

# The Branded

Level: \_\_\_\_\_

XP:                      (Next level at \_\_+current level)

Name: \_\_\_\_\_

**Human:** Solomon, Fatia, Kalil, Omen, Hiko, Agasha, Elizabeth, Adur, Ignis, Yajna, Umlilo  
**Dwarf:** Higar, Egdorn, Faldin, Breski, Niona, Odenil, Agar, Kilkarn, Gremma  
**Halfling:** Leoric, Barlow, Finley, Hart, Weasley, Mallory, Kellen, Clement, Prynne  
**Elf:** Beldaril, Elsenwyn, Kithduin, Isilmwe, Haeralos, Ostranor, Gemenalle, Sorosthrine, Pelenash

## Alignment

- Evil**  
Sacrifice an innocent victim to the flames.
- Chaotic**  
Spread a dangerous new idea.
- Neutral**  
Throw caution to the wind for your own personal gain.
- Lawful**  
Exchange a sacrifice, freely given, for a service rendered.
- Good**  
Make a sacrifice or take a risk to help someone in need.
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## Starting Moves

**Firebrand**  
When you **conjure a weapon of pure flame**, roll+CON. On a 10+, choose two of the following tags. On a 7-9, choose one. On a miss, choose no additional tags, and the GM will introduce a complication caused by your reckless behaviour. You may treat your DEX as your STR when making attacks with this weapon. It always begins with the *fiery, hand, and dangerous* tags, and lasts for as long as you need it.

- Close
  - Thrown & Near
  - +1 Damage
  - Remove the *Dangerous* tag
- If you have the advanced move This Killing Fire, you can also choose from the following list:
- Messy
  - Forceful
  - Reach
  - Near
  - Far

**Fuel for the Pyre**  
When you **take damage while unarmoured**, the flames within you come to your aid. Take 1 fuel. At any time, you may spend 1 fuel to:

- Heal 1d4 HP
- Take +1 forward to conjure your Firebrand
- Take +1d4 forward to your next damage roll

Your fuel is reset if you receive healing from any other source than your fuel.

**Give me Fuel, Give me Fire**  
When you **gaze intensely into someone's eyes**, you may ask their player: "What fuels the flames of your desire?" They'll answer with the truth, even if the character does not know or would otherwise keep this hidden.

**Zuko Style**  
When you **bend a flame to your will**, roll+WIS. On a 10+ it does as you command, taking the shape and movement that you desire for as long as it has fuel on which to burn. On a 7-9, the effect is short-lived, lasting only for a moment. On a miss, it rages out of control with a mind of its own.

## Look

**SKIN:** Strange brands, Ritual scars, Perfect, or \_\_\_\_\_  
**EYES:** Smouldering, Warm, Searing, or \_\_\_\_\_  
**VOICE:** Crackling, Whispering, Roaring, or \_\_\_\_\_  
**DEMEANOR:** Imperious, Manic, Barely-hidden rage, or \_\_\_\_\_

Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

**STR**

Strength: Weak  -1

**INT**

Intelligence: Stunned  -1

**DEX**

Dexterity: Shaky  -1

**WIS**

Wisdom: Confused  -1

**CON**

Constitution: Sick  -1

**CHA**

Charisma: Scarred  -1

**HP Max:**      **HP:**  
Max HP = 4 + Constitution

**Damage: D8 +**      **Armor:**  
Tags:

## Race

**Touched by Flame**  
You may be elf, dwarf, halfling, or human, but your soul has been suffused by fire. Tell the GM what you sacrificed to the flames; in return, non-magical heat and fire no longer harm you.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Bonds

Max Bonds: 4

\_\_\_\_\_ has felt the hellish touch of my fire; now they know my strength.  
I will teach \_\_\_\_\_ the true meaning of sacrifice. They don't understand.  
I once cast something into the fire for \_\_\_\_\_, and I will collect my due.  
\_\_\_\_\_ is such a stick in the mud; it's up to me to show them how to have fun.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Gear

You carry no weapons and need no armour but the flames that burn within you. You start with:

A **Keepsake** of your sacrifices past, describe it: \_\_\_\_\_  
**Adventuring Gear** (5 uses, 1 weight), Uses left:

**Healing Potion** (0 weight), *drink it to heal 10 HP or one debility*

Choose two:

- Dungeon Rations** (ration, 5 uses, 1 weight), Uses left:
- Healing Potion** (0 weight), *drink it to heal 10 HP or one debility*
- 10 Coins**

Coin: \_\_\_\_\_ Load: \_\_\_\_\_ / \_\_\_\_\_

(100 coin = 1 weight)

(Your Load is 9+STR)

_____	_____
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## Advanced Moves (Level 2+)

### **Burning Bridges**

You take +1 ongoing to last breath rolls. When you **take your last breath**, on a 7-9 you offer to sacrifice something to Death which is inherent and valuable to you instead of your eternal soul. If Death accepts, he will return you to life. If not, you die.

