

The Kiln

A player character class for Draw Steel

by Look Out Behind You Studios

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**POWERED BY
DRAW STEEL**

Kiln

Kilns are magical warriors and guardians of the Undermind. The roots of the Undermind course with magical ether that you capture in your wooden talismans. Different woods burn with different powers, and you wield them all to turn your foes to ash.

Chaos is your home on the battlefield. Wherever the spark of opportunity presents itself, you arrive to stoke the flame. You can empower your allies to devastate your enemies. Should the need arise, however, you're well-equipped to put those who stand against you to the pyre yourself.

Basics

Starting Characteristics: You start with an Agility of 2 and a Reason of 2, and can choose one of the following arrays for your other characteristics scores:

- 2, -1, -1
- 1, 1, -1
- 1, 0, 0

Potency Characteristic: Reason
Starting Stamina at 1st Level: 18
Stamina Gained at 2nd and Higher Levels: 9
Recoveries: 10
Skills: Magic & Carpentry, plus choose any two skills from the crafting or lore skill groups. (<i>Quick Build:</i> Magic, Carpentry, Fletching, Timescape)

Kiln Advancement

Level	Features	Abilities	Cadre Abilities
1st	Cadre, Spark, Cadre Features, Kit, Stoke the Flame, Tinderbox, Kiln Abilities	3, 5	—
2nd	Cadre Feature, Controlled Burn, Perk, Cadre Ability	3, 5	5
3rd	Ritual Site,	3, 5, 7	5

	7-Spark Ability		
4th	Characteristic Increase, Flying Sparks, Perk, Skill Increase, The Trick is Not Minding That It Hurts	3, 5, 7	5
5th	Cadre Feature, 9-Spark Ability	3, 5, 7, 9	5
6th	Effigy, Perk	3, 5, 7, 9	5, 9
7th		3, 5, 7, 9	5, 9
8th		3, 5, 7, 9, 11	5, 9
9th		3, 5, 7, 9, 11	5, 9, 11
10th		3, 5, 7, 9, 11	5, 9, 11

1st-Level Features

As a kiln, you gain the following features.

Cadre

Guardians of the Undermind organize themselves into different cadres. When you flare a talisman, how much of the ether turns to heat? How much turns to smoke? What color is your flame? Choose from the following:

Flameweaver: You weave through the battlefield from skirmish to skirmish like a thread in the wind.

Your power guides you to where you are needed most.

- You gain the Navigate skill

Hexblaze: You are an eruption, and the battlefield will burn to ash. The explosive force of your power shatters any hope of victory for your enemies.

- You gain the Endurance skill

Smokewight: You are at once everywhere and nowhere. You slip through the grasp of your foes and you cannot be pinned down.

- You gain the Escape Artist skill

Spark

The heat of battle burns the souls of your talismans, granting you a Heroic Resource called spark.

Spark In Combat

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain spark equal to your Victories. At the start of each of your turns during combat, you gain 1d3 spark. Additionally, you gain 1 spark when you use the Stoke the Flame ability targeting an ally. You lose any remaining spark at the end of the encounter.

Spark Outside of Combat

Though you can't gain spark outside of combat, you can use your heroic abilities and effects that cost spark without spending it. Whenever you use an ability or effect that costs spark outside of combat, you can't use that same ability or effect again outside of combat again until you gain at least 1 Victory or finish a Respite.

If you use an ability that lets you spend unlimited spark on its effect, such as Speed of Sound, out of combat, you can use it as if you had spent an amount of spark on it equal to your Victories.

Kit

You can use and gain the benefits of a kit. See the [Kits](#) chapter of the Core Rules for more information.

Triggered Action: Stoke the Flame

As a kiln, you gain the following triggered action. Once per round, you can spend 1 spark to use Stoke the Flame targeting yourself as a free triggered action.

