

The Caller of Storms

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Some people feel close to the forest or to the ocean. Some people feel at home in the forest and draw energy from their surroundings. The caller of storms can create great energy from all of the elements and perform very powerful acts of nature. They can summon a rain storm or even snow storm in the desert, they can even create great disasters and acts of nature.

They are very powerful magicians and most people mistake them for Sorcerers or Druids.

Adventures: The Caller of Storms normally adventures to areas of great evil, or great good depending on his alignment, or to areas of great famine to use their great abilities of weather control to either save or annihilate others.

Characteristics: The Caller of Storms must remain neutral and close to nature to advance in his abilities. They are all specialists and consider themselves far better than any other Wizard, Druid, or Bard when it comes to casting the small amount of spells they know.

Religion: The Caller of Storms almost always worship gods of nature, for it is from them that they draw their great power.

Background: At a very young age, a person seeking to become a caller of storms must seek out a trainer and devote their lives to

nature. In doing this, they are given the ability to crudely see the weather in the future and to use small elemental spells. As they progress in power and become a better caster they can eventually create their own weather and power disasters whenever they wish.

Races: All races may become caller of Storms.

Game Rule Information

Alignment: Any Neutral

Hit Die: d6

Class Skills

The Caller of Storm's class skills (and the key ability for each skill) are; As Druid

See Chapter 4 in the *Core Rulebook 1* for skill descriptions.

Skill Points at 1st Level: 4 + Int modifier x 4

Skill Points at each additional Level: 4 + Int modifier

Table The Caller of Storms

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Protection from Elements (Resistance 5) 1/day, Know Weather
2	+1	+0	+3	+3	
3	+1	+1	+3	+3	Elemental Control 2/day
4	+2	+1	+4	+4	
5	+2	+1	+4	+4	Protection from Elements (Resistance 10) 2/day
6	+3	+2	+5	+5	
7	+3	+2	+5	+5	Elemental Control 3/day
8	+4	+2	+6	+6	
9	+4	+3	+6	+6	Call Storm 1/day
10	+5	+3	+7	+7	Protection from Elements (Resistance 15) 3/day, Call Storm 2/day
11	+5	+3	+7	+7	Improved Weather Knowledge, Call Storm 3/day
12	+6/+1	+4	+8	+8	Elemental Control 4/day,
13	+6/+1	+4	+8	+8	Call Greater Storm 1/Week
14	+7/+2	+4	+9	+9	
15	+7/+2	+5	+9	+9	Protection from Elements (Resistance 20) 4/day
16	+8/+3	+5	+10	+10	Call Greater Storm 1/two days
17	+8/+3	+5	+10	+10	Elemental Control 6/day
18	+9/+4	+6	+11	+11	Call Greater Storm 1/day
19	+9/+4	+6	+11	+11	
20	+10/+5	+6	+12	+12	Call Natural Disaster 1/week



Class Features

All of the following are class features of the Caller of Storms

Weapon and Armour Proficiency: A Caller of Storms is proficient with all Simple weapons, but no armour or shields

Note that wearing armour heavier than leather imposes a penalty to the ranger skills Climb, Hide, Jump, and Move Silently. Swim checks also suffer a -1 penalty for every 5 lbs. of armour or equipment carried.

Protection from Elements: The caller of Storms can use Protection from Elements as a spell-like ability. At 1st level, he may resist up to 5 points of damage from one element of his choice 1/day. At 5th level he may now resist 10 damage from one element 2/day. At 10th level this ability increases to 15 damage and 3/day. At 15th level this increases to 20 damage 4/day. This effect lasts 1 minute/class level.

Know Weather: The caller of storms can predict the weather perfectly within 6 hours.

Elemental Control: At 3rd level, the Caller of storms may manipulate and do minor tricks with any element that can fill a five foot space.

Call Storm: At 9th level, the Caller of storms can create a small storm for up to a one mile radius. These effects last the number of rounds equal to the Caster level + Wisdom Modifier.

Cause Rain: The Caller of Storms can cause a small rain shower over a 1 mile radius. This has no damage effect, but the rain is heavy enough to impede movement. Anyone caught within this rain may not sprint and may only run at X3 their base speed.

Snow Shower: The Caller of Storms can make a small snow shower over a 1 mile radius, this will cause 1d2 points of cold damage for the duration and impedes base speed by 10 feet.

Strong Winds: The Caller of Storms can summon large gusts of wind which impede movement by 10' when moving into the wind and will improve movement by 10' while moving with the wind.

Improved Weather Knowledge: The Caller of Storms can now perfectly predict the weather for the next 24 hours.

Call Greater Storm: The Caller of Storms can now cause great and severe storms in a range of up to 2 miles.

Lightning Storm: The Caller of Storms summons a large storm of lightning that continually casts *Chain Lightning* equal to the level of the caster for the number of rounds equal to the caster's Wisdom Modifier.

