



"A powerful djinn with control over scorching flames hot enough to turn the whole world to ashes."

Table: Ifrit	
Class	Special
Level	
1 st	Limit Break
2 nd	Burning Strike
3 rd	—
4 th	Fire II
5 th	—
6 th	Flaming Crush
7 th	—
8 th	Crimson Roar
9 th	—
10 th	Firaga
11 th	—
12 th	Crimson Cyclone
13 th	—
14 th	Eruption
15 th	—
16 th	Vulcan Burst
17 th	—
18 th	Sear
19 th	—
20 th	Meteor Strike

Limit Break (Su): At 1st level, Ifrit receives the Limit Break (Hellfire).

Hellfire (Su): Ifrit creates a raging inferno, incinerating nearby foes. Enemies within 30 ft. of the avatar take 1d6 points of fire damage per summoner level, with a Reflex save (DC 10 + half of the summoner's level + Ifrit's Constitution modifier) for half damage.

Burning Strike (Ex): At 2nd level, as a standard action, Ifrit's fists light on fire when he makes a slam attack. If he hits, he adds 1d6 points of fire damage to his slam attack.

Fire II (Sp): At 4th level, Ifrit is able to cast *Fire II* like the spell. This is a spell-like ability and consumes 2 MP from the summoner.

Flaming Crush (Ex): At 6th level, as a full-round action, Ifrit can slam down heavy with both fists. He uses both slam attacks at a -5 penalty, and each slam deals double damage.

Crimson Roar (Su): At 8th level, Ifrit lets loose a ferocious roar that affects allies within 30 feet. Affected creatures gain a morale bonus to damage rolls equal to Ifrit's Charisma modifier for 1d6 rounds. This consumes 4 MP from the summoner. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

Firaga (Sp): At 10th level, Ifrit is able to cast *Firaga* like the spell. This is a spell-like ability and consumes 5 MP from the summoner.

Crimson Cyclone (Ex): At 12th level, as a full-round action, Ifrit charges in a 50-ft.-line, causing damage to foes in the line of effect. All creatures in the area of effect take damage equal to triple the Ifrit's claw damage and are knocked prone unless they make a successful Reflex save (DC 10 + half of the summoner's level + Ifrit's Constitution modifier).

Eruption (Su): At 14th level, up to 3 times per day, Ifrit can cause the ground to erupt in a 20-ft.-radius diameter within 60 feet. Creatures within the area of effect take 15d6 fire damage and are knocked prone. A successful Reflex save (DC 10 + half of the summoner's level + Ifrit's Constitution modifier) reduces the damage by half and are not knocked prone. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

Vulcan Burst (Su): At 16th level, as a swift action, usable once every 1d4 rounds, Ifrit can cause a burst of fiery energy to erupt around him, causing creatures to be blasted back. Creatures within a 30-ft.-radius take 10d6 points of fire damage and are pushed back up to 30 feet away from Ifrit. A successful Reflex save (DC 10 + half of the summoner's level + Ifrit's Constitution modifier) halves the damage and negates the knock back. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29).

Sear (Su): At 18th level, as a swift action, usable once every 1d4 rounds, Ifrit can cause a foe within 50-feet to erupt in a blazing aura. The target must make a Fortitude save (DC 10 + half of the summoner's level + Ifrit's Constitution modifier) or inflicted with a blazing aura that deals 5d6 points of fire damage to every creature within a 15-ft.-radius which also inflicts Burning status, a successful Reflex save (DC 10 + half of the summoner's level + Ifrit's Constitution modifier) halves the damage and negates the status effect. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29).

Meteor Strike (Su): At 20th level, as a full-round action, Ifrit jumps into the air and bombards downward with a massive meteor which has a 50-ft.-radius and deals 15d8 points of fire damage. Creatures in the area of effect must make a Reflex save (DC 10 + half of the summoner's level + Ifrit's Constitution modifier) to receive half damage.