

Flame (Fire)

Your soul smolders with the destructive power of flames. With every strike of your weapon, you have the power to burn down the world around you, and this fire only grows alongside you.

Flames of Destruction

Beginning at level 1, you can wield the raw, destructive power of fire alongside your attacks. Once per turn, when you make an attack, you can substitute it with an area attack; you can summon a wave (10-foot cone, originating on you), a burst (5-foot radius around you), a blast (10-foot cube starting on any space within 5 feet of you), or an eruption (5x15-foot line extending away from you) of flame. You deal 1d8 + your Augmentation modifier (minimum 0) fire damage to creatures within the area, not including yourself; each creature must make a Dexterity saving throw, taking only half damage if they succeed. These flames ignite flammable items within the area that are not being worn or carried.

Soul of the Hearth

Starting at level 6, you have become accustomed to the gentler warmth of flames. Whenever a creature (including yourself) finishes a short rest within 30 feet of you, they gain a bonus to the hit points regained by the rest. This bonus is equal to your Augmentation modifier (minimum 1) for each die rolled to regain their hit points. You and creatures within 30 feet also are immune to the effects of extreme cold.

Additionally, you gain proficiency in one tool set of your choice; these tools must involve the use of heat for at least one of their applications, such as smith's tools, cook's utensils, or glassblower's tools. If you already have proficiency in your choice, or you later gain a feature would give you proficiency in them, this increases to Expertise. Whenever you make a check with these tools, you gain a bonus to the check equal to your Augmentation modifier (minimum 0) and can roll the check with advantage as you masterfully manipulate your flames to their highest performance.

Lingering Burn

Also starting at 6th level, when you hit with an attack roll that isn't a ranged spell attack or deal fire damage to a target, you can cause flames to linger on your enemy and set them ablaze. For one minute, they must make a Constitution saving throw at the end of each of their turns; on a fail, they take fire damage equal to your Augmentation modifier (minimum 1). On a success, they shake off the flames and take no damage. A creature can be affected by only one burn at a time—this effect does not stack with itself.

Additionally, the damage from your Flames of Destruction increases by 1d8.

Master of Flames

Starting at level 10, when you cause an effect that deals fire damage, you can shape the flames to avoid creatures and objects of your choice, allowing them to be unaffected. Additionally, you can increase the size of any of your fire effects by 5 feet if they are a radius or cone or by 10 feet if it is a cube, or you can expand the width of a line by 5 feet and the length by 10 feet.

You also gain an additional way to use your Flames of Destruction feature. Rather than creating a temporary burst of flame, you can create a longer-lasting wall starting from a point within 45 feet. The

wall is 5 feet wide, 15 feet tall, and can be up to 100 feet long; you can curve, bend, or otherwise modify the wall of flames however you choose when you create it, as long as the wall does not have any breaks in it. Creatures can walk through the wall, taking the full damage from your Flames of Destruction as though they had failed the saving throw; they take this damage the first time they enter the wall's space on a turn or when they start their turn in the wall, but they can only take this damage once per turn. The wall's space is considered difficult terrain. The wall lasts for up to 1 minute, unless you end it early (no action required). You can modify the wall and change its location or shape as a Bonus Action or in place of one of your attacks when you take the Attack Action; while the wall is active, you cannot use your Flames of Destruction to make area attacks.

Also at 10th level, your weapon and unarmed strikes deal an additional 1d10 fire damage on a hit, and the damage of your Flames of Destruction feature increases by 1d8.

Instinctual Blaze

Starting at level 15, your mastery over your inner flames has given you terrifying destructive powers. When you make a weapon or unarmed strike, you can use one of your area attacks from Flames of Destruction as part of the attack instead of substituting it. The target of your attack can take damage from the attack if you hit and then must also make the save against the area effect, regardless of if the attack hit, as long as they are in the area of effect. You may still only use an area attack once per turn.

Also at 15th level, you may use your area attacks while your wall of flames is active.

Inferno

Additionally, you can use a Bonus Action to stoke the flames within you, becoming a raging inferno. You become cloaked in a fiery aura for one minute or until you become incapacitated (whichever comes first); while this aura is active, you gain the following effects.

Fiery Aura. The flames of your aura extend up to 30 feet from you, affecting creatures of your choice. This aura moves with you and remains centered on you. Creatures affected by your Lingering Burn automatically fail their saving throw against that effect while they are within the aura.

Extreme Heat. Enemies who end their turn within your aura who are not immune to the effects of extreme heat and do not have resistance or immunity to fire damage must make a Constitution saving throw; on a failure, they gain one stack of Exhaustion. Additionally, the flames you produce are more extreme than normal; enemies with resistance to fire damage do not have resistance to fire damage while they are within your aura, and enemies with immunity to it only have resistance to fire damage while within your aura.

Erupting Flames. The area near you smolders with your flames. Creatures of your choice take 1d6 fire damage whenever they start their turn within your aura, and unattended objects of your choice catch fire whenever they are in your aura.

Overflow. The raging inferno temporarily pushes your ability to produce flames beyond what you can typically do. You can use your Flames of Destruction feature twice in a turn instead of once, allowing you to create multiple area attacks or do one and create a wall of flame on the same turn.

Any benefits provided by your aura end once your aura ends. Once you have stoked the flames, you cannot do so again until you finish a long rest.