

Maverick

Mavericks worship the silver wolf, [Fenrir](#). These free spirits travel the world to seek out their personal desires, encouraging others to take charge of their own lives. While it is unusual for mavericks to congregate in a holy order, each and every one is known to be fiercely protective of their pack.

The maverick is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the maverick receives the Limit Breaks (Fenrir's Gait and Fenrir's Howl).

Fenrir's Gait (Su): This Limit Break allows the maverick and her allies to move with the swiftness of the silver wolf. All allies within 30 ft. of her receive the effects of [freedom of movement](#) and [wind runner](#) for 1 round + 1 round per four cleric levels after the 1st. This limit break requires only a swift action.

Fenrir's Howl (Su): This Limit Break lets the maverick howl like Fenrir, frightening enemies within a 30 ft. radius. A Will save (DC 10 + half of the cleric's level + her Charisma modifier) negates this status effect. This status effect lasts for 1 round + 1 round per four cleric levels after the 1st.

Spells: A maverick casts red mage spells which are drawn from the [red mage spell list](#). A maverick begins play with 3 1st level red mage spells of her choice. The maverick 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, a maverick can find or purchase scrolls with spells to add to her repertoire.

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

Class Skills: A maverick adds either Ride or Drive of her choice to her list of class skills. In addition, she gains a bonus on either Knowledge (Nature) or Knowledge (Technology) checks of her choice equal to half her cleric level. These choices are made upon joining the deific order and cannot be changed.

Favored Weapon: A maverick adds feral claw gauntlets to her list of weapon proficiencies.

Domains: A maverick gains access to two of the following [domains](#): Animal, Artifice, Lightning, Travel.

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

Wolf's Stance (Ex): At 1st level, a maverick gains a +4 bonus to her CMD against Trip combat maneuvers.

Wolf's Fang (Ex): At 3rd level, whenever a maverick hits with an attack with feral claw gauntlets or a natural attack, she can make a free trip combat maneuver that does not provoke attacks of opportunity. She is not tripped if she fails this trip attempt.

Let's Ride (Su): At 6th level, the maverick gains either a [dire wolf](#) mount or a [Fenrir motorcycle](#) vehicle from her patron deity. She must choose one of the two to gain when she obtains this ability, and once the choice is made, it cannot be changed. A maverick can spend three rounds summoning this mount or vehicle, and a full round action dismissing it. This mount or vehicle can only be ridden/driven by the maverick and any ally she designates as a driver. If this mount or vehicle is killed or destroyed, the maverick must wait 24 hours before she can summon it again.

Ecliptic Energy (Su): At 9th level, by spending a use of channel energy, a maverick can grant herself and all allies within 30 ft. a +3 morale bonus to attack rolls and a +3 dodge bonus to AC. This lasts for a number of rounds equal to half of her cleric level.

Chrome Ride (Su): At 12th level, the maverick may apply either the [celestial](#) or [shadow](#) template to her mount or vehicle when summoned. Which template is applied depends on whether the maverick channels light or dark energy.

Feral Ferocity (Su): At 15th level, a maverick can make a full attack at the end of a charge with feral claw gauntlets and any other natural attacks. In addition, she may apply the *roaring*, *frost*, or *shock* weapon properties to her natural attacks or feral claw gauntlets for 1 minute by spending a use of channel energy. Doing so is a swift action.

Lunar Ride (Su): At 18th level, the maverick may apply the [aerial](#) template to her mount or vehicle when summoned, in addition to any other templates applied.

Unhindered (Su): At 20th level, a maverick constantly grants a +30 ft. bonus to movement speed to herself and all allies, mounts, and vehicles within 30 ft. of her while out of combat. This is a sacred bonus if she channels light energy or profane bonus if she channels dark energy. In addition, her ecliptic energy bonuses increase from +3 to +6, and she may apply the *roaring burst*, *frost burst*, or *shocking burst* weapon properties using feral ferocity.