



"Irresistible songstress who beguiles eyes and ears alike."

Table: Siren	
Class Level	Special
1 st	Limit Break
2 nd	Aqua Kick
3 rd	—
4 th	Water II
5 th	—
6 th	Kickline Dance
7 th	—
8 th	Mesmerizing Voice
9 th	—
10 th	Waterga
11 th	—
12 th	Water Shield
13 th	—
14 th	Bubble Buffet
15 th	—
16 th	Seamantle
17 th	—
18 th	Hysteric Assault
19 th	—
20 th	Clarsach Call

Limit Break (Su): At 1st level, Siren receives the Limit Break (Lunatic Voice).

Lunatic Voice (Su): Siren sings a dazing song, silencing all nearby enemies. Enemies within 30 feet of the avatar take 1d6 points of water damage per summoner level and are silenced, with a successful Will save (DC 10 + half of the summoner's level + Siren's Charisma modifier) for half damage and to negate the silence status effect.

Aqua Kick (Ex): At 2nd level, as a standard action, Siren's kick washes over on her enemy. Siren makes a kick attack, if it hits, she adds 1d6 points of water damage.

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

Kickline Dance (Ex): At 6th level, as a standard action, Siren can glide her leg around, causing a torrent of water against her foes. All creatures within a 15-ft.-cone take damage equal to 3 times her kick damage unless they make a Reflex save (DC 10 + half of the summoner's level + Siren's Dexterity modifier) for half damage.

Mesmerizing Voice (Su): At 8th level, Siren sings a mesmerizing song that charms all those nearby her. Creatures within 30 feet of Siren must make a Will save (DC 10 + half of the summoner's level + Siren's Charisma modifier) or be charmed for 1 minute. This consumes 4 MP from the summoner. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

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

Water Shield (Su): At 12th level, Siren grants nearby allies a powerful watery bubble. All allies get the effect of *Water Breathing* and *Freedom of Movement*, as per the spells, for 1 minute per summoner level. Allies must be within 30 feet of Siren at the time she uses this ability to be affected. This consumes 5 MP from the summoner. Blue mages may learn this ability as a 5th level spell (Knowledge: Planes DC 25).

Bubble Buffet (Su): At 14th level, as a standard action, Siren shoots out a wave of magical bubbles that disperse in a 30-ft.-cone. All enemies within the area of effect take 5d4 points of water damage and must make a Reflex save (DC 10 + half of the summoner's level + Siren's Charisma modifier) for half damage. This ability also removes one magical effect from each target like the *Dispel* spell.

Seamantle (Sp): At 16th level, Siren is able to cast *Seamantle* like the spell. This is a spell-like ability and consumes 8 MP from the summoner.

Hysteric Assault (Ex): At 18th level, as a full-round action, Siren attacks five times with her slam attack with a -5 penalty and gains half of the damage done as healing to herself.

Clarsach Call (Su): At 20th level, as a full-round action, Siren screams out a wave of watery sonic distortions which has a 50-ft.-radius. Any creature within the area of effect takes 15d8 points of water damage and must make a Reflex save (DC 10 + half of the summoner's level + Siren's Charisma modifier) to receive half damage.