Hail Storm: The Caller of Storms summons a large hail storms which will deal 2d4 Subdual Impact damage and also 1d4 cold damage per round. This effect lasts the number of rounds equal to the caster level.

Ice Storms: The Caller of Storms can cause an ice storm that causes 1d4 impact damage as well as 2d4 cold damage

per round. This effect lasts the number of rounds equal to the caster level.

Blizzard: The Caller of Storms can cause a blizzard dealing 2d4 cold damage and impedes movement by 10 on the creature base speed. This effect lasts the number of rounds equal to the caster level.

Wind Storm: The Caller of Storms can cause very powerful winds. These winds will not allow movement against the wind and will push the creature uncontrollably at 60 feet per round unless the creature makes a Strength Check (DC 15). This effect lasts the number of rounds equal to the caster level.

Cause Natural Disaster: The Caller of Storms has so much control over the Elements that he can now conjure very deadly storms and disasters over a 5 mile radius including:

Earthquakes: The ground rumbles and shakes and all creatures within 5 miles there is a 10% chance that any creature within 5 miles will have to make a Reflex save (DC 20) or fall into the earth and instantly die. There is a 20% chance creatures within 4 miles will have to make Reflex saves. This increases to 30% within 3 Miles, 40% within 2 Miles, and 50% within one mile.

Floods: The Rains pour and water begins to seep from the ground and runs rapidly within a 5 mile area. This effect causes everyone within 5 miles of the flood to make a swim check (DC 25) or go underwater and suffer the effects of drowning.

Meteor Shower: A large storm approaches and the skies light up as balls of fire fall quickly fall to the ground. This acts as the *Meteor Swarm* spell and lasts the number of rounds equal the caster's level.

Tornados: Several large tornados quickly touch the ground and destroy everything in their path. The number of tornados that appears is equal to the caster's wisdom modifier. The caster may control the tornados and they move up 200' in one round. Anyone hit by a tornado will take 20d6 damage and will be lifted off the ground. They may make a Strength check (DC 16) and only fall 100', but if the save fails they fall 200' to ground.

Elemental Attacks: The caller of storms can cast elemental spells the number of times per day as stated in the table below. The spells he may use are as follows:

0-Level (Cantrips)

Ray of Frost, Electric Jolt, Flare, Acid Splash

2nd Level

Fog Cloud, Ice Knife, Cloud of Bewilderment, Continual Flame, Flame Dagger, Flaming Sphere, Whispering Wind.

4th Level

Fire Trap, Stoneskin, Solid Fog, Cold Orb, Electric Orb, Fire Shield, Fire Orb, Ice Storm, Wall of Fire, Wall of Ice, Fire Stride.

6th level

Fire Spiders, Chain Lightning, Control Water, Flesh to Stone, Stone to Flesh.

8th Level

Incendiary Cloud, Sunburst, Zajimarn's Field of Icy Razors.

1st Level

Flame Streak, Ice Dagger, Lesser Acid Orb, Lesser Cold Orb, Lesser Electric Orb, Lesser Fire Orb, Burning Hands, Shocking Grasp

3rd Level

Flame Arrow, Stinking Cloud, Fireball, Gust of Wind, Ice Burst, Lightning Bolt, Scintillating Sphere, Wind Wall.

5th level

Cloudkill, Wall of Stone, Mind Fog, Ball Lightning, Cone of Cold, Firebrand, Stone Shape, Transmute Mud to Rock, Transmute Rock to Mud.

7th level

Great Thunderclap, Infernus' Flaming Claw, Elemental Body.

9th Level

Lava Blast, Meteor Swarm.

Table The Caller of Storms Spells Per Day

Class	Spells per Day									
	0 th	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	-	-	-	-	-	-	-	-	-	-
2	1	-	-	-	-	-	-	-	-	-
3	1	0	-	-	-	-	-	-	-	-
4	2	1	-	-	-	-	-	-	-	-
5	2	1	0	-	-	-	-	-	-	-
6	2	1	1	-	-	-	-	-	-	-
7	3	2	1	0	-	-	-	-	-	-
8	3	2	1	1	-	-	-	-	-	-
9	3	2	2	1	0	-	-	-	-	-
10	4	3	2	1	1	-	-	-	-	-
11	4	3	2	2	1	0	-	-	-	-
12	4	3	3	2	1	1	-	-	-	-
13	5	4	3	2	2	1	0	-	-	-
14	5	4	3	3	2	1	1	-	-	-
15	5	4	4	3	2	2	1	0	-	-
16	6	5	4	3	3	2	2	1	-	-
17	6	5	4	4	3	2	2	1	0	-
18	6	5	5	4	3	3	2	2	1	-
19	7	6	5	4	4	3	3	2	2	0
20	7	6	5	5	4	3	3	3	3	1

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