# Fireborn

## THE ROLEPLAYING GAME

LOST LORE

# WELCOME

FIREBORN can be many things: a game of epic high fantasy, or dark modern intrigue; a game of fast-paced action or carefully considered strategy; a game of self-discovery or self-destruction. If you're reading this, it means that you've likely already taken the first steps into a modern age of mystery and magic, as well as the first steps into a mythic age of adventure and fantasy . . . the first steps, that is, into the world of FIREBORN.

We at Fantasy Flight Games only recently took those first steps into the world of FIREBORN ourselves, and as is often the case with the beginnings of uncharted journeys, there were surprises and changes in course. Some information was lost along the way, and as the horizon rolled forward new knowledge was revealed. It is to give you that which was left behind, as well as to introduce that which has been uncovered, that we offer *Lost Lore*. Herein you will find errata, a FAQ, and bonus material in the form of action cards.

A monthly update of the errata and FAQ will be available via our website at www.fantasyflightgames.com, and informal rules clarifications and discussions by fans, FIREBORN authors, and FIREBORN developers can often be found on our messageboards on the same website.

## COMING SOON

**November:** *FIREBORN Gamemaster's Handbook*
**December:** *The Fire Within*, a wide-ranging FIREBORN adventure for starting characters.

# ERRATA

## CHAPTER 1: CHARACTER CREATION

**Page 11:** On Table 1–2, remove the Filthy Rich lifestyle and increase all listed wealth scores, both in the table and in the listed backgrounds, by 1. This will result in characters having a wealth score between 1 and 6, with 1 being Homeless, 2 being Poverty, etc.

**Page 17:** Under the Priest's primary skills, replace "Stamina" with "Ka."

**Page 19, 24, and 27:** The "Alluring" edge, referenced in the sires Basilisk, Nehebkau, and Zahhak, should be replaced in all three listings with the "Confident" edge instead.

**Page 29:** In Diagram 1–1, the Health Chart is marked incorrectly. It should look like Diagram 1–1 as shown on the opposite page.

**Page 32:** Under the Finishing Touches section, add the following subheader:

## STARTING SPELLS

If your scion is one of the curious (and some would say insane or foolish) few who have already begun to practice magic, she may start the campaign with some spells already known. A scion begins the campaign with a number of spell picks equal to her ranks in the Casting skill; each spell pick is the equivalent of one AP that may be spent to learn spells. These spell picks may be spent on as few or as many spells as the player likes, including purchasing casting options or rituals as described on page 180. The maximum spell rank a character can start with is equal to his Casting edge.

# CHAPTER 2: SKILLS & EDGES

**Page 43:** After the "Ranged" skill header, replace "[Mental]" with "[Mental/Physical]."

**Page 49:** Under the Arsenal edge, replace the mechanics text with the following:

"When you purchase the first rank of this edge, regardless of your Wealth or Knowledge: Street ranks, you immediately gain one weapon of no more than Cost 3 and Street Cost 3. You maintain a connection with the person or organization that provided the weapon, such that you have a ready source for purchasing ammunition, arranging to have the weapon cleaned and repaired, or even selling it for some quick cash. They won't sell you more than one weapon of this sort at a time, however.

For each additional rank you purchase, the maximum Cost and Street Cost of the weapon increase by two with each rank, and you may immediately gain one weapon of up to that Cost and Street Cost. So a character that increases from rank 1 to rank 3 in this edge could immediately acquire one weapon of up to Cost 5/Street Cost 5 and one weapon of up to Cost 7/Street Cost 7.

You may choose to acquire a weapon with a lower Cost and Street Cost than your maximum, but may not save up your arsenal credit. For instance, a character that goes from 0 ranks in Arsenal to 3 ranks cannot gain three Cost 7/Street Cost 7 weapons; instead, he must gain weapons of increasingly higher Cost and Street Cost as his ranks in the edge improve."

**Page 49:** Under the Casting edge, replace the mechanics text with the following:



DIAGRAM 1-1

"You gain the Weave Magic action and the Cast move. Without this edge, you may not use either one and may not cast spells or rituals. The maximum rank of spells you can learn is equal to your rank in this edge."

**Page 51:** Under the Hoard edge, change all references to a "hoard item" to a "karmic item."

# CHAPTER 3: DRAGON CREATION

**Page 58:** Under Mirrored Dragon Creation, add the following to the end of step 3:

"Your dragon also gains fighting style ranks and spell picks based on your scion's sire. Double your character's fighting style ranks to determine your dragon's fighting style ranks, and double your character's bonus karma to determine your dragon's number of spell picks."

**Page 61:** Under the guardian outlook, replace the Rituals skill with "Quickness or Casting (choose one)."

**Page 62:** Under the hoarder outlook, replace the Rituals skill with Stamina.

**Page 62:** Under the mystic outlook, replace the Rituals skill with Stamina.

**Page 63:** Under the sage outlook, replace the Rituals skill with Senses.

**Page 65:** Under the dire dragon breed, the "Mighty Leap" power should be "Mythic Leap."

**Page 67:** Under the ice dragon breed, the "Adamant" power should be "Skin of Stone."

**Page 68:** Under the sea dragon breed, replace the Poison power with Aquatic, and replace the Aquatic trait with Venomous.

**Page 68:** Under the spirit dragon breed, replace the Ki power with Distant Mind, and the "Heir of Lighting" power should be "Heir of the Storm."

**Page 70:** Under the Dependent Traits header, add the following sentence to the end of the paragraph: "Additionally, dragons may start with skill ranks higher than 4."

**Page 71:** In the second sentence of the Dragon Creation Example, replace "35 points" with "40 points."

**Page 73:** Under the Awakening header, add the following sentence to the end of the last paragraph: "The maximum awakened rank that any scion can achieve within this rule set is awakened rank 5. Future supplements may allow for higher awakened ranks."

**Page 74:** Under the Draconic Form header, after the first paragraph, add the following:

"Each time a scion gains a new awakened rank, he may trade in previous traits for new ones. For instance, a scion could choose armor 1 at awakened rank 1, then trade that draconic form point in when he reaches awakened rank 2, giving him 3 draconic form points; he spends those on the skull trait. He can now no longer manifest armor 1, because he has focused his connection to his draconic self on being able to manifest a draconic skull with a bite attack."

