

## Zephyrite

*Zephyrites worship the zephyr, [Pandemona](#). These clerics see it as their duty to chase after storms, in hopes that they may witness their god's destructive winds in person. While it is not strictly part of their duties or beliefs, many zephyrites will provide relief to settlements that have been ravaged by tornados and storms, if only so the inhabitants think they had nothing to do with the one who directed the winds their way.*

The zephyrite is a deific order of the cleric class.

**Limit Breaks (Su):** At 1st level, the zephyrite receives the Limit Breaks (Pandemona's Whirlwind and Tornado Form).

*Pandemona's Whirlwind (Su):* This Limit Break stirs up the wind in an area up to 60 ft. away. The zephyrite may make a Bull Rush attempt against each enemy within a 30-ft.-radius of the designated area, attempting to move them in any direction he wishes. These Bull Rushes do not provoke attacks of opportunity, and are made as soon as a creature enters the designated area or begins its turn in the area. His CMB roll for these maneuvers is his cleric level + his Charisma modifier + 1 for every four cleric levels after 1st. The zephyrite cannot move with the target(s) of these Bull Rushes. Creatures that are moved by this combat maneuver must make a Reflex save (DC 10 + half of his cleric level + his Charisma modifier) or fall prone. The winds last for 1 round + 1 round for every four cleric levels after 1st.

*Tornado Form (Su):* This Limit Break conjures fierce winds around his body in a whirling tornado. This tornado grants the zephyrite a fly speed equal to his land speed with perfect maneuverability, and all ranged projectile attacks against him have a miss chance of 20% + 10% for every four cleric levels after 1st. This tornado lasts for 1 round + 1 round for every four cleric levels after 1st, and once it ends it grants the effects of [choco feather](#) to the zephyrite for the same number of rounds or until he lands on the ground. This limit break requires a swift action.

**Spells:** A zephyrite casts black mage spells which are drawn from the [black mage spell list](#). A zephyrite begins play with 3 1st level black mage spells of his choice. The zephyrite also selects a number of additional 1st-level spells equal to his Wisdom modifier to add to his list of spells. Each time a character attains a new cleric level, he gains two spells of his choice to add to his list of spells. The two free spells must be of spell levels he can cast. Like most mages, a zephyrite can find or purchase scrolls with spells to add to his repertoire.

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

**Class Skills:** A zephyrite adds Survival to his list of class skills. In addition, he gains a bonus on Knowledge (Nature) checks equal to half his cleric level.

**Favored Weapon:** A zephyrite adds chakrams to his list of weapon proficiencies.

**Domains:** A zephyrite gains access to two of the following [domains](#): Air, Chaos, Destruction, Madness.

**Deity Abilities:** A zephyrite gains the following abilities from his deity as he increases in level.

**Storm Chase (Ex):** At 1st level, when a zephyrite makes a Survival check to predict the weather 24 hours in advance, he automatically knows if there will be high winds or tornados, even if he fails the check. In addition, enemies he hits with thrown chakrams must make a Reflex save (DC 10 + half of his cleric level + his Charisma modifier) or be squalled for a number of rounds equal to half of his cleric level (minimum 1).

**Pandemona's Initiative (Ex):** At 3rd level, a zephyrite may add his Charisma modifier to initiative rolls as well as his Dexterity modifier.

**Wind Blast (Su):** At 6th level, the zephyrite may make a free Bull Rush attempt that does not provoke attacks of opportunity against all enemies that fail their saves against his channel energy and his elemental (wind) cleric spells. Using this ability is a free action that happens at the same time channel energy is used or a wind spell is cast, before saving throws are rolled. His CMB roll for this Bull Rush maneuver is equal to his cleric level + his Charisma modifier. He cannot move with the target(s) of the Bull Rush maneuver. If casting a spell that does not have a saving throw, a zephyrite cannot use this ability with that spell. The zephyrite may use this ability a number of times per day equal to 3 + his Charisma modifier, but only spends one daily use per spell or use of channel energy.

**Chakram Gust (Ex):** At 9th level, a zephyrite gains [Quick Draw](#) as a bonus feat, but can only use this feat with chakrams. If he already has this feat, he instead gains a free Combat feat for which he meets the requirements. In addition, he may add his Dexterity modifier in place of his Strength modifier for damage when throwing chakrams.

**Zephyr Blast (Su):** At 12th level, when the zephyrite uses his wind blast ability, he may make enemies have to make a Fortitude save (DC 10 + half of his cleric level + his Charisma modifier) instead of making a Bull Rush maneuver against them. Enemies that fail this save are not able to move closer to the zephyrite for a number of rounds equal to his Charisma modifier (minimum 1) as powerful winds continuously blow against them. This otherwise counts as an immobilized status effect.

**Speeding Breeze (Ex):** At 15th level, a zephyrite gains [Ready for Anything](#) as a bonus feat. He does not need to meet the requirements for this feat. If he already has this feat, he instead gains a free Combat feat for which he meets the requirements. In addition, he gains a +10 ft. bonus to his base land speed. This is a sacred bonus if the zephyrite channels light energy, or a profane bonus if he channels dark energy.

**Chakram Whirlwind (Su):** At 18th level, the zephyrite may spend a daily use of channel energy as a swift action to cause any chakram he throws for the next minute to be held aloft by the wind. These chakrams are treated as having the [flying](#) weapon property, which does not count towards their maximum enhancement bonus, becoming magical if they are not already magical. In addition, the chakrams can be commanded to use flying as part of an attack action when the zephyrite throws them, but only one flying chakram can be commanded to make an extra attack per round. At the end of the minute, all chakrams lose flying unless the zephyrite uses this ability again before the end of the duration. Re-using this ability extends the duration of this effect by 1 minute.

### **Eye of the Tornado (Su)**

At 20th level, a zephyrite gains immunity to wind damage. If he has any resistance to wind damage from another source, he instead heals up to that many hit points whenever he takes wind damage. In addition, the zephyrite no longer needs to roll for initiative. He always treats his initiative roll as if it resulted in any number of his choosing (from 1 to 20).