

Protector

Disciples of the Kingdom Protector, Alexander, are dedicated to enforcing the laws of their land and meting out justice. While they are capable of lethal force, it is their belief to apprehend a target and bring them to trial, rather than to be executioners themselves.

The protector is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the protector receives the Limit Breaks (Divine Judgment and Fortress).

Divine Judgment (Su): This Limit Break causes the protector to deliver judgment upon all enemies within 30 feet of her. Enemies within the area of effect take 1d6 points of holy damage per cleric level, a successful Reflex save (DC 10 + half of the cleric's level + her Wisdom modifier) halves the damage.

Fortress (Su): This Limit Break grants the protector and any allies within 30 feet the status effect of Protect, Shell, and Regen or higher as a white mage of the same level (I.E. If a protector is level 10, the spells of the limit break would be of the 5th level version – Protect III, Shell III, and Regen III) for a duration of 1 round + 1 round per four protector levels after 1st. This limit break requires only a swift action.

Spells: A protector casts white magic spells which are drawn from the white mage spell list. A protector begins play with 3 1st level white mage spells of her choice. The protector 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 protector can find or purchase scrolls with spells to add to her repertoire.

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

Class Skills: A protector adds Repair to her list of class skills. In addition, she gains a bonus on Repair checks equal to half her cleric level.

Favored Weapon: A protector adds Knight Sword to her list of weapon proficiencies.

Domains: A protector gains access to two of the following domains: Artifice, Good, Law, Protection.

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

Protector's Might (Su): This ability functions the same as the sword saint's swordplay ability, except a protector gains only two swordskills and may only choose swordskills from Holy Sword. In addition, she may use any swordskill she knows without needing to ready them. The protector treats her cleric levels as sword saint levels for save DCs and swordskill effects.

Motes of Time (Su): Each day, at 3rd level, the protector has a pool of motes equal to her cleric level. Once a round as a free action, even outside of her turn, a protector can expend a mote to do any one of the following things:

- Gain a bonus to one attack roll, skill check, ability check, or saving throw. The roll must represent a single action that occurs entirely within a single round. (A protector could use a mote to add a bonus to an Acrobatics check to leap over a chasm, but not to a Craft check made to determine how much progress was made after a day of work.) The bonus gained is equal to +1d3. This increases to +2d3 at

8th level, and +3d3 at 16th level. The protector can decide to add this bonus immediately after seeing the result of the original die roll.

- Take a swift action that does not count against the protector's normal limit of one swift action per round that can be used with protector class features or spells. This does not increase the normal limit of one swift cast spell per turn.
- Act in the surprise round when the protector would not normally be able to do so.

At 3rd level, by spending a mote, a protector gains the ability to extend any spell she casts that has a variable duration by a number of rounds equal to the bonus above.

At 7th level, the protector may spend a mote to reduce the duration of any negative condition or effect he is suffering. By accelerating the speed with which only the negative influences on her travel through time, the protector can reduce the duration of any one condition, affliction, or spell effect by 1d6 rounds (to a minimum of 0). This increased to a 2d6 round reduction at 15th level.

At 11th level, the protector may spend a mote to take a move action as a swift action.

At 19th level, the protector may use a mote to grant any ally within 60 feet that she can see an additional move action on that ally's next turn.

Sacrament (Su): At 6th level, as a standard action, the protector can point her weapon and send a beam of holy light in a 30-ft.-line. Any allies within the beam are given the Protect status and any enemies are dealt weapon damage as normal and an additional 1d6 points of holy damage per two cleric levels. A successful Reflex save (DC 10 + half of the cleric's level + her Charisma modifier) halves the damage. The protector may use this power 3 + her Charisma modifier times per day.

Overclock (Su): At 9th level, as a move action, the protector can touch a willing creature, or herself as a swift action, to grant *haste* for 1d4+1 rounds. The protector may use this power equal to half her cleric level per day.

Protector's Mastery (Su): At 12th level, the protector may choose two master swordskills from Holy Sword. In addition to this, the protector can change which basic swordskills she chooses from Protector's Might.

Divine Spear (Su): At 15th level, the protector may target one creature within 120-ft that she can see and call upon Alexander's judgment. Once per day, the protector can make a ranged touch attack dealing 10d6 holy damage. The target must make a Will save (DC 10 + the cleric's level + her Charisma modifier) or it is afflicted with Deprotect IV and Deshell IV for a number of rounds equal to 1d4 + her Charisma modifier.

Plaint of Severity (Su): At 18th level, the protector may target up to a number of creatures equal to half her cleric level and mark them with the Plaint of Severity. Each target must make a Will save (DC 10 + half of the cleric's level + her Charisma modifier) or be afflicted with Stop status for 1 round. At the start of an affected creature's next turn after Stop is removed, a pillar of holy light strikes them dealing 3d8 + 10 holy damage and explodes out in a 10-ft radius burst, a Reflex save (DC 10 + half of the cleric's level + her Charisma modifier) reduces the damage by half to those in the area of effect. The protector can use this once per day.

Communion (Su): At 20th level, the protector sprouts a pair of angelic wings that grant Protect III, Shell III, and Reflect to herself and allies within 15-ft at the start of each turn. Should an ally no longer be within range, their protections will fade at the start of their turn. Whenever a protector expends a use of her Channel Energy feature, the range of this ability becomes 30-ft until the start of her next turn and casts Greater Esunaga centered on her.