

NAME

LOOK

Human: Mary, Kalrin, Kaltia, Vada, Tuma, Teral Elroy, Cassia, Hanko, Sue*Elf:* Onnedhiel, Gwillwi, Laurthen, Ceredirond, Yerma, Tali, Gideon*Dwarf:* Fumio, Ogura, Niwa, Nala, Limwen, Hurgin, Huakna, Arda, Gwarb,

Sorrowful Eyes, Burdened Eyes, Bloodshot Eyes, Distant Eyes

Fiery Red Hair, Singed Long Hair, Choppy and Messy Hair


Singed Commoners Clothes, Prisoner Garb, Noble's Clothes

Burnt Red Skin across the Body, Black Blemishes on Pale Skin


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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA


DAMAGE



ARMOR



HP



CURRENT
MAX

YOUR MAX HP IS
8+CONSTITUTION

ALIGNMENT

☐ GOOD

Use your fire to better another's life.

☐ CHAOTIC

Find new utilizations of the cursed fire.

☐ EVIL

Share the pain of fire with others so that they will understand.

STARTING MOVES

CHARRED TO THE CORE

You have been scorched by a strange other-worldly fire that has seared through your flesh and bones and has charred you to the soul with an unstable flame. This burning scar is both a boon and curse, letting you draw power from it, yet plaguing your own flesh with wounds and singeing your immortal soul. Any normal means of healing (mundane, magic or otherwise) does nothing to heal you. Fire based damage heals your body instead of hurting it. Making camp only heals you for 2 points of damage per level instead of the normal amount.

TENDING THE INNER FIRE

When you spend uninterrupted time (an hour or so) tending to your wounded soul, you offer 1 weight worth of objects to be devoured by your inner flame in exchange for the following effects:

- Lose any spells already gained from a previous Tending the Inner Fire.
- You are granted new spells of your choice whose total levels don't exceed your own level+1, and none of which is a higher level than your own level.
- Prepare all of your rites, which never count against your limit.

CASTING A SPELL WITH THE INNER FLAME (WIS)

When you conjure up magic from the burning wound in your soul, roll+WIS. *On a 10+, the spell is successfully cast without any complications. *On a 7-9, the spell is cast, but choose one:

- Your utilization of the inner flame sears your soul doing 1d10 points of damage.
- After you cast the spell, the inner fire dims, preventing you from using the spell again till you rest.
- You draw unwelcome attention or put yourself in a spot.

IGNITE WEAPON (DEX)

With a cautious hand, you can slowly coax the cursed fire from your skin to coat a weapon with a vicious red sheen of heat. Roll +DEX. *On a 10+, one weapon you are holding gains the elemental (flaming) and +1 damage tag against enemies until you dismiss it or have an extended rest. The weapon still retains this bonus even if you are not holding it.

*On a 7-9, the above happens, but with complications. Choose one:

- Your utilization of the inner flame sears your soul doing 1d10 points of damage.
- Your inner fire dims, preventing you from using this move again till you rest.
- You draw unwelcome attention.

RACE

☐ HUMAN

Mark an extra XP at the end of the session if you would mark XP from fulfilling your alignment requirement.

☐ ELF

You may use INT instead of WIS for Casting a Spell with the Inner Flame.

☐ DWARF

You know the Personal Forge Advance Move.

BONDS

Fill in the names of your companions in at least one:

_____ is intrigued by my condition.

I hurt _____ with my curse. I will find a way to make it up to them.

I hurt _____ with my curse, but they had it coming.

Sometimes I feel like there is more to _____ than what they are letting on.

THE CHARRED

LEVEL XP

GEAR

Your load is 6+STR. You start with burnt robes (worn, 0 weight) and dungeon rations (5 uses, 1 weight).

Choose your defenses:

☐ Burnt leather armor (1 armor, worn, 1 weight) and a tattered cloak

☐ Flame scoured shield (+1 armor, 2 weight) and a dingy talisman

Choose your weapon:

☐ Staff (close, two-handed, 1 weight)

☐ Hand axe (hand, 1 weight)

Choose one:

☐ 40 coins and a burnt doll (0 weight)

☐ A strange orange colored rock (worth 50 coins, 0 weight)

Choose three:

☐ Bag of books (5 uses, 1 weight)

☐ Adventuring gear (1 weight)

☐ 3 antitoxins (0 weight)

☐ An old satchel (worn, 0 weight)

☐ Musical instrument of your choice (2 weight)

☐ Bundle of ancient kindle (5 uses, one use satisfies the sacrifice for Tending the Inner Fire, 2 weight)

☐ Flask of liquid fire (near, thrown, elemental (flaming), 3 uses, 1 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

☐ SPARK SKIN

Whenever a creature deals damage to you in hand or close range, they take 1 damage that ignores armor.

