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		Immune: Corruption 4, Fire 7	

Spark:	Surges:	Victories:	XP:

- At the start of your turn, gain 1d3 spark.
- When you target an ally with Stoke the Flame, gain 1 spark.

Conditions	Bleed	Daze	Fright	Grab	Prone	Restrain	Slow	Taunt	Weak	
End of Turn										
Save Ends										

SKILLS

Crafting	*Explore*	*Interpersonal*	*Intrigue*	*Lore*
• Blacksmith (c2) • Carpentry (cls)	• Jump (c3) • Endure (c4) • Navigate (sub)	• Read Person (c1)	• Alertness (c4)	• Magic (cls) • Nature (cls) • Timescape (cls)

FEATURES

Woodwise
When you make a test with an exploration skill 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.

Corruption Immunity
You have corruption immunity = lvl + 2

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

Fearless
You can't be made frightened.

Reactive Tumble
After being force moved, FTA shift 1 square.

Controlled Burn
You have a double edge on Presence tests made near a visible flame that is larger than 1 square. Additionally, you have fire immunity = lvl + 5

ABILITIES

Shadowmeld

KW: Magic	**Type**: Maneuver
Distance: Self	**Target**: Self

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.
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.
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.

Stoke the Flame

KW: Magic, Ranged	**Type**: Triggered
Distance: Ranged 5	**Target**: 1 ally

Trigger: The target makes an ability roll for a damage-dealing ability.

Effect: Choose one effect from your talisman kit (Hawthorn):

• **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 one condition or effect on them that is ended by a saving throw or that ends at the end of their turn.

Put Down Roots

KW: Area, 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 you spend, the aura's size is increased by 1 and your stability is increased by 1 until the end of your next turn.

Melee Free Strike

KW: Charge, Melee, Strike, Weapon	**Type**: Main action
Distance: Melee 1	**Target**: 1 ctr or obj

Power Roll + 2:
- *11-:* **4 damage**
- *12-16:* **7 damage**
- **17+:** **9 damage**

Ranged Free Strike

KW: Magic, Ranged, Strike	**Type**: Main action
Distance: Ranged 12	**Target**: 1 ctr or obj

Power Roll + 2:
- *11-:* **6 damage**
- *12-16:* **8 damage**
- *17+:* **10 damage**

Inner Flame

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

Two Shot	
KW: Ranged, Strike, Weapon	**Type**: Main action (Signature)
Distance: Ranged 12	**Target**: 2 ctrs or objs
Power Roll + 2: • *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: • *11-:* **2 poison damage** • *12-16:* **4 poison damage; pull 1** • *17+:* **6 poison damage; pull 1; restrained (EoT)**	

Dance Like Embers (3 Spark)	
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.	

But I Know Who Does
When you fail a test to recall lore with a skill from the lore skill group that you have, you know the closest place where the information you seek with that test can be found. It could be a sage, in a library, or somewhere deep in a dungeon. The Director determines the source's location.

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.	

Flameshade Gloves
When you use a move action while wearing these gloves, you can place one hand upon a mundane object as part of that move action. If the object is 1 square thick or less and has open space on the other side (for example, a door or wall), you pull your body through it as though the object wasn't there.

If the object is too thick or has no open space on the other side, your hand becomes stuck inside the object. Removing your hand takes a successful **Hard Might test** made as a main action.