

THE ADAMANT

NAME: _____

BACKGROUND

- ☐ Military ☐ Outlaw ☐ Urban
☐ Monastic ☐ Privileged ☐ Wilderness

DEMEANOR

- ☐ Above-it-all ☐ Rebellious
☐ Perfectionist ☐ Flippant
☐ Chilly ☐ Standoffish

FIGHTING STYLE: _____

YOUR TRAINING



STATUSES

- POSITIVE** ☐ Empowered ☐ Favored ☐ Inspired ☐ Prepared
NEGATIVE ☐ Doomed ☐ Impaired ☐ Trapped ☐ Stunned

STATS

Add +1 to one stat

- ☐ CREATIVITY ^[0]
☐ FOCUS ^[+1]
☐ HARMONY ^[-1]
☐ PASSION ^[+1]

FATIGUE



BALANCE

At character creation, shift your balance once if you like



CONDITIONS

- ☐ **AFRAID**
-2 to intimidate and call someone out
- ☐ **ANGRY**
-2 to guide and comfort and assess a situation
- ☐ **GUILTY**
-2 to push your luck and +2 to deny a callout
- ☐ **INSECURE**
-2 to trick and resist shifting your balance
- ☐ **TROUBLED**
-2 to plead and rely on your skills or training

See the back of this sheet for more on clearing conditions

THE LODESTAR

There's only one person you often let past your emotional walls.

Name your lodestar (choose a PC to start): _____

You can shift your lodestar to someone new when they **guide and comfort** you and you open up to them, or when you **guide and comfort** them and they open up to you. If you do choose to shift your lodestar, clear a condition.

When you **shut down someone vulnerable to harsh words or icy silence**, shift your balance toward Results and roll with Results. On a hit, they mark a condition and you may clear the same condition. On a 10+, they also cannot shift your balance or call you out for the rest of the scene. On a miss, they have exactly the right retort; mark a condition and they shift your balance. You cannot use this on your lodestar.

When your lodestar **shifts your balance** or **calls you out**, you cannot resist it. Treat an NPC lodestar calling you out as if you rolled a 10+, and a PC lodestar calling you out as if they rolled a 10+.

When you **consult your lodestar for advice on a problem** (or permission to use your preferred solution), roll with Restraint. On a 10+ take all three; on a 7-9 they choose two:

- You see the wisdom of their advice. They shift your balance; follow their advice and they shift your balance again.
- The conversation bolsters you. Clear a condition or 2-fatigue.
- They feel at ease offering their opinion. They clear a condition or 2-fatigue.

On a miss, something about their advice infuriates you. Mark a condition or have the GM shift your balance twice.

MOVES CHOOSE TWO

☐ THIS WAS A VICTORY

When you reveal that you have sabotaged a building, device, or vehicle right as it becomes relevant, mark fatigue and roll with **PASSION**. On a hit, your work pays off, creating an opportunity for you and your allies at just the right time. On a 7-9, the opportunity is fleeting—act fast to stay ahead of the consequences. On a miss, your action was ill-judged and something or someone you care about is hurt as collateral damage.

☐ TAKES ONE TO KNOW ONE

When you verbally needle someone by finding the weaknesses in their armor, roll with **FOCUS**. On a hit, ask 1 question. On a 7-9, they ask 1 of you as well:

- What is your principle?
- What do you need to prove?
- What could shake your certainty?
- Whom do you care about more than you let on?

Anyone who lies or stonewalls marks 2-fatigue. On a miss, your attack leaves you exposed; they may ask you any one question from the list, and you must answer honestly.

☐ NO TIME FOR FEELINGS

When you have equal or fewer conditions marked than your highest principle, mark fatigue to push down your feelings for the rest of the scene and ignore condition penalties until the end of the scene. When you **resist an NPC shifting your balance**, mark a condition to roll with conditions marked (max +4). You cannot then choose to clear a condition by immediately proving them wrong.

☐ I DON'T HATE YOU

When you **guide and comfort** someone in an awkward, understated, or idiosyncratic fashion, roll with **PASSION** instead of **HARMONY** if you mark Insecure or Insecure is already marked.

