

Muse

Muses worship [Siren](#), the songstress of Leviathan. Many seafaring souls respect the song of the ocean, knowing full well that it could lead men to their doom. Thus, clerics of this deific order take up the song in order to stave off Siren's wrath, by stilling the cruelty in the hearts of men. Muses are most often found in coastal settlements or out on seafaring vessels as crew.

The muse is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the muse receives the Limit Breaks (Lunatic Voice and Siren's Song).

Lunatic Voice (Su): This Limit Break allows the muse to play a harsh hymn that drives nearby enemies mad, such that they are unable to hear anything else. All enemies within 30 feet of the muse that must make a Will save (DC 10 + half of her cleric level + her Charisma modifier) or suffer the silence and confuse status effects for a duration of 1 round + 1 round per four cleric levels after 1st.

Siren's Song (Su): This Limit Break allows the muse to play an enchanting melody worthy of Siren herself. All enemies within 30 feet plus 5 feet for every four cleric levels after 1st must make a Will save (DC 10 + half of her cleric level + her Charisma modifier) or be charmed. The duration of this charm lasts for a duration of 1 round + 1 round per four cleric levels after 1st.

Spells: A muse performs songs from her songbook, in which are drawn from the [bard song list](#). Unlike mages or other clerics, the muse keeps a written account of her songs in her songbook. A muse begins play with 3 1st level songs of her choice. The muse also selects a number of additional 1st-level songs equal to her Wisdom modifier to add to her songbook. Each time a character attains a new cleric level, she gains two songs of her choice to add to her songbook. The two free songs must be of song levels she can perform. But like mages, the muse can also purchase songs for her songbook.

To learn or perform a song, a muse must have a Wisdom score equal to at least 10 + the song level (Wis 11 for 1st-level songs, Wis 12 for 2nd-level songs, and so forth). The Difficulty Class for a saving throw against a muse's song is 10 + the song's level + her Wisdom modifier. In addition, a muse gains additional MP for having a high attribute (Wisdom—see **Table: Bonus MP per Day (by Spell Level)** on the [MP System page](#)). Performing a song also requires the muse to make a Perform skill check of DC 10 + twice the song's level in addition to spending MP. Failure in making the skill check still expends the MP cost of the song. All songs have a duration of one round + the muse's Wisdom modifier and are dismissible with a standard action that does not provoke attacks of opportunity. The muse may do other things while the song duration is in effect, including other songs. Most songs have a radius of 30 feet, centered on the muse, unless otherwise stated. Whenever a song would require Charisma for an effect, a muse uses Wisdom instead.

Class Skills: A muse adds Perform (sing) or Perform (string) of her choice to her list of class skills. In addition, she gains a bonus on Profession (sailor) checks equal to half her cleric level.

Favored Weapon: A muse adds shortbows to her list of weapon proficiencies.

Domains: A muse gains access to two of the following [domains](#): Chaos, Charm, Trickery, Water.

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

Sea's Favor (Ex): At 1st level, a muse may add her Charisma modifier to concentration checks for casting cleric spells made while on a seafaring vessel, an airship flying over the ocean, or while within 15 feet of a body of water.

Armored Sailor (Ex): At 3rd level, a muse reduces the armor check penalty of any light armor and light shields she wears to 0 for the purposes of Acrobatics and Swim checks. At 7th level, this becomes true of medium armor as well. At 10th level, it includes heavy shields.

Additional Song (Ex): At 6th level, a muse can perform an additional song, allowing her to perform two songs. At 12th level, the muse can perform three songs. The Perform check is needed for each song (DC 15 + double the song's level), with a +4 to the perform DC for each song after the first. The muse may start these songs in subsequent rounds, but not in the same round.

Sanctuary Song (Su): At 9th level, a muse may perform a song that soothes all hostile intentions. All creatures within 30 feet of her that can see and hear her performance cannot make attacks, with a Will save (DC 10 + half of her cleric level + her Charisma modifier) to negate this effect until the start of the creature's next turn. If a creature under the effect of sanctuary song is attacked, the effect ends immediately. The muse may play this song for a number of rounds per day equal to her Charisma modifier, but these rounds do not need to be consecutive. This ability is a mind-affecting ability.

Siren's Performance (Ex): At 12th level, the muse can perform additional songs better, reducing the Perform DC by 2 per additional song.

Water Shield (Su): At 15th level, a muse may spend 2 daily uses of channel energy to grant all allies within 30 ft. a powerful watery bubble. All allies get the effect of [water breathing](#) and [freedom of movement](#), as per the spells, that last for 1 minute.

Seamantle (Sp): At 18th level, the muse may spend a daily use of channel energy to cast [seamantle](#) on herself, per the spell.

Captivating Song (Su): At 20th level, a muse can turn hostility to calm at a moment's notice. Whenever an enemy within 30 feet of the muse attacks her, she may spend 1 round of sanctuary song as an immediate action to affect that creature with her sanctuary song. This happens before the attack is made, and a failed Will save means the creature cannot make its attack, wasting its action. The muse must be aware of her attacker to use this ability in this way. She may sustain this effect by spending an additional round of sanctuary song as a free action on the creature's turn, but it still makes a Will save against the effect. In addition, a muse may now use sanctuary song a number of rounds per day equal to double her Charisma modifier. This ability is a mind-affecting ability.