**Page 74:** Remove the "Full draconic form" entry on page 74, and remove "Full draconic form" entry from Table 3–3. The use of the full draconic form is intended for PCs above awakened rank 5, and should be left out until rules for those higher ranks have been published.
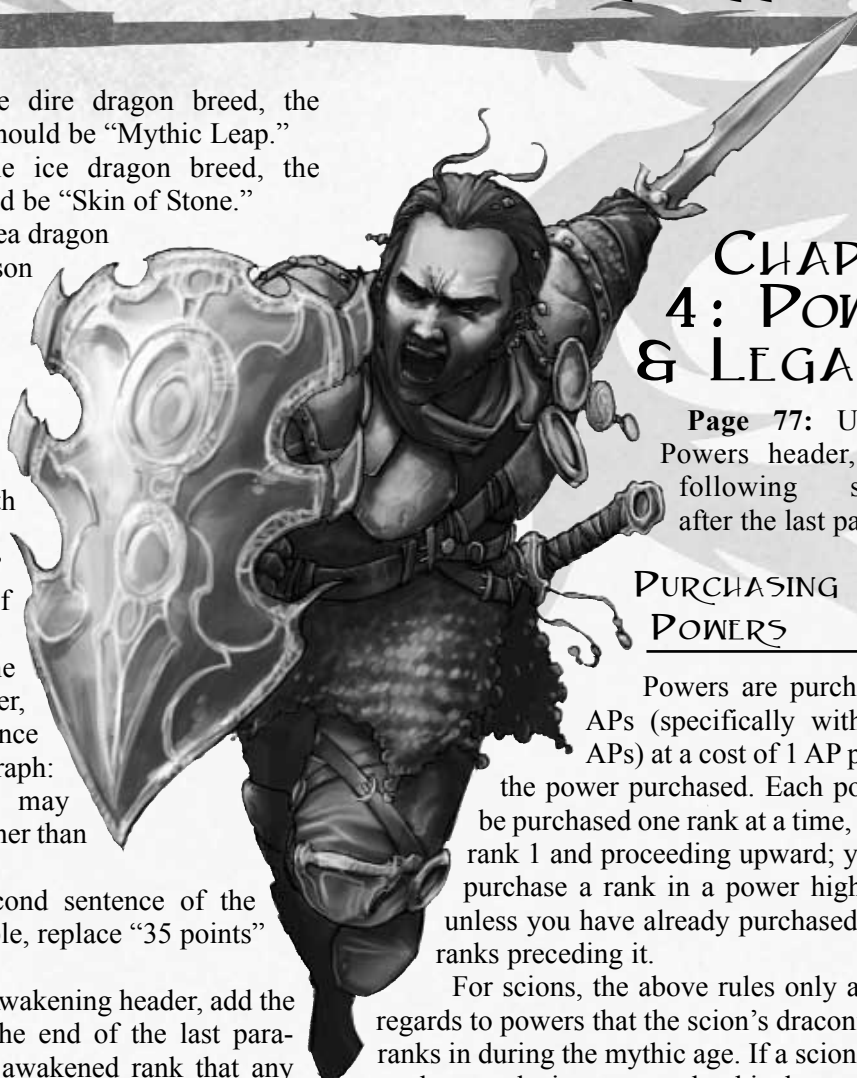
# CHAPTER 4: POWERS & LEGACIES

**Page 77:** Under the Powers header, add the following subheader after the last paragraph:

## PURCHASING POWERS

Powers are purchased with APs (specifically with heritage APs) at a cost of 1 AP per rank in the power purchased. Each power must be purchased one rank at a time, starting at rank 1 and proceeding upward; you cannot purchase a rank in a power higher than 1 unless you have already purchased all of the ranks preceding it.

For scions, the above rules only apply with regards to powers that the scion's draconic self has ranks in during the mythic age. If a scion wishes to purchase ranks in a power that his draconic self did not have, he must pay for the rank as if it were one rank higher.

*Example: Rob creates a scion who was a forest dragon in the mythic age. Forest dragons have access to the Alternate Form, Nobility, Gaze of the Predator, and Rapport powers, and Rob chooses Skin of Stone for the dragon's free pick of powers.*

*When Rob's scion gains his first heritage AP, he spends it on Skin of Stone 1; he likes the idea of his scion (whose name is Gutwrench) being harder than average to take down. He goes through several adventures, and at the end of them the GM gives them a reward of four APs. Rob has some options. Gutwrench fought some mean Brothers of Cernunnos in that adventure, and expects to tangle with them again, so he buys Skin of Stone 2 with two of the APs. He considers spending the other two APs on Gaze of the Predator, but then he reads Instinct, and decides he'd really like his character to be able to go first in an action scene. Since his draconic self does not have access to Instinct,*

*Gutwrench has to the pay for the first rank in Instinct as if it were rank 2, meaning he must spend his last two remaining APs to get Instinct 1.*

**Page 93:** Under the Shapeshifter legacy, under "Spending karma," replace "but the karma thus spent cannot be renewed until you return to your nomal form" with "but the karma must be spent at the beginning of each new scene if you wish to retain the form."

Also, add the following text:

"Unlike other legacies, your awakened rank + prerequisite power do not determine the maximum karma you may spend per turn to activate this legacy; instead, they determine the maximum karma cost of Shapeshifter effects that you may have active at any one time."

Finally, under the Shapeshifter legacy, on the first line of the Effect table, change the cost to 5. Also, after "Increase or decrease your size by one," add the following: "This effect may only be used once."

# CHAPTER 5: EQUIPMENT

**Page 100:** Under "Upkeep," after the fourth sentence, insert the following: "In order to pay upkeep, you must lower your available wealth at the start of the adventure, *before you make any significant purchases*, by one." Additionally, after the last sentence, add the following: "A character cannot have a Wealth lower than 1 or available wealth lower than 0."

**Page 105:** The mythic ranged weapons are missing their reload values and weapon weights. They should be as follows:

| Weapon | Reload |
| --- | --- |
| *Light Weapons* | |
| Blowgun | 5 |
| Bow, Gauntlet | 5 |
| *Medium Weapons* | |
| Atlatl | 5 |
| Bola | 5 |
| Bow, Standard | 3 |
| Bow, Recurve | 3 |
| *Heavy Weapons* | |
| Bow, Compound | 5 |
| Bow, Great | 4 |
| Bow, Long | 4 |
| Crossbow | 10 |

**Page 108-112:** The modern weapons are missing their weapon weights. Pistols and submachine guns should be light weapons, rifles and shotguns should be medium weapons, and machine guns and all miscellaneous modern weapons should be heavy weapons.

