

NAME Storm Phoenix RACE Avian SIZE 4 HEIGHT 14'0" WEIGHT 400lbs HL 5 EL 2

CON	<u>10</u>	AGI	<u>10</u>	INT	<u>6</u>	STR	<u>6</u>	WILL	<u>4</u>	CHA	<u>4</u>
Hit Points	<u>150</u> / <u>150</u>	Initiative	<u>20</u>	C. Mastery	<u>12</u>	Armor	<u>12</u>	SP Armor	<u>8</u>	Song Effect	<u>8</u>
Vitality	<u>300</u> / <u>300</u>	Speed	<u>20</u>	H. Mastery	<u>12</u>	MAD	<u>12</u>	M. Mastery	<u>8</u>	M. Speed	<u>8</u>
		RAD	<u>20</u>	SP Mastery	<u>12</u>					M. Damage	<u>8</u>

ATTACK # 1

Description: Claw, Peck
Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6
DMG: 42 Crit DMG: 54 | SP-DMG: Crit SP-DMG:
Other: Stun 2

ATTACK # 2

Description: Lightning Feathers
Type: S.N. Ranged Weapon Range: 8 Accuracy: 4/5/6
DMG: Crit DMG: | SP-DMG: 42 Crit SP-DMG: 54
Other: Stun 2

ABILITIES

Name: Ancient Lightning Description: Target creature within 20 spaces tests INT 12 DPD: Stun & 5 SP-DMG
Name: Freezing Winds Description: Target creature within 20 spaces tests STR 12 DPD: Frost & Knockback
Name: Ice Bolt Description: Target creature within 20 spaces tests AGI 12 DPD: Frost & 5 SP-DMG
Name: Lightning Bolt Description: Target creature within 20 spaces tests AGI 12 DPD: Stun & 5 SP-DMG
Name: Shocking Grasp Description: Target creature within 2 spaces tests STR 14 DPD: Stun & 5 SP-DMG

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Frost, Knockback, Stun Vulnerabilities:
Traits: Caster, Elemental Attacks (Stun), Elemental Aura (Stun), Flying, Size Change (2x2)

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

LORE

In Estaria, Phoenixes are ascended birdkin, often going through intense magical and elemental trials in order to achieve such an evolution. The ascension is a rigorous process, often causing some to lose their minds and ability to speak. Some birdkin pass these trials, some die, and others fail by letting it consume them in an elemental frenzy.

A Phoenix does not have to eat in order to survive, they just need to maintain a regular supply of their attuned elements. In this case, the Storm Phoenix needs to rest in areas that have plenty of lightning, wind, and ice. Outside of that, they are free to do as they please, and typically spend their time accosting those that might cause trouble for other birdkin.

Storm Phoenixes are exceptional creatures and make quick, deadly spell casters. Their natural attunement to lightning, wind, and ice prevents them from being dealt Stun, Knockback, or Frost.

APPEARANCE

Phoenixes glow brightly with their attuned element(s). Some glow so bright, that they almost look like a pure elemental. In reality, they are still normal birdkind, just enshrouded by a thick layer of their element(s).

As for weapons, Phoenixes use their claws and beaks for melee attacks. They're also able to shoot elementally imbued feather-darts as ranged attacks.

COMBAT BEHAVIOR

Storm Phoenixes are casters when it comes to combat. They prefer to fly and cast spells from above, occasionally using ranged and melee attacks when necessary.