



FIGHTER: BRINGER OF FIRE

In the primeval heart of untamed wilderness, the Bringers of Fire stand as the first vestiges of society. Their souls bound to the flickering flame, these indomitable warriors wield fire as an extension of their own will, a living testament to both creation and destruction. With weapons ablaze and eyes glowing like molten rock, they stride fearlessly into battle, each swing of their arms leaving a fiery arc in the air. They are not just fighters; they are elemental forces, emblems of the primal struggle between light and darkness. Where they go, the fire follows, turning enemies to ash and illuminating the path for their allies.

FLAMING DISCOVERY

Starting at 3rd level, you've discovered the flames and brought them back to your people. You gain proficiency with cook's utensils, smith's tools, and you learn the produce flame spell. Your spellcasting ability for the spell is Constitution.

WILL OF EMBERS

Beginning at 3rd level, the light of your fire is enough to attract enemies toward you. Whenever you hit a creature with an attack that deals fire damage, the creature has disadvantage on any attack roll that isn't against you until the start of your next turn, and when it hits a creature other than you with an attack, your Inner Flame lashes out at it, dealing 1d4 fire damage.

The damage of your Inner Flame increases when you reach certain levels in this class: to 1d6 at 5th level, to 1d8 at 11th level, and to 1d10 at 17th level.

BURNING PASSION

Also at 3rd level, you can use a bonus action to form destructive flames around your weapon. Until the end of your turn, your weapon attacks deal extra fire damage equal to Inner Flame die.

This effect ends early if you drop or sheath the weapon. You can use this feature a number of times equal to your Constitution modifier (minimum of once). You regain expended uses when you finish a long rest.





INSPIRING FLAMES



At 7th level, you can summon flames to your aid in return for passion and guidance. Whenever you fail an ability check, you can use your reaction to take 4d6 fire damage, which cannot be reduced or prevented in any way. If the damage doesn't bring you to 0 hit points, you can roll your Inner Flame die and add it to the result of the check, potentially turning the failure into a success.

When you reach the 14th level, you can roll your Inner Flame die twice and add the total to the result of the check.



BURN THE WORLD



By 10th level, your connection to fire has given you limited magical capabilities. You learn the fireball spell and can cast it without expending a spell slot, requiring no components, and your spellcasting ability for the spell is Constitution. When you cast the spell in this way and are in the area of effect, you automatically succeed on the saving throw. Once you cast the spell in this way, you can't do so again until you finish a long rest, unless you expend a use of your Action Surge to use this feature again.

In addition, your spells and fighter features ignore resistance to fire damage.



FORGED IN FLAMES



At 15th level, whenever you take fire damage, you can choose to tap into the primordial flame. Until the start of your next turn, whenever you take fire damage, you take no damage and instead regain a number of hit points equal to the fire damage taken.

Once you use this feature, you can't do so again until you finish a long rest.



FIRES OF INVENTION



At 18th level, you've seen visions of great creations within the fire, allowing you to forge powerful contraptions in times of need. You can spend 1 minute using smith's tools to create any magical item of any rarity except legendary or artifact. After 1 hour, the item turns to dust and disappears, any benefits gained end, and any objects or creatures summoned vanish.

Once you use this feature, you can't do so again until you finish a long rest.

