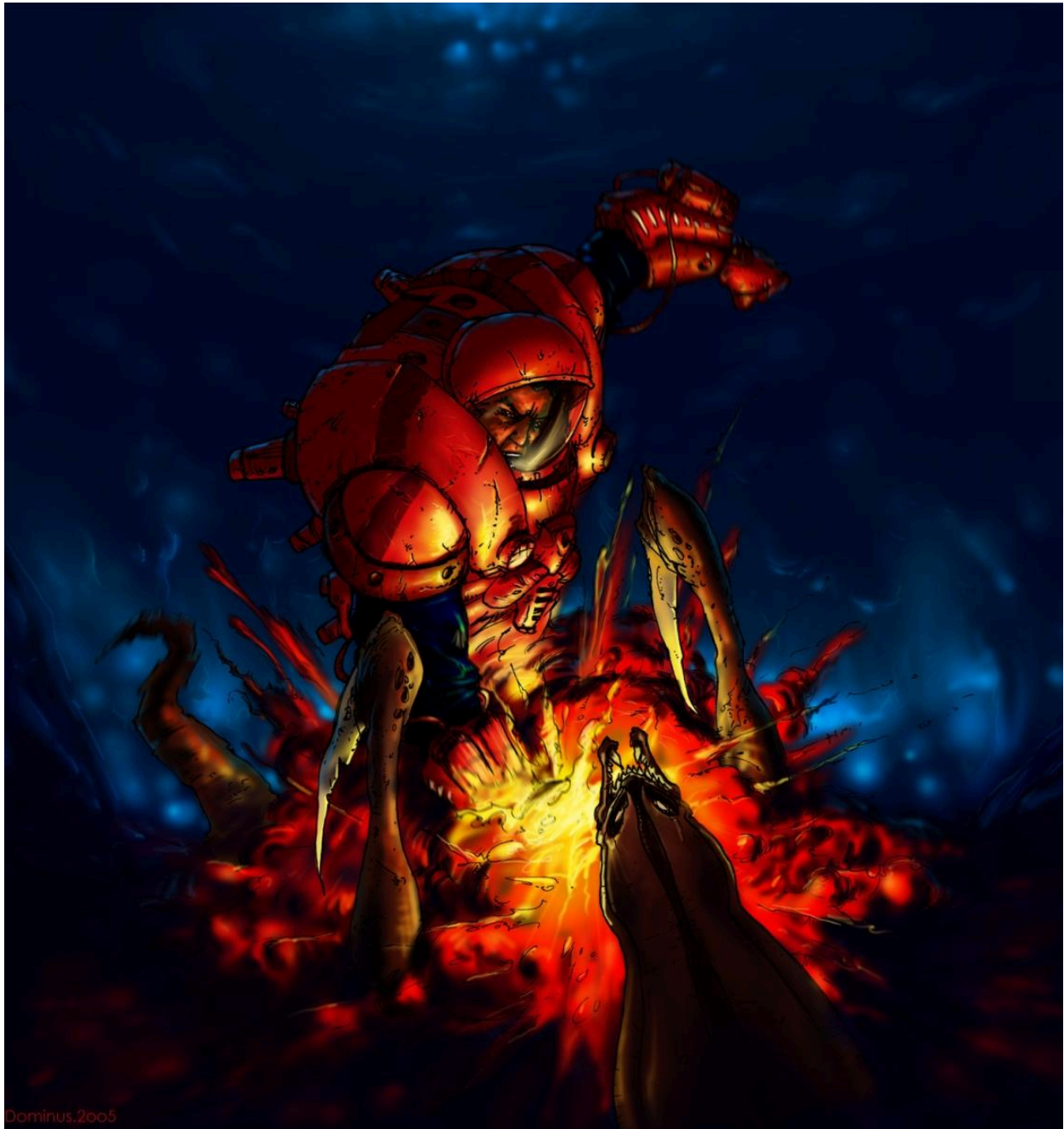


The Terran Firebat



Pyromaniac, madman, arsonist, all of those things those weaklings have called you, yet they don't understand. They don't understand the strength that fire grants you, the release one gets from seeing something melt and burn under a strong flame. They'll never understand, and they'll be all the weaker for it, you've been tempered on the hot flame, you felt your skin burn under its touch, you understand what pain is, you understand what strength is. Let them burn, let them all burn.

