



EQUIPMENT

MAX LOAD (9+STR)



NOTES

IMMOLATOR

They pray to their gods for strength like fools; others, too smart for their own good, read books. Others, still, train with their sword-arms or their tongues. Not you, though. Somehow, somewhy, you found power through another way, one wrought in fire and pain. You made a sacrifice, then and there, freely given, for powers beyond the ken of mere mortals.

And it feels so, so good.

You're the wildcard now. The uncaged flame, burning with passion and leaving ruin in your wake. Everyone else can feel it, too; your fire stokes theirs, filling your new adventuring comrades with furore and brightening the lives of every yokel and maiden lucky enough to cross your path. You've never felt so alive! And so what if there's trouble following you every which way; all the more reason to live life to the fullest, right?

Live fast, die young, and make sure you're not the one who's gotta pick up all the pieces.

NAME

LEVEL



XP



CHARACTER SKETCH

ALIGNMENT | CHOOSE ONE OR WRITE YOUR OWN

Obsessive

Discover something new and throw caution to the wind pursuing it

Chaotic

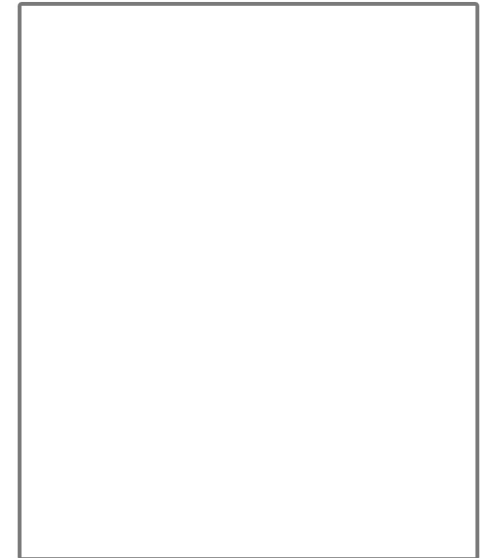
Carelessly destroy something priceless to further your goals

Lawful

Exchange a sacrifice, freely given, for a service rendered.



BONDS



BACKGROUND | CHOOSE ONE OR WRITE YOUR OWN

Once Burned

Through some magic, you have been touched by flame. Nonmagical heat and fire cannot harm you, and winter's chill does not bite quite as deep.

Returned from Ashes

You died once before, only to be brought back. When you go out in a blaze of glory, and would draw your Last Breath, you may choose not to roll. Instead, return with d10 HP, having lost something inherent and valuable to the flames.

Hedonist

In a past life you sampled every earthly pleasure. Now you get off by watching it all burn. You may Carouse for free after causing widespread destruction, and take +1 doing so.



STARTING GEAR

20 COINS

HEALING POTION (0 WEIGHT)

RATIONS (5 USES, 1 WEIGHT)

A **SYMBOL** REMINDING YOU OF THE SACRIFICES YOU'VE MADE

CHOOSE ONE

FLASK OF ALCOHOL (2 USES, 0 WEIGHT)

PERSONAL FEAST (RATIONS, 1 USE, 1 WEIGHT)

KEG OF DWARVEN STOUT (4 WEIGHT)

Starting Attributes: 8(-1), 9, 12, 13(+1), 15(+1), 16(+2)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLECT	WISDOM	CHARISMA
STR	DEX	CON	INT	WIS	CHA
<input type="checkbox"/> WEAK	<input type="checkbox"/> SHAKY	<input type="checkbox"/> SICK	<input type="checkbox"/> DAZED	<input type="checkbox"/> CONFUSED	<input type="checkbox"/> SCARRED
HIT POINTS Max = 6+CONSTITUTION		ARMOR	DAMAGE D8		
MODIFIERS					

STARTING MOVES

BURNING BRAND
When you **wreath your hands in magical flame**, roll+CON.
On a 6-, Hold 1.
On a 7-9, Hold 2.
On a 10+, Hold 3.
A weapon forms in your hand, starting with the *Firey*, *Dangerous*, and *Hand* tags.

When you **use Pyromancy with your Brand**, you may spend a Hold to grant the weapon one of the following:

- Area
- Messy, Forceful
- Near, Far
- Brutal

Your Brand disappears once all Holds are spent.

ZUKO STYLE
When you **command nonmagical flame to obey your will**, roll+WIS. On a hit, it does so (as long as there is fuel for it to burn). But on a 7-9, the effect is short lived, lasting only a moment.

MESMERIZE
When you **impose your will on someone in private**, roll+CHA.
On a 10+, Hold 2.
On a 7-9, Hold 1.
Their player may spend your hold, 1 for 1, by doing the following:

- Giving you something they think you want
- Doing something you tell them to
- Fighting to protect you

While you have hold remaining, you may spend a hold to gain +1 on any roll made against (or in Aid of) that character.

PYROMANCY
When you **turn fire against your enemies**, you may roll +INT. On a hit, you succeed and the fire deals your damage. But on a 7-9, pick one:

- You become mesmerized by the flames, exposing yourself to danger
- The flames destroy more than you wanted
- You wantonly fuel the fire with your own spirit - dealing an extra d6 damage to yourself and your target.

