

Kiln

Kilns are magical warriors and guardians of the Undermind. The omnipresent 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: 8
Skills: Magic & Carpentry, plus choose any two skills from the crafting or lore skill groups. (<i>Quick Build:</i> Magic, Carpentry, Nature, Timescape)

Kiln Advancement

Level	Features	Abilities	Cadre Abilities
1st	Cadre, Spark, Cadre Features, Kit, Stoke the Flame, Inner Flame, Tinderbox, Kiln Abilities	3, 5	—
2nd	Cadre Feature, Controlled Burn, Perk, Cadre Ability	3, 5	5
3rd	Tendrils of the Undermind, 7-Spark Ability	3, 5, 7	5
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, Cadre Ability	3, 5, 7, 9	5, 9
7th	Ashbound Totem, Characteristic Increase, Igniting Sparks, Skill Increase	3, 5, 7, 9	5, 9
8th	Perk, Cadre Feature, 11-Spark Ability	3, 5, 7, 9, 11	5, 9
9th	Wicker Man, Cadre Ability	3, 5, 7, 9, 11	5, 9, 11
10th	Characteristic Increase, Cataclysm, Consuming Sparks, Infernal Totem, Perk, Skill Increase	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 Undermind's ether trapped in 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.

You gain 1 spark when you use the Stoke the Flame ability targeting an ally.

Additionally, you can gain more spark by kindling your own soul, offering it to the Undermind. Just the act can grant you a hotter flame and immense power, but beware: the Undermind may very well accept your offer. Whenever you roll to gain spark at the start of your turn, you can kindle (no action required). If you do, your roll gains the following additional effects:

- If the roll is a 1, the Undermind accepts your offering. You take psychic damage equal to 1d6 + your level, which can't be reduced in any way. You are enkindled.
- If the roll is a 2, you are enkindled.
- If the roll is a 3, you are enkindled and you gain 1 spark.

While you are enkindled, your abilities granted by your Talisman Kit are empowered. 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.

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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 roll for a damage-dealing ability.	
Effect: Apply one Stoke the Flame effect from your talisman kit granted by the Tinderbox feature.	

Inner Flame

Once per round, you can spend 1 spark to use Stoke the Flame targeting yourself instead of an ally as a free triggered action.

Inner 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

Your 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: 2 burst	Target: All enemies
Power Roll + Reason: <ul style="list-style-type: none">• 11-: 3 fire damage• 12-16: 5 fire damage; push 1• 17+: 8 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. Allies occupying squares that you move through during this shift each gain a surge. Squares occupied by enemies do not count as difficult terrain during this movement.	

<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
Power Roll + Agility: <ul style="list-style-type: none"> • 11-: 4 + A fire damage; burning (EoT) and grabbed • 12-16: 6 + A fire damage; burning (EoT) and grabbed • 17+: 10 + A fire damage; burning (EoT) and grabbed 	
Effect: A burning target takes 1d6 fire damage at the start of each of their turns until the condition ends.	

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: An object you target must be your size or smaller. 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-: 5 + A damage; M < weak, the target has fire weakness 5 (save ends) • 12-16: 8 + A damage; M < average, the target has fire weakness 5 (save ends) • 17+: 12 + A damage; M < strong, the target has fire weakness 5 (save ends) 	
Effect: Until the end of the encounter, whenever the target takes damage, all adjacent enemies 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: Maneuver
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. When an enemy adjacent to the sword willingly moves to a space not adjacent to the sword without shifting, the enemy provokes an Opportunity Attack from you. When you use a Weapon ability, you can choose to use it from the sword's position. An ability performed in this way temporarily gains the Magic keyword and deals additional fire damage equal to your Reason score. At the start of your turn while the sword is summoned, as a free maneuver, you can move the sword up to your speed.	

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, you can shift into difficult terrain, and if the difficult terrain is caused by an object, you can deal fire damage to the object 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, when you take the Catch Breath maneuver, you can spend as many Recoveries as you like instead of just one, and you gain two surges per Recovery you spend.

Backdraft

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

Perk

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

Controlled Burn

You gain an edge on Presence tests made to interact with other creatures when you are near a visible flame that is larger than 1 square. Given 1 uninterrupted minute, you can reach out with magic to light any at-most size 1 pile of dry, flammable wood or torch that you can see and recognize, no matter the distance.

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

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.

<i>See the Tapestry of Battle (5 Spark)</i>	
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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.	

