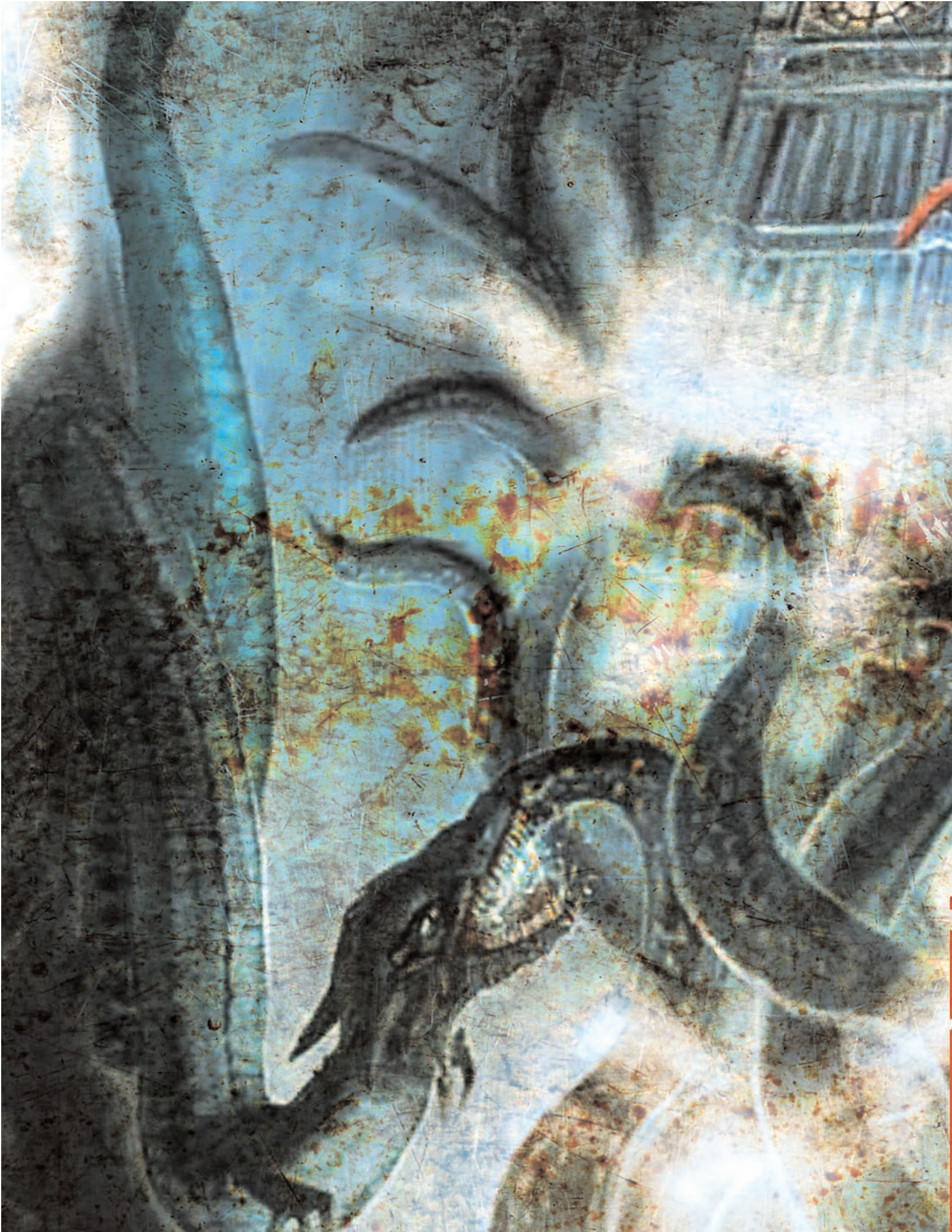




# FIREBORN

THE ROLEPLAYING GAME













## SKILLS



Name	Notes/Moves
Athletics	<b>Physical:</b> Climb, Crawl, Jump, Stride, Swim
Casting	<b>Mental:</b> Cast, Gather Magic
Craft	<b>Physical or Mental</b>
Interaction	<b>Mental</b>
Ka	<b>Mental</b>
Knowledge	<b>Mental</b>
Medicine	<b>Mental</b>
Melee	<b>Physical:</b> <i>Block</i> , Grab, Knockout, Slam, Strike, Sweep, Toss
Quickness	<b>Physical:</b> Balance, <i>Crouch</i> , Dash, <i>Dodge</i> , Escape, Interrupt, <i>Roll</i> , <i>Sidestep</i> , <i>Spin</i>
Ranged	<b>Physical or Mental:</b> Aim, Burst, Fire, Throw
Research	<b>Mental</b>
Senses	<b>Mental</b>
Stamina	<b>Physical or Mental:</b> Grit
Stealth	<b>Physical or Mental</b>
Tech	<b>Mental</b>
Travel	<b>Physical</b>
Trickery	<b>Mental</b>
Will	<b>Mental</b>



## JUMPING DISTANCES



Type of Jump	Distance in Feet for Size 0
Standing jump	Successes x2*
High jump	Successes/2*

\*+ one-half this distance with a running start



## STRIDING TERRAINS



TH	Terrain
1	Level ground without obstacles.
2	Ground is particularly rough or full of small holes.
3	Ground is covered with ridges, mounds, and trenches.
+1 to TH	Per six inches of water covering ground.
+2 to TH	Ground is slippery.