### **Firestarter**

When you **stoke the fiery passions of another**, roll+CHA. On a 10+, they shake off all their fears and doubts, and pursue their goals with fervor. On a 7-9, the effect is only fleeting. On a miss, ask the GM what destructive desire you've awoken inside of them.

### **Inextinguishable**

When you **conjure a weapon of pure flame** using Firebrand, choose one extra tag from the list, even if you roll a 6 or lower.

### **This Killing Fire**

When you **conjure a weapon of pure flame** using Firebrand, add the following tags to your options: *messy, forceful, reach, near, far*.

### **Ogdru Jahad**

When you **draw on a place of powerful heat or flame**, tell the GM what you wish to achieve. These effects are always possible, but the GM will tell you what you will have to sacrifice to gain the effect you desire, and also tell you one to four of the following:

- It's going to take days/weeks/months
- First you must \_\_\_\_\_
- You'll need help from \_\_\_\_\_
- It will require a lot of coin.
- The best you can do is a lesser version, unreliable and limited
- You and your allies will risk danger from \_\_\_\_\_
- You'll have to disenchant \_\_\_\_\_ to do it

### **Lore of Flame**

When you **seek answers from the flames**, roll+WIS. On a hit, the GM will tell you something new and interesting about the current situation. On a 10+, the GM will give you good detail. On a 7-9, the GM will give you an impression. If you already know all there is to know, the GM will tell you that.

### **Moth to the Flame**

When you **tempt a weak mind**, roll+CHA. On a 10+, their will is suppressed; they'll follow your commands as long as nothing startles or surprises them. On a 7-9, the effect is only strong enough to distract or confuse them for a few moments. On a miss, your temptations have the opposite effect; they become agitated, alert, and distrustful of you in particular.

### **Burn Down the House**

When you **carouse**, you roll+CHA instead of spending any coin. If there's already a gathering happening, you may Carouse without having returned triumphant.

### **Reckless Fighter**

When you **Hack & Slash** and choose to expose yourself to your enemy on a 10+, you do +2d4 damage instead of +1d6.

### **Twice as Bright, Half as Long**

When you **channel the flames of fate**, you may treat one of your missed rolls as a 7-9, or a 7-9 as a 10+. Tell the GM what you've lost to make this come to pass; an emotion, a memory, or some innate piece of your being. It's gone forever, right now. The flames will also make a request of you, big or small (the GM will say what). You may not use this ability again until you have fulfilled their wishes, and failing to do so may have dire consequences.

## Advanced Moves (Level 6+)

### **Fanning the Flames**

When you **incite a mob into a frenzy**, roll+CHA. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold, 1-for-1, to make the mob:

- Bring someone, or something, to you.
- Unite and fight on your behalf.
- Become consumed by a uniform emotion or desire of your choice; fear, lust, anger, regret, or something else.
- Go quietly back to their lives.

On a miss, the mob turns on you.

### **From Hell's Heart**

When you **bring forth fire** with any of your moves, you may instead bring forth the black fires of hell itself. This hellfire gives off no heat and ignores all armour, scorching the soul itself Those creatures without souls cannot be harmed by this type of flame.

### **Fighting Fire with Fire**

When you spend fuel, use 1d6 instead of 1d4, or +2 instead of +1.

### **Salamander**

When you **Make Camp** next to a large, open fire, you may choose to either regain all of your HP or remove a debility of your choice.

### **Relentless Fighter**

*Replaces: Reckless Fighter*

When you **Hack & Slash** and choose to expose yourself to your enemy on a 10+, you do +2d4 damage instead of +1d6 and your aggression catches them off-guard; tell the GM how and why.

### **Watch the World Burn**

When you **open a channel to the burning planes** and call down a firestorm, tell the GM what you're sacrificing and roll+WIS. The sky opens up and fire pours like rain within an area proportionate to your sacrifice; everyone and everything in the area takes damage as appropriate. On a 10+ you can extinguish the storm with a little effort. On a 7-9 the fires rage out of your control, spreading and dusting where they are carried by wind and weather. On a miss, something cruel, intelligent, and hungry comes with the storm.

### **Party Fiend**

*Requires: Burn Down the House*

When you **carouse**, choose one extra option from the list, even if you roll a 6 or lower. In addition, add the following option to the list:

- Someone important now owes you a favour.

### **See the Heart**

When you **stare into a source of fire**, looking for the truth about someone you know, roll+WIS. On a 10+, ask 3. On a 7-9, ask 1:

- How are they doing? What's up with them?
- Who do they know, like, and/or trust the most?
- When should I expect to see them next?
- How could I get to them, physically or emotionally?

On a miss, ask 1 anyway, but you won't like the answer.