**Flame Manipulation**

**Highlights:**

* Cutting Torch is good for getting into most places
* Great energy recovery
* Great ranged energy attacks with proc

**Super Stats:**

* None

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Blind\* | Att | A | Bolt | 5/ | 0 | 1 target | 6u | * Blind (SPD, PER 18) | 10 |
| Cutting Torch | Att | A | Touch | -- | 0 | 1 target | 6u | * 3d10 energy damage * Cut through materials up to 30 defense | 10 |
| Fire Aura | Aur | R | Area | 0” | -- | 2” rad | 4r | * 2d8 energy damage * 1d6 ignite (3) | 10 |
| Fire Blast | Att | A | Bolt | 5/ | 0 | 1 target | 6u | * 3d10 energy damage * 1d6 ignite (3) | 10 |
| Fire Burst | Att | A | Area | 5/ | 0 | 2” rad | 8u | * 2d10 energy damage * 1d6 ignite (3) | 10 |
| Fire Flight | Mov | M | -- | -- | -- | Self | 1r | * 12” flight | 10 |
| Fire Immunity | Res | N | -- | -- | -- | Self | -- | * 25% immunity to fire attacks * 100% immunity to mundane fire | 6 |
| Fire Trap | Att | A | Touch | -- | -- | 1” | 3s | * Leaves an explosive trap behind that is activated when someone enters the target hex * The trap does 3d10 damage on victims that don’t save vs. AGI (DL 20) | 10 |
| Flamethrower | Att | A | Area | 0” | -- | 3” cone | 8u | * 2d10 energy damage * 1d6 ignite (3) | 10 |
| Shimmering Air | Def | N | -- | -- | -- | Self | 2r | * +2 defense | 10 |
| Stoke\* | Utl | N | -- | -- | -- | Self | 2r | * 2d8 energy recovery when in flames | 10 |

**Additional Information**

**Blind**

* The target of this attack must save or be blinded.

**Cutting Torch**

* The hero sheathes his hands in flame. These flames act as a cutting torch, doing 3d10 points of damage if they hit someone, and cutting through materials as hard as steel.
* *Tunneling –* Can cut through 3 more defense (10)

**Fire Aura**

* The hero causes the air around him to ignite, burning everyone who gets close to him.

**Fire Blast**

* The hero shoots fire from his hands. The fire does 3d10 points of energy damage and ignites the opponent on a 3/12 chance.

**Fire Burst**

* The hero shoots a fiery ball from his hands. The ball explodes doing 2d10 damage and possibly setting foes on fire.

**Fire Flight**

* You fly at a speed of 12 hexes/combat round.
* *Ignition –* You can choose to ignite (3/12) anyone you fly past at a cost of 2 energy per attempt (15)

**Fire Immunity**

* The character is immune to normal flames and is 25% resistant to flame based attacks.

**Fire Trap**

* You leave a trap in a hex adjacent to you. Anyone entering that hex must make an agility save, or take 3d10 damage.

**Flamethrower**

* The hero shoots a cone of fire damaging everyone in the area of effect.

**Shimmering Air**

* The hero heats the surrounding air, causing his image to shimmer. He becomes hard to hit because of this effect.

**Stoke (signature)**

* This power allows the character to stand in the midst of flames, or flammable materials and regain energy at a rate of 2d6 points/round.