**Page 109:** The reload values for the Luger P–08 should be 3/6.

# CHAPTER 6: ACTION & COMBAT

**Page 132:** Under the Grit mental action, replace "an immediate physical action" with "all physical tests until the beginning of your next turn."

**Page 134:** Under the Steady action, replace "an immediate physical test" with "all physical tests until the beginning of your next turn."

**Page 135:** Under the Defense Moves header, replace the first paragraph with the following text:

"If you wish to simply avoid an attack without striking back, you may choose to use a **default defense** move. By using default defense, you effectively create a sequence composed entirely of that move. The type of move you choose must apply to the situation at hand (for instance, you can only use a block sequence if your blocking weapon is the appropriate size, and you can only use a dodge sequence when you aren't completely surrounded or in tight quarters). All that matters when resolving these sequences is who gains the most net successes. If you, as the defender, tie or exceed the attacker's successes, you avoid the attack.

On the other hand, if you wish to attempt a defense sequence that includes positioning or attack moves, you must precede any such moves with a specific single defense move for each of the attacker's attack moves. See page 141 for more details on resolving a defense sequence that includes attacks.

If you do not have a high enough base Water score or skill ranks to complete the number of defense moves required, you still have a chance to avoid all of the attacks, but you will not have enough time or prowess to attack back at the same time, include positioning moves, etc."

**Page 139:** Under the Positioning and Opposed Tests header, in the third paragraph, replace "against any character within his reach" with "against any character trying to move through or past him."

**Page 141:** The Block move should be **Type:** Defense rather than **Type:** Attack.

**Page 144:** Under the Focus move, replace "an immediate mental test" with "all mental tests until the beginning of your next turn."

**Page 144:** Under the Grit physical move, replace "an immediate mental action" with "all mental tests until the beginning of your next turn."

**Page 144:** Under the Interrupt move, replace "opposed by Water (Quickness)" with "opposed by Fire (Quickness)."

**Page 145:** Replace the Description text for the Jump move with the following: "For each success, leap forward a distance equal to your reach or upward a distance equal to one-quarter your reach. If this move is preceded in a sequence by a Dash, the distance increases by +50%.

The Jump move causes a disadvantage. If you use Jump as a defense move, you must follow it with a Ready move in order to perform an attack move in the same sequence.

**Page 145:** Under the Knockout move, replace "The Knockout move must be preceded by a Strike with a weapon that has a blunt striking surface," with "To perform the Knockout move, you must have a blunt weapon in hand (natural weapons like fists and kicks may work as well),"

**Page 146:** Under the Roll move, replace "If you use Spin as a defense move . . ." with "If you use Roll as a defense move . . ."

**Page 148:** In the Putting it Together sidebar, 2nd column, third paragraph, replace "(one from Earth, two from Air, one from Water) with (one from Earth, one from Air, two from Water)".

**Page 149-150 (also Appendix):** In Diagrams 6–1 through 6–6 (and on the character sheets), the formula in the left-hand column on the Health Chart is marked incorrectly. The correct formula for the left-hand column should match the rules presented in the text and examples. A blank health chart would look like that shown in the diagram here.

## Health Chart

| | | | |
|---|---|---|---|
| < W | no effect | ☐ | ☐ |
| W+ | minor wound | ☐ | ☐ |
| 2W+ | −1 | ☐ | ☐ |
| 3W+ | −2 | ☐ | ☐ |
| 4W+ | −3 | ☐ | ☐ |
| 5W+ | −4 | ☐ | ☐ |
| 6W+ | −5 | ☐ | ☐ |
| 7W+ | −6 | ☐ | ☐ |

**Page 157:** Under the Fighting Styles header, under the **Moves** entry, delete the last sentence. Replace it with "As long as there are no terrain thresholds to pay for, the number moves in a sequence determines the number of net successes necessary to complete it. If there are terrain thresholds, however, and the sequence includes positioning moves, they must be accounted for as normal, by paying for them with successes.

Additionally, under the **Payoff** entry, replace "if it's successful" with "if you perform all of its moves successfully."

**Page 158:** Under the Resolving Fighting Style Sequences header, replace the first two paragraphs with the following text:

"To determine the results of a fighting style sequence, the attacker and defender roll dice, bid karma, pay off the successes necessary for positioning moves outside of the opponent's reach, and determine the winner's net successes as normal for an opposed test.

Then the winner applies his net successes to any as yet unpaid for moves in his sequence. Each net success normally confirms one move in the sequence, from left to right (though if the combatants are in an area with a terrain threshold and are performing positioning moves within each others' reach, those positioning moves may require more than one success to perform). Any confirmed moves are performed; if the entire sequence is performed successfully, the sequence is completed and the winner gains the payoff, as well. If the entire sequence is not performed, the payoff is not gained.

To say it another way, positioning moves outside of the oppoent's reach are paid for first, then moves in order within the foe's reach are paid for. For each move paid for, your character changes position accordingly or does appropriate damage. If you run out of successes before all the moves in your sequence have been performed, the rest of the moves do not occur and neither does the payoff."

**Page 161-169:** Replace all instances of the "Knockback" payoff with the "Push" payoff.

**Page 161:** Under the Payoffs header, add the following entry after the Dismember entry:

**Knockout:** This payoff allows you to knock a target unconscious without using the Knockout move. Just as with the Knockout move, the target must have suffered his maximum number of minor wounds or must be suffering from at least one wound die. If the attacker gains the payoff, the target must make a Water (Stamina) test or be knocked unconscious; the TH for the test is equal to the PR of the sequence used.

# Chapter 7: Karma and Magic

**Page 175:** Under the Casting Spells section, replace "If you gain fewer than the required number of successes toward casting the spell, you may accumulate one success toward casting the spell, and may continue casting the next turn." with "If you gain fewer than the required number of successes toward casting the spell, you may record the successes gained, and may continue casting the next turn."

**Page 177:** Under the Reaction Spells section, all references to the Gather Magic action should be replaced by the Weave Magic action; delete the words "and Weave Magic test" in the last sentence of the first paragraph.

**Page 179:** Under the Learning Spells section, after the "Learning Casting Options and Rituals" subheader, add the following:

## Dragons and Learning Spells

While other races may study and perfect magic as a science more readily than dragons, none may match their abilities in magic as an art. When you use your dragon's spell picks for the mythic age, you need never use extra picks to learn casting options or rituals; your dragon automatically knows and can use those options along with the base version of the spell (this means, among other things, that dragons almost never cause themselves overkill damage from spells, only from rituals).

