

Kefkanite

A faithful follower of Kefka, imbued with his demented personality and megalomania, seeks to curry favor with his god. Kefkanites are territorial creatures, always seeking to be the one Kefka chooses as his avatar, to rule in his name.

The kefkanite is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the kefkanite receives the Limit Breaks (Kefka's Displeasure and Kefka's Horrible Screech).

Kefka's Displeasure (Su): This Limit Break lets the kefkanite's enemies within a 30-ft.-radius know of Kefka's displeasure with them. Enemies within the area of effect must make a Will save (DC 10 + half of the cleric's level + his Charisma modifier) or suffer a -2 penalty to attack rolls, skill checks, and saving throws for a duration of 1 round + 1 round per four cleric levels after 1st. The penalty increases by another -2 per four cleric levels after 1st. This limit break requires only a swift action.

Kefka's Horrible Screech (Su): This Limit Break lets the kefkanite emit a horrible screech towards his opponents causing non-elemental damage in a 60-ft.-cone. Enemies in the area of effect take 2d6 points of non-elemental damage + an additional 2d6 points of damage per four cleric levels after 1st, a Fortitude save (DC 10 + half of the cleric's level + his Charisma modifier) or be stunned for 1 round.

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

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

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

Favored Weapon: A kefkanite adds power rod or power staff to his list of weapon proficiencies.

Domains: A kefkanite gains access to two of the following domains: Chaos, Destruction, Evil, Magic, Trickery.

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

Scathing Mockery: A kefkanite is trained to use the Intimidate skill to create magical effects on those around him. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st, a kefkanite can use scathing mockery for 2 additional rounds per day. Each round, the kefkanite can produce any one of the types of scathing mockery that he has mastered, as indicated by his level. Starting a scathing mockery is a standard action, but it can be maintained each round as a free action. Changing a scathing mockery from one effect to another requires the kefkanite to stop the previous mockery and start a new one as a standard action. A scathing mockery cannot be disrupted, but it ends immediately if the kefkanite is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A kefkanite cannot have more than one scathing mockery in effect at one time. Each scathing mockery has audible components, visual components, or both. If a scathing mockery has audible components, the targets

must be able to hear the kefkanite for the mockery to have any effect, and such mockeries are language dependent. A deaf kefkanite has a 20% chance to fail when attempting to use a scathing mockery with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to scathing mockeries with audible components. If a scathing mockery has a visual component, the targets must have line of sight to the kefkanite for the mockery to have any effect. A blind kefkanite has a 50% chance to fail when attempting to use a scathing mockery with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to scathing mockeries with visual components.

At 7th level, a kefkanite can start a scathing mockery as a move action instead of a standard action. At 13th level, a kefkanite can start a scathing mockery as a swift action.

Kefka's Glare (Su): A 1st level kefkanite can use mockery to cause cowardice in his enemies, disheartening them against fear effects and hindering their combat abilities. To be affected, a creature must be able to perceive the kefkanite's mockery. An affected creature receives a -1 penalty on saving throws against charm and fear effects and a -1 penalty on attack and weapon damage rolls. At 5th level, and every six cleric levels thereafter, this penalty increases by -1, to a maximum of -4 at 17th level. Kefka's glare is a mind-affecting ability. Kefka's glare relies on visual components in order to function.

Kefka's Ridicule (Su): A kefkanite of 3rd level can use mockery to cause one or more creatures to become furious with him. Each creature to be ridiculed must be within 90 feet, able to see, hear, and understand the kefkanite, and capable of paying attention to him. The kefkanite must also be able to see the creatures affected. For every three levels the kefkanite has attained beyond 3rd, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + half of the cleric's level + his Charisma modifier) to negate the effect. If a creature's saving throw succeeds, the kefkanite cannot successfully ridicule that creature for 24 hours. If it's saving throw fails, the creature is angered by the mockery and seeks to harm the kefkanite. While the kefkanite maintains the ridicule, the target takes a -2 penalty on all attack rolls and skill checks until it has successfully attacked the kefkanite with a melee or ranged attack, or has harmed the creature with a spell that deals damage. Kefka's ridicule is an enfeebling, mind-affecting ability. Kefka's ridicule relies on audible and visual components in order to function.

