

Phoenix

The Phoenix is a terrifyingly powerful creature with an endless flood of ki. While only around a meter tall this bird has more fire power than a small warship and is as clever as any human.

They are territorial but also capable of reasoning. Often most other predator shrink back from confrontation with the predatory beast letting it have its way. However it shouldn't be left unsaid that Phoenix's can be kind, thoughtful and fiercely loyal.

In combat they tend to use their supreme speed and maneuverability to launch attacks in the split second that they pass their target. However if the enemy tends to be resilient or is threatening the nest they will stick around and bring down a storm of pain. A Phoenix is intelligent and will always seek to flee if it falls below 100 hp in order to heal and return.

In combat they open with a heavy strike to weed out the weak. This is followed with debuffs and breaks too weaken and scatter the opponents. Often this evokes action from primary targets like healers and heavy ranged opponents which the phoenix will then focus on. If the targets don't get the point and

back off or the phoenix had to abandon the assault do to a powerful enemy they become despicably hostile. They will hamper and harass the targets often ruining armor and supplies, stealing weapons, preventing rest, even starting stampedes or lure in hostile monsters.



Name: Phoenix				Unique Abilities	
Type:	Beast	Skill:	5	Angel Flight	
HP/MP:	250-250	Maxie:	8	Makii Magus (with Absorb)	
AC:	8	Move:	10 x5	Enhanced Senses/Ki Awareness	
Def:	30 E	Str:	10	Antigen: 1 token = -1d6+2 duration	
Zen:	5	Resist:	Align	Reduce Fatigue by 50%	
Ki:	5	Weak:		Revives with the sun rise	

Actions	
Beak and Talon	2d10+60 Break Target, at-will Capture or Displace
Natural Soul Blade	2d10+60, 5 targets, C.q.C., 30% Break armor, 50% Slow3
Reactive Flare	Any Cap instantly evokes a 4d10+60 Burst that breaks Cap/Pin
Critical Maiden	Crit Defense: convert one multiplier of dam and return to every one with in 3mR
Ki Storm	Field effect, allergy, 30% ki projectile strike each target, 1d6+4 rnds, Buff-Cure35
Ki Spirit	4d10+60, 6 Targets Beam, Restoration, Divination, Enchantment, Protection

Rewards: Pinion 1d3 Great Shard 1d3	Rank Difficulty: S-30	Special Alchemic Items:
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