☐ CARESS OF CINDERS

With a touch of your hand you can light small fires.

☐ SHIELD OF HEAT

Get +1 armor.

☐ BURNING PURITY

You cannot be poisoned or contract diseases.

☐ PLAYING WITH FIRE

Add +1 to all damage rolls from your spells.

☐ FALSE HORIZON

When you hit a creature with one of your spells that deals damage to it, a flare of light blinds them and you make an opening for one of your allies to attack it.

☐ FIGHT FIRE WITH FIRE

You can choose to have any of your fire based damage to hurt creatures otherwise healed or immune to fire.

☐ FLAMEBORN GUARDIAN

Requirements: Servant of Fire spell.

You birth a creature of fire from your own searing soul that with utter loyalty serves you. After you have an extended rest, you count as having successfully casted Servant of Fire, with the following exceptions: the elemental only gets one trait and you do not get -1 to casting spells as long as this free servant is alive.

You can only have one servant at a time, and if one is every destroyed, you gain another one the next time you rest.

☐ MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for choosing the move.

☐ MOLTEN BREATH

You gain the following ranged weapon:

(near, +3 damage, doesn't require ammo, elemental (flaming), 0 weight)

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ THE CANDLE FADES

When you drop to 0 HP, you may lose all of your rotes till you rest again to immediately heal 2d6 points of damage.

☐ COMBUSTIVE UPPERCUT

When you fight using nothing but your own hands, deal an additional 2d4 of damage on a successful hit.

☐ SECRETS OF THE FLAME

Staring into a fire, you can tell who made and it and with what, and all the events that has transpired near the fire. You see these events through a flickering orange film as the fire shows you all it has seen.

☐ MINDFIRE OVER MATTER

Requirements: WIS of 18 or higher.

You can freely cast Boil and Melt as prepared spells without preparing them.

☐ EARTH WOUND

With no distractions and an hour of concentration, you can wound the earth with the cursed fire in your soul. Everything in this area immediately ignites on fire, which despite anything short of a god's effort cannot be put out. Anything removed from this area will still be on fire.

☐ GREATER FLAMEBORN GUARDIAN

Replaces: Flameborn Guardian

As per the same as Flameborn Guardian, but the creature you birth gets all the available tags.

☐ ASHES TO ASHES

You may instantly turn any corpse or dead plant material into ash with a touch of your finger. If you touch a corporeal undead creature this way with a Hack and Slash roll, they take 2d10 damage. If this damage would destroy them, they turn into ash.

☐ PERSONAL FORGE

You can forge any kind of armor or weapons without the use of a forge, using your own fire to do so. Any weapons you forge have the elemental (fire) tag.

☐ DRAGON'S BREATH

Replaces: Molten Breath

You gain the following ranged weapon:

(near, +6 damage, doesn't require ammo, elemental (flaming), 0 weight)

ROTES

☐ GUIDING FLARE

ROTE

An item you touch glows with a wicked orange flare, brighter than any mundane torch. It gives off an unconformable heat to others but lacks any sound. It otherwise works like a mundane torch. The spell lasts as long as it is in your presence.

☐ TOUCH OF EMBERS

ROTE

Heal yourself, another Charred or any creature made out of or healed fire by 1d4.

☐ PROVOKE FIRE

ROTE

When you use this spell you choose a target hit by a fire based attack or a damage spell casted by a Charred. That target suffers 1d10 damage. Alternatively, you can choose a mundane fire to grow out of control.

☐ EXTINGUISH FLAME

ROTE

Put out a mundane fire or deal 1d10 of damage to a Charred or any creature made out of fire.

FIRST LEVEL SPELLS

☐ BLESSING OF FIRE

LEVEL 1

ONGOING

Any weapon with the elemental (flaming) tag deals an additional 2d6 damage. While this spell is ongoing you take -1 to cast a spell.

☐ FROM THE ASHES

LEVEL 1

Turn the remains of a burned object to the state in which it was before it was reduced to ash.