Stoke the Flame	
As an ally attacks, you harness a bit of arcane energy to grant them a decisive advantage.	
KW: Magic, Ranged	Type: Triggered
Distance: Ranged 5	Target: 1 ally
Trigger: The target makes an ability power roll for an ability that deals damage.	
Effect: Apply one Stoke the Flame effect from your talisman kit granted by the Tinderbox feature.	

Stoke the Flame Cadre Benefit

When you use your Stoke the Flame ability targeting yourself, you gain the following benefit based on your cadre.

- **Flameweaver:** You can shift a number of squares equal to your Agility score.
- **Hexblaze:** You gain one surge.
- **Smokewight:** You gain temporary Stamina equal to twice your Reason score.

Tinderbox

You collect and carve wood that courses with magical ether into talismans to use in battle. Whenever you select or change your kit, you additionally select a talisman kit (See [Talisman Kits](#)). Your talisman kit grants you a signature action, a maneuver, and your Stoke the Flame effects.

Kiln Abilities

You use your talismans to bolster your allies or yourself depending on the ever-changing situation. But you're not only a mage; you're also well practiced at dealing in steel. You wield a range of abilities that combine your talents to eviscerate enemies.

Talisman Signature Ability

Your talisman kit from your Tinderbox feature grants you a signature ability. Signature abilities can be used at will.

Heroic Abilities

You heroic abilities cover a variety of combat tactics that turn up the heat of battle and are all fueled by your spark.

3-Spark Abilities

Choose one heroic ability from the following options, each of which costs 3 spark to use.

<i>Dance Like Embers (3 Spark)</i>	
<i>You dart from skirmish to skirmish leaving an ephemeral doppelganger of fire in your wake.</i>	
KW: Magic	Type: Maneuver
Distance: Self	Target: Self
Effect: You can teleport twice, each time up to 2 squares. If you are adjacent an enemy, no matter the enemy's size, you can teleport to a space on the opposite side of the enemy as one of the teleports. All 3 squares before and after your teleports count as allies for flanking enemies until the end of your turn.	

<i>Heat Wave (3 Spark)</i>	
<i>Toasty.</i>	
KW: Area, Magic	Type: Action
Distance: 1 burst	Target: All enemies
Power Roll + Reason: <ul style="list-style-type: none">• 11-: 2 fire damage• 12-16: 5 fire damage; push 1• 17+: 7 fire damage; push 2	

<i>Smoke on the Wind (3 Spark)</i>	
<i>Your body grows hazy and you briefly fade to an incorporeal state.</i>	
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. If you move through a square occupied by an ally, that ally gains a surge.	

<i>Wavering Flame (3 Spark)</i>	
<i>The heat of your movement plays tricks on your foes' eyes.</i>	
KW: Melee, Strike, Ranged, Weapon	Type: Action
Distance: Melee 1 or Ranged 5	Target: 2 creatures or objects
Power Roll + Agility: <ul style="list-style-type: none">• 11-: 4 damage; R < weak, dazed (EoT)• 12-16: 5 damage; R < average, dazed (EoT)• 17+: 7 damage; R < strong, dazed (EoT)	

5-Spark Abilities

Choose one heroic ability from the following options, each of which costs 5 spark to use.

Grasp and Immolate (5 Spark)	
<i>There may be such thing as too warm of an embrace.</i>	
KW: Magic, Melee, Strike, Weapon	Type: Action
Distance: Melee 1	Target: 1 creature or object
Effect: If the target was already grabbed, the target is burning (EoT). A burning target takes 1d6 fire damage at the start of each of their turns until the condition ends.	
Power Roll + Agility: <ul style="list-style-type: none"> • 11-: 4 + A fire damage; M < weak, grabbed • 12-16: 6 + A fire damage; M < average, grabbed • 17+: 10 + A fire damage; M < strong, grabbed 	

Rake Over the Coals (5 Spark)	
<i>They drag their feet, but they only kick up more fire.</i>	
KW: Melee, Strike, Weapon	Type: Maneuver
Distance: Melee 1	Target: 1 creature or object
Power Roll + Agility: <ul style="list-style-type: none"> • 11-: Push 3 • 12-16: Push 5 • 17+: Push 7 	
Effect: For each square you push the target, they take 1 fire damage. Squares the target is forced from as part of this ability become difficult terrain for enemies.	

