

Name: Langston Sunnyknee – Flameweaver Kiln – Lvl 2

Polder – Soldier (c4) – Wealth: 1 – Renown: 1

Languages: Caelian, Vaniric,

Culture: Nomad (c1), Commune (c2), Labor (c3)

Anjali, Vaslorian

COMBAT STUFF

MGT 1	AGL 2	REA 2	INU 1	PRS -1
Stamina Max: 18+3k = 21 Winded: 10			Recoveries Max: 8 Value: 7	
Size: 1S	Speed: 6 (5+1k)	Stability: 0	Disengage: 2 (1+1k)	
Kits: Rapid-Fire (rng dist +7, dmg 2/2/2) / Hawthorn			Corrupt weakness 5 / Corrupt immune lvl+2 = 4	

Spark:	Surges:	Victories:	XP:
<ul style="list-style-type: none"> At the start of your turn, gain 1d3 spark. <u>When you target an ally with Stoke the Flame</u>, gain 1 spark. 			

<i>Conditions</i>	Bleed	Daze	Fright	Grab	Prone	Restrain	Slow	Taunt	Weak	
End of Turn										
Save Ends										

SKILLS

<u>Crafting</u>	<u>Explore</u>	<u>Interpersonal</u>	<u>Intrigue</u>	<u>Lore</u>
<ul style="list-style-type: none"> Blacksmith (c3) Carpentry (cls) 	<ul style="list-style-type: none"> Jump (c2) Endure (c4) Navigate (sub) 	<ul style="list-style-type: none"> Read Person (c1) Alertness (c4) 	-	<ul style="list-style-type: none"> Magic (cls) Nature (cls) Timescape (cls)

FEATURES

<u>Woodwise</u>
When you make a test with an <u>exploration skill</u> and at least one of the d10s rolled is a 1, you can reroll one d10. You can only use this perk once per test.

<u>Corrupt Immunity</u>
Gain corrupt immunity = lvl + 2

<u>Wildfire</u>
<u>If your spark roll is 3</u> , that round you can shift into DT, and if DT is caused by an object, you can deal 2 (A) fire damage to it.

<u>Fearless</u>
You can't be made frightened.

<u>Recovery Tumble</u>
<u>After being force moved</u> , FTA shift 1 square.

<u>Cult Victim</u>
Once per turn, you can move through a solid mundane object no more than 1 square thick. If you end your turn inside the object, you take 5 damage and are shunted out into the space where you entered

ABILITIES

<i>Shadowmeld</i>	
KW: Magic	Type: Maneuver
Distance: Self	Target: Self
<p>Effect: You flatten yourself into a shadow against a wall or floor you are touching, and become hidden from any creature you have cover or concealment from or who isn't observing you.</p> <p>While in shadow form, you have full awareness of your surroundings, and strikes made against you and tests made to search for you take a bane. You can't move or be force moved, and you can't take main actions or maneuvers except to exit this form or to direct creatures under your control, such as one you summon using an ability. Any ability or effect that targets more than 1 square affects you in this form only if it explicitly affects the surface you are flattened against. You can exit this form as a maneuver.</p> <p>If the surface you are flattened against is destroyed, this ability ends and you take 1d6 damage that can't be reduced in any way.</p>	

<i>Stoke the Flame</i>	
KW: Magic, Ranged	Type: Triggered
Distance: Ranged 5	Target: 1 ally
<p>Trigger: <u>The target makes an ability roll for a damage-dealing ability.</u></p> <p>Effect: Choose one effect from your talisman kit (Hawthorn):</p> <ul style="list-style-type: none"> • Berkanan: An enemy adjacent to one of the targets of the ability is M < strong grabbed by a target of the ability. The grab cannot be ended by the grabber. • Eihwaz: If a target of the ability is already bleeding, the ability has an edge on its power roll. Otherwise, one target of the ability is A < average bleeding (EoT). • Thurisaz: If the target's ability kills an enemy, the target can end on effect on them that is ended by a saving throw or that ends at the end of their turn. 	

<i>Put Down Roots</i>	
KW: Area, Magic	Type: Maneuver
Distance: 1 aura	Target: Self
<p>Effect: Until the end of your next turn, the ground within the area is difficult terrain for enemies.</p> <p>Spend 1+ Spark: For each spark you spend, the aura's size is increased by 1 and your stability is increased by 1 until the end of your next turn.</p>	

<i>Melee Free Strike</i>	
KW: Charge, Melee, Strike, Weapon	Type: Main action
Distance: Melee 1	Target: 1 ctr or obj
<p>Power Roll + 2:</p> <ul style="list-style-type: none"> • 11-: 4 damage • 12-16: 7 damage • 17+: 9 damage 	

<i>Ranged Free Strike</i>	
KW: Magic, Ranged, Strike	Type: Main action
Distance: Ranged 12	Target: 1 creature
<p>Power Roll + 2:</p> <ul style="list-style-type: none"> • 11-: 4 damage • 12-16: 6 damage • 17+: 8 damage 	

<i>Inner Flame</i>
<p><u>Once per round, when you make an ability roll for a damage-dealing ability,</u> FTA use 1 spark to Stoke the Flame targeting yourself. As a flameweaver, after you do this, you can shift 2 (A) squares.</p>

Two Shot

KW: Magic, Ranged, Strike	Type: Main action (Signature)
Distance: Ranged 12	Target: 2 ctrs or objs
Power Roll + 2: <ul style="list-style-type: none"> • 11-: 4 damage • 12-16: 6 damage • 17+: 8 damage 	

Untame the Land

KW: Area, Magic	Type: Main action (Signature)
Distance: 2 burst	Target: All enemies
Power Roll + 2: <ul style="list-style-type: none"> • 11-: 2 poison damage • 12-16: 4 poison damage; pull 1 • 17+: 6 poison damage; pull 1; restrained (EoT) 	

Smoke on the Wind (3 Spark)

KW: Magic	Type: Maneuver
Distance: Self	Target: Self
Effect: You can shift up to your speed. You can pass through 1 square of solid matter as part of this movement, but you cannot end this movement inside solid matter. Allies occupying squares that you move through during this shift each gain a surge.	

Smoldering Sword (5 Spark)

KW: Magic, Ranged	Type: Main action (Heroic)
Distance: Ranged 5	Target: Special
Effect: You summon in an unoccupied space within distance an ethereal flaming sword of size 1S that can't be harmed. The sword lasts until the end of the encounter. Summoning a new smoldering sword dismisses the previous one.	
All creatures can move through the sword's space, but enemies who move into or out of the space provoke Opportunity Attacks from you.	
When you use a Weapon attack, you can choose to attack from the sword's position. An attack performed in this way temporarily gains the Magic keyword and any untyped damage it deals is instead fire damage.	

Thread the Needle (5 Spark)

KW: Magic	Type: Main action (Heroic)
Distance: Self	Target: Self
Effect: Use a signature ability. After you use the ability, you can shift up to your speed (6) and make a melee free strike.	