

NAME

Human: Cabel, Trinks, Duscle, Morrel, Riggee, Light, Syca, Fellord, Rantipol
Elf: Ascal, Jandar, Falael, Glarald, Esyae, Allannia, Hycis, Imryll, Myeiiil
Dwarf: Barman, Mortharm, Tassyl, Kathin, Tizmyl Bardan, Malrak, Dulrik
Halfling: Otto, Sig, Seric, Vice, Otto, Magna, Grimal, Iridian, Nautila

LOOK

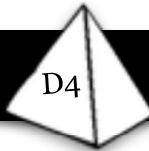
Blazing Eyes or Warm Eyes
 Wild Hair, Fashionable hair or Bald
 Simple robes, Luxury clothes or Bottoms only
 Defined body, Scarred body or Frail body

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLEGENCE	WISDOM	CHARISMA
STR	DEX	CON	INT	WIS	CHA

DAMAGE

D4



ARMOR



HP

CURRENT
MAXYOUR MAX HP IS
6+ CONSTITUTION

Characteristic

BURNER

You understand the nature of flames, Fire spells cause +1 extra damage.

THERMAL VISION

When in darkness, you can see heat signatures of animals and people

FIRE BRAND

Select one weapon, it is on fire until sheathed.

Alignment

CHAOTIC

Some people just like to watch the world burn.

LAWFUL

Burn the unjust and the wicked.

NEUTRAL

Your flames are the catalyst of growth and change.

Bonds

_____ seems to distrust my fire, I'll show them.

Without my flames to light the way, _____ would get lost in the darkness

I know I can rely on _____ to help when my fire fails me

Starting Moves

CAST A SPELL (INT)

When you spend 1 mana to cast a *Dynamic* spell Roll + INT. On a 7-9 the spell is cast without any issue. On a 10+ choose one of the following:

- The spell costs 0 Mana
- The effect is increased
- NPC's are terrified or impressed by the spell

GATHERING MANA

When you have a few hours to rest and are around a flame you can spend the time restoring mana. Roll 1D4+LEVEL to set current mana. you may expend 1 mana to *Cast A Spell*. It does not require mana to use *Passive* spells.

MANA BURN

You may cast spells when at 0 mana however you will take 1D4 damage per spell to do so. This damage ignores any damage reduction.

FLAME SPARK

Dynamic

A small fireball erupts forth from your fingers and travels a fair distance through the air in the direction you were pointing. It explodes upon contact causing 1D6 damage.

FIRE MANIPULATION

Passive

You can easily manipulate small flames such as candles, torches, campfires etc. You bend the flames to your will with the power of your mind causing them to dance, take shape, extinguish etc.



THE PYROMANCER

MANA LEVEL

XP

Gear

Load is 8+STR. You start with 5 Dungeon Rations.

Choose one defence:

- Battle Robes (1 Armour, 1 Weight)
- 3 Healing Potions & 3 Mana Potions (Restore 5 Mana)

Choose 1 Weapon:

- Dagger (1 Weight)
- Staff (2 Handed, 1 Weight)

Choose 1:

- 3 Antitoxin
- 15 Gold

Advanced Moves

When you gain a level from 2-5 choose a move from these:

IMMOLATE *Dynamic*

With Intense concentration you are able to set a target in your line of site on fire. Whilst **on fire**, characters take an extra 1D4 damage

FLAME WALL *Dynamic*

A blazing wall appears where you point and stretches several feet in a direction of your choosing. The flickering flames are difficult to see through and the intense heat drives creatures back. If a creature passes through then they are **on fire**.

QUICKFIRE *Passive*

Of you are caught by surprise you may act first and attempt to cast a spell.

TARGETING *Passive*

You May target two NPC's with one spell. Roll once to hit both targets and once for damage applied to each target.

FIREBALL *Dynamic*

A small fireball gathers at your fingertips and grows in size before you release it. The fireball flies through the air before exploding causing 2D6 Damage.

FIRE FIST ACE *Dynamic*

Your hands and feet ignite in flame. Counts as a weapon that causes 2 damage, 1 Piercing. Lasts until extinguished.

JET JUMP (WIS) *Passive*

By Igniting the air under you, you are able to jump a greater distance. Roll + WIS. on a 7-9 you carry out the action as intended on a 10+ you are able to fly for a few minutes.

FIRE FIGHT *Passive*

You are a master of fighting with fire and may Roll + INT in hack and slash to hit any targets that are **on fire** or with weapons that are **on fire**.

When you gain a level from 6-10 you may choose a move from this list.

AMATERASU *Dynamic*

You set a target **on fire** with black flames that appear where you look. these flames cannot be extinguished and the target takes an extra 1D6 Damage.

FLAME HEALING *Passive*

The warmth of fire is enough to rejuvenate you. Recover 1D6 Health while standing in flames

BLAZING WALL *Dynamic*

You can control the size and the shape of a fire wall. moving it where ever you wish.

POWER CAST *Passive*

By pushing yourself beyond your limits you can cast a second spell in one turn. Take 1D4 damage to cast this second spell regardless of how much mana is left.

HELLZONE GRENADE *Dynamic*

Throw a small ball of fire that rapidly expands into a blazing explosion causing 2D8 damage.

FLAME FORM *Dynamic*

You become fire for a short period of time, enabling you to change shape and form as desired.

WHITE FIRE ACE *Passive*

Your fires burn with a radiating heat that forces a target to take an extra 1d6 damage from a fire source.

BLUE FIRE ACE *Passive*

Your flames burn with an intensity that melts armour. any of your fire attacks now Ignore armour.