Searing Strike (5 Spark)	
<i>Memory of your steel radiates oppressive heat.</i>	
KW: Melee, Strike, Weapon	Type: Action
Distance: Melee 1	Target: 1 creature or object
Power Roll + Agility: <ul style="list-style-type: none"> • 11-: 7 + A damage • 12-16: 10 + A damage • 17+: 16 + A damage 	
Effect: The target has fire weakness 5 (save ends). Until the end of the encounter, whenever the target takes damage, all adjacent creatures take 2 fire damage.	

Smoldering Sword (5 Spark)	
<i>Embers and ash rise and coalesce into a solid mass, honed to an edge and ready to command.</i>	
KW: Magic, Ranged	Type: Action
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 your next turn. 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.	

2nd-Level Features

As a 2nd-level kiln, you gain the following features.

2nd-Level Cadre Feature

Your cadre grants you a feature as shown on the 2nd-Level Cadre Features table.

2nd-Level Cadre Features

Cadre	Feature
Flameweaver	Wildfire
Hexblaze	Fan the Flame
Smokewight	Backdraft

Wildfire

Each turn, if the result of your roll to gain spark is 3, until the end of the round, when you take the Disengage move action, you can shift an additional number squares equal to your Agility score.

Fan the Flame

Each turn, if the result of your roll to gain spark is 3, until the end of the round, your recovery value is increased by an amount equal to your Agility score.

Backdraft

Each turn, if the result of your roll to gain spark is 3, until the end of the round, when you force move a creature, the distance of the move is increased by your Agility score. Additionally, when you pull a creature, ignore the creature’s stability.

Controlled Burn

You always succeed on Presence tests made near a visible flame that is larger than 1 square. You can still roll to see if you get a reward result.

Additionally, you have fire immunity equal to 5 plus your level in this class.

Perk

You gain a crafting, lore, or supernatural perk of your choice. See [Perks](#) in the Core Rules for more information.

2nd-Level Cadre Ability

Your kiln cadre grants your choice of one of two abilities.

2nd-Level Flameweaver Ability

Choose one of the following abilities.

See the Tapestry of Battle (5 Spark)	
This section over here could use a patch.	
KW: Magic	Type: Action
Distance: Ranged 5	Target: 1 ally
Effect: Teleport to an unoccupied square adjacent the target. You can use a signature ability, and the target can spend a Recovery.	

Thread the Needle (5 Spark)	
Connect the movements, just as you were trained.	
KW: Magic	Type: Action
Distance: Self	Target: Self
Effect: Use a signature ability. After you use the ability, you can shift up to your speed and make a melee free strike.	

2nd-Level Hexblaze Ability

Choose one of the following abilities.

Color out of Flame (5 Spark)	
<i>The hue of your fire entrances you, to the mortal detriment of the Undermind's enemies.</i>	
KW: Magic	Type: Maneuver
Distance: Self	Target: Self
Effect: Until the end of your turn, your flames take on a color of your choosing: <ul style="list-style-type: none"> • Red: After you deal fire damage to a creature with an ability, you can make a melee free strike against one of the targets of the ability. If any creature is reduced to 0 Stamina by the ability or the free strike, you regain Stamina equal to 5 + your Agility score. • Blue: After you deal fire damage to a creature with an ability, all targets of the ability are burning (EoT). For each target that was already burning, your speed increases by 1 until the end of your turn. • White: After you deal fire damage to a creature with an ability, you can end on effect that is ended by a saving throw or that ends at the end of you turn. Additionally, for each target of the ability, your stability increases by 1 until the end of your turn.. 	