## KNOWLEDGE TESTS



Threshold	Knowledge Level
1	Common: known even to many laymen.
3	Uncommon: known only to a few laymen but to most experts.
5	Specialized: rarely known to laymen, known to many experts.
7	Advanced: unknown to laymen, known to some experts.
9	Obscure: unknown to most experts, known only to a few masters.



## INTERACTION MODIFIERS



TH Modifier	Condition
-2	The subject is someone you've known all your life (or is a broodmate).
-1	The subject is someone you are well-acquainted with.
+/-0	The subject is someone you have never met or have only met a few times.
+1	The subject is from a different culture.
+2	The subject is a different species.



## LIFTING AND CARRYING CAPACITIES



Base Fire	Lift (lbs.)	Carry (lbs.)
1	50	10
2	75	20
3	100	30
4	200	40
5	400	50
6	600	60



## SWIMMING TERRAINS



TH	Terrain
1	Calm water
2	Rough water, light current
3	Turbulent water, moderate current
4	Stormy water, heavy current



## INTERACTION TESTS



Threshold	Information	Example
1	Basic feelings	Anger, confidence, fear, joy, suspicion.
2	Level of feelings	Whether target is annoyed, simmering, pissed, or on the verge of violence.
3	Cause of feelings	What exactly you said that pissed the target off.
4	Complex interactions of feelings	The target is pissed off but also fearful that he'll look bad in front of his mates.
5	Source of feelings	The target is pissed off because he recently got laid off from a long-term job, and he needs to prove to himself and his mates that he won't let anyone push him around, not after what that bastard of a boss did to him.
6	Best way to counter the feelings	Make a stand against the target, showing him that you're no pushover, but give him a chance to agree with you by starting to complain about your own loser job.

# PHYSICAL MOVES & ACTIONS

**Block (Melee, Attack):** Parry an attack.

**Burst (Ranged, Mass Attack):** Target a 10-ft. cube.

**Cast (Casting):** Cast a spell.

**Climb (Athletics, Position):** Move 1/4 stride up a slope.

**Crawl (Athletics, Position):** Move 1/2 your stride.

**Crouch (Quickness, Position or Defense):** Duck or lie flat.

**Dash (Quickness, Position):** Move 2x your stride.

**Delay (None, Full Phys):** Delay your mental action.

**Dodge (Quickness, Def):** Avoid an attack.

**Escape (Quickness, Full Phys):** Escape a grab.

**Fire (Ranged):** Each Fire move that hits deals weapon's damage.

**Focus (Will, Full Phys):** Ignore one disadvantage penalty per success on a Fire (Will) test.

**Grab (Melee, Attack):** Get ahold of a foe; number of presses following Grab = TH to break grab.

**Grit (Stamina):** Ignore one wound die or weariness die per success on a Fire (Stamina) test.

**Interrupt (Quickness, Full Phys):** Fire (Quickness) vs. Water (Quickness) to interrupt a foe's mental action.

**Jump (Athletics, Position or Defense):** Leap.

**Knockout (Melee):** Knock a foe unconscious; preceded by a Strike move, foe must make Water (Stamina) with TH equal to number of Power moves before Strike move.

**Power (None, Attack):** Performed before Strike, +5 dmg.

**Press (None, Attack):** Performed after Strike, +2 dmg.

**Ready (None):** Prepare a weapon for another strike or recover from being disadvantaged.

**Retarget (Melee or Ranged, Attack):** Target a different foe or area with subsequent moves.

**Roll (Quickness, Position or Defense):** Move 1/4 stride while prone, or duck out of way if room.

**Sidestep (Quickness, Position):** Move a few feet.

**Slam (Melee, Attack):** Preceded by Grab (dmg = your size +2) or Dash (move through foe). -1 phys penalty per Press.

**Spin (Quickness, Defense):** Dodge an attack, causes disadvantage.

**Stride (Athletics, Position):** Move your stride distance.

**Strike (Melee, Attack):** Use a natural or melee weapon.

**Sweep (Melee, Mass Attack):** Attack several smaller foes.

**Swim (Athletics, Position):** Move 1/2 stride in water.

**Throw (Ranged, Attack):** Throw weapon or release arrow.

**Toss (Melee, Attack):** Preceded by Grab; each subsequent Press moves foe a distance equal to your reach.

# MENTAL MOVES & ACTIONS

**Aim—Air (Ranged) vs. Earth (Quickness):** Aim a weapon for extra damage.

**Ambush—Air (Stealth) vs. Earth (Senses):** Sneak up on a foe.

**Default:** Forego a mental action; 1 rr on physical action.

**Defend:** Delay and use your physical action to defend for another character.

**Defensive Feint—Air (Quickness) vs. Earth (Interaction):** Pretend to duck when you're going to weave.

**Delay:** Delay your physical action.

**Distract—Air (Trickery) vs. Earth (Interaction):** Foe suffers -1 per success on next Phys test against others, but gains +1 per success on next Mental test against you.