Additionally, unlike other creatures, dragons may use spell picks to learn casting options *specifically for rituals*. In many cases, casting options listed for the base spell may be redundant when applied to a ritual (such as a casting option that increases the duration of a spell, if the ritual makes the spell permanent). However, some casting options make rituals vastly more powerful.

# FAQ

## CHARACTER CREATION

**How much do fighting styles cost?**

In the title bar of each style, after the name, is a number in parentheses; that is the cost of the style in APs or fighting style picks. Once a style is purchased, you may perform all of the sequences for which you qualify (i.e., for which you have the minimum base Fire or base Water score and for which you have the minimum skill ranks).

**If I don't have enough fighting style picks to purchase the style I want during character creation, can I save them to spend later when I have enough APs to add to them to purchase the style I want?**

That should be up to your GM; it would be odd for a military veteran, for instance, to know no fighting styles at all and then suddenly become an expert at Lightning style after the first adventure. On the other hand, you might select a few fighting styles during character creation and be left with one or two extra fighting style picks, and no fighting styles that fit your character concept. In such a case, it would be reasonable for you to save them for later.

**The noble dragon breed is the only one that gets four powers, while the rest get five. Is this intentional? And if so, what ranks are the powers it gets? Should they be 5, 4, 3, 2, or 4, 3, 2, 1?**

Yes, the noble dragon breed only receives four powers; the trade-off for this is that, instead of only being able to choose one power, the noble dragon breed gets a choice of two powers. This flexibility was introduced because "classic" powerful dragons throughout myth and fiction have demonstrated a wide array of abilities. The noble dragon should begin with powers at ranks 5, 4, 3, 2.

## SKILLS AND EDGES

**Since jumping distances are determined based on a number of successes, how do I determine how far I jump with a "Fire pistol + Stride + Jump + Sword" sequence?**

The Jump move has a terrain threshold, just like any other positioning move might. However, in this case, the character defines the TH rather than the GM; if the character wants to jump 10 ft., and is size 0, he'll need 5 successes devoted solely to the Jump move. If he wants to jump 2 ft., he'll only need 1 success devoted to the Jump move. Of course, if the gap he wants to cross is 6 ft., that pretty much sets the TH for him!

In any case, the player should choose the TH (in other words, should declare how far he is trying to jump) before rolling dice. The player must spend successes to accomplish the jump before comparing net successes with an opponent.

**My character has 0 ranks in Athletics; does that mean I can't move anywhere?**

No. A character needs at least 1 rank in a skill in order to do the two following things:

1) Move dice to the appropriate aspect when testing in that skill.

2) Perform a move governed by that skill during a physical sequence.

So if you don't have any ranks in Athletics, you cannot perform Stride, Climb, or Jump moves *as part of a physical sequence*. However, you *can* perform the move in isolation as a full physical action. You just don't have the coordination or expertise to try to perform other actions at the same time.

**The rules note that Knowledge can be an elite skill, but I haven't found an edge yet that would make it so. And if there is such an edge, what are the benefits of having knowledge as an elite skill?**

Specific uses of Knowledge as an elite skill will be presented in future supplements; currently, it is only necessary when making Knowledge: Ancient Cultures tests regarding mythic age cultures. That elite level of skill can be gained by taking a rank 2 independent edge called Knowledge (Elite); that edge works similarly to Weapon Use (Elite) and Vehicle Use (Elite).
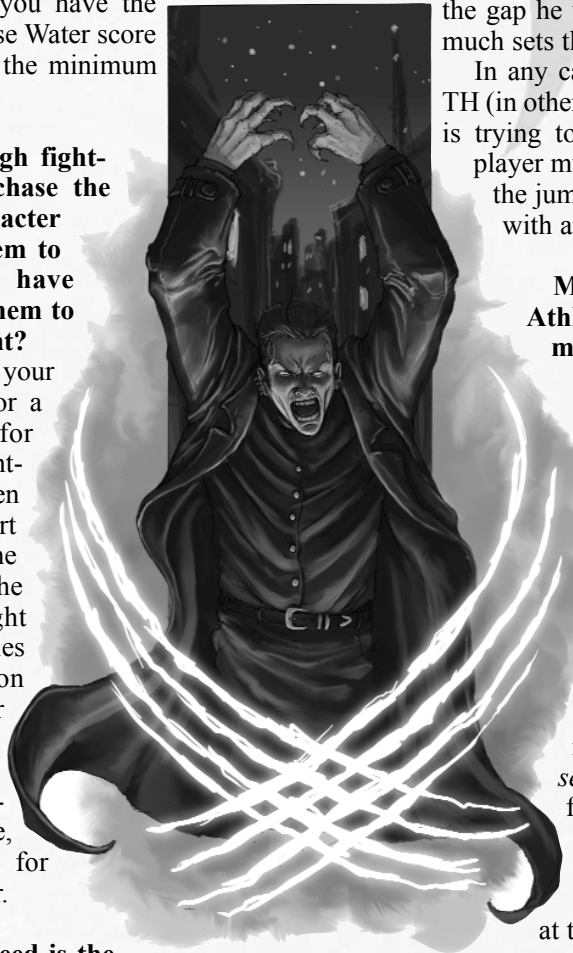
# POWERS AND LEGACIES

**How much does it cost to advance powers?**

Powers have the same costs as ranked edges; see the Errata for page 77 for more details.

**I'm confused about how you resist the Baleful Beholder legacy. You say that each success beyond the TH lowers the effect to the next lowest effect. So in the first example, you say that a dragon that spends 7 karma might choose the petrification and dismemberment effects, and that a target that gets 4 successes on the test to resist could negate the petrification effect completely, and could lower the dismemberment effect to mere blindness. If the target had 4 successes, why couldn't he cancel all the effects?**

Each effect must be lowered separately. So in the example you cite, the target would look at the two effects, petrification and dismemberment; for each success he gains on his Water (Stamina) test *beyond the legacy's TH*, he can reduce one of the effects to the next less damaging effect on the list. So one success allows him to reduce petrification to dismemberment, another success allows him to reduce dismemberment to blindness, and so on.

**Why doesn't a dragon start off with edges in the advanced dragon creation system?**

They do, as stated on page 70 in the Edges section under "Bonus Ranks."

