

Rancher

A rancher worships the gods of transportation, Chocobo & Fat Chocobo. With their faithful chocobo companion, they help raise it as they travel through the world, meeting friends along the way and assisting them in their travels.

The rancher is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the rancher receives the Limit Breaks (Choco Paradise and Chocobo Stampede).

Choco Paradise (Su): This Limit Break heals the rancher and all allies within 30 feet 2d6 hit points. This increases by 2d6 every four cleric levels after 1st. In addition, the rancher rolls 2d12s; all affected allies gain for the benefits of the chocobo colors rolled as in the below chart for 1 round + 1 round for every four cleric levels after 1st. If the dice result in the same number, the rancher instead chooses which 2 results she wants.

1	Black	+3 Fly checks
2	Blue	+3 Swim checks
3	Brown	+3 Acrobatics checks
4	Gold	+2 Reflex saves
5	Green	+3 Heal checks
6	Pink	+3 Appraise checks
7	Purple	+2 Fort saves
8	Rainbow	+1 Fort, Reflex, and Will saves
9	Red	+3 Climb checks
10	Silver	+1 natural armor bonus to AC
11	White	+2 Will saves
12	Yellow	+4 Initiative checks

Chocobo Stampede (Su): This Limit Break allows the rancher to call forth a flock of chocobos to trample all enemies in their path, dealing 2d6 points of non-elemental damage + an additional 2d6 points of non-elemental damage for every four cleric levels after 1st in a 60-ft.-line, 10-ft.-wide, with a Reflex save (DC 10 + half of the cleric's level + her Wisdom modifier) for half damage.

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

To learn or cast a spell, the rancher 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 rancher's spell is 10 + the spell level + the cleric's Wisdom modifier. In addition, a rancher 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 rancher adds Ride to her list of class skills. In addition, she gains a bonus on Sense Motive skill checks equal to half her cleric level (minimum of 1).

Favored Weapon: A rancher adds claw blades to her list of weapon proficiencies.

Domains: A rancher gains access to two of the following domains: Animal, Community, Good, Travel.

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

Chocobo Companion (Su): At 1st level, a rancher may begin play with an Adolescent Yellow Chocobo animal companion. The rancher uses her cleric level for her beastmaster level for her animal companion. The rancher can choose what color her adolescent chocobo is. If the chocobo is within 30 feet of the rancher then the rancher gains the familiar benefit of that color, <https://www.finalfantasyd20.com/bestiary/magical-beasts/chocobo-family/baby-chocobo/>

Adolescent Yellow Chocobo

Starting Statistics

Size: Medium; **Speed:** 40 ft.; **AC:** +2 natural armor; **Attack:** bite (1d6), claw (1d4); **Ability Scores:** Str 18, Dex 18, Con 16, Int 2, Wis 12, Cha 6; **Special Qualities:** darkvision 60', scent.

Choco Cure (Su): Starting at 3rd level, the rancher's chocobo companion can cast Choco Cure up to 3 times per day.

Choco Advancement (Ex): At 6th level, the rancher's chocobo companion advances as shown below.

Size: Large; **Speed:** 60 ft; **AC:** +3 natural armor; **Attack:** bite (1d8), claw (1d6); **Ability Scores:** Str +8, Dex -2, Con +2, Wis +2, **Special Qualities:** Choco Cure (6/day).

Choco Spells (Su): At 9th level, and every three cleric levels thereafter, the rancher can choose a single blue mage spell containing "choco" in it and add it to her spell list, this spell does not have to be of a level the rancher can cast, but she is unable to cast it until she reaches a level when she is able to cast it. In addition, the rancher can cast "choco" spells as if they were 1 level lower.

Choco Travel (Su): At 12th level, the rancher gains the ability to increase the movement of herself and her allies no matter the terrain. Allies must stay within the area to benefit from these abilities. Choosing from the list below, as a standard action the rancher can activate these abilities a number of times per day equal to her Charisma modifier, sharing the number of uses:

- **Speed:** Increase the movement speed of all allies within 30 feet by +10 base land speed for 1 round per level.
- **Terrain:** Grant all allies within 30 feet a swim speed, fly speed, climb speed, or burrow speed equal to half the base land speed of the rancher for 1 round per 2 rancher levels.
- **Difficulty:** Allow all allies within 30 feet the ability to ignore the penalties for difficult terrain for 1 round per level.

One with the Kweh (Su): At 15th level, the rancher forms an empathic link with his companion out to a distance of up to 1 mile, and gains 2 bonus teamwork feats which are shared with her chocobo companion. These teamwork feats only work with the rancher and the chocobo companion, even if other people have these teamwork feats.

Chocobo Shape (Su): At 18th level, the rancher gains the ability to turn herself into the same form as her chocobo companion. As a standard action, the rancher can spend a use of channel energy to take on this transformation for a number of rounds equal to her Charisma modifier. The rancher gains all the natural attacks of her animal companion. If the rancher has better natural attacks, she uses the higher of the natural attacks and increases the size of the dice by 1. The rancher retains her ability to speak and cast spells while in animal form, and she can communicate normally with other chocobos. Changing form doesn't provoke an attack of opportunity.

Rainbow Mastery (Su): At 20th level, the rancher is bestowed the power of the rainbow chocobos. She can cast Choco Omnishot by spending 1 channel energy and 6 MP. She can also cast Choco Halo by spending 1 channel energy and 5 MP. She can use this up to 3 times per day per spell.