

Whalegun

A whalegun worships the god, Bismarck. With her rifle in hand, soaring through the skies and delving into the sea, she commands the respect of those who she protects.

The whalegun is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the whalegun receives the Limit Breaks (Bismarck's Protection and Breach Blast).

Bismarck's Protection (Su): This Limit Break allows the whalegun to erect a bubble to protect herself and her allies to reduce harm inflicted. The whalegun and all allies within a 30-ft.-radius take half damage from any source for a duration of 1 round + 1 round per four cleric levels after 1st. This limit break requires only a swift action.

Breach Blast (Su): The whalegun brings up a massive wave of bubbles, washing away nearby foes. Enemies within 30 feet of the whalegun take 2d6 points of damage (half water/half wind) + an additional 2d6 points of damage per four cleric levels after 1st, with a Reflex save (DC 10 + half of the cleric's level + her Charisma modifier) for half damage. Those who fail the save are also knocked back 10 feet.

Spells: A whalegun casts black magic spells which are drawn from the black mage spell list. A whalegun begins play with 3 1st level black mage spells of her choice. The whalegun 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, he gains two spells of her choice to add to her list of spells. The two free spells must be of spell levels he can cast. Like most mages, a whalegun can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a black magic spell, the whalegun 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 whalegun's spell is 10 + the spell level + her Wisdom modifier. In addition, a whalegun gains additional MP for having a high attribute (Wisdom). All black mage spells learned by the whalegun uses her Wisdom modifier instead of Intelligence for all spells' effects.

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

Favored Weapon: A whalegun adds Rifle to her list of weapon proficiencies.

Domains: A whalegun gains access to two of the following domains: Air, Animals, Protection, Water.

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

Gunsmith (Ex): At 1st level, a whalegun gains a trainee rifle. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gil when sold). The whalegun also gains Amateur Gunner and Gunsmithing as bonus feats.

Breach Shots (Su): At 3rd level, the whalegun can add wind and water damage to her gun, adding 1d6 points of water or wind damage (chosen at the time of shooting) to her rifle attacks, this damage is not multiplied on a critical hit. This bonus damage increases by 1d6 every six cleric levels after 3rd.

Flight of the Whale (Su): At 6th level, the whalegun can fly and swim like the great whale. By spending a charge of channel energy as a swift action, the whalegun can fly and swim for 1 round per cleric level. A

whalegun while carrying no more than a light load can fly (average) and swim at a speed of 20 feet + 10 feet per four cleric levels after 6th. A whalegun gains a +8 sacred bonus to Fly and Swim checks and can always choose to take 10, even if distracted or endangered.

Bismarckian Deeds (Ex): At 9th level, a whalegun can select two additional gunner deeds which she can use with her Amateur Gunner feat. The whalegun can choose one deed from the list of deeds available to 3rd-level gunners and one from the list available to 7th-level gunners.

Fisherman's Delight (Sp): At 12th level, a whalegun can control sealife a number of times per day equal to her Charisma modifier. This spell-like ability functions similar as *Control Undead*, however it only works on creatures with the Aquatic subtype. A successful Will save negates the effect (DC 10 + half of the cleric's level + her Charisma modifier).

Stalwart (Su): At 15th level, a whalegun can use mental and physical resilience to avoid certain attacks. If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. A helpless whalegun does not gain the benefit of the stalwart ability.

Greater Bismarckian Deeds (Ex): At 18th level, a whalegun can select two additional gunner deeds which she can use with her Amateur Gunner feat. The whalegun can choose one deed from the list of deeds available to 7th-level gunners and one from the list available to 11th-level gunners.

Harbor Master (Su): At 20th level, a whalegun has mastered hunting at sea and can use those skills in other aspects of life. A whalegun becomes immune to water and wind damage and gains a +4 sacred bonus to saves against water and wind spells. In addition, the whalegun increases the critical multiplier of her rifle by 1 (maximum x4) while she is at a higher elevation than her opponent.