



Fire

initiative dice

wound dice



Air

disadvantage physical

disadvantage mental

# FIREBORN™

## SCION CHARACTER SHEET

Name \_\_\_\_\_

Background \_\_\_\_\_

Sire \_\_\_\_\_

Wealth (available) \_\_\_\_\_

**Karma**

Earth x 5 = Max Pool Size

Current Karma Points \_\_\_\_\_



Water

weariness



Earth

**Health Chart**

<W	no effect	<input type="checkbox"/>	<input type="checkbox"/>
W+	minor wound	<input type="checkbox"/>	<input type="checkbox"/>
2W+	-1	<input type="checkbox"/>	<input type="checkbox"/>
3W+	-2	<input type="checkbox"/>	<input type="checkbox"/>
4W+	-3	<input type="checkbox"/>	<input type="checkbox"/>
5W+	-4	<input type="checkbox"/>	<input type="checkbox"/>
6W+	-5	<input type="checkbox"/>	<input type="checkbox"/>
7W+	-6	<input type="checkbox"/>	<input type="checkbox"/>

**TAINT**

SUSCEPTIBILITY	RESPONSE
_____	_____

**ARMOR**

NAME	AV	SC	WR
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

**SKILLS**

RANK RR

\_\_\_ ( ) Athletics

\_\_\_ ( ) Melee

\_\_\_ ( ) Stamina

\_\_\_ ( ) Quickness

\_\_\_ ( ) Ranged

\_\_\_ ( ) Travel

  

\_\_\_ ( ) Casting

\_\_\_ ( ) Craft \_\_\_\_\_

\_\_\_ ( ) Craft \_\_\_\_\_

\_\_\_ ( ) Interaction

\_\_\_ ( ) Ka

\_\_\_ ( ) Knowledge \_\_\_\_\_

\_\_\_ ( ) Knowledge \_\_\_\_\_

\_\_\_ ( ) Knowledge \_\_\_\_\_

\_\_\_ ( ) Knowledge \_\_\_\_\_

\_\_\_ ( ) Knowledge \_\_\_\_\_

\_\_\_ ( ) Knowledge \_\_\_\_\_

\_\_\_ ( ) Medicine

\_\_\_ ( ) Research

\_\_\_ ( ) Senses

\_\_\_ ( ) Stealth

\_\_\_ ( ) Tech : Mechanics

\_\_\_ ( ) Tech : Electronics

\_\_\_ ( ) Tech : Engineering

\_\_\_ ( ) Trickery

\_\_\_ ( ) Will

\_\_\_ ( ) \_\_\_\_\_

\_\_\_ ( ) \_\_\_\_\_

**EDGES**

RANK	NAME	EFFECT
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____

**POWERS**

RANK	NAME	EFFECT
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____

**FIGHTING STYLE : PREFERRED MOVES**

TH	MOVES	PAYOFF
___	_____	_____
___	_____	_____
___	_____	_____
___	_____	_____

**EXPERIENCE**

AWAKENED RANK  HERITAGE RANK  HUMANITY RANK  HOARD RANK

HUMANITY POINTS

current spent/past

HERITAGE POINTS

**WEAPONS**

NAME	DAMAGE	RANGE	LIGHT/MEDIUM/HEAVY
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

WEAPONS			
NAME	DAMAGE	RANGE	LIGHT/MEDIUM/HEAVY
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

FIGHTING STYLES	
NAME	NAME
_____	_____
_____	_____
_____	_____
_____	_____

SPELLS			
RANK	NAME	EFFECT	CASTING OPTIONS/RITUALS
—	_____	_____	_____
—	_____	_____	_____
—	_____	_____	_____
—	_____	_____	_____
—	_____	_____	_____
—	_____	_____	_____
—	_____	_____	_____
—	_____	_____	_____
—	_____	_____	_____
—	_____	_____	_____
—	_____	_____	_____
—	_____	_____	_____
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—	_____	_____	_____
—	_____	_____	_____
—	_____	_____	_____
—	_____	_____	_____
—	_____	_____	_____
—	_____	_____	_____

TRAITS			
TH	COST	NAME	EFFECT
—	—	_____	_____
—	—	_____	_____
—	—	_____	_____
—	—	_____	_____
—	—	_____	_____
—	—	_____	_____
—	—	_____	_____
—	—	_____	_____
—	—	_____	_____
—	—	_____	_____
—	—	_____	_____
—	—	_____	_____
—	—	_____	_____
—	—	_____	_____
—	—	_____	_____

MISCELLANEOUS
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

DESCRIPTION	EQUIPMENT
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
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_____	_____
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DESCRIPTION	KARMIC ITEMS
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
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_____	_____

SCION DESCRIPTION
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