☐ DRIVEN BY JUSTICE

Take +1 to **PASSION** (max +3).

YOUR CHARACTER

LOOK:

HOME TOWN:

HISTORY

- What experience of being deceived or manipulated convinced you to steel yourself against being swayed by other people?
- Who was your first lodestar, and why were they an exception? Why aren't they your lodestar anymore?
- Who earned your grudging respect by teaching you pragmatism?
- What heirloom or piece of craftsmanship do you carry to remind you to stay true to yourself?
- Why are you committed to this group or purpose?

CONNECTIONS

_____ takes issue with my methods—perhaps they have a point, but I certainly can't admit that to them!

_____ is my lodestar; something about them makes them the one person I let my guard down around.

⊕ MOMENT OF BALANCE ⊕

You've held true to a core of conviction even while getting your hands dirty to do what you deemed necessary. But balance means appreciating that other people are just as complex as you are, not merely obstacles or pawns. Tell the GM how you solve an intractable problem or calm a terrible conflict by relating to dangerous people on a human level.

CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.

GROWTH □□□□

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you seek support or guidance from others?

GROWTH ADVANCEMENTS

- Take a new move from your playbook □□
- Take a new move from another playbook □□
- Raise a stat by +1 (maximum of +2 in any given stat)
- Shift your center one step □□
- Unlock your Moment of Balance □□

FIGHTING TECHNIQUES

PINPOINT AIM

DEFEND & MANEUVER

L ⊗ P ⊗ M ⊗

Take the time you need to line up a perfect shot; become *Prepared*. In the next exchange, if you **advance and attack**, roll with **FOCUS** or **PASSION**, your choice. If you use Strike, you do not have to mark fatigue to choose what you inflict.

NAME:

L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

NAME:

L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

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NAME:

L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

THE BOLD

NAME: _____

BACKGROUND

- ☐ Military ☐ Outlaw ☐ Urban
- ☐ Monastic ☐ Privileged ☐ Wilderness

DEMEANOR

- ☐ Impatient ☐ Enthusiastic
- ☐ Sensitive ☐ Talkative
- ☐ Affable ☐ Impetuous

FIGHTING STYLE: _____

YOUR TRAINING



STATUSES

- POSITIVE**
 - ☐ Empowered
 - ☐ Favored
 - ☐ Inspired
 - ☐ Prepared
- NEGATIVE**
 - ☐ Doomed
 - ☐ Impaired
 - ☐ Trapped
 - ☐ Stunned

STATS

Add +1 to one stat

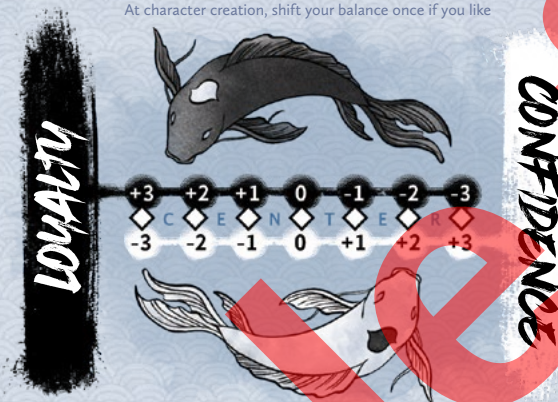
- ☐ CREATIVITY ^[+1]
- ☐ FOCUS ^[+1]
- ☐ HARMONY ^[0]
- ☐ PASSION ^[-1]

FATIGUE



BALANCE

At character creation, shift your balance once if you like



CONDITIONS

- ☐ **AFRAID**
-2 to intimidate and call someone out
- ☐ **ANGRY**
-2 to guide and comfort and assess a situation
- ☐ **GUILTY**
-2 to push your luck and +2 to deny a callout
- ☐ **INSECURE**
-2 to trick and resist shifting your balance
- ☐ **TROUBLED**
-2 to plead and rely on your skills or training

See the back of this sheet for more on clearing conditions

LEGACY OF EXCELLENCE

You have dedicated yourself to accomplishing great, exciting deeds and becoming worthy of the trust others place in you. Choose four drives to mark at the start of play. When you fulfill a marked drive, strike it out, and mark growth or clear a condition. When your four marked drives are all struck out, choose and mark four new drives. When all drives are struck out, change playbooks or accept a position of great responsibility and retire from a life of adventure.