# WEALTH AND EQUIPMENT

**Will flying vehicles like airplanes and helicopters be detailed in the *Game Master's Handbook*?**

No. Rules for aircraft may appear in future supplements; however, the current scope of FIREBORN does not include them. If the PCs somehow get their hands on aircraft (or some enemy of theirs decides to use attack helicopters to shoot them out of the sky) they should be treated more as scene settings than as elements of a vehicle combat scenario. Aircraft are useful for providing cover for passengers, acting as an easy way to enter and leave the scene, and of course can be mounted with masses of weapons. Strafing attacks with supersonic aircraft, however, are more in the nature of an act of God; in other words, they are the GM's prerogative to narrate.

**If a character doesn't pay upkeep several times in a row, does his available wealth keep dropping? What happens to a character who foregoes paying upkeep often enough to start out an adventure at available wealth 0? Once he drops to available wealth 0, he can't pay upkeep, so he can never "get back on his feet," right?**

A character's available wealth stays at the same level as the adventure before, unless he does something to alter it: fails to pay upkeep or lives on the cheap. When a character starts out an adventure at available wealth 0, he is completely penniless. He doesn't have anywhere to sleep unless it is provided for him by another PC or an NPC, and he likewise doesn't have any food except that gained during the course of play. He doesn't even have the basic lifestyle afforded by regular begging, such as that claimed by Wealth 1 characters with available wealth 1. The only way the character can get back to having an available wealth of higher than 0 is for a PC or NPC to pay his upkeep for him or for the penniless character to purchase the Windfall edge to increase his available wealth, and then lower it by one to pay for upkeep. If the character can pay for his upkeep and avoid making any significant purchases for a number of adventures equal to his Wealth, his available wealth increases by 1, getting him back in the game. It's a long, hard road back to your original lifestyle once you've hit bottom, though!

# ACTION AND COMBAT

**If I'm 2,000 ft. away with a sniper rifle, using the Aim mental action against a target that doesn't know I'm there, does he still get to use an Earth (Quickness) test? Can I perform an Ambush action at the same time, or does it automatically succeed?**

The ambush move is most useful when you're entering a combat that's already ongoing, or against a foe that's on the alert, and you want to somehow get the drop on him. In the situation above, assuming battle has not yet been initiated, the GM could use the following steps:

1) The targets come into view or range of the sniper.

2) The sniper makes an Air (Stealth) test to remain hidden, while all potential targets of the sniper make an Earth (Senses) reaction test. The TH for the targets is huge because of distance and cover, so there's very little chance that they'll succeed.

3) If the sniper fails, an action scene begins; roll initiative. If the sniper succeeds, he has successfully hidden from the targets. He may then, since he is not yet in an action scene, perform another mental action:

Aim. Since the targets don't know of his presence, they have no reason to make Earth (Quickness) rolls to try to outguess his aim . . . however, if they are in motion, the GM may opt to give the sniper a base TH to overcome with his Aim action, similar to a terrain threshold.

4) After the sniper has aimed, he fires. The target may make a Water test to avoid the bullet with his hair-trigger reflexes, but since he was not aware of the attacker, he cannot use a stance change to move dice to Water. The attack is resolved, then all characters roll initiative.

**I don't understand how to use terrain thresholds and positioning moves when I'm trying to use a fighting style. I thought I just go from left to right in my sequence, getting one move for each success I rolled. But if there are terrain thresholds, do I count those before I compare net successes, or after?**

If there are no positioning moves in your fighting style sequence, you can do exactly what you initially stated: after comparing successes with the defender, you count from left to right along your sequence, performing one move for each net success you have.

If you're using a sequence with positioning moves, however, you have to go through one or possibly two more steps.

Just as with normal sequences, the first step after rolling, bidding, and counting your successes is to pay for positioning moves that are outside any opponents' reaches. Each move may require more than one success, depending on the terrain threshold of the ground over which you're trying to run, the distance you're trying to jump, etc.

Once those are out of the way, you're assumed to have moved to within reach of an opponent, and you and the foe can start interacting. At that point, you compare successes. The character with the most successes wins; the number of successes left after subtracting the loser's successes from the winner's gives you the winner's net successes.

Those net successes are then applied to the remaining, unpaid-for moves in the winner's fighting style sequence. If that sequence is a Power + Sword + Press, the winner needs one net success for the Power move, one for the Sword move, and one for the Press move. If that sequence is Kick + Stride + Press, on the other hand, the winner needs one net success for the Kick move, as many for the Stride move as are required to meet the terrain threshold, and one for the Press move.

So the only difference between resolving fighting styles with positioning moves and those without is that positioning moves may require more than one success to perform.

**There are several maneuvers that cause a character to be disadvantaged unless he performs a Ready move directly afterwards. Yet, the combat example on pages 140-141 doesn't show any characters being disadvantaged. Neither do the fighting styles. Were these forgotten? The descriptions for some moves state that you're disadvantaged if you end the turn while using that move, while others state that you need to follow the move with a Ready move or be disadvantaged. Which is right?**

The example on pages 140-141 does not mention the disadvantage rule because that rule is first described on page 144, in Sidebar 6–9. Since the example is there to clarify what has been presented thus far and show it "in action," it isn't optimal to discuss the disadvantage rule within its context.

The intention behind the disadvantaged rule is that characters that end their turns off-balance or in suboptimal positions (in the water, clinging to a wall, flat on their backs on the ground, etc.) will have a harder time defending themselves from incoming attacks. Likewise, if they don't do something about their disadvantage at the beginning of their next turn, they'll have a harder time attacking. The moves that cause disadvantage use the "If you end your turn" phrasing as a way to explain this, but it is not always entirely accurate. To clarify, if a character uses a Climb, Crouch, Dash, Jump, Roll, Spin, or Swim move *outside of a fighting style sequence*, and does not include a Ready move afterwards, he is disadvantaged as soon as his sequence ends. He remains disadvantaged until he performs a Ready move specifically intended to end the disadvantaged state. Since multiple disadvantage effects from performing moves do not stack, only one Ready move is required to end a disadvantage, regardless of the number of moves performed that caused the disadvantage.

The Climb and Swim move are a special case. As long as a character without a Climb stride or Swim stride continues to use those forms of movement (is on a slope of 45 degrees or steeper for climbing, or is in water without being able to touch bottom for swimming), he is considered disadvantaged, regardless of whether or not he uses Ready moves after the Climb or Swim moves. Only after the character has gotten out of the precarious situation, whether by jumping off the slope or climbing out of the water, can a Ready move be used to end the disadvantage.

