



*"The empress of ice, wreathed in frost. She is known for her signature move, "Diamond Dust", which freezes everything in an instant."*

<b>Table: Shiva</b>	
<b>Class Level</b>	<b>Special</b>
1 <sup>st</sup>	Limit Break
2 <sup>nd</sup>	Icy Kick
3 <sup>rd</sup>	—
4 <sup>th</sup>	Blizzard II
5 <sup>th</sup>	—
6 <sup>th</sup>	Axe Kick
7 <sup>th</sup>	—
8 <sup>th</sup>	Frost Armor
9 <sup>th</sup>	—
10 <sup>th</sup>	Blizzaga
11 <sup>th</sup>	—
12 <sup>th</sup>	Shatter
13 <sup>th</sup>	—
14 <sup>th</sup>	Hailstorm
15 <sup>th</sup>	—
16 <sup>th</sup>	Icicle Rush
17 <sup>th</sup>	—
18 <sup>th</sup>	Absolute Zero
19 <sup>th</sup>	—
20 <sup>th</sup>	Heavenly Strike

**Limit Break (Su):** At 1st level, Shiva receives the Limit Break (Diamond Dust).

*Diamond Dust (Su):* Shiva conjures a massive blizzard, freezing nearby foes. Enemies within 30 feet of the avatar take 1d6 points of ice damage per summoner level, with a Reflex save (DC 10 + half of the summoner's level + Shiva's Constitution modifier) for half damage.

**Icy Kick (Ex):** At 2nd level, as a standard action, Shiva's kick freezes over on her enemy. Shiva makes a kick attack, if it hits, she adds 1d6 points of ice damage.

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

**Axe Kick (Ex):** At 6th level, as a standard action, Shiva scissors-kicks the enemy. She attacks twice with her kick.

**Frost Armor (Su):** At 8th level, Shiva grants allies an icy barrier. All allies gain the effect of *Ice Spikes*, as the black magic spell. The allies must be within 30 feet of Shiva, when she 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).

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

**Shatter (Ex):** At 12th level, as a standard action, Shiva may make a single attack against a target that is frozen. If the attack hits, it is considered an automatic critical hit and ends the frozen effect.

**Hailstorm (Su):** At 14th level, as a standard action, with a range of 100 feet and a 20-ft.-radius spread, Shiva summons a hailstorm for 1 round per summoner level, dealing 3d6 bludgeoning damage and 2d6 ice damage every turn. A successful Reflex save (DC 10 + half of the summoner's level + Shiva's Constitution modifier) halves the damage on each instance of damage. This consumes 5 MP from the summoner. Blue mages may learn this ability as a 5th level spell (Knowledge: Planes DC 25).

**Icicle Rush (Ex):** At 16th level, as a full-round action, Shiva attacks five times with her slam attack, adding 1d4 points of ice damage per slam, with a -5 penalty.

**Absolute Zero (Su):** At 18th level, Shiva may choose to freeze the very air in a 120-ft.-radius, dealing 4d6 points of ice damage and inflicting the frozen status for 1d4 rounds. A successful Fortitude save (DC 10 + half of the summoner's level + Shiva's Constitution modifier) negates the frozen status effect. Enemies that do not pass the Fortitude save or receive a dispel take an additional 2d6 points of ice damage at the end of the duration.

**Heavenly Strike (Su):** At 20th level, as a full-round action, Shiva summons a massive glacier above her enemies which has a 50-ft.-radius and deals 15d8 points of ice damage. Creatures must make a Reflex save (DC 10 + half of the summoner's level + Shiva's Constitution modifier) to receive half damage.