

Ostler

Ostlers take after the deity [Kirin](#) and his mortal kin. While horses are the Ostler's area of expertise, he extends the same care to any who come seeking his aid for injuries or illness. Clerics of this order are most commonly found tending to the elderly in remote areas without easy access to hospitals, or in large stretches of farmland taking care of horses.

The ostler is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the ostler receives the Limit Breaks (Kirin's Dash and Kirin's Vigor).

Kirin's Dash (Su): This Limit Break fills both the ostler and his allies increase speed. All allies gain a +10 feet sacred bonus to their base land speed, plus an additional 10 feet for every four cleric levels after 1st, for 1 round + 1 round per four cleric levels after the 1st. This limit break requires a swift action.

Kirin's Vigor (Su): This Limit Break allows the ostler and all allies within 30 ft. of him to ignore the effects of fatigue, exhaustion, and ability score damage/drain for a duration of 1 round + 1 round per four cleric levels after the 1st.

Spells: An ostler casts white mage spells which are drawn from the [white mage spell list](#). An ostler begins play with 3 1st level white mage spells of his choice. The ostler 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, an ostler can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a white mage spell, the ostler 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 an ostler's spell is 10 + the spell level + his Wisdom modifier. In addition, an ostler gains additional MP for having a high attribute (Wisdom).

Class Skills: An ostler adds Handle Animal to his list of class skills. In addition, he gains a bonus on Heal checks equal to half his cleric level.

Favored Weapon: An ostler adds hooves and horseshoes to his list of weapon proficiencies. In addition, he may attach horseshoes to his boots to gain a hoof natural attack (1d4 medium, 1d3 small) as a secondary natural attack. Attaching or detaching a pair of horseshoes takes 1 minute for one pair of boots.

Domains: An ostler gains access to two of the following [domains](#): Good, Healing, Law, Repose.

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

Ally of Horses (Ex): At 1st level, an ostler adds the Summon Nature's Ally line of spells ([Summon Nature's Ally I-IX](#)) to the list of spells he may learn. In addition, when casting [mount](#) and similar spells, he may summon horses instead of chocobos.

Renewing Grace (Su): At 3rd level, when an ostler uses channel energy, he may grant Fast Healing 2 to all targets affected by his channel energy. This lasts for a number of rounds equal to half of his cleric level. This Fast Healing cannot be applied to undead creatures. If using an archetype that fully replaces the channel energy class feature, an ostler may spend a daily use of the new feature to grant himself and all living creatures within 30 ft. Fast Healing 2. This ability counts as channel energy for feats and features that use channel energy.

Auto-Regen (Su): At 6th level, the ostler begins regenerating hit points. He gains Fast Healing 2 up to 50% health, gaining the Regen status effect that cannot be dispelled. This stacks with the Fast Healing gained from renewing grace.

Renewing Splendor (Su): At 9th level, when an ostler uses channel energy, the Fast Healing from renewing grace increases from 2 to 4. In addition, it now lasts for a number of rounds equal to his cleric level.

Equestrian Excellence (Su): At 12th level, the ostler becomes more attuned to the magnificent horse. He increases his effective caster level by 1 when summoning horses, and may apply the [celestial](#) or [shadow](#) template to any horse he summons. Which template is applied depends on whether the maverick channels light or dark energy. In addition, he gains a second hoof attack while he has horseshoes attached to his boots.

Auto-Regrow (Su): At 15th level, an ostler's auto-regen ability grants Fast Healing 4 instead.

Renewing Majesty (Su): At 18th level, when an ostler uses channel energy, the Fast Healing from renewing grace increases from 4 to 8.

Watchful Wake (Su): At 20th level, whenever the ostler grants Fast Healing to himself or an ally, he may also grant the *reraise* status for the same duration as a free action. He may use this ability a number of times per day equal to 3 + his Charisma modifier, but only needs to spend a single daily use if he grants Fast Healing to multiple targets at once. Fast Healing is not removed once Reraise is used.