



*“An eternal, undying bird. Its tears are rumored to have curative properties, and it is said that he who tastes the Phoenix's blood will have eternal life.”*

Table: Phoenix	
Class Level	Special
1 <sup>st</sup>	Limit Break
2 <sup>nd</sup>	Hallowed Spark
3 <sup>rd</sup>	—
4 <sup>th</sup>	Fireflash
5 <sup>th</sup>	—
6 <sup>th</sup>	Ashen Blight
7 <sup>th</sup>	—
8 <sup>th</sup>	Healing Flame
9 <sup>th</sup>	—
10 <sup>th</sup>	Burn
11 <sup>th</sup>	—
12 <sup>th</sup>	Megaflash
13 <sup>th</sup>	—
14 <sup>th</sup>	Flamestrike
15 <sup>th</sup>	—
16 <sup>th</sup>	Aura of Warding
17 <sup>th</sup>	—
18 <sup>th</sup>	Rebirth
19 <sup>th</sup>	—
20 <sup>th</sup>	Holy Flames

**Limit Break (Su):** At 1st level, Phoenix receives the Limit Break (Flames of Healing).

*Flames of Healing (Su):* Phoenix flashes brightly and a bright pulse expands from its body, drifting over its allies. Allies within 30 feet of the avatar are healed for 1d6 points of damage per summoner level. After 18th level, it also revives all nearby allies to 1 hit point.

**Hallowed Spark (Su):** At 2nd level, as a standard action, Phoenix can emit light from his beak. He may make a ranged touch attack against a single target within 30 feet. If struck, the target takes 1d6+4 points of damage (half holy, half fire).

**Fireflash (Su):** At 4th level, Phoenix causes his foe to burst into flames. He can make a ranged touch attack, hitting a foe up to 30 feet away. The subject takes 3d6 points of fire damage and the target must make a Fortitude save (DC 10 + half of the summoner's level + Phoenix's Charisma modifier) or be inflicted with Blind status for 1d4 rounds. This consumes 2 MP from the summoner. Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19).

**Ashen Blight (Su):** At 6th level, Phoenix creates ash to erupt around his foes. All enemies within 30 feet of Phoenix suffer the effects of *Blindga*, as the black magic spell. This consumes 3 MP from the summoner. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

**Healing Flame (Su):** At 8th level, Phoenix manifests a scared flame beneath his foe up to 30 feet away, dealing 6d6 points of damage (half holy, half fire) and heals himself for half the damage dealt. The target must make a successful Fortitude save (DC 10 + half of the summoner's level + Phoenix's Charisma modifier) to take half damage and Phoenix does not gain any hit points. This consumes 4 MP from the summoner. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

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

**Megaflash (Su):** At 12th level, Phoenix causes all nearby creatures to burst into flames. All creatures within 30 feet of the avatar take 12d6 points of fire damage and must make a Fortitude save or be inflicted with Blind status for 1d6 rounds. This consumes 6 MP from the summoner. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

**Flamestrike (Sp):** At 14th level, Phoenix is able to cast *Flamestrike* like the spell. This is a spell-like ability and consumes 6 MP from the summoner.

**Aura of Warding (Su):** At 16th level, Phoenix shines with a bright aura. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against status effects. This ability functions only while Phoenix is conscious, not if he is unconscious or dead.

**Rebirth (Su):** At 18th level, Phoenix has a continual Reraise status effect that lasts until he dies. The status effect comes back into effect 24 hours after death.

**Holy Flames (Su):** At 20th level, Phoenix explodes in a fiery divine nova, dealing 15d8 points of damage (half holy, half fire) in a 50-ft.-radius around himself. Creatures within the area of effect must make a Reflex save (DC 10 + half of the summoner's level + Phoenix's Constitution modifier) for half damage.