste*.

This ability replaces geomancy tricks.

Elemental Shape (Su): At 5th level, a kaiser gains the ability to turn herself into any small elemental and back again once per day. The effect lasts for 1 hour per geomancer level, or until she changes back. Changing form (to elemental or back) is a standard action and doesn't provoke an attack of opportunity.

When taking the form of a small elemental, a kaiser gains the following abilities:

- **Air Elemental:** If the form the kaiser takes is that of a Small air elemental, she gains a +2 size bonus to her Dexterity and a +2 natural armor bonus. She also gains fly 60 feet (perfect), darkvision 60 feet, resist wind 20, vulnerability to ice and the ability to create a whirlwind.
- **Earth Elemental:** If the form the kaiser takes is that of a Small earth elemental, she gains a +2 size bonus to her Strength and a +4 natural armor bonus. She also gains darkvision 60 feet, resist earth 20, vulnerability to wind, the ability to earth glide, and tremorsense out to 15 feet.

- **Fire Elemental:** If the form the kaiser takes is that of a Small fire elemental, she gains a +2 size bonus to her Dexterity and a +2 natural armor bonus. She also gains darkvision 60 feet, resist fire 20, vulnerability to water, and the burn ability.
- **Water Elemental:** If the form the kaiser takes is that of a Small water elemental, she gains a +2 size bonus to her Constitution and a +4 natural armor bonus. She also gains swim 60 feet, darkvision 60 feet, resist water 20, vulnerability to lightning, the ability to create a vortex, and the ability to breathe water.

A kaiser loses her ability to speak while in elemental use she is limited to the sounds that an elemental can make, but she can communicate normally with other elementals.

A kaiser can use this ability an additional time per day at 7th level and every two levels thereafter, for a total of eight times at 19th level. At 20th level, a kaiser can use elemental shape at will. As a kaiser gains in levels, this ability allows the kaiser to take on the form of larger elementals. Each form expends one daily usage of this ability, regardless of the form taken.

At 9th level, a kaiser can use elemental shape to change into a Medium elemental creature. When taking the form of a medium elemental, a kaiser gains the following abilities:

- **Air Elemental:** If the form the kaiser takes is that of a Medium air elemental, she gains a +4 size bonus to her Dexterity and a +3 natural armor bonus. She also gains fly 60 feet (perfect), darkvision 60 feet, resist wind 20, vulnerability to ice and the ability to create a whirlwind.
- **Earth Elemental:** If the form the kaiser takes is that of a Medium earth elemental, she gains a +4 size bonus to her Strength and a +5 natural armor bonus. She also gains darkvision 60 feet, resist earth 20, vulnerability to wind, the ability to earth glide, and tremorsense out to 30 feet.
- **Fire Elemental:** If the form the kaiser takes is that of a Medium fire elemental, she gains a +4 size bonus to her Dexterity and a +3 natural armor bonus. She also gains darkvision 60 feet, resist fire 20, vulnerability to water, and the burn ability.
- **Water Elemental:** If the form the kaiser takes is that of a Medium water elemental, she gains a +4 size bonus to her Constitution and a +5 natural armor bonus. She also gains swim 60 feet, darkvision 60 feet, resist water 20, vulnerability to lightning, the ability to create a vortex, and the ability to breathe water.

At 13th level, a kaiser can use elemental shape to change into a Large elemental creature. When taking the form of a large elemental, a kaiser is immune to bleed damage, critical hits, and sneak attacks while in elemental form and gains the following abilities:

- **Air Elemental:** If the form the kaiser takes is that of a Large air elemental, she gains a +2 size bonus to her Strength, +4 size bonus to her Dexterity, and a +4 natural armor bonus. She also gains fly 60 feet (perfect), darkvision 60 feet, resist wind 20, vulnerability to ice and the ability to create a whirlwind.
- **Earth Elemental:** If the form the kaiser takes is that of a Large earth elemental, she gains a +6 size bonus to her Strength, a -2 penalty on her Dexterity, a +2 size bonus to her Constitution, and a +6 natural armor bonus. She also gains darkvision 60 feet, resist earth 20, vulnerability to wind, the ability to earth glide, and tremorsense out to 45 feet.
- **Fire Elemental:** If the form the kaiser takes is that of a Large fire elemental, she gains a +4 size bonus to her Dexterity, a +2 size bonus to her Constitution, and a +4 natural armor bonus. She also gains darkvision 60 feet, resist fire 20, vulnerability to water, and the burn ability.
- **Water Elemental:** If the form the kaiser takes is that of a Large water elemental, she gains a +2 size bonus to her Strength, a -2 penalty on her Dexterity, a +6 size bonus to her Constitution, and a +6 natural armor bonus. She also gains swim 60 feet, darkvision 60 feet, resist water 20, vulnerability to lightning, the ability to create a vortex, and the ability to breathe water.

At 17th level, a kaiser can use elemental shape to change into a Huge elemental. When taking the form of a huge elemental, a kaiser is immune to bleed damage, critical hits, and sneak attacks while in elemental form, gains DR 5/—, and gains the following abilities:

- **Air Elemental:** If the form the kaiser takes is that of a Huge air elemental, she gains a +4 size bonus to her Strength, +6 size bonus to her Dexterity, and a +4 natural armor bonus. She also gains fly 120 feet (perfect), darkvision 60 feet, resist wind 20, vulnerability to ice and the ability to create a whirlwind.
- **Earth Elemental:** If the form the kaiser takes is that of a Huge earth elemental, she gains a +8 size bonus to her Strength, a -2 penalty on her Dexterity, a +4 size bonus to her Constitution, and a +6 natural armor bonus. She also gains darkvision 60 feet, resist earth 20, vulnerability to wind, the ability to earth glide, and tremorsense out to 60 feet.
- **Fire Elemental:** If the form the kaiser takes is that of a Huge fire elemental, she gains a +6 size bonus to her Dexterity, a +4 size bonus to her Constitution, and a +4 natural armor bonus. She also gains darkvision 60 feet, resist fire 20, vulnerability to water, and the burn ability.
- **Water Elemental:** If the form the kaiser takes is that of a Huge water elemental, she gains a +4 size bonus to her Strength, a -2 penalty on her Dexterity, a +8 size bonus to her Constitution, and a +6 natural armor bonus. She also gains swim 120 feet, darkvision 60 feet, resist water 20, vulnerability to lightning, the ability to create a vortex, and the ability to breathe water.

This ability replaces geosynchronous, the earth speaks, the air sings, and the echoes dance.

Diverse Elemental Infusions (Su): At 11th level, when the kaiser uses her elemental infusion ability, she may give different allies different aspects.

This ability replaces timeless body.