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**Fire**



Base

Super

Base

Super

**Air**



# FIREBORN™

DRAGON

**Water**



Base

Super

Base

Super

**Earth**



**Karma**

45  
46  
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**REGAINING SPENT KARMA:** Get a full night's rest = +0 • Full Successes on test = +no. of dice rolled • 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. Remember that only humans/scions regenerate spent karma after combat.