

Fire



Base

Super

Base

Super

Air



FIREBORN™

SCION

Water



Base

Super

Base

Super

Earth



Karma

KARMA TRACKING INSTRUCTIONS: First cross off all numbers beyond your max karma score, and circle your maximum (on both tracks). Put a paper clip on the grey 0 and the black circled number. When spending karma in NARRATIVE scenes, move the paper clip LEFT along the BLACK track. When spending karma in COMBAT, move the paper clip RIGHT along the GREY track. When they meet, you're out of karma!

29 30 31 32 33 34 35
29 30 31 32 33 34 35

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28

REGAINING SPENT KARMA: Finish combat = Reset grey spending to 0 • Get a full night's rest = +0 • Full Successes on test = +no. of dice rolled • Gain APs = +1/point • Survive a flashback = +(base Air score) • Down a foe in combat = +(foe's APV + 1) • Absorb from karmic item = +1/point. **Add the area's karmic rating to all totals regained.**