- ☐ successfully lead your companions in battle
- ☐ give your affection to someone worthy
- ☐ start a real fight with a dangerous master
- ☐ do justice to a friend or mentor's guidance
- ☐ take down a dangerous threat all on your own
- ☐ openly outperform an authority figure
- ☐ save a friend's life
- ☐ get a fancy new outfit
- ☐ earn the respect of an adult you admire
- ☐ openly call out a friend's unworthy actions
- ☐ form a strong relationship with a new master
- ☐ stop a fight with calm words
- ☐ sacrifice your pride or love for a greater good
- ☐ defend an inhabited place from dire threats
- ☐ stand up to someone who doesn't respect you
- ☐ make a friend live up to a principle they have neglected
- ☐ show mercy or forgiveness to a dangerous person
- ☐ stand up to someone abusing their power
- ☐ tame or befriend a dangerous beast or rare creature
- ☐ pull off a ridiculous stunt

MOVES CHOOSE TWO

☐ BEST FRIEND

Your best friend is small, fuzzy, and dependable. Unlike all your other relationships, this one is simple and true. You can understand and communicate with your small companion and—although they may give you a hard time now and again—they are always there when you need them most. Whenever your pal could help you push your luck, mark fatigue to roll with **CREATIVITY** instead of **PASSION**. If your pet ever gets hurt, mark a condition.

☐ HERE'S THE PLAN

When you commit to a plan you've proposed to the group, roll with **CREATIVITY**; take a -1 for each of your companions who isn't on board. On a 10+, hold 2. On a 7-9, hold 1. You can spend your hold 1-for-1 while the plan is being carried out to overcome or evade an obstacle, create an advantage, or neutralize a danger; if any of your companions abandon you while the plan is underway, you must mark a condition. On a miss, hold 1, but your plan goes awry when you encounter surprising opposition.

☐ NOT DONE YET!

Once per session, when you are taken out, shift your balance towards center to stay up for one more combat exchange. After that exchange ends, you become helpless, unconscious, or otherwise incapable of continuing on, and are taken out as normal.

☐ YOU MISSED SOMETHING

When you evaluate a friendly NPC's plan to get something done, roll with **FOCUS**. On a hit, the GM tells you how you can drastically improve the chances of success; get it done, and they're sure to come through on top. On a 7-9, the problems inherent in the plan are fairly serious; the NPC will be resistant to making the necessary changes. On a miss, something about the plan throws you for a loop; the GM tells you what obvious danger the NPC is ignoring...or what they're hiding about their intent.

☐ STRAIGHT SHOOTER

When you tell an NPC the blunt, honest truth about what you really think of them and their plans, roll with **FOCUS**. On a hit, they'll look upon your honesty favorably; they'll answer a non-compromising question honestly and grant you a simple favor. On a 7-9, they also give you an honest assessment of how they see you; mark a condition. On a miss, you're a bit too honest—they're either furious or genuinely hurt.

YOUR CHARACTER

LOOK:

HOME TOWN:

HISTORY

- Why do you feel the need to prove yourself so badly?
- Who epitomizes the kind of big, bold figure you hope to be?
- Whose approval do you think you will never attain?
- What token or symbol do you wear to prove you are serious?
- Why are you committed to this group or purpose?

CONNECTIONS

_____ scoffs at me and my plans; one day I'll show them what I can do.

_____ has a pretty good head on their shoulders; they're a great sounding board for my ideas.

⊕ MOMENT OF BALANCE ⊕

The greatest heroes of your age may have overwhelming confidence, but balance isn't about pursuing greatness for the sake of greatness. You find a way to stand with your companions like no one else ever could. Tell the GM how you strike down an impossibly strong enemy or obstacle to protect your friends from harm as the best version of yourself.

CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.

GROWTH □□□□

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you express vulnerability by admitting you were wrong or that you should have listened to someone you ignored?

