



*"Titan, a great giant who rends the very earth asunder.
The great chasms he creates in the ground can swallow up armies of soldiers."*

Table: Titan	
Class Level	Special
1 st	Limit Break
2 nd	Rock Buster
3 rd	—
4 th	Stone II
5 th	—
6 th	Megalith Throw
7 th	—
8 th	Mountain Buster
9 th	—
10 th	Stonega
11 th	—
12 th	Earthen Ward
13 th	—
14 th	Geocrush
15 th	—
16 th	Iron Body
17 th	—
18 th	Granite Gaol
19 th	—
20 th	Weight of the Land

Limit Break (Su): At 1st level, Titan receives the Limit Break (Earthen Fury).

Earthen Fury (Su): Titan calls forth the rage of the earth, crushing nearby foes. Enemies within 30 feet of the avatar take 1d6 points of earth damage per summoner level, with a Reflex save (DC 10 + half of the summoner's level + Titan's Constitution modifier) for half damage.

Rock Buster (Ex): At 2nd level, as a standard action, Titan slams a target with incredible force. It makes a single slam attack at a -5 penalty that deals triple damage.

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

Megalith Throw (Su): At 6th level, Titan summons a huge boulder and hurls it at a foe. Titan makes a ranged touch attack roll against a target within 30 feet. If the attack hits, it deals 7d6 points of earth damage + Titan's Strength modifier and the target must make a Fortitude save (DC 10 + half of the summoner's level + Titan's Strength modifier) or be inflicted with Slow status for 1d4 rounds. This consumes 3 MP from the summoner.

Mountain Buster (Ex): At 8th level, as a standard action, Titan can slam his hands together to cause a cone of wind against his foes. All creatures within a 15-ft.-cone take damage equal to 3 times his slam damage unless they make a Reflex save (DC 10 + half of the summoner's level + Titan's Strength modifier) for half damage.

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

Earthen Ward (Su): At 12th level, Titan grants nearby allies a powerful stony hide. All allies get the effect of *Stoneskin*, as the white magic spell. Allies must be within 30 feet of Titan at the time it uses this ability to be affected. This consumes 6 MP from the summoner. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

Geocrush (Ex): At 14th level, Titan can jump high into the air and crash down on his foes. Titan deals damage equal to double his slam damage to all foes within 15 feet and are knocked prone. A successful Reflex save (DC 10 + half of the summoner's level + Titan's Strength modifier) halves this damage and are not knocked prone.

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

Granite Gaol (Su): At 18th level, once every 1d4 rounds, Titan can wrap one creature within 60 feet in an earthen embrace. The target creature must make a successful Fortitude save (DC 10 + half of the summoner's level + Titan's Constitution modifier) or be imprisoned in earth, unable to move or act until released. The earth prison has 45 hit points and a Hardness of 8. Once released, the creature is inflicted with Sickened condition for 1 minute. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29).

Weight of the Land (Su): At 20th level, up to 3 times per day, as a full-round action, Titan can cause the ground to erupt in 3 10-ft.-diameter eruptions within 60 feet. Creatures within the area of effects take 5d6 points of earth damage and are inflicted with Weighted status. A successful Reflex save (DC 10 + half of the summoner's level + Titan's Strength modifier) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29).