

THE PYRO

The Pyro rushes head first into combat and uses their Flamethrower to deal high guaranteed fire damage on the go, along with lasting burn damage.

HEALTH POINTS: 18

Medkit Heal Amounts: 18 / 9 / 4

MOVEMENT:

The Pyro can spend up to three dice on movement in a single turn.

During the Move Phase, the Pyro moves 1d6 for each die spent.

During the Flee Phase, the Pyro moves 1d3 for each die spent.

If the Pyro does not use any weapons during the Fight Phase, they may use another die on movement during their Flee Phase.

CLASS TRAIT: FIRESTARTER

The Pyro has weapons that inflict the Burning condition. If someone is suffering from the Burning condition, they have a -1 penalty to Hit Rolls and take 2 damage at the start of their turn. The Burning condition lasts for three turns (counting from when the turn ends), or until the victim receives health from any source. The Burning condition does not stack with itself, and new applications of it refreshes the condition's duration.

CLASS TRAIT: FIREPROOF

The Pyro is immune to the Burning condition.

WEAPONS:

The Pyro has the following weapons, and uses them in the following order:

Flamethrower

Flare Gun

Fire Axe

FLAMETHROWER	Ammo: Infinite	Range: 2 Squares
Hit: 1d6	Damage: 2	Crit Damage: 3
Hit: 1d6	Damage: 1	Crit Damage: 3

WEAPON TRAIT: MOBILE

This weapon can make attacks during the Move Phase. You attack in the middle of moving and can continue your movement afterwards. You can only target an enemy within one space of you. Treat them as two squares away from you for Hit and Damage Calculation. Dice spent on attacks made with the Mobile Weapon Trait do not count towards dice spent on movement.

WEAPON TRAIT: UNESCAPABLE

When attacking with this weapon, instead of rolling to hit, roll to determine how many times this weapon hits the target. This roll can trigger critical hits like a regular Hit roll does.

WEAPON TRAIT: BURNING

This weapon applies the Burning condition (applied after Damage Calculation).

WEAPON TRAIT: AIRBLAST

Flamethrowers are able to shoot out a puff on gas to control the battlefield. During your turn, including in the middle of movement, you may spend one die to Airblast. When you do, choose one of the following effects:

- Select an enemy within one space of you. Move them 1d3 spaces away from you (in the direction opposite to you).
- Select an ally within one space of you. Remove all conditions from them.

You can also spend dice to prepare to Airblast during your enemies' next turn. During your enemies' next turn, you can choose to activate one of the following effects once the condition is met:

- If any enemies travel within one square of you, you may choose to airblast them. Move them 1d3 spaces away from you (in the direction opposite to you).
- If any projectiles travel within one square of you, you can attempt to reflect them. Roll 1d6. On a 4+, you reflect the projectile. When you do, choose a new target to reflect the projectile to. Make an attack roll as if you were using the weapon that launched the projectile. On a hit, you deal damage as if you were one square away from your target. You do not roll to see if the attack is a Crit. If the projectile you reflected was a Crit, it remains a Crit as you reflect it.

At the end of your enemies' next turn, any unused prepared Airblasts are lost.

You can use the Airblast Weapon Trait as many times as you want during your turn, provided you have the resources.

FLARE GUN	Ammo: 1	Range: Infinite
		
Hit: 3+	Damage: 3	Crit Damage: 9
		
Hit: 4+	Damage: 3	Crit Damage: 9
		
Hit: 5+	Damage: 3	Crit Damage: 9
 <p style="text-align: center;">(And all further ranges)</p>		
Hit: 6	Damage: 3	Crit Damage: 9

WEAPON TRAIT: PRUDENT

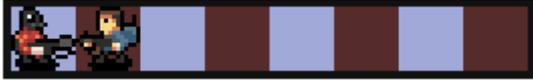
This weapon automatically reloads at the start of your turn.

WEAPON TRAIT: PYROMANIA PLUS

This weapon automatically crits when it hits an enemy with the Burning condition.

WEAPON TRAIT: BURNING

This weapon applies the Burning condition (applied after damage).

FIRE AXE	Ammo: Infinite	Range: Melee
		
Hit: 2+	Damage: 6	Crit Damage: 18

WEAPON TRAIT: CLOSE QUARTERS

If you roll a 6 on Hit roll, the attack automatically Crits.