As for fighting styles, see the next question below.

**Several of the combat manuevers in the fighting styles, based on the moves performed, should cause a disadvantage to their user, yet this is not mentioned. Also, what are the effects of special moves like Grab or Slam when used in fighting style sequences?**

Fighting styles are a special case; you're never disadvantaged by performing moves in a fighting style sequence, because fighting style sequences are developed to allow a warrior to maintain total control and balance.

Fighting styles also use slightly different rules concerning other moves. Just as with normal action sequences, each move preceding an attack (positioning moves to approach your target, for instance) requires a success; however, the system by which fighting styles are designed gives you a greater payoff for those successes. For instance, normally if a size 0 character needs to cross a 6-ft.-wide chasm before hitting an enemy with a mighty kick, he'd need to Dash + Jump + Power + Kick. After paying one success for the Dash move and two successes for the Jump move (each success accounts for the character's reach + 50%, or in this case 3 feet), the character would require 3 net successes and would deal 9 damage (4 for the kick and +5 for the Power move). However, if you know Eastern Small Style, you can instead perform the Grasshopper sequence, which requires 4 net successes on a Dash + Jump + Power + Kick sequence, but deals 39 damage (4 for the kick and +35 for the fighting style sequence payoff)!

So, not only do positioning moves in fighting style sequences get you where you need to be, they increase the potential damage of your attack immensely. In a way, characters using them are rewarded for the effects of their momentum, speed, and unexpected maneuvers. The same holds true for Slam, Grab, and other attack moves; their normal effects occur, whether it be getting an opponent in a Grab or causing damage equal to your size category +2 with a Slam. These effects are not specifically described under a sequence's payoff, and must be calculated depending on the sequence in question. In the cases in which a move's normal prerequisites are ignored, however, the move's normal effects are likewise ignored (for instance, if a fighting style sequence requires a Slam but is not preceeded by a Grab or Dash, then the Slam move has no effect beyond the payoff).

The only move effects that are *not* calculated as normal in a fighting style sequence are the bonus damage added to a strike from Power and Press moves. The damage gained from these moves is already factored into the payoff of the sequence, and in some instances the "force" of the attack is translated into gross trauma, disadvantage penalties, or other effects instead of raw damage.

**I don't understand why I have to use multiple defense moves in a defense sequence. Let's say I have a base Water score of 1, and my opponent launches three attacks at me. At first I thought I simply couldn't defend against two out of those three attacks, because my base Water score wasn't high enough. But then I realized that I could just use a single Roll move. As soon as I do, I'm out of the way . . . so why do I need two more defense moves to counter his attack moves?**

Page 136 and the errata presented in this document for page 135 both help to clarify this issue. First of all, in your case, you must use default defense because your base Water score is not high enough to allow you to include positioning or attack sequences after fending off your opponent's blows. This allows you to avoid all of the opponent's attacks, no matter how many he throws at you.

Second, the question of just rolling out of the way. You could choose to use Roll as your default defense, but when you use Roll as a defense move, you travel just far enough to get out of the way of your attacker's swing, bullet, throw, or whatever. You do not move a substantial enough distance to take you out of his reach, however.
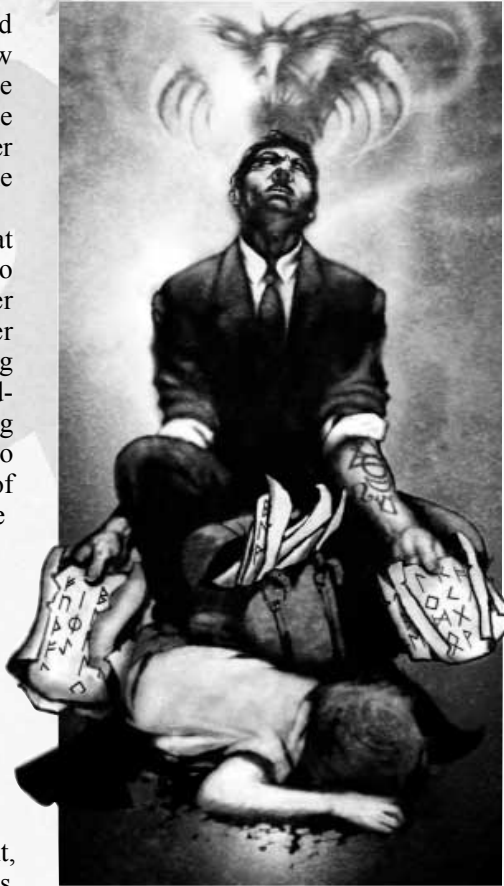
If you wanted to Roll away so that the attacker's buddy can't hit you as easily, though, you'd need a base Water score of at least 4; you would have to create a defense sequence, starting with three defense moves and adding Roll as a positioning move. That sequence might look like this: Dodge + Dodge + Dodge + Roll. The three defense moves are there to demonstrate the amount of attention that deflecting or dodging the attacks requires before you can even consider the Roll positioning move.

**I still don't understand defense sequences. What happens if I have a base Water score of 5 and Melee 5 and am going up against an attacker with a base Fire score of 5 and Melee 5. He throws a L Fist + R Fist + Ready + L Fist attack sequence at me; I respond with a Block + Block + Block + Ready + Fist. We make our opposed test and bid karma, he ends up with 3 successes and I end up with 5. So I have 2 net successes. Does that mean he loses and I get to perform my Ready and Fist moves, or does it mean that I only perform 2 of the Block moves and one of his attacks get through?**

Neither one is the outcome, though your setup is correct. First the attacker declares his attack sequence; then the defender must decide what sort of defense she wishes to use. If the defender wants to do anything other than a default defense, she must have the base Water score and the skill ranks to create an appropriate sequence. In this case, you do have adequate scores, so you can create an actual defense sequence rather than using a default defense. If you tried to create a defense sequence, but couldn't, you would return to default defense. In either case, once a sequence is approved or denied by the GM as being

appropriate, you won't need to pay further attention to how the attack moves and defense moves stack up against one another. All that matters after this point is who wins the opposed test.