Fuel the Engine (5 Spark)	
<i>Your heart burns hotter with each strike.</i>	
KW: Area, Magic	Type: Action
Distance: 1 burst	Target: All enemies
Power Roll + Reason: <ul style="list-style-type: none"> • 11-: 2 fire damage; A < weak, slowed (save ends) • 12-16: 4 fire damage; A < average, slowed (save ends) • 17+: 6 fire damage; A < strong, slowed (save ends) Effect: For every 3 enemies this ability targets, you gain 1 surge and regain Stamina equal to your Reason score. Spend 2+ Spark: The size of the burst is increased by 1 for every additional 2 spark you spend.	

2nd-Level Smokewight Ability

Choose one of the following abilities.

Choking Soot (5 Spark)	
<i>The blackened sky grants you a vision: your foes reduced to ash.</i>	
KW: Magic	Type: Action
Distance: Self	Target: Self
Effect: Until the end of the encounter, soot falls from the sky. You and each ally gain an edge on tests that use the Hide skill. Enemies have fire weakness 3. If an enemy is grabbed, they have fire weakness 7.	

Vortex in the Smog (5 Spark)	
<i>Draw them in, then slip out.</i>	
KW: Area, Magic	Type: Action
Distance: 1 burst	Target: All enemies
Power Roll + Agility: <ul style="list-style-type: none"> • 11-: Pull 3; M < weak, restrained (EoT) • 12-16: Pull 5; M < average, restrained (EoT) • 17+: Pull 7; M < strong, restrained (EoT) Effect: You can shift up to your speed. If you end the movement with cover or concealment, you are hidden. Spend 2+ Spark: The size of the burst is increased by 1 for every additional 2 spark you spend.	

3rd-Level Features

As a 3rd-level kiln, you gain the following features.

Ritual Site

You gain the following ability.

<i>Ritual Site</i>	
<i>The site is prepared. All that's left are the sacrifices.</i>	
KW: Magic	Type: Action
Distance: Melee 1	Target: One mundane wooden object
Effect: You instantly create a ritual site encompassing all squares within 5 of the object. The ritual site lasts 12 hours. Within the ritual site, a strong smell of incense blocks the perception of all other smells. While in the ritual site, you ignore difficult terrain and you don't need line of effect on the target of your Stoke the Flame ability.	

7-Spark Abilities

Choose one heroic ability from the following options, each of which costs 7 spark to use.

<i>Invigorating Incense (7 Spark)</i>	
<i>Your talismans burn with a sweet smell that affirms and empowers.</i>	
KW: Magic	Type: Maneuver
Distance: Self	Target: Self and all allies
Effect: Until the end of the encounter, your Stoke the Flame ability gains a distance bonus of +2. While the distance is increased in this way, targets of Stoke the Flame gain a 1 aura until the end of their turn. Targets of this ability who ends their turn within the aura gain two surges. Targets of this ability who spend a Recovery while within the aura can forgo regaining Stamina to instead have their abilities deal extra rolled fire damage equal to your Reason score until the end of the encounter. This extra damage effect can stack.	

<i>Demoralizing Incense (7 Spark)</i>	
<i>Your talismans burn with an acrid smell that distracts and sows doubt.</i>	
KW: Magic	Type: Maneuver
Distance: Self	Target: Self and all allies
Effect: Until the end of the encounter, your Stoke the Flame ability gains a distance bonus of +2. While the distance is increased in this way, targets of Stoke the Flame gain a 1 aura until the end of their turn. Enemies within the aura take a bane on power rolls.	

