


2500 x 323

 Image Dimensions

set ablaze for a number of rounds equal to your proficiency modifier. They will suffer 5hp of fire damage at the start of each of their turns for the duration or until it is extinguished", "Fleet Spark"=>"You can use the bonus action granted by your Cunning Action to use a tinder box or other fire starting tool, or to throw a flask of oil or similarly flammable compound at a target", "Immolation"=>"Any creature set on fire by you suffers a temporary -2 penalty to their total AC, regardless if they are otherwise resistant or immune to fire. If the fire is extinguished, this penalty ends at the end of the target's next turn"}}}

Proficiencies -

Proficiency Mod - +3

Languages -

Common Aetherborn Thieve's Cant

Adjectives - Chaotic, Anarchistic, Free,

Special Abilities -

Special Equipment -

Combat Tactics

He will run, unless he has no other choice

Actions -

Factions

Role:

Coming Through!, Wasn't here, Nobody saw nuthin!

Fire is your friend!

Mannerisms

N/A

Motivations

The unbridled excitement of absolute chaos. The thrill of danger

Passions

The thrill and adrenaline that comes with danger and chaos

Secrets

Where the rebel groups meet and their plans for disrupting the Consulate

be held in one hand, as well as when throwing oil or similarly flammable compounds and any type of fire-based explosive"}], "Firestarter"=>"Any creature or object covered in a combustible compound, such as oil, by you specifically, that takes any amount of fire damage will be set ablaze for a number of rounds equal to your proficiency modifier. They will suffer 5hp of fire damage at the start of each of their turns for the duration or until it is extinguished", "Fleet Spark"=>"You can use the bonus action granted by your Cunning Action to use a tinder box or other fire starting tool, or to throw a flask of oil or similarly flammable compound at a target", "Immolation"=>"Any creature set on fire by you suffers a temporary -2 penalty to their total AC, regardless if they are otherwise resistant or immune to fire. If the fire is extinguished, this penalty ends at the end of the target's next turn"}}}

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The adrenaline with danger

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