Once you've decided what sort of defense you want to use, you and the attacker make opposed tests. After "paying for" positioning move terrain thresholds, bidding karma, and comparing successes, you determine who has net successes. If neither of you have net successes, the attacker misses. If the attacker has one or more net successes, he performs the moves in his attack sequence from left to right, regardless of the defender's moves. If the defender has one or more net successs, he performs the moves in his defense sequence from left to right, regardless of the attacker's moves.

## MAGIC AND KARMA

**How does the Ephemeral Armor spell work when the payoff ratings of an attack are greater than the points worth of physical redirection you have left?**

Ephemeral Armor, like most magic in FIREBORN, is very precise. First it "checks for" a PR value of a fighting style sequence or a spell rank; if the attack fits either of those criteria, it redirects it (or not). Such effects can only be redirected entirely, or not at all. If an attack is not a fighting style sequence or a spell, the Armor then "checks for" the dice wounds it would inflict on the Armor's wearer. It redirects those dice wounds, one at a time, until it runs out of protective ability.

For example, let's say you have a character with the following health chart:

**5m;  <4 / 4+ / 4+ / 8+ / 12+ / 16+ / 20+ / 24+**

If that character, while protected by a fresh casting of Ephemeral Armor, is attacked by a character using the Howling Gods sequence (PR 10) from the Lightning style, the PR of the attack exceeds the ability of the Ephemeral Armor to redirect; it "goes through." If the character were attacked by the

Adder's Fangs sequence (PR 4) from the Ravager style, the spell would redirect the entire payoff of the sequence. If the character were attacked by a Power + Power + Power + Warhammer attack by a troll (damage 30, which would be 7 wound dice; staging up for size twice would bring it to 9 wound dice), the spell would redirect as many of the wound dice as it could, 8 of them, and 1 wound die would still "go through."

This does indeed mean that, in some cases, a weak attack dealt by a large creature, which normally wouldn't be enough to even scratch a creature of his own size, could be redirected back and kill the attacker. The eventual result of the redirected attack is always from the "point of view" of the target, the character benefitting from Ephemeral Armor.

**Can you accumulate more successes than you need to use casting options intentionally? For instance, if I want to cast Disintegrate on a size 3 target using casting option d, can I keep casting the turn after I get the required 5 successes?**

No. As described on page 176, as soon as the minimum number of successes are achieved with the Casting test, the spell is performed. If the caster has accumulated too many successes on this turn, they may damage him or may be channeled into casting option effects, but successes may not be accumulated.

## SEQUENCE CARDS

The next few pages include special bonus cards for FIREBORN players. These cards may be photocopied and cut out to be used as quick references for when you need to remember what a specific attack, defense, or positioning move does in an action scene; alternatively, they may be used as "building blocks" to help novice and veteran players alike build sequences on the fly. They can even be used by the GM for his NPCs, so the players can see exactly what the bad guys are throwing at them.

## BLOCK

PHYSICAL

**SKILL:** Melee

**TYPE:** Defense

**EFFECT**: Interpose a melee weapon (or shield, or fist, or other object) between yourself and a foe's incoming melee weapon, negating the attack. Block must be followed by a Ready move in order to perform an attack move in the same sequence.

## BURST

PHYSICAL

**SKILL:** Ranged

**TYPE:** Mass Attack

**EFFECT:** Target a 10-ft. cube of space with a hail of bullets (using 10 rounds of ammo). Everything in the area suffers the weapon's damage rating. Creatures in the area may attempt to Dodge or Roll, reducing the damage by 5 for each success; as with explosive weapons, creatures may only dodge the attack if they are within reach of appropriate cover or the edge of the area of effect.

You may target different areas with the Retarget move.

## CAST

PHYSICAL

**SKILL:** Casting

**TYPE:** Full Physical Action

**EFFECT**: Cast a spell.

## CLIMB

PHYSICAL

**SKILL:** Athletics

**TYPE:** Positioning

**EFFECT:** Move up to one-quarter your Stride on a slope of 45 degrees or more.

The Climb move causes a disadvantage, and you remain disadvantaged for as long as you are climbing.

## CRAWL

PHYSICAL

**SKILL:** Athletics

**TYPE:** Positioning

**EFFECT:** Move up to one-half your Stride distance while prone. Is usually preceeded by a Crouch or Roll move.

## CROUCH

PHYSICAL

**SKILL:** Quickness

**TYPE:** Positioning or Defense

**EFFECT:** Drop to a crouch or to prone. May be used as a defense move.

The Crouch move causes a disadvantage, and you remain disadvantaged for as long as you are prone.

If you use Crouch as a defense move, you must follow it with a Ready move to perform an attack in the same sequence.

## DASH

PHYSICAL

**SKILL:** Quickness

**TYPE:** Positioning

**EFFECT:** Move up to double your Stride distance.

The Dash move causes a disadvantage.

## DELAY

PHYSICAL

**SKILL:** None

**TYPE:** Full Physical Action

**EFFECT:** You spend your physical action to time your mental action; rather than performing it immediately, you instead wait until you're good and ready. You may act at any initiative you wish, up to the negative integer of your original initiative, but cannot interrupt another's action. Your initiative then changes to the new initiative.

## DODGE

PHYSICAL

**SKILL:** Quickness

**TYPE:** Defense

**EFFECT:** Stepping out of the way of an attack, whether melee or ranged. You must have a clear space to either side of or behind you in order to dodge, so dodging in tight quarters or when completely surrounded is not possible.

If you use Dodge as a defense move, you must follow it with a Ready move to perform an attack in the same sequence.

## ESCAPE

PHYSICAL

**SKILL:** Quickness

**TYPE:** Full Physical Action

**EFFECT:** Escape a Grab.

## FIRE

PHYSICAL

**SKILL:** Ranged

**TYPE:** Attack

**EFFECT:** Pull the trigger on a mechanical ranged weapon. For each Fire move that hits, the target suffers the weapon's damage rating. Can be used against foes within reach.

## FOCUS

PHYSICAL

**SKILL:** Will

**TYPE:** Full Physical Action

**EFFECT**: Make a Fire (Will) test. You may ignore one disadvantage penalty per success on all mental tests until the beginning of your next turn. If you are suffering from any fading mental disadvantage penalties, they are removed instead of ignored.

## GRAB

PHYSICAL

**SKILL:** Melee

**TYPE:** Attack

**EFFECT**: Grab hold of an opponent. The number of successful Press moves following the grab sets the TH for the target to break the grab, each causes 2 damage, and each causes a –1 disadvantage penalty to all physical or all mental tests (your choice) made by the target other than those spent trying to escape the Grab.

