



*"An ancient, ageless mage bearing the dazzling power of lightning."*

<b>Table: Ramuh</b>	
<b>Class</b>	<b>Special</b>
<b>Level</b>	
1 <sup>st</sup>	Limit Break
2 <sup>nd</sup>	Shock Strike
3 <sup>rd</sup>	—
4 <sup>th</sup>	Thunder II
5 <sup>th</sup>	—
6 <sup>th</sup>	Rolling Thunder
7 <sup>th</sup>	—
8 <sup>th</sup>	Lightning Armor
9 <sup>th</sup>	—
10 <sup>th</sup>	Thundaga
11 <sup>th</sup>	—
12 <sup>th</sup>	Double Shock
13 <sup>th</sup>	—
14 <sup>th</sup>	Chaotic Strike
15 <sup>th</sup>	—
16 <sup>th</sup>	Conduit
17 <sup>th</sup>	—
18 <sup>th</sup>	Thunderspark
19 <sup>th</sup>	—
20 <sup>th</sup>	Thunderstorm

**Limit Break (Su):** At 1st level, Ramuh receives the Limit Break (Judgment Bolt).

*Judgment Bolt (Su)*: Ramuh raises his staff high and an explosive force of lightning strikes in the 30-ft.-radius area. Enemies within the area of effect take 1d6 points of lightning damage per summoner level, with a Reflex save (DC 10 + half of the summoner's level + Ramuh's Constitution modifier) for half damage.

**Shock Strike (Ex)**: At 2nd level, as a standard action, Ramuh's staff electrifies and shocks a target. Ramuh makes a staff attack, if it hits, he adds 1d6 points of lightning damage.

**Thunder II (Sp)**: At 4th level, Ramuh is able to cast *Thunder II* like the spell. This is a spell-like ability and consumes 2 MP from the summoner.

**Rolling Thunder (Su)**: At 6th level, Ramuh can imbue allies' weapons to deal lightning damage. All allies may be affected so long as they are within 30 feet when Ramuh uses the ability. Affected allies add 1d6 lightning damage to their weapon damage rolls. The duration lasts 1d6 rounds. This consumes 3 MP from the summoner. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

**Lightning Armor (Su)**: At 8th level, Ramuh grants allies a shocking barrier. All allies gain the effect of *Shock Spikes*, as the black magic spell. The allies must be within 30 feet of Ramuh when he uses this ability to receive these bonuses. This consumes 4 MP from the summoner. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

**Thundaga (Sp)**: At 10th level, Ramuh is able to cast *Thundaga* like the spell. This is a spell-like ability and consumes 5 MP from the summoner.

**Double Shock (Su)**: At 12th level, Ramuh can cast two *Thunder II* or *Thundaga* spells using one standard action. Ramuh can make any decisions concerning the spells independently of each other. Any target affected by both of the spells takes a -4 penalty on saves made against each spell. Ramuh receives a +4 bonus on caster level checks made to overcome spell resistance with these two spells. Ramuh may use this ability once per day at 12th level and one additional time per day at 16th and 20th level.

**Chaotic Strike (Ex)**: At 14th level, as a standard action, Ramuh uses shocking force to his staff strike. He makes a staff attack at a -5 penalty that deals triple damage, which stuns the target for 1 round, who must make a Fortitude save (DC 10 + half of the summoner's level + Ramun's Intelligence modifier) to negate the stun effect.

**Conduit (Su)**: At 16th level, three times per day, as a free action, Ramuh can reduce the cost of spell-like abilities to 1 MP. The use of this ability cannot be used with metamagic feats.

**Thunderspark (Su)**: At 18th level, Ramuh can cause an electronic distortion, causing nearby creatures to be paralyzed. Creatures within a 30-ft.-radius take 10d6 points of lightning damage and are paralyzed for 1d6 rounds. A successful Reflex save (DC 10 + half of the summoner's level + Ramuh's Intelligence modifier) halves the damage and negates the paralysis status effect. This consumes 7 MP from the summoner. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

**Thunderstorm (Su)**: At 20th level, as a full-round action, Ramuh beckons a lightning storm that rains down the thunder, dealing 15d8 points of lightning damage in a 50-ft.-radius area. Creatures in the area of effect must make a Reflex save (DC 10 + half of the summoner's level + Ramuh's Intelligence modifier) for half damage.