GIVE ME FUEL, GIVE ME FIRE
When you **take damage while unarmored**, gain 1 Fuel. When you call upon your inner fire to come to your aid, spend a Fuel and take +1 Forward using Burning Brand, Pyromancy, Zuko Style, or Mesmerizing. Lose all Fuel upon Making Camp.

INNER FLAME
You have an unnatural power granted by the flames inside your soul. What is it?

Phoenix Heart: You may fully heal by creating and bathing in a large bonfire

Salamander's Skin: When you heal, roll a d6. On a 6, remove 1 debility.

Dragon's Blood: You are totally immune to poison and illness

Tiger's Eye: You may ask an additional Question every time you Discern Reality by firelight, and you take +1 Forward acting on the answer.

Djinni's Scorn: Anyone that touches you without your permission takes 2 damage Ongoing until they release you.

Vulcan's Hands: You can make weapons, armor, jewelry, and the like out of raw metal with nothing but your bare hands. You can unmake them as well.

LEVEL 2+ ABILITIES

TROUBLEMAKER
Your reputation for destruction precedes you. If your actions **cause problems with the authorities**, they will almost always be content if you just agree to leave quietly.

TWICE AS BRIGHT, HALF AS LONG
 Kindling
When you **roll a 6-**, you may treat it as a 10. If you do, gain Kindling. You may not use this move if you already have Kindling.
You may spend Kindling to do one of the following:

- Permanently lose something precious to you
- Take two debilities of the GM's choice.
- Suffer your own damage when using Pyromancy
- Stare into the flames and ask for cleansing. The GM will respond by telling you what task you must fulfill. If you do not pursue this task, dire consequences will surely follow you.

UNDYING EMBER
You have WIS armor as long as your Burning Brand is summoned.

BURNING BRIDGES
When you would **cross death's doorstep and die**, you may instead sacrifice the feelings you had for a comrade. Cross off one of your bonds and remain alive with 1 HP. You may never again have a bond with that person.

INFERNAL PACT
Gain the Arcana and Spellcasting Wizard moves. When casting spells, treat your level as 2 lower.

BRIGHT FLAME
Your Burning Brand permanently gains one:

- +1 damage
- Thrown & Precise
- Reach

TEMPERED FLAME
When you **summon your Burning Brand**, you may either gain an additional Hold, or remove the Dangerous tag from your Brand.

SICK BURN
When you **cruelly mock an NPC**, roll+CHA. On a hit, choose one. On a 7-9 they harbor resentment, and will get even one day. On a miss, you've gone too far and everyone knows it.

- They are shamed and lose standing with their peers
- You spur them to an action they were hesitant to take

FIREBRAND
When you **introduce an idea to an NPC**, you may roll+CHA. On a hit, they take it to heart, believing it to be their own idea, but on a 7-9 they take it too far.

MOTH TO FLAME
When you **tempt a weak mind with the secrets of fire**, roll+WIS. On a 10+ they become your willing thrall for a time. But on a 9- it awakens a dark desire in them.

BURNING BEACON
When you **display a shocking lack of restraint or hesitation**, grant all allies +1 Forward to follow your example.

SEE THE HEART
When you **stare into a source of fire, pondering someone you know**, roll+INT. On a 10+, ask two. On a 7-9, ask one. The GM will answer truthfully.

- What are they doing right now?
- Who do they trust or like the most?
- How can I get to them, physically or emotionally?
- When will I likely see them next?

On a miss, you learn nothing and the fire claims part of you. Describe a memory you've lost, and take -1 Forward.

LEVEL 6+ ABILITIES

HEART OF THE INFERNO
Gain an additional Inner Flame power.

LIVING FLAME
When you **use Zuko Style to bend flame to your will**, on a hit choose one. On a 10+, choose another:

- The flame grows massively in both size and intensity.
- The flame requires no fuel to burn, while you are present.
- The flame will burn away more than just flesh and bone. Those who survive will have lost what they hold most dear, through some twist of fate.

HELLFIRE
Requires Bright Flame
When you **summon your Burning Brand**, gain 1 additional Hold, regardless of your roll. On a 12+ gain one Hold benefit as a constant improvement.

SNUFF THE CANDLE
When you **theatrically extinguish the life of an unworthy foe** (your call) you cause intense fear in all of their allies who witnessed it, and take +1 Ongoing to intimidate and attack them, forever.

OGDRU JAHAD
Gain the Ritual Wizard move. Your brand burns with otherworldly green flame, and can harm creatures normally immune to fire.

HYPNOTIC BOND
Gain an additional Hold when Mesmerizing someone. You may spend a Hold to see through their eyes.

WELDED IN FLAME
You may fuse a single willing person's soul to your own. You gain a permanent telepathic connection with them and you both gain +6 maximum HP. If either of you gains a debility, the other does as well.

BURN IT ALL DOWN
When you **channel the flames to call down a firestorm**, tell the GM what you're prepared to sacrifice, and roll+CON. The skies open up and fire rains down on an area proportionate to your sacrifice. Everything inside takes damage as appropriate. On a 10+ you can end the storm with little effort. On a 7-9 it burns far beyond your control. On a 6-, something cruel, intelligent, and hungry arrives with the firestorm.