

Pom Disciple

Pom Disciples worship the god of all moogles, Good King Moogle Mog XII. Never one to dedicate to just one style, the pom disciple has a special weapon that changes shape and channels the essence of moogles long lost to time known as the ones to bring the Good King Moogle Mog XII to the mortal realm, even if only for a short time, his greatness was witnessed.

The pom disciple is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the pom disciple receives the Limit Breaks (Everlasting Hope and United We Stand).

Everlasting Hope (Su): For a duration of 1 round + 1 round per four cleric levels after 1st, the cleric may grant every ally within 30 feet the ability to reroll a single failed dice roll per round.

United We Stand (Su): For a duration of 1 round + 1 round per four cleric levels after 1st, the cleric can select 1 teamwork feat + 1 additional teamwork feat per four cleric levels after 1st and grant all allies within 30 feet the effects of these feats. This limit break requires only a swift action.

Songs: A pom disciple performs songs from her songbook, in which are drawn from the bard song list. Unlike mages or other clerics, the pom disciple keeps a written account of her songs in her songbook. A pom disciple begins play with 3 1st level songs of her choice. The pom disciple 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 pom disciple can also purchase songs for her songbook.

To learn or perform a song, a pom disciple 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 pom disciple's song is 10 + the song's level + her Wisdom modifier. In addition, a pom disciple 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 pom disciple 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 pom disciple's Wisdom modifier and are dismissible with a standard action that does not provoke attacks of opportunity. The pom disciple 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 pom disciple, unless otherwise stated. Whenever a song would require Charisma for an effect, a pom disciple uses Wisdom instead.

Class Skills: A pom disciple adds Perform (sing) or Perform (dance) of her choice to her list of class skills. In addition, she gains a bonus on Spellcraft skill checks equal to half her cleric level (minimum of 1).

Favored Weapon: A pom disciple adds planson to her list of weapon proficiencies.

Domains: A pom disciple gains access to two of the following domains: Good, Law, Liberation, Nobility.

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

Morphic Moogle Styles (Su): At 1st level and again at 3rd, 6th, 9th, 12th, 15th, and 18th levels, the pom disciple can select one of the following styles (see below). A pom disciple can enter or change styles as a standard action a number of times per day equal to half her cleric level (minimum 1) + the pom disciple's Charisma modifier. While using a planson, a pom disciple's weapon will change depending on what style she

changes into and is treated as having proficiencies in her newly formed weapons (and shield in the case of Whiskerwall Kupdi Koop's Protection). In addition, regardless of the form the planson takes, it still counts as a planson for the purpose of feats (like weapon focus) and class abilities (like chosen weapon). All the enchantment bonuses on your planson will carry over to the new weapon, even if those enchantments cannot normally go on the new weapon. All abilities within each style only work while in that style and only with the morphed planson and all bonuses are upon falling unconscious or swapping styles. At 8th level, a pom disciple can switch stances with a move action.

Furryfoot Kupli Kipp's Assistance (Su): A pom disciple's planson will change into a power staff with an element of the pom disciple's choice upon entering this style. The pom disciple may choose to change any enchantment bonuses to an equal amount of the Charged enchantment.

Once during this style, as a standard action, the pom disciple may launch a ball of healing energy to a location within 100 feet, healing all allies in a 20 ft.-radius for 1d6 damage + and additional 1d6 damage per two cleric levels after 1st + the pom disciple's Charisma modifier.

Pukla Puki the Pomburner's Flare (Su): A pom disciple's planson will change into a power staff with an element of the pom disciple's choice upon entering this style. The pom disciple may choose to change any enchantment bonuses to an equal amount of the Charged enchantment.

Once during this style, as a standard action, the pom disciple may launch a ball of magical energy to a location within 100 feet, hitting all creatures in a 20-ft.-radius for 1d6 damage + an additional 1d6 damage per two cleric levels after 1st + the pom disciple's Charisma modifier. The damage type of this attack is the same element as that which was chosen for the power staff upon switching to this style. Any creature hit by this must make a Reflex save (DC 10 + half of the cleric's level + the pom disciple's Charisma modifier) to take half damage.

Pukna Pako the Tailturner's Trickery (Su): A pom disciple's planson will change into 2 daggers, each with the same enchantments. The pom disciple is treated as having the Two-Weapon Fighting feat. The pom disciple's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the pom disciple flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every three cleric levels thereafter. This additional damage is precision damage and is not multiplied on a critical hit. She cannot deal nonlethal damage in a sneak attack (not even with the usual -4 penalty). The pom disciple must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A pom disciple cannot sneak attack while striking a creature with total concealment.

Puksi Piko the Shaggysong's Inspiration (Su): A pom disciple's planson will change into an instrument of her choice. This instrument counts as a power wand that deals non-elemental damage. A pom disciple can use her performance to inspire courage in her allies (including herself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the pom disciple's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six cleric levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. This is a mind-affecting ability and can use audible or visual components. The pom disciple must choose which component to use when starting his performance.

Ruffletuft Kupta Kapa's Ferocity (Su): A pom disciple's planson will change into a greataxe. The pom disciple gains a +1 bonus on attack and damage rolls with her weapon. The bonus improves by +1 for every four levels beyond 1st. At 4th level, the pom disciple gains a combat feat, treating her cleric levels as fighter levels. The pom disciple may gain an additional combat feat at 10th and 16th levels.

Whiskerwall Kupdi Koop's Protection (Su): A pom disciple's planson will change into a knight sword and heavy steel shield. The shield will also gain any enchantment bonuses from her planson. The pom disciple gains

a +1 deflection bonus to AC (plus an additional +1 for every three cleric levels thereafter) and an insight bonus equal half of her cleric level to attack rolls. She also gains damage reduction equal to half her cleric level (rounded down). However, she receives a -2 penalty (plus an additional -1 for every three cleric levels thereafter) on all damage rolls.

Woolywart Kupqu Kogi's Barrage (Su): A pom disciple's planson will change into a composite longbow with a Strength rating equal to the pom disciple's Strength attribute. When making a full attack action, the pom disciple can make one additional attack with her composite longbow. This attack is at the pom disciple's highest base attack bonus, but each attack in the round (including the extra one) takes a -2 penalty. The pom disciple gains an additional attack at the pom disciple's highest base attack at 7th, 13th and 19th levels.

Memento Moogle (Su): At 20th level, the pom disciple channels the power of the great Good King Moogle Mog XII. A pom disciple may use any limit break regardless of which style she has active and treat her level as 8 higher for all variables for the limit break.