

PIP EMBERKETTLE

Hearthkin • Burrowkin • Summoner 3 • Scentstruck



JUST A LITTLE FLAME

"I don't summon Pyraxus. That would be terribly rude. I knock. Usually it answers."

Age 46 **Height** 3'1" **Weight** 62 lb.
Home Brindleburrow
Occupation Cook & Hearthkeeper; traveling host of *The Cook Show*
Awakening Titan Pyraxus, the World's First Flame
Second Attunement Solaris
Divine Resonance Aratheia
Alignment Neutral Good

STR

8

-1

DEX

14

+2

CON

16

+3

INT

10

+0

WIS

12

+1

CHA

13

+1

AC

13

HP

27

SPEED

30

ft.

PB

+2

INIT

+2

CORE COMBAT

Saving Throws Con +5, Wis +3
Hit Dice 3d10
Passive Perception 13
Spellcasting Ability Constitution
Spell Save DC 13 **Spell Attack** +5
Titan Fist +5 to hit, 1d6 + 3 magical bludgeoning
Primordial Mark Fire resistance

SKILLS

Insight	+3	Summoner
Nature	+2	Summoner
Perception	+3	Scentstruck
Performance	+3	Hearthkin
Persuasion	+3	Openhearted
Survival	+3	Scentstruck

PROFICIENCIES & RESOURCES

Armor Light, medium
Weapons None from class
Tools Cook's utensils; alchemist's supplies
Languages Common, Hearthcant, Primordial
Size Small **Creature Type** Humanoid

LIBIDO



AROUSAL



Sublimation = Arousal in Unveiled Play

BACKGROUND, RACE & CHARACTER

How Pip became Pip

HEARTHKIN • BURROWKIN

Hearthborn Courage. Advantage on saving throws against being frightened.

Smallfolk Nimbleness. Move through the space of any creature larger than Pip.

Openhearted. Proficiency in Persuasion.

Shared Comfort. Once per long rest, during a short rest Pip can prepare food, tea, stories, songs or another comforting ritual. Companions sharing the rest gain temporary hit points equal to his proficiency bonus (2).

Wanderlight Curiosity. Proficiency in Performance.

Burrowkin. Proficiency with cook's utensils.

DESIRE-SHAPED BACKGROUND: SCENTSTRUCK

Desire Theme. Scent as memory, comfort and intimacy: woodsmoke in cloth, bread before the crust browns, toasted spice, rain on warm stone, familiar kitchens and the particular fragrance of home.

Proficiencies. Perception, Survival, alchemist's supplies; one additional language (Primordial).

Feature - Scent Memory. After meaningful exposure to a distinctive mundane scent or prepared fragrance, Pip can usually recognize it again and remember where he first encountered it. Careful examination can reveal familiar obvious components, dilution or contamination, but cannot overcome magic or substitute for physical evidence.

Trait. "I associate every important memory with a particular fragrance."

Ideal - Connection. Smell binds bodies, places and memories across distance and time.

Bond. The person who first taught Pip that feeding someone could be a form of love is preserved in one unforgettable kitchen scent.

Flaw. An intoxicating scent can distract him from obvious danger.

PRIMORDIAL AWAKENING

Pip was a cook before he was a Summoner. During an autumn drought, wildfire swept the hills around Brindleburrow. Pip stayed in a communal kitchen while families fled, keeping water boiling and wrapping food for evacuees.

Then the roof came down.

He remembers burning timber, the kitchen disappearing and an enormous presence breathing just beyond the Veil. When rescuers reached the ruins, Pip was sitting in the ashes beside an untouched black kettle. Its contents were still warm.

The catastrophe did not create the bond. It revealed what had always been there: Pip was Titan-Touched, and Pyraxis had answered.

ABOUT PIP & THE COOK SHOW

Gentle and good-humored. Pip values comfort, community and second helpings. He avoids conflict when possible, but becomes fiercely protective when friends or guests are threatened.

The Cook Show. Pip travels, cooks and performs. Every dish is a story. Every flame is a little piece of Pyraxis. His Performance, Persuasion, Scent Memory, cook's utensils and hearth magic all matter during these public meals.

Divine Resonance: Aratheia. Pyraxis provides the flame; Aratheia explains why Pip believes feeding someone matters. This is spiritual resonance, not patronage.

EQUIPMENT

- Leather armor
- Explorer's pack
- Traveler's clothes and work apron
- Blackened iron kettle
- Wooden spoon and kitchen knives
- Cook's utensils
- Alchemist's supplies
- Perfume vials and scent-testing papers
- Dried aromatic herbs and spice packets
- Stopped bottle with a personally significant fragrance
- Well-worn scarf
- 10 gp

SUMMONER CORE

Hit Die. d10

Saving Throws. Constitution, Wisdom

Armor. Light and medium

Spellcasting. Constitution; DC 13; spell attack +5

Titan Fist. While not wielding a weapon or shield, Pip can use Constitution for unarmed attack and damage rolls. His Titan Fist is +5 to hit and deals **1d6 + 3 magical bludgeoning** at this level.