<i>Thread the Needle (5 Spark)</i>	
<i>Connect the movements, just as you were trained.</i>	
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.

<i>Color out of Flame (5 Spark)</i>	
<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 the encounter, your flames take on a color of your choosing: <ul style="list-style-type: none">• Red: Once per round, when you use a fire damage-dealing 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: Once per round, when you use a fire damage-dealing 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 the round. A burning creature takes 1d6 fire damage at the start of each of their turns until the condition ends.• White: Once per round, when you use a fire damage-dealing ability, you can end one effect that is ended by a saving throw or that ends at the end of your turn. Additionally, for each target of the ability, your stability increases by 1 until the end of the round. Changing the color of your flames requires the use of this ability again.	

<i>Fuel the Engine (5 Spark)</i>	
<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.

<i>Choking Soot (5 Spark)</i>	
<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.	

<i>Vortex in the Smog (5 Spark)</i>	
<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.

Tendrils of the Undermind

Your connection with the Undermind lets you share senses with it. You can search for hidden creatures as a free maneuver once on each of your turns. Creatures within distance of your Stoke the Flame ability are automatically found when you search. Additionally, you gain the following ability.

<i>Tendrils of the Undermind</i>	
<i>You see as the Undermind sees, reaching out through the veil of reality.</i>	
KW: Magic	Type: Action
Distance: Self	Target: Self
Effect: Until the end of the round, your Stoke the Flame ability gains a distance bonus of +2 and you don't need line of effect to target allies with 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, targets of your Stoke the Flame ability gain a 1 aura until the end of the round. Targets of this ability who end their turn within the aura gain one surge and can make a melee free strike as a free triggered action.	

Demoralizing Incense (7 Spark)

Your talismans burn with an acrid smell that distracts and sows doubt.

KW: Magic

Type: Maneuver

Distance: Self

Target: All enemies

Effect: Until the end of the encounter, targets of your Stoke the Flame ability gain a 1 aura until the end of the round. Enemies within the aura take a bane on power rolls.

Focusing Incense (7 Spark)

Your talismans burn with an earthy smell that sharpens your focus.

KW: Magic

Type: Maneuver

Distance: Self

Target: Self and all allies

Effect: Until the end of the encounter, targets of your Stoke the Flame ability gain a 1 aura until the end of the round. 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.

Revitalizing Incense (7 Spark)

Your talismans burn with a floral smell that heals and reinvigorates.

KW: Magic

Type: Maneuver

Distance: Self

Target: Self and all allies

Effect: Until the end of the encounter, targets of your Stoke the Flame ability gain a 1 aura until the end of the round. Targets of this ability who end their turn within the aura can use a free triggered action to do one of the following:

- Spend a Recovery.
- End one effect that is ended by a saving throw or that ends at the end of the target's turn.

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: Area, Magic	Type: Maneuver
Distance: 1 aura	Target: Self
Effect: Until the start of your next turn, your stability is increased by your Reason score and allies who begin their turn in the area gain temporary stamina equal to twice your stability.	
Spend 1+ Spark: For each spark you spend, the aura's size is increased by 1 and your stability is further increased by 1 until the start of your next turn.	
Enkindled: Enemies who begin their turn in the area are bleeding (EoT).	

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)	
Enkindled: The pull effect on tier 2 and tier 3 outcomes changes to vertical pull 2.	

Hawthorn Stoke the Flame Effects

Talisman	Stoke the Flame Effect
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.

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: Area, 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 that lasts until the end of the round. All targets are taunted by the afterimage.	
Spend 1+ Spark: For each spark you spend, gain 1 surge and teleport 1 additional square.	
Enkindled: Until the end of this round, as a free triggered action, after you use an ability, you can swap places with your afterimage.	

Rosewood Signature Action

Resonate	
Your talismans imbue you with the resonance of a hollow trunk reaching up from the Undermind.	
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)	
Enkindled: For each target, you can choose to replace the slowed effect with dazed (EoT).	

Rosewood Stoke the Flame Effects

Talisman	Stoke the Flame Effect
Fehu	Sound damage equal to your Reason score is dealt to all targets of the ability and all enemies adjacent to enemies who take damage from this effect.
Uruz	If a target of the ability is dazed, the ability has an edge on its power roll. All targets are P < average weakened (EoT).
Othalan	The target gains a surge. If the target uses 3 surges to increase the damage of the ability, they can additionally make a free strike after the ability.