Look

Choose one for each:

Hardened Eyes, Mad Eyes, or Sharp Eyes

Long Flowing Hair, Buzzed hair, or patchy hair

Scarred Face, Tattooed Face, or Angular Face

Burnt Armor, Shining Armor, or Marked Armor

Stats

Your maximum HP is 10+Physique

Your base damage is d10

Starting Moves

Choose and Origin and gain the corresponding move:

Core World

You had to hide your arson from the authorities, this made you better at masking your fires, so they are hard to find before they get going

Fringe World

You have had experience with burning crops as a younger child, as a result you can get fires in natural and country settings to start easier

Spacer

Fires are deadly in a space station, as a result you are much better at putting out fires

You start with these moves:

Augmented Strength

When you use pure strength to destroy an inanimate obstacle, roll +PHY. * On a 10+, choose 3.

* On a 7-9, choose 1.

- It doesn't take a long time
- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

Pyromania

As a result of your close work with fire, you have developed some quirks and/or disabilities, choose 2-4 quirks

- **Quirk:** You have an impulse to start fires whenever possible
- **Disability:** Your eyes have been damaged from constantly being subject to smoke, as a result you have a hard time seeing things clearly from far away
- **Quirk:** Whenever you see an ongoing fire, you have an impulse to expand it

- **Disability:** You have a lot of your nerve endings on your extremities burnt, when trying to do something that requires dexterity take -1.
- **Quirk:** You have an impulse to burn the bodies of your enemies after a battle
- **Disability:** Your face is twisted and ugly, making strangers tenuous to trust or talk to you

Fire it up!

When you **charge into battle heedless of the risks to yourself**, hold 2. This is your fury. You can hold a maximum amount of fury equal to the number of quirks/disabilities from your pyromania. Lose all your fury held when the battle is over, or you retreat.

- Add forceful, stunning or 2 piercing to your attack
- Add your COM to your damage
- Deal damage to another target within your reach

Hot Temper

Whenever you take damage hold 1 fury

Power Armor Training

When wearing power armor you can drop the *clumsy* tag.

Drive

Choose a drive:

Destroyer

Burn something of clear value

Guardian

Save someone with fire

Kindler

Start a fire that accomplishes an objective

Gear

Your load is 15+PHY. You start with 3 fragmentation grenades (3 *weight*), and 3 stimpacks

Choose your Armor:

- CMC-660 heavy power armor (*Power armor, clumsy, +5 weight cap, 4 armor*)
- CMC-225 XE (*Power Armor, clumsy, +2 weight cap, 2 armor*)

Choose your armament:

- Perdition flamethrowers (*4 weight, near, area*)
- Flameaxe (*4 weight, reach, +2 damage, 2 piercing*)

Choose one:

- 3 Fragmentation grenades (*Thrown, area, 3 weight*)
- 3 stimpacks

Bonds

Fill in the name of one of your companions in at least one:

_____ does not truly understand the power of fire
_____ owes me their life, whether they admit it or not
_____ has burned me in the past, and I have not forgiven them
_____ is weak, and has not felt the touch of flame

Advanced Moves

When you gain a level from 2-5, choose from these moves:

Pain Tolerance

You gain +1 armor

Lets burn!

When you *slay a foe*, hold +1 fury

Uncanny Endurance

If you drop to zero HP, you don't have to take your last breath until you spend all of your fury or the battle ends.

Is something Burning?

When you deal damage to a flame engulfed enemy, deal an additional +1d4 damage.