Awakening Titan - Pyraxis. Pip's Primordial Mark grants **resistance to fire damage**. Pyraxis is sexless; this sheet uses it/its pronouns.

Titanic Attunement. At 2nd level Pip became attuned to **Solaris** in addition to Pyraxis.

SIGNATURE: JUST A LITTLE FLAME

Pip touches two fingers to the kettle. The ember-lines on his hand glow. He knocks at the edge of the Veil, and a flame appears.

This is not a separate spell. It is Pip's characteristic use of **Kindle Flame** and **Living Ember** - Titan magic expressed as warmth, cooking, safety and hospitality before it becomes a weapon.

CURRENT RULES NOTE

The live Summoner page establishes a **Summoner Calling** at 3rd level but does not currently publish any Calling options. It also references a Summoner table for spell-slot progression, but that table is not exposed in the published class text available to this build.

Calling: _____ **Spell Slots:** use the updated Summoner table when published.

CANTRIPS KNOWN • 3

Kindle Flame - *Control Flames*

Sublimation: Meaningful advantage with an ordinary flame.

Living Ember - *Produce Flame*

Sublimation: Warmth, hope or protection before hostile use.

Beacon of the First Flame - *Light*

Sublimation: Reveals danger, guides or inspires.

PREPARED SUMMONER SPELLS • 6

Spell	Titan / Base	Sublimation trigger
Forgeheart	Pyraxis / Heroism	Empowered creature confronts danger or overcomes fear.
Eternal Furnace	Pyraxis / Absorb Elements	Successfully absorbs damage from a hostile source.
Lion's Breath	Pyraxis / Burning Hands	Damages one or more hostile creatures.
Primordial Rebuke	Pyraxis / Hellish Rebuke	Damages the creature that harmed Pip.
Dawn's Grace	Solaris / Healing Word	Restores meaningful harm or keeps a protector in the fight.
Mantle of the Rising Sun	Solaris / Shield of Faith	Prevents harm or helps someone remain steadfast while defending another.

MANIFESTATION: PYRAXIS

When Pip casts a spell bearing the Manifestation expression and that spell causes him to reach Climax, the associated Titan answers through a Manifestation until the end of the current turn. If Pyraxis is the answering Titan at Pip's current tier, **Ember's Favor** lets one creature damaged by the triggering spell take additional fire damage equal to Pip's proficiency bonus (+2). Afterward, Pip resolves Climax normally.

VEILED PLAY

Sublimation represents Pip's growing harmony with primordial creation. Titan spells, class features and meaningful communion build that harmony using the streamlined Veiled Play rules. When Pip reaches the required Sublimation threshold and uses a Manifestation spell, a Titan answers; afterward Sublimation returns to its resting state.

Use this mode when the table wants the full Summoner fantasy with minimal tactical bookkeeping.

UNVEILED PLAY

For a Summoner, **Sublimation is Arousal**; it is not a second resource. Pip follows the normal Arousal, Libido and Climax rules. Titan spells that increase Sublimation increase Arousal instead. A Manifestation occurs when an appropriate Titan spell causes Pip to reach Climax.

Maximum Libido: 5 **EROS Save:** choose Con +3 or Wis +1 when the save is called for.

UNVEILED TRACKERS

AROUSAL



LIBIDO



EXHAUSTION



Arousal 1–2: narrative only. **3–4:** disadvantage on Constitution checks to maintain concentration. **5:** disadvantage on EROS Saves. **6:** Climax.

CLIMAX & RECOVERY

When Pip Climaxes:

- **Arousal resets to 0**
- **Heal 1d6 hit points**
- **Gain 1 level of Exhaustion**
- **Lose 1 Libido**

At 0 Libido, Pip cannot benefit from Unveiled-play mechanics until he completes a long rest; his ordinary 5e actions remain available.

BACKGROUND & AGENCY

Scentstruck can establish context for an EROS Save or describe what catches Pip's attention, but it does **not** automatically create Arousal and never overrides consent or character agency.

For Pip, desire pressure is broader than sexuality: warmth, sensory memory, belonging, protection, intimacy, comfort and primordial communion can all be part of how his Summoner engine is narrated.

PIP'S CORE LOOP

Smell something interesting → Feed somebody → Make them comfortable → Tell a story → Build Sublimation → Protect the table → Pyraxia answers → Recover → Put the kettle back on.

Race, Desire-Shaped Background, class, Titan bond and Mechanics of Desire all reinforce the same play pattern. Pip's hospitality is not downtime flavor; it is part of his actual mechanical identity.

Rules basis: current live Hearthkin, Scentstruck, Summoner, Pyraxia and Solaris pages on whispersoferosia.com, plus the canonical Mechanics of Desire. This sheet intentionally leaves the 3rd-level Summoner Calling and spell-slot count unfilled because those values are not currently published in the accessible live class text.