

Yevonite

Through the teachings of Yevon, the Yevonsnites will atone for their sins and one day Sin will go away, as long as they follow Yevon's teachings. Yevonites gain power not from gods, but from the Fayth. Otherwise known as summoners, these yevonites journey to defeat sin and bring about the calm. Though not all stay on this pilgrimage, and simply learn the power to use the Fayth to summon forth Aeons.

The yevonite is an archetype of the cleric class.

Devout of His Teachings: The yevonite spends more time learning to harness the power of the fayth and magic rather than combat. Her base attack bonus is lowered to 1/2 and her HD is lowered to d6, however she can cast up to 9th level spells and has a higher base MP.

Level	Base MP	Spell Level
1 st	3	1 st
2 nd	4	1 st
3 rd	5	2 nd
4 th	6	2 nd
5 th	8	3 rd
6 th	11	3 rd
7 th	15	4 th
8 th	20	4 th
9 th	26	5 th
10 th	32	5 th
11 th	39	6 th
12 th	47	6 th
13 th	56	7 th
14 th	65	7 th
15 th	75	8 th
16 th	86	8 th
17 th	98	9 th
18 th	110	9 th
19 th	122	9 th
20 th	135	9 th

Weapon and Armor Proficiency: The yevonite is proficient with all simple weapons and all power weapons but no armor.

This ability replaces the cleric's standard weapon and armor proficiencies and the deific order's favored weapon.

Limit Breaks (Su): At 1st level, the yevonite receives the Limit Breaks (Grand Summon and Overdrive).

Grand Summon (Su): This Limit Break allows the yevonite to summon an avatar she has access to, in a moment's notice and perform its Limit Break or allows an avatar currently summoned to perform its Limit Break. The damage of the limit break is dealt as max damage (No need to roll).

Overdrive (Su): This Limit Break allows the yevonite to increase her avatar's power, healing it 1d6 damage per cleric level and granting it a +1 bonus to attack and damage rolls. This bonus increases by +1 every four

cleric levels after 1st. This limit break is a swift action to activate and lasts for a duration of 1 round plus 1 round per four cleric levels after 1st.

These abilities replace the deific order's limit breaks.

Spells: A yevonite casts either white magic or black magic spells which are drawn from the [white mage spell list](#) or [black mage spell list](#), chosen at creation. Once chosen, this cannot be changed. A yevonite begins play with 3 1st level white mage or black mage spells of her choice. The yevonite also selects a number of additional 1st-level spells equal to her Charisma modifier to add to her 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 yevonite can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a white magic or black mage spell, the yevonite must have a Charisma score equal to at least 10 + the spell level (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a yevonite's spell is 10 + the spell level + her Charisma modifier. In addition, a yevonite gains additional MP for having a high attribute (Charisma). All spells learned by the yevonite uses his Charisma modifier for all spell effects.

This ability replaces the deific order's spellcasting.

Summoner Spells: When the yevonite gains a new avatar, she adds any summoner spell with the avatar's name in question to her list of spells known as part of her spell list even if she isn't high enough level to cast it yet. For example, when she gains Ixion, she adds Aerospark to her list of spells known. She also adds Summon Avatar to her spell list.

This ability replaces deific order's domains.

Skilled in Religious Matters (Ex): Starting at 1st level, the yevonite gains a bonus to Knowledge (Religion) checks equal to half her cleric level (minimum 1).

This ability replaces deific order's class skills.

Power of the Fayth (Su): At 1st level, the yevonite begins play with the summoner's [Avatar](#) ability of the same name, using her cleric level in place of her summoner level. However, she gains a different set of avatars at certain levels as she gains levels.

At 1st level, she can summon the avatar, [Valefor](#).

At 4th level, she can summon the avatar, [Ifrit](#).

At 7th level, she can summon the avatar, [Ixion](#).

At 10th level, she can summon the avatar, [Shiva](#).

At 13th level, she can summon the avatar, [Bahamut](#).

She can only ever have one avatar summoned at a time as normal. Summoning a new avatar dismisses the currently summoned one, if any.

This ability replaces deific order and all deity abilities.

Shield Ally (Ex): At 1st level, whenever a yevonite is within her avatar's reach, the summoner receives a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if the avatar is grappled, helpless, paralyzed, stunned, or unconscious.

This ability replaces aura of resolve.

Call (Su): At 2nd level, as a standard action, a yevonite can call forth any avatar she has (using the same effective level of her current avatar, summoned or not) who appears within 30 feet of the yevonite. The avatar can take a full-round worth of actions and disappears at the end of the round. The yevonite can use this ability a number of times per day equal to 3 + her Charisma modifier.

This ability replaces sense alignment.

Mage Talents (Su): At 3rd level, the yevonite can choose a mage talent to apply to her spells. If she chose black mage spell list can choose a black mage talent, if she chose white mage spells, she can choose a white mage talent. She may also choose a summon talent instead. At 7th level and every four cleric levels thereafter, she chooses another talent. The yevonite uses her Charisma modifier for any talents she picks up.

This ability replaces armored mage.

Greater Shield Ally (Su): At 11th level, whenever an ally is within an avatar's reach, the ally receives a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If this ally is the yevonite, these bonuses increase to +4. This bonus does not apply if the avatar is grappled, helpless, paralyzed, stunned, or unconscious.

This ability replaces legion's blessing.

Secret Aeon (Su): At 17th level, the yevonite can choose the ability to summon one of the following avatars: Anima or Yojimbo. Once chosen, this cannot be changed. In addition, either of these two aeons are affected by the Augment Avatar summon talent when summoned. If the yevonite already has this talent, then the aeon gains an additional +4 bonus to Strength and Constitution.

This ability replaces true healer.