

Flamehand



The Inner Fire

Philosophy of Will, Passion, and Transformative Fire

In the early days of organized magical study, a conclave of scholars attempted to catalogue and regulate Essence into rigid formulae. Among them was a prodigy named Varic, who grew frustrated with the cold precision of their methods. He argued that magic was not a diagram to be solved, but a living current that responded to emotion, courage, and decisive intent.

During a public demonstration meant to humble him, Varic cast aside prepared sigils and instead channeled raw Essence through sheer will. The result was imperfect — explosive, radiant, uncontrolled — but undeniably powerful. The display split the conclave. Some called it recklessness; others called it revelation.

Varic gathered students who believed that magic must be felt as much as studied. From these beginnings arose The Flamehand, a philosophy that teaches power through conviction, transformation through action, and mastery through daring.



Personality and Tone

- * Passionate, confident, expressive
- * Direct in speech and action
- * Values courage and authenticity
- * Encourages innovation and personal magical style

Core Beliefs

- * Magic responds to emotion and intent more than formula alone
- * Decisive action is superior to endless preparation
- * Risk is inherent to growth
- * Transformation—of self and world—is the purpose of power
- * Suppressed passion leads to stagnation; expressed passion fuels creation

Arcane Practices

- * Trial by Casting: Students are encouraged to cast in dynamic, unpredictable situations to develop instinct
- * Ember Meditation: Rather than emptying the mind, practitioners focus on a core emotional drive and amplify it
- * Forging Circles: Groups of students channel power simultaneously to test limits and learn control under pressure
- * Elemental Shaping Exercises: Fire, lightning, and raw force are common mediums for training willpower
- * Declaration of Intent: Before major spells, practitioners often speak their purpose aloud to sharpen resolve

Essence

- * Bard—All Lists except Item Lore
- * Dabbler—All Lists except Concealment Mastery
- * Illusionist—All Lists except Guises
- * Magician—All Lists
- * Closed
 - * Fluid Elements
 - * Solid Elements
- * Open
 - * Elemental Shields
 - * Essence Hand
 - * Spell Wall

Mentalism

- * Lay Healer—All Lists except Nerve and Organ Mastery
- * Magent—All Lists except Assassination Mastery
- * Mentalist—All Lists except Sense Control
- * Monk—All Lists except Body Reins
- * Closed
 - * Gas Manipulation
 - * Solid Manipulation
- * Open
 - * Brilliance
 - * Spell Resistance
 - * Telekinesis