

Tempestian

A tempestian worships the goddess of wind, Garuda. The Tempestian devotes her life, mind, body & soul to the feathered goddess, slowly transforming herself to reflect the perfect visage.

The tempestian is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the tempestian receives the Limit Breaks (Aerial Blast and Wind Barrier).

Aerial Blast (Su): This Limit Break allows the tempestian to call upon Garuda's magical might summoning a savage cyclone from herself to batter her foes. All enemies within 30-feet of the tempestian are struck with a barrage of wind, taking 2d6 points of wind damage plus an additional 2d6 points of wind damage per four cleric levels after 1st, with a Reflex save (DC 10 + half of the cleric's level + her Charisma modifier) to half the damage. Those who fail the save are also inflicted with the squalled status.

Wind Barrier (Su): This Limit break allows the tempestian to summon a wall of wind in an instant. As an immediate action, the tempestian erects a barrier of wind so strong that she becomes impervious to all physical attacks until the beginning of her next turn. This duration extends an additional round for every four cleric levels beyond the 1st.

Spells: A tempestian casts geomancer spells which are drawn from the geomancer spell list. A tempestian begins play with 3 1st level geomancer spells of his choice. The tempestian also selects a number of additional 1st-level spells equal to her Wisdom modifier to add to his 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 tempestian can find or purchase scrolls with spells to add to his repertoire.

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

Class Skills: A tempestian adds Fly to her list of class skills. In addition, she gains a bonus on Knowledge (Planes) skill checks equal to half her cleric level (minimum of 1).

Favored Weapon: A tempestian adds quarterstaff to her list of weapon proficiencies.

Domains: A tempestian gains access to two of the following domains: Air, Animal, Chaos, Evil.

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

Garuda's Wings (Su): At 1st level, a tempestian grows a pair of feathered wings, gaining a fly speed of 30 feet, clumsy maneuverability. Starting at 5th level and every four cleric levels thereafter, the tempestian increases her fly speed by 10 feet and her maneuverability increases by 1 step.

Garuda's Talons (Su): At 3rd level, a tempestian's feet change into talons. The tempestian gains 2 talon attacks that deal 1d4 slashing damage each. This ability does not stop a tempestian from wearing footwear, the footwear merely changes to fit the new shape.

At 9th level, the talons increase their damage to 1d6 each.

At 15th level, the talons increase their damage to 1d8 each.

Garuda's Breath (Su): At 6th level, a tempestian can treat all spells with the wind descriptor as 1 level lower, allowing her to get wind spells earlier than normal, although it will use the modified DC of the spell instead of its normal DC.

At 12th level, a tempestian can treat all spells with the wind descriptor as up to 2 levels lower instead.

At 18th level, a tempestian can treat all spells with the wind descriptor as up to 3 levels lower instead.

Garuda's Protection (Su): At 9th level, a tempestian can expend 1 use of channel energy and 2 MP to grant all allies within a 30-foot radius damage reduction 5/- for a number of rounds equal to the tempestian's Charisma modifier (minimum 1).

Garuda's Eye (Su): At 12th level, a tempestian is unaffected by natural and magical wind effects (such as the squall status effect and wind speeds). She also becomes immune to deafness and gains +2 bonus on saving throws against wind spells. At 14th level and every two cleric levels thereafter, this bonus increases by +2.

Garuda's Agility (Su): At 15th level, when a tempestian makes a full attack action, she can take a 5-foot step between each attack.

Garuda's Speed (Su): At 18th level, a tempestian can expend 1 use of channel energy and 2 MP to grant all allies within a 30-foot radius the Haste status effect for a number of rounds equal to the tempestian's Charisma modifier (minimum 1).

Lady of the Vortex (Su): At 20th level, the tempestian can change the wind speed around her in a 20-foot radius, at will. She can increase or decrease the wind speed by up to 3 stages. A light wind can become a severe wind, while a windstorm could become a moderate wind.