

## Waveservant of Valkur

**Prerequisites:**

**BAB:** +4

**Skills:** Diplomacy +4  
 Profession (Sailor) +6  
 Knowledge (Seamanship) +6  
 Swimming +4

**Feats:** Endurance, Weapon Focus (Cultass)

**Spells:** Ability to cast 2<sup>nd</sup> level Divine Spells

**Special:** Must have survived a shipwreck due to a violent ocean storm.

Level	BAB	Fort	Ref	Will	Special	Spell Level
1	+0	+2	+0	+2	Sea Legs	+1 existing spell level
2	+1	+3	+0	+3	Superior Helmsman	+1 existing spell level
3	+2	+3	+1	+3	Inspire Crew +1	+1 existing spell level
4	+3	+4	+1	+4	Catch The Wind	+1 existing spell level
5	+3	+4	+1	+4	True Voyage	+1 existing spell level
6	+4	+5	+2	+5	Inspire Crew +2	+1 existing spell level
7	+5	+5	+2	+5	Aquatic Ambassador	+1 existing spell level
8	+6	+6	+2	+6	Ride The Wind	+1 existing spell level
9	+6	+6	+3	+6	Inspire Crew +3	+1 existing spell level
10	+7	+7	+3	+7	Control Winds	+1 existing spell level

**Sea Legs:** While on board a ship, a Waveservant gains a +2 competence bonus to all Climb, Concentrate, Jump and Use Rope checks.

**Superior Helmsman:** When at the wheel or rudder of a ship, you are able to make very fast turns that can throw an enemy completely off guard. Any ship you are in control of gains a +1 competence bonus to its Maneuverability (See Seafarers Handbook).

**Inspire Crew:** While aboard a ship a Waveservant grants his allies (crew) the morale bonus listed in the chart above to all attack and damage rolls. The crew also receives the morale bonus to their Seamanship checks. This bonus is +1 at 3<sup>rd</sup> level, +2 at 6<sup>th</sup> and +3 at 9<sup>th</sup>. This bonus is not cumulative.

**Catch the Wind:** A Waveservant can increase both the base and daily movement of his ship by 10%

**True Voyage:** At 5<sup>th</sup> level a Waveservant will never be lost at sea. He automatically passes all future Navigation checks, unless thrown off course by magical means (ie. Teleportation)

**Aquatic Ambassador:** A Waveservant can speak with any aquatic creature and receives a +2 bonus to Diplomacy and Sense Motive check related to aquatic creatures.

**Ride the Wind:** A Waveservant can increase both the base and daily movement of his ship by 25% instead of 10%

**Control Winds:** Once per day a Waveservant can cast *control winds* spell as a 10<sup>th</sup> level caster.