For more details on the effects of a Grab, see the *Player's Handbook,* page 144.

## GRIT

PHYSICAL

**SKILL:** Stamina

**TYPE:** Full Physical Action

**EFFECT**: Make a Fire (Stamina) test. The number of successes you gain are the number of total wound dice and weariness dice you may ignore while performing mental tests until the beginning of your next turn.

## INTERRUPT

PHYSICAL

**SKILL:** Quickness

**TYPE:** Full Physical Action

**EFFECT**: Specify an event you want to interrupt with a mental action. When it occurs, make a Fire (Quickness) test opposed by the acting character's Fire (Quickness) test. If you win, you may carry out and resolve your mental action first. If you lose, you may still carry out your mental action, but do so after the acting character.

## JUMP

PHYSICAL

**SKILL:** Athletics

**TYPE:** Positioning or Defense

**EFFECT**: For each success, you may leap forward a distance equal to your reach or upward a distance equal to one-quarter your reach. If this move is preceded in a sequence by a Dash, the distance increases by 50%.

The Jump move causes a disadvantage. If you use Jump as a defense move, you must follow it with a Ready move in order to perform an attack move in the same sequence.

## KNOCKOUT

PHYSICAL

**SKILL:** Melee

**TYPE:** Attack

**EFFECT:** Target must have suffered his maximum minor wounds or at least one wound die. You must have a blunt striking weapon available and be able to hit the target's head. Target must make a Water (Stamina) test with a TH equal to the number of Power moves preceding the Strike, or lose consciousness as if down for 10 minutes per Power move preceding the strike, until stabilized with the Medicine skill.

## POWER

PHYSICAL

**SKILL:** None

**TYPE:** Attack

**EFFECT**: At the expense of accuracy, put greater power and leverage behind one of your attack moves. For each Power move you perform in a squence *before* an attack move, the attack move does +5 damage.

## PRESS

PHYSICAL

**SKILL:** None

**TYPE:** Attack

**EFFECT**: Driving an attack in deeper or harder once it hits. For each Press move you perform in a sequence *after* an attack move, the attack move does +2 damage. Presses are often used to "fill in" an attack sequence if you have moves left over.

## READY

PHYSICAL

**SKILL:** None

**TYPE:** All

**EFFECT**:

—Draw a weapon, requiring a number of Ready moves equal to its ready requirement

—Use a weapon a second time, requiring a number of Ready moves equal to its ready requirement

—Recover from a disadvantage

—Prepare to perform an attack move after a defense move

—Perform a miscellaneous action

## RETARGET

PHYSICAL

**SKILL:** None

**TYPE:** Attack

**EFFECT**: When using a ranged or melee weapon, direct your subsequent attack moves to a new target.

## ROLL

PHYSICAL

**SKILL:** Quickness

**TYPE:** Positioning or Defense

**EFFECT**: Dive and move forward one-half your Stride distance while prone. Can also be used as a defense move, effectively combining Crouch and Dodge, but has the same space requirements as Dodge and causes a disadvantage; also, you remain disadvantaged for as long as you are prone. If you use Roll as a defense move, you must follow it with a Ready move to perform an attack in the same sequence.

## SIDESTEP

PHYSICAL

**SKILL:** Quickness

**TYPE:** Positioning

**EFFECT**: Step a few feet to one side, forward, or back, so as to extend your reach, peer down a hallway, move behind a door, etc. Commonly followed by an attack and then another Sidestep to return to your original position.

## SLAM

PHYSICAL

**SKILL:** Melee

**TYPE:** Attack

**EFFECT**: Use your body to slam into your opponent, or slam his body into someone or something else. The Slam move must either be proceeded by a Grab move (in which case it inflicts damage equal to your size category +2) or a Dash move (in which case it allows you to move through and past your foe). Inflicts a –1 fading physical disadvantage penalty per successful Press after the Slam move.

## SPIN

PHYSICAL

**SKILL:** Quickness

**TYPE:** Defense

**EFFECT**: Spin in place to avoid an attack.

The Spin move causes a disadvantage. If you use Spin as a defense move, you must follow it with a Ready move to perform an attack in the same sequence.

## STRIDE

PHYSICAL

**SKILL:** Athletics

**TYPE:** Positioning

**EFFECT**: Move your Stride distance.

## SWEEP

PHYSICAL

**SKILL:** Melee

**TYPE:** Mass Attack

**EFFECT**: Attack multiple foes. In order to sweep a group of foes, all targets must be small enough that they would be unable to block your attack even with heavy weapons.

## SWIM

PHYSICAL

**SKILL:** Athletics

**TYPE:** Positioning

**EFFECT**: Swim a distance equal to one-half your Stride.

   The Swim move causes a disadvantage, and you remain disadvantaged for as long as you are swimming.

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## THROW

PHYSICAL

**SKILL:** Ranged

**TYPE:** Attack

**EFFECT**: Throw a spear, knife, or other potentially damaging object at a non-adjacent foe. Because they use strength, thrown weapons may be used in conjunction with the Power move. You cannot use this move against opponents within reach.

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## TOSS

PHYSICAL

**SKILL:** Melee

**TYPE:** Attack

**EFFECT**: Must be preceded by a Grab move. For each successful Press move afterward, you may throw or push a foe a number of feet equal to your reach.

   If the thrower is larger than the victim, the thrower gains 1 automatically succesful Press per size category the thrower is larger. If the thrower is smaller than the victim, the thrower loses 1 Press per size category he is smaller.

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## FIST STRIKE

PHYSICAL

**SKILL:** Melee

**TYPE:** Attack

**EFFECT**: Attack a foe with your fist, dealing 3 damage.

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## KICK STRIKE

PHYSICAL

**SKILL:** Melee

**TYPE:** Attack

**EFFECT**: Attack a foe with a kick, dealing 4 damage.

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## WEAPON NAME

PHYSICAL

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**SKILL:** _____

**TYPE:** Attack

**EFFECT**:_____

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## WEAPON NAME

PHYSICAL

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**SKILL:** _____

**TYPE:** Attack

**EFFECT**:_____

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## WEAPON NAME

PHYSICAL

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**SKILL:** _____

**TYPE:** Attack

**EFFECT**:_____

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FIREBORN™

## WEAPON NAME

PHYSICAL

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**SKILL:** _____

**TYPE:** Attack

**EFFECT**:_____

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