

Polarizer

Polarizers worship Quetzalcoatl, the bird of static and pulse. Polarizers specialize in explosive devices as well as warfare against machines. With expert control over the battlefield, they move and adjust allies as well as charging up an explosive finale.

The polarizer is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the polarizer receives the Limit Breaks (Overload and Repulsion Field).

Overload (Su): This Limit Break allows the polarizer to release a massive overflow of electricity, shutting down electronics. In a 60-ft.-radius around her, all technology shuts down for a duration of 1 round + 1 round per four cleric levels after 1st. If there is a technological creature within the area of effect, the creature is counted as being Paralyzed for that duration, but may make a Fortitude save (DC 10 + half of the cleric's level + her Charisma modifier) to resist. All non-technological enemies in the area may make the same save to avoid being Staggered for the duration.

Repulsion Field (Su): This Limit Break allows the polarizer to charge her allies' bodies, causing enemy attacks to be repelled. The polarizer and all allies within 30 feet of the polarizer only take half damage from any ranged attacks for a duration of 1 round + 1 round per four cleric levels after 1st.

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

To learn or cast a spell, the polarizer 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 polarizer's spell is 10 + the spell level + the cleric's Wisdom modifier. In addition, a polarizer gains additional MP for having a high attribute (Wisdom—see **Table: Bonus MP per Day (by Spell Level)** on the [MP System page](#)).

Class Skills: A polarizer adds Disable Device to her list of class skills. In addition, she gains a bonus on Craft (Explosive) skill checks equal to half her cleric level (minimum of 1).

Favored Weapon: A polarizer adds grenade launchers to her list of weapon proficiencies.

Domains: A polarizer gains access to two of the following domains: Air, Destruction, Law, Lightning.

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

First Spark (Su): When the polarizer joins this deific order, she has a base charge that runs through her body. This allows her to convert spells that do elemental damage into lightning damage, but the polarizer is not yet in control of this ability. Whenever she casts a spell with the elemental descriptor that does not deal lightning damage, she rolls 1d20. If she rolls above a 10, all damage and the spell descriptor is changed to lightning, although all other effects remain. The polarizer adds 1 to the First Spark roll at 3rd level, and 1 extra every 2 cleric levels above 3rd.

Pulse Heart (Su): At 1st level, the polarizer begins to build up power as she casts spells aligned with the pulse granted by her god. Whenever she casts a spell with the lightning descriptor or uses a grenade launcher, if one of the damage dice rolled maximum or she applied a buff to an ally, she gains 1 Pulse Charge. A Pulse Charge

may be expended once per turn to reroll *First Spark*. (If used in this way, she cannot gain Pulse Charge from that spell).

She can hold a maximum number of Pulse Charges equal to 4 + her Charisma modifier. She loses all Pulse charges upon completion of an 8 hour rest, and 1 Pulse charge for each hour when relaxing (not in combat or loud noises, as with Clear Mind).

Magnetize (Su): At 3rd level, the polarizer is able to manipulate the charge of creatures beyond herself. As a swift action, she can apply either a *Positive Charge* or *Negative Charge* to a creature within 60 feet. She can do this a number of times per day equal to 3 + her Charisma modifier. As a standard action, the polarizer can choose two creatures within 60 feet to be affected by a pulse of energy. For each creature, the polarizer can move that creature up to 10 feet. A Fortitude saving throw (DC 10 + half of the cleric's level + her Charisma modifier) allows the creature to resist this movement. The creatures must move directly towards each other if they have different charges, or directly away from each other if they have the same charge.

At 10th level, the polarizer may apply multiple Charges to different creatures at once, up to her Charisma modifier. She must spend a daily use of Magnetize for each creature that has a Charge applied this way. A creature may only have 1 Charge at a time.

Charged Cloud (Su): At 6th level, the polarizer can use pulse energy to create a field of ionized air in an area. As a standard action, she can spend 3 Pulse charges, and choose a 10-foot-radius area (plus 5 feet per six cleric levels after 6th) centered on a point within 60 feet. For a number of rounds equal to 1 + her Charisma modifier, a cloud of ionized air hangs there with a light blue energy. Enemies who start their turn in this area take 2d6 points of lightning damage, and allies who start their turn in this area gain 5 feet of movement speed. If the polarizer casts a spell with the lightning descriptor while within this area, they automatically gain a Pulse charge (but may only gain one per spell cast as normal).

Self-Energization (Su): At 9th level, when initiative is rolled, the polarizer may choose one of the following effects:

- Gain 1 Pulse Charge if she has no Pulse Charges.
- Apply either Positive or Negative charge to herself. (This does not consume a use of *Magnetize*).
- Add her Charisma modifier to her initiative roll.

Magnet Pulsar (Su): At 12th level, the polarizer becomes more able to manipulate the energy field of creatures, and of the space around her.

By spending a Pulse Charge, as a standard action, she may choose an unoccupied location within 60 feet of her, and create either a Positive or Negative charge linked to that space. This does not consume a use of *Magnetize*, but only 1 space may be affected at a time. If used with *Magnetize*, the space does not move. This may be done as a swift action by spending an additional Pulse Charge.

In addition, by spending 3 Pulse Charges when the polarizer uses the standard action of *Magnetize* to move enemies, the polarizer may instead choose 1 Charged creature or space within 60 feet, and affect all other creatures within 60 feet of her. This behaves as normal, as if each creature was affected in relation to that chosen Charge, but the chosen creature does not move.

Thunder Storm (Su): At 15th level, the polarizer may supercharge the area around an enemy, causing a blast of electricity. By spending 4 Pulse Charges as a standard action, the polarizer may deal 1d10 lightning damage per two cleric levels to any creature within 60 feet. A successful Reflex save (DC 10 + half of the cleric's level + her Charisma modifier) reduces this damage by half. All enemies within 5 feet of the creature take damage equal to two times the number of dice rolled for damage.

If the creature targeted by this ability is within 20 feet of a creature or location with opposite charge, the storm is repeated onto that target, dealing one die less of damage (reducible by the saving throw as normal). If it targets a location, it only does splash damage, but does not reduce the die count. If it jumps to an ally, it only deals splash damage (without reducing die count), but gives the ally an extra 5 foot of movement speed on their turn. Each creature may only be hit by the main effect of Thunder Storm once in a round, and Thunder Storm ends its chain if it would be reduced to 0 dice.

Ride the Lightning (Su): At 18th level, the polarizer may spend 2 Pulse Charges as a swift action to dissipate into a cloud of aetheric lightning. While in this state, the polarizer is unable to be struck, but may only move in a straight line, and may move through any creature's spaces, as well as move through power lines or other conductors at twice the speed. The polarizer is not able to take any actions in this state, but does deal 1d12 lightning damage to those she passes through, once per turn for each creature. This effect lasts until willingly cancelled as a free action on her turn, or for a number of rounds equal to 2 + her Charisma modifier. She may spend 2 Pulse Charges before the form goes away to extend the duration by this amount again.

Pulse Mastery (Su): At 20th level, the polarizer has become suffused with Pulse Energy. She gains immunity to lightning damage, and gains a Pulse Charge whenever she would take lightning damage from an outside source. In addition, she may spend any number of Pulse Charges to add 1d8 lightning damage per charge to any spell that targets an enemy, but may not gain a Pulse Charge from that spell.