**Downplay:** See "Size Up" action.

**Feint—Air (Trickery) vs. Earth (Interaction):** You gain +1 per success on immediate Fire test against target.

**Grit—Air (Stamina):** Ignore wound and weariness dice

equal to number of successes.

**Interrupt—Air (Quickness) vs. Earth (Quickness)** to interrupt a foe's physical action.

**Intimidate—Air (Will) vs. Earth (Will):** Foe suffers -1 per success on next Water test against you.

**Karmic Call—Air (Ka):** Contact a broodmate.

**Sense Karma—Air (Ka):** Determine karma levels

**Size up—Air (Interaction) vs. Earth (Trickery):** Determine a base aspect score or skill rank of a foe.

**Spot—Air (Senses):** +1 per success on all Earth (Senses) tests until next turn.

**Steady—Air (Athletics):** Ignore one disadvantage penalty per success on immediate physical test.

**Taunt—Air (Trickery) vs. Earth (Will):** Foe suffers -1 on next reactive test against others, but gains +1 on active tests against you.

**Weave Magic—Air (Casting):** Prepare to cast a spell.

# STRIDE DISTANCES

Size	Speed	Size	Speed
-2 to -5	5 feet	2	40 feet
-1	10 feet	3	50 feet
0	20 feet	4	60 feet
1	30 feet	5	70 feet

# REACH

Size	Speed	Size	Speed
-2 to -5	0 feet	2	10 feet
-1	1 feet	3	15 feet
0	2 feet	4	20 feet
1	5 feet	5	25 feet

## KARMA/SPELL RANGES

### Rank Boundary

1	<b>Trivial:</b> Brooks, hedges, small clearings, game trails, footpaths, doorways, and interior walls. Trivial effects generally should not exceed a 50-ft. radius or line.
2	<b>Minor:</b> Streams, ridgelines, minor ley lines, residential streets, railroad tracks, tree lines, load-bearing walls, and the exterior walls of small structures like houses, stores, and the like. Minor effects generally should not exceed a 500-ft. radius or line.
3	<b>Moderate:</b> Rivers, tall bluffs and cliffs, moderate ley lines, major surface streets, underground public transit tunnels, major sewer lines, and the exterior walls of moderate structures like schools, shopping malls, and the like. Moderate effects generally should not exceed a one-mile radius or line.
4	<b>Major:</b> Major rivers, lakeshores, major ley lines, the acknowledged boundaries of cities and towns, highways and freeways, and the exterior walls of massive structures like sports stadiums, international airports, and skyscrapers. Major effects generally should not exceed a 10-mile radius or line.
5	<b>Profound:</b> Ocean coastlines, the spines of mountain ranges, and the acknowledged borders of counties, states, or small nations. Profound effects generally should not exceed a 100-mile radius or line.

## REGAINING KARMA

Action	Karma Regained
Rest in an infused area	1 point per karma rating of the area
Full successes on a test	1 point per success (only applies when dice are actually rolled, not when full successes are granted by spell effects or legacies)
Gaining APs	1 point per AP gained
Surviving a flashback	1 point per point of base Air score
Killing blow to a foe	1 point, +1 per 10 APs or APVs of the foe
Absorbing from hoard item	1 point per point of karma absorbed

## PILOT MANEUVERS

### Threshold Conditions

1	Make a soft turn (<45 degrees)
1	Accelerate by 1 speed rank (+1 to the TH for each speed rank beyond the first)
1	Decelerate by 2 speed ranks (+1 to the TH for every 2 speed ranks beyond the first 2.
3	Avoid a small hazard or obstacle, such as a person
3	Make a sharp turn (>45 degrees)
5	Avoid a large hazard or obstacle, such as a bus
5	Make a hairpin turn (>90 degrees)
+1	Per current speed rank of vehicle above 1
+1	Light traffic or rough roads
+3	Medium traffic or wet roads
+5	Heavy traffic or icy roads

## HAGGLING

	COST					
	1	2	3	4	5	6
1-2	—	—	—	—	—	+/-1
3-4	—	—	—	—	+/-1	+/-1
5-6	—	—	—	+/-1	+/-1	+/-2
7-8	—	—	+/-1	+/-1	+/-2	+/-2
9-10	—	+/-1	+/-1	+/-2	+/-2	+/-3
11+	+/-1	+/-1	+/-2	+/-2	+/-3	+/-3

NET SUCCESSSES

ORIGINAL ART BY "FABLYRR"

## FLIGHT MANEUVERABILITY

Maneuverability	Immediately Accelerate to or Decelerate from . . .	Positioning Move's Effect
1	Jump	Takeoff or land.
2	Crawl	Stall or move forward up to one-half your Stride [Fly] distance.
3	Stride	Move forward between one-half your Stride [Fly] distance and your full Stride [Fly] distance, or turn up to 90 degrees.
4	Dash	Move forward between your Stride [Fly] distance and twice your Stride [Fly] distance, or turn up to 180 degrees.
5	Spin	Turn 360 degrees.
6	Any Move	Hover.