The Immolator

Level:

XP: ❑ (Next level at __+current level)

Name: _____

Human: *Solomon, Fatia, Kalil, Omen, Hiko, Agasha, Elizabeth, Adur, Ignis, Yajna, Umlilo*
Salamander: *Emberlash, Cinderclaw, Charfiend, Bittertallow, Singescale, Candlewick, Coalfang*
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 unwilling victim to the flames.

❑ Chaotic
Spread a dangerous new idea.

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

❑

_____

_____

Starting Moves

Burning Brand
When you **conjure a weapon of pure flame,** roll+CON. Your brand has the weapon tags: *fiery, touch, dangerous,* and *3 uses*. Uses left: ❑ ❑ ❑
*****On a 10+ choose two of the following tags. *****On a 7-9 choose one:
- ❑ hand
- ❑ thrown, near
- ❑ +1 damage
- ❑ remove the *dangerous* tag

If you have the move This KIlling Fire, you can choose from these tags also:
- ❑ messy
- ❑ forceful
- ❑ reach
- ❑ near
- ❑ far

When you **attack with your burning brand,** you may roll +INT instead of STR or DEX. Each attack with the weapon consumes one use.

Fighting Fire with Fire
When you **take damage, and that damage is odd** (after armor) the flames within you come to your aid. Choose 1:
- Add +1d4 uses to your burning brand (if active)
- Take +1d4 forward to conjure your burning brand
- Reduce the damage by 1d4

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 you desire for as long as it has fuel on which to burn. *****On a 7-9 the effect is short-lived, lasting only a moment.

Hand Crafted
You may use your hands in place of tools and fire to craft metal objects. Mundane weapons, armor, and metal jewelry can all be formed from their raw components. You may unmake these things, as well, but to do so without time and safety might require that you Defy Danger first.

Look

SKIN: *Strange brands, Ritual scars, Perfect, or* _____
EYES: *Smoldering, 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 ●	**INT** ●
Strength: Weak ❑ -1	**Intelligence:** Stunned ❑ -1
DEX ●	**WIS** ●
Dexterity: Shaky ❑ -1	**Wisdom:** Confused ❑ -1
CON ●	**CHA** ●
Constitution: Sick ❑ -1	**Charisma:** Scarred ❑ -1

HP Max: HP:
Max HP = 4 + Constitution

Damage: D8 + Armor:
Tags:

Race

❑ Human
When you **Make Camp next to a large, open flame,** regain all of your HP.

❑ Salamander
Non-magical heat and fire cannot harm you.

❑ Dwarf
When you **Hand Craft an item** the GM will tell you how it is better in someway than it would be otherwise.

❑ Halfling
When you **eat a ration you've cooked over an open flame,** choose +1 tag the next time you conjure your burning brand.

❑ Elf
The trace magic that lingers in your people is sufficient to stoke the fires. When you **use Zuko Style,** you can maintain the flames even without fuel, though you take -1 ongoing while doing so.

❑

_____

_____

Bonds
Max Bonds: 3

I will teach _____ the true meaning of sacrifice.
_____ ridicules my art, but I will show them my power.
I cast something into the fire for _____, and I will collect my price for it.

_____

_____

_____

_____

Gear

Coin: ___ Load: ___ / ___

(100 coin = 1 weight) (Your Load is 9+STR)

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

A Symbol of your sacrifices past, describe it: _____
Adventuring Gear (5 uses, 1 weight), Uses left: ❑ ❑ ❑ ❑ ❑
Healing Potion (0 weight), *drink to heal 10 HP or one debility*

Choose two:

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

_____: ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑

_____: ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑

Advanced Moves (Level 2+)

❑ Lore of Flame

When you **stare into a source of fire, looking for answers,** 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.

❑ Burns Twice as Bright

When you **channel the flames of fate,** you may treat a missed roll as a 7-9 or a 7-9 result as a 10+. This may be a roll you or another character has made. Tell the GM something you've lost; an emotion, a memory or some innate piece of your being. You may not use this move again until you've used Burns Half As Long.

Burns Half as Long

You gain this move when you take Burns Twice As Bright.
When you **sacrifice a victory to the flames of fate,** treat any roll of 10+ as a miss.

❑ Burning Bridges

When you **would take your Last Breath,** don't. Instead, you may erase one of your Bonds. This is permanent and lowers your total available Bonds forever. You are alive and have 1d6 HP. If you have no more Bonds, take your last breath as normal.

❑ Moth to the Flame

When you **tempt a weak mind with your inner fire,** roll+WIS. *****On a 10+ their will is suppressed, they'll follow you and do as you desire, so long as nothing startles or surprises them. *****On a 7-9, the effect is only strong enough to distract or confuse them. *****On a 6-, they become agitated and upset, your fire having sparked their hidden desires.

❑ Sick Burn

When you **insult an NPC,** roll+CHA. *****On a 10+ you leave them no room to react, they bear your insult and the scorn of all who hear it. *****On a 7-9 you cross a line, they will have their revenge, someday. *****On a 6- you've gone too far, they blow up here and now.

❑ Firebrand

When you **introduce a new idea to an NPC,** roll+CHA. *****On a 10+ They believe the idea to be their own and take to it with fervor *****On a 7-9, Their passion fades after a day or two. *****On a 6-, they respond negatively, speaking out against the idea.

❑ Ogdru Jahad

When you **draw on a place of power to create a magical effect,** tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will tell you what you will have to sacrifice to gain the effect you desire, and also give you one to four of the following conditions:

- It's going to take days/weeks/months
- First you must ____
- You'll need help from ____
- It will require a lot of money
- 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

❑ The Enkindler

When you **bolster the courage of others,** roll+CHA. *****On a 10+ they shake off all fear and doubt, becoming brave in an instant. *****On a 7-9, this effect is fleeting, they realize its superficiality and resort to cowardice after a moment or two. *****On a 6-, they're cowed or terrified by your presence.

❑ This Killing Fire

Add the following tags to your options for Burning Brand: *messy, forceful, reach, near, far.*

Advanced Moves (Level 6+)

❑ From Hell's Heart

When you **summon fire with any of your moves,** you can replace it with the black fires of hell itself. This fire does not burn with heat and ignores armor, scorching the soul itself. Those creatures without souls cannot be harmed by this type of flame.

❑ Burning Ring of Fire

When you **fuse a willing person's soul to yours,** roll+CHA. *****On a 10+ you are bound together, able to sense each other at any distance, as well as sharing your emotional state. *****On a 7-9, the same as above, but the connection is unstable and dangerous, when you take a debility, so do they (and vice versa). *****On a 6-, the branding is rejected and you both erase any Bonds you have to each other. You may write new Bonds with them at the End of Session as usual. This fusion, once performed, cannot be undone by mortal means.

❑ Watch the World Burn

When you **open a channel to the burning planes and call a firestorm,** tell the GM what you're sacrificing and roll+WIS. The sky opens up and fire pours like rain from it within an area about equal to a small village. 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 gusting where they are carried by wind and weather. *****On a 6-, something cruel, intelligent and hungry comes with the storm.

❑ Fanning the Flames

Requires: Firebrand
You may apply the effects of your Firebrand move to a group of people - a dozen or so - all at once.