GROWTH ADVANCEMENTS

- Take a new move from your playbook □□
- Take a new move from another playbook □□
- Raise a stat by +1 (maximum of +2 in any given stat)
- Shift your center one step □□
- Unlock your Moment of Balance □□

FIGHTING TECHNIQUES

TAG TEAM

DEFEND & MANEUVER

L ⊗ P ⊗ M ⊗

Work with an ally against the same foe; choose an engaged foe and an ally—double any fatigue, conditions, or balance shifts that ally inflicts upon that foe.

NAME:

L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

NAME:

L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

NAME:

L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

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L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

NAME:

L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

NAME:

L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

THE GUARDIAN

NAME: _____

BACKGROUND

- ☐ Military ☐ Outlaw ☐ Urban
☐ Monastic ☐ Privileged ☐ Wilderness

DEMEANOR

- ☐ Harsh ☐ Quiet
☐ Serious ☐ Suspicious
☐ Polite ☐ Cautious

FIGHTING STYLE: _____

YOUR TRAINING



STATUSES

- POSITIVE** ☐ Empowered ☐ Favored ☐ Inspired ☐ Prepared
NEGATIVE ☐ Doomed ☐ Impaired ☐ Trapped ☐ Stunned

STATS

Add +1 to one stat

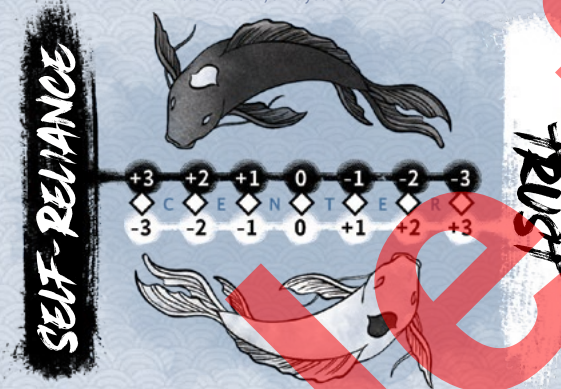
- ☐ CREATIVITY [-1]
☐ FOCUS [+1]
☐ HARMONY [0]
☐ PASSION [+1]

FATIGUE



BALANCE

At character creation, shift your balance once if you like



CONDITIONS

- ☐ **AFRAID**
-2 to **intimidate** and **call** someone out
- ☐ **ANGRY**
-2 to **guide** and **comfort** and **assess** a situation
- ☐ **GUILTY**
-2 to **push** your luck and +2 to **deny** a callout
- ☐ **INSECURE**
-2 to **trick** and **resist** shifting your balance
- ☐ **TROUBLED**
-2 to **plead** and **rely** on your skills or training

See the back of this sheet for more on clearing conditions

PROTECTOR'S BURDEN

You take it upon yourself to protect the people around you in general, but you have someone in particular you keep safe.

Name your ward (choose a PC to start): _____

When they mark a condition in front of you, mark fatigue or a condition. Your ward can always **call on you to live up to your principle**—without shifting their balance away from center—and they take +1 to do it.

At the beginning of each session, roll, taking +1 for each yes:

- Do you believe your ward listens to you more often than not?
- Have you recently **protected** them or **helped** them with a problem?
- Is there an **immediate threat** to your ward that you are aware of?

On a 7–9, hold 1. On a 10+, hold 2. At any time, spend the hold to:

- Take a 10+ without rolling on any move to defend or protect them
- Track them down even if they are hidden or avoiding you
- Figure out what they're up to without them knowing

On a miss, hold 1, but...you're drifting apart on different paths. By the end of the session, you must choose one:

- Decide you're the **only** one who can keep them safe; shift your balance twice toward Self-Reliance and keep them as your ward
- Decide they **can** handle life without your protection; shift your balance twice toward Trust and switch your ward to a new person

You may also switch your ward if they leave play or are no longer present for some reason. When you switch your ward, you can switch to an NPC (if the GM agrees).

MOVES CHOOSE TWO

☐ SUSPICIOUS MIND

When you watch a person carefully to figure them out, roll with **FOCUS**. On a 7–9, hold 1. On a 