<i>Focusing Incense (7 Spark)</i>	
<i>Your talismans burn with an earthy smell that sharpens your focus.</i>	
KW: Magic	Type: Maneuver
Distance: Self	Target: Self and all allies
Effect: Until the end of the encounter, your Stoke the Flame ability gains a distance bonus of +2. While the distance is increased in this way, targets of Stoke the Flame gain a 1 aura until the end of their turn. When targets of this ability within the aura make a power roll (including on the ability that triggered Stoke the Flame) and at least one of the d10s rolled is a 1, they can reroll one d10. Additionally, targets of this ability in the aura cannot be dazed.	

<i>Revitalizing Incense (7 Spark)</i>	
<i>Your talismans burn with a floral smell that heals and reinvigorates.</i>	
KW: Magic	Type: Maneuver
Distance: Self	Target: Self and all allies
Effect: Until the end of the encounter, your Stoke the Flame ability gains a distance bonus of +2. While the distance is increased in this way, targets of Stoke the Flame gain a 1 aura until the end of their turn. Targets of this ability who end their turn within the aura have recovery value increased by an amount equal to your Reason score, and can use a free triggered action to end one condition or effect that is affecting them.	

Talisman Kits

Your unique training granted you familiarity with tools many find unnatural: talismans, a variety of which can each be prepared with a respective kit. You can swap your talisman kit out for another talisman kit during a Respite.

Hawthorn

Hawthorn wreaths the entrance to Arcadia with red berries and sharp thorns. Your talismans grant you the ability to ensnare, burden, and wrest vitality out of your victims.

Hawthorn Maneuver

<i>Put Down Roots</i>	
<i>You reach out with magic tendrils, complicating and absorbing strength from your surroundings.</i>	
KW: Magic	Type: Maneuver
Distance: 1 aura	Target: Self
Effect: Until the end of your next turn, the ground within the area is difficult terrain for enemies.	
Spend 1+ Spark: For each spark your spend, gain 1 surge and the aura's size is increased by 1.	

Hawthorn Signature Action

<i>Untame the Land</i>	
<i>Your talismans imbue you with a vivid memory of the wode before war or time.</i>	
KW: Area, Magic	Type: Action
Distance: 2 burst	Target: All enemies
Power Roll + Reason: <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)	

Hawthorn Stoke the Flame Effects

Talisman	Stoke the Flame Effect
Berkanan	An enemy adjacent to one of the targets of the ability is grabbed by a target of the ability (EoT). 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 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.

Rosewood

Rosewood is a favorite of troubadours in the construction of their most powerful instruments. Your talismans grant you the ability to amplify and echo your allies, and terrify your enemies.

Rosewood Maneuver

Speed of Sound	
In a clap of thunder, you flash across the battlefield, your poised form burned into the eyes of your foes.	
KW: Magic	Type: Maneuver
Distance: 1 burst	Target: All enemies
Effect: You teleport up to 5 squares. In the square you teleport from, you leave an afterimage. All targets are frightened of the afterimage (EoT).	
Spend 1+ Spark: For each spark your spend, gain 1 surge and teleport 1 additional square.	

Rosewood Signature Action

Resonate	
Your talismans imbue you with the resonance of a waterfall of time emptying into a Sea of Stars.	
KW: Area, Magic	Type: Action
Distance: 2 burst	Target: All enemies
Power Roll + Reason: <ul style="list-style-type: none">• 11-: 2 sonic damage; R < weak, slowed (save ends)• 12-16: 4 sonic damage; R < average, slowed (save ends)• 17+: 6 sonic damage; R < strong, slowed (save ends)	

Rosewood Stoke the Flame Effects

Talisman	Stoke the Flame Effect
Fehu	Rolled sound damage equal to your Reason score is dealt to all targets of the ability and all enemies adjacent to enemies who take the damage.
Uruz	If a target of the ability is dazed, the ability has an edge on its power roll. All targets have a bane on their next power roll (EoT).
Othalan	The target gains a surge. Until the end of the target's next turn, when they obtain a tier 3 result on the power roll of an ability that deals damage, they can make a ranged free strike that deals additional rolled sonic damage equal to your Reason score.