☐ COAT OF SILT

LEVEL 1

ONGOING

A coat of charred silt surrounds you and darkens your profile. Add +2 ongoing to any Defy Danger rolls made to avoid detection.

While this spell is ongoing you take -1 to cast a spell.

THIRD LEVEL SPELLS

☐ FIREBALL

LEVEL 3

You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armor.

☐ BOIL

LEVEL 3

Screaming out in pain, a body of water or contained liquid instantly begins to violently boil, destroying any objects immersed in them and any creature in the afflicted body takes 2d8 of damage.

☐ MELT

LEVEL 3

Spewing heated words forth, any one piece of equipment or item instantly melts and is destroyed.

☐ SERVANT OF FIRE

LEVEL 3

ONGOING

An elemental conjured of sentient fire appears and aids you as best it can.

Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses a d6 for damage dice. The elemental also gets your choice of 1d4 of these traits:

- It has +2 instead of +1 to one stat.
- It's not reckless.
- It does 1d10 damage.
- Its bond to your plane is strong: +2 HP for each level you have.
- This elemental can be healed past its starting health with Touch of Embers.

The spell ends when the elemental is slain or when you dismiss the elemental back to where it came. While the spell is ongoing you take -2 to cast a spell.

FIFTH LEVEL SPELLS

☐ MOLTEN CASCADE

LEVEL 5

Turning loose coins into spiteful burning balls of liquid metal, you hit one target and all targets within the Close range of the first with a spray of heated metal. For every 100 coins you offer up, this spells does 1d8+1 damage and ignores armor.

☐ SCALDING TRUTH

LEVEL 5

You push a red hot palm onto the forehead of a restrained target, using fiery pain to force out their secrets. The target takes 1d6 of damage that ignores armor and if they survive, you may ask them up to three questions they will answer truthfully and to the best of their knowledge.

☐ COMBUSTIVE PROPULSION

LEVEL 5

ONGOING

Gushing flames turn your ordinary jumps and leaps into rocketing motions that eject you across gaps or away from enemies. You get +3 to any Defy Danger roll using +DEX and you always count as rolling a 10 for any roll needed for jumping across a vertical or horizontal distance. As well, you do not provide an opening for an enemy's attacks whenever you normally would.

While the spell is ongoing you take -2 to cast a spell.

THE CHARRED SPELLS

SEVENTH LEVEL SPELLS

☐ ENTRAPPING'S AFLAME

LEVEL 7

ONGOING

You wring your clasped hands together as all the gear on one person spontaneously catches fire. The target takes 2d6 damage that ignores armor and all the equipment on the target is destroyed.

☐ FLIGHT OF THE PHOENIX

LEVEL 7

ONGOING

Two magnificent wings of fire sprout from your back, allowing you to fly swiftly and freely. You also get +1 ongoing to armor, all damage and Defy Danger rolls.

While the spell is ongoing you take -2 to cast a spell.

☐ BURNING WIND

LEVEL 7

ONGOING

You take a deep breath in and exhale a sorcerous breath that lights the very wind itself on fire. This burning breeze embraces all it can reach with its range. All creatures (friends and foes) that are within near distance take 4d6 damage that ignores armor. Non magical objects are destroyed while all magic items are undamaged.

☐ ENTOURAGE OF FIRE SERVANTS

LEVEL 7

ONGOING

As per the spell Servant of Fire, however you summon 1d4+1 elementals instead of one.

While the spell is ongoing you take -2 to cast a spell.

NINTH LEVEL SPELLS

☐ FLAMING COMET SHOWER

LEVEL 9

Screaming from the heavens, a rain of flaming rocky spheres crash into the earth. Either one enemy takes 6d6 damage or the initial target everyone in a near range of the first target takes 3d6. Damage from this spell ignores armor.

☐ CHAR SOUL

LEVEL 9

You beckon forth a spiritual fire so horrible that it can only be described as the fire that has cursed your own soul. You can target any living creature with this spell and they become a Charred. This rebirth is violent and will most likely cause the victim to hit the ground screaming in pain. The target cannot act till an hour has passed. They now gain the Charred to the Core move. If you rolled 7-9 on your attempt to cast this spell, the spell also deals 3d6 damage to the target.

☐ INTERNAL COMBUSTION

LEVEL 9

You cause the soul of a dying creature to explode into flames. If the creature is at half health or less, you deal 4d6 damage. If you rolled 12+ to cast this spell, it instantly kills the enemy.

THE CHARRED SPELLS