

Reborn

The reborn worship the fiery god of rebirth, [Phoenix](#). These worshippers are celebrants of the phenomenon of revival, dedicated to saving all lives, great or small.

The reborn is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the reborn receives the Limit Breaks (Cloak of Flame and Fiery Rebirth).

Cloak of Flame (Su): This Limit Break surrounds the reborn in Phoenix's holy fire. Whenever an enemy hits the reborn with a melee attack, that enemy takes 1d6 fire damage, plus 1d6 per four cleric levels after 1st. This ability lasts for a duration of 1 round + 1 round per four cleric levels after 1st. This limit break requires only a swift action.

Fiery Rebirth (Su): This Limit Break allows the reborn to restore life to the fallen. With a touch, a creature that has died within the last 1 round, plus 1 round per four cleric levels after 1st, is restored to life with an amount of hit points equal to the cleric's level. In addition, all enemies within 10 feet of the target take 1d4 fire damage per cleric level, with a Reflex save (DC 10 + half of the cleric's level + her Wisdom modifier) for half damage.

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

To learn or cast a white magic spell, the reborn 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 reborn's spell is 10 + the spell level + the reborn's Wisdom modifier. In addition, a reborn gains additional MP for having a high attribute (Wisdom).

Class Skills: A reborn adds Fly to her list of class skills. In addition, she gains a bonus on Heal skill checks equal to half her cleric level.

Favored Weapon: A reborn adds katanas to her list of weapon proficiencies.

Domains: A reborn gains access to two of the following [domains](#): Fire, Good, Healing, Sun.

Deity Abilities: A reborn gains the following abilities from her deity as she increases in level.

Whitefire (Su): At 1st level, whenever a white magic spell the reborn casts would deal holy damage, half of that holy damage is converted to fire damage. Beginning at 3rd level, she may spend an additional 1 MP to instead convert the damage entirely to fire damage, and the spell inflicts Burning for 1 round per spell level, with a Reflex save (DC 10 + the spell's level + her Wisdom modifier) to prevent the status from taking effect.

Channel Fire (Su): Starting at 3rd level, whenever the reborn channels energy, by expending an additional use of channel energy, she may channel holy fire. Any enemies in range that would be healed instead take half the normal channel energy damage as fire damage, with a Will save for half as normal for taking damage from channeled energy.

Blaze of Life (Su): Starting at 6th level, whenever the reborn restores another creature's hit points with a spell or class feature, her next damaging spell before the end of her next turn deals an additional 1d6 fire damage. This damage increases by 1d6 at 8th level, and at every two cleric levels after (maximum 8d6 at 20th level).

