

Phoenix

Powers:

- Roll 10+ with S-P to transform into a 2m Phoenix.
- The user (whilst in this form) gains + 1 slashing or piercing damage due to having talons.
- User can generate as well as manipulate fire which can deal 1d8 fire damage.
- Whilst in this form the user can also fly up to 30M in the air; movement speed is increased by 10 points whilst flying.
- This character whilst in their transformation, has fire resistance equal to that of the maximum fire damage this character is capable of.
- Can heal themselves with 1d8 after getting 10 or above with S-P.
- This power can be activated via S-P or Con

Weaknesses:

- Can't use fire underwater.
- Must roll 10 or above on willpower to have control of this character after they transform.
- Can't fly if wings are bound.
- Can't heal if being affected by continuous corrosive damage.

Limitations:

- Can't fly higher than 30 M in the air.
- Can only generate fire and send it up to a range of 30M.
- Cannot control other flames.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

1) S-P +1

2) S-P +1

3) Majestic Control

- When successfully transformed the user no longer has to roll willpower to stay in control.
- User gains +1 SPStr whilst in Phoenix mode.
- Talons now deal +3 slashing or piercing damage instead of +1.

4) [Ability] Born from flame

- whilst in Phoenix mode the user is immune to fire damage.

[Buff] Increase fire and therefore healing dice by 1 dice up, Increase talon damage by +1 to slashing.

5) [Ability] healing blaze

- user can make their flames heal others instead of damage.

[Buff] Increase fire and therefore healing dice by 1 dice up, Increase talon damage by +1 to slashing.

6) [Ability] Regenerative warmth

- with an sp roll of 15+ the user can use the Phoenix healing and remove 1 ailment/ injury.
- For every roll increment higher they achieve than the roll requirement of this ability grants them 1 more ailment/ injury removals.
- This ability can be used to heal / regenerate limbs or organs.

[Buff] Increase fire and therefore healing dice by 1 dice up, Increase talon damage by +1 to slashing.

7) [Ability] Bird of flight

- The user's Phoenix flight is doubled.

[Buff] Increase fire and therefore healing dice by 1 dice up, Increase talon damage by +1 to slashing.

8) [Ability] Phoenix burst

- User rolls S-P of 20+ to deal an area of effect flame attack with a radius equal to half the users' maximum fire range.
- This attack deals damage from users' fire dice + health from the user if they so choose.
- If the user took the ability "Healing blaze" the user can choose not only for this to be a healing flame AOE, but if they achieve an S-P roll of 25+ they can deal an AOE where the user decides who gets healed and who takes damage.
- User cannot heal themselves with this ability.

[Buff] Increase fire and therefore healing dice by 1 dice up, Increase talon damage by +1 to slashing.

9) [Ability] Rebirth Resurrection

- Upon death or fatal moments, the user is allowed to start rolling for this ability.
- The user must achieve an SP roll of 20+ to fully resurrect and have all injuries and ailments cured.
- Every failure before the user successfully activated this ability is counted as how many days they are unable to use this ability again for. If the successful roll is a Nat 20 then the amount of time is in hours, not days.
- If the user of this ability succeeds on the first try, they must only wait for a single short rest to be able to use this ability again. If the player achieves a Nat 20 on the first try, this ability can be used again with no cool down time.
- Upon success the user gains a positive health equal to half the maximum amount they can heal.
- User cannot use this ability if they are dowsed or under water, or if they are nullified.

[Buff] Increase fire and therefore healing dice by 2 dice up, Increase talon damage by +2 to slashing.

10) [Evolution] Hybrid mode

- Upon rolling an S-P of 15+ this character can now transform into a Phoenix-human hybrid, this grants all stats and abilities from the phoenix form to that user without the down sides of not having arms.
- Whilst in this form the user has their talons on their fingers as well as their feet.

[Mutation] Bird of flame

- User's phoenix form is permanently a bird made of fire, this means the user whilst in phoenix mode deals fire damage passively and is immune to both fire and physical damage.
- Passive damage dealt from this power is equal to half of the user's maximum fire damage, and can be added on top of any melee attacks along with the user's fire damage dice.
- The user can manipulate their body as easily as they do their phoenix fire. **(E), (B)**
- If doused in water, the user loses their physical immunity and self manipulation for d4 minutes/ in-combat rotations.
- If the user took the ability "Born from flame" the user now gets healed for whatever fire damage the user should have / does take.
- If the user took the ability "Healing blaze" then the user can choose for their passive damage to be passive healing instead. This user can switch between the two without requiring to roll S-P, however, cannot change it when it is not their turn in combat.