DRAGON CHARACTER

initiative dice

wound dice

FIRE
super | super

AIR
super | super

physical

mental

WATER
super | super

EARTH
super | super

weariness

NAME	
BACKGROUND	
GENDER	
SIRE	
WEALTH	

KARMA POOL (EARTH x 10)

CURRENT

< W	NO EFFECT
W+	MINOR WOUND
2W+	- 1
3W+	- 2
4W+	- 3
5W+	- 4
6W+	- 5
7W+	- 6

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, POWERS & LEGACY

RANK	NAME	EFFECT
__	_____	_____
__	_____	_____
__	_____	_____
__	_____	_____
__	_____	_____
__	_____	_____
__	_____	_____
__	_____	_____
__	_____	_____
__	_____	_____
__	_____	_____
__	_____	_____
__	_____	_____
__	_____	_____
__	_____	_____

FIGHTING STYLE : PREFERRED MOVES

TH	NAME	MOVES	PR	PAYOFF
__	_____	_____	__	_____
__	_____	_____	__	_____
__	_____	_____	__	_____
__	_____	_____	__	_____

WEAPONS

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

WEAPONS

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

FIGHTING STYLE _____

TH	NAME	MOVES	PR	PAYOFF
—	_____	_____	—	_____
—	_____	_____	—	_____
—	_____	_____	—	_____
—	_____	_____	—	_____
—	_____	_____	—	_____
—	_____	_____	—	_____
—	_____	_____	—	_____
—	_____	_____	—	_____

FIGHTING STYLE _____

TH	NAME	MOVES	PR	PAYOFF
—	_____	_____	—	_____
—	_____	_____	—	_____
—	_____	_____	—	_____
—	_____	_____	—	_____
—	_____	_____	—	_____
—	_____	_____	—	_____
—	_____	_____	—	_____
—	_____	_____	—	_____

FIGHTING STYLE _____

TH	NAME	MOVES	PR	PAYOFF
—	_____	_____	—	_____
—	_____	_____	—	_____
—	_____	_____	—	_____
—	_____	_____	—	_____
—	_____	_____	—	_____
—	_____	_____	—	_____
—	_____	_____	—	_____

EQUIPMENT

DESCRIPTION

_____
_____
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KARMIC ITEMS

DESCRIPTION

_____
_____
_____
_____
_____
_____
_____
_____
_____

FIREBÖRN
THE ROLEPLAYING GAME

SPELLS

RANK	NAME	EFFECT	CASTING OPTIONS/RITUALS
__	_____	_____	_____
__	_____	_____	_____
__	_____	_____	_____
__	_____	_____	_____
__	_____	_____	_____
__	_____	_____	_____
__	_____	_____	_____
__	_____	_____	_____
__	_____	_____	_____
__	_____	_____	_____
__	_____	_____	_____
__	_____	_____	_____
__	_____	_____	_____
__	_____	_____	_____

TRAITS

SCION DESCRIPTION

SKETCH

FIREBORN
THE ROLEPLAYING GAME