Kefka's Vision (Su): A kefkanite of 6th level can use his mockery to flood an enemy's mind with conjured memories. Targets must be within 30 feet of the kefkanite and able to perceive the kefkanite's mockery. For every three levels a kefkanite attains beyond 6th, he can target one additional creature with this ability. Each creature within range receives a Will save (DC 10 + half of the cleric's level + his Charisma modifier) to negate the effect. If a creature's saving throw succeeds, the kefkanite cannot use Kefka's vision on that creature again for 24 hours. If it's saving throw fails, the kefkanite fills its mind with subconscious images and voices, distracting them in one of the following ways, chosen by the kefkanite when he begins his mockery:

- -2 to hit a specific target chosen by the kefkanite.
- -2 to melee and ranged weapon damage.
- Target must make a Concentration check (DC 10 + double the spell's level + the kefkanite's Charisma modifier) when casting their next spell. Failure negates the spell's effects.
- Penalty equal to the kefkanite's Charisma modifier to a single skill of the kefkanite's choice.
- -2 to a saving throw of the kefkanite's choice. The kefkanite must choose the exact effect of the Kefka's vision before using mockery. All creatures targeted that fail their Will save suffer the same effect. If the kefkanite wishes to alter the kefka's vision effect, he must start a new mockery, and each affected creature gets to make another saving throw. Kefka's vision is an enfeebling, mind-affecting ability.

Kefka's Scorn (Su): A kefkanite of 9th level can use mockery to demoralize enemies. Targets must be within 30 feet and able to hear the kefkanite. Affected enemies suffer a morale penalty to hit and saving throws equal to the kefkanite's Charisma modifier. Each enemy creature within range receives a Will save (DC 10 + half of the cleric's level + his Charisma modifier) to negate the effect. Kefka's scorn is a mind-affecting fear effect.

Kefka's Smile (Su): A kefkanite of 12th level can use mockery to cause despair in a single enemy within 30 feet. Whenever the target of this mockery takes damage, they must make a Will save (DC 10 + half of the kefkanite's level + his Charisma modifier). Each failed save increases the character's state of fear by one: from normal to shaken, shaken to frightened, frightened to panicked. On any round the target does not take damage, they may make a Will save as a standard action to lessen their condition by one state of fear. Failing this save does not increase the character's state of fear. For every three levels the kefkanite has attained beyond 12th, he can target one additional creature with this ability. Kefka's smile is a mind-affecting fear effect that stacks with other fear effects.

Kefka's Hatred (Su): A kefkanite of 15th level can use mockery to chill his enemies to the bone. Enemies must be within 30 feet and able to hear the kefkanite. Affected enemies will cower in fear upon hearing Kefka's hatred. Each creature within range receives a Will save (DC 10 + half of the cleric's level + his Charisma modifier) to negate the effect. Kefka's hatred is a mind-affecting fear effect.

Kefka's Laughter (Su): At 18th level, a kefkanite can expend five rounds of his scathing mockery to make one living humanoid creature within 30 feet to go insane. The target receives a Will save to negate this effect, with a DC of 10 + half of the cleric's level + his Charisma modifier. If the creature fails its save, it is affected by the Confuse status effect. The duration of this effect is permanent, but the target receives a new saving throw each day to end the effect.

Kefka's Thrall (Su): At 20th level, a kefkanite can expend five rounds of his scathing mockery to make one living humanoid creature within 30 feet into his thrall. The target receives a Will save to negate this effect, with a DC of 20 + his Charisma modifier. If the creature fails its save, it obeys whatever commands the kefkanite makes. The duration of this effect is permanent, but the target receives a new saving throw each day to end the effect. A kefkanite cannot have more than one thrall in this way at a time. If he ever dominates another creature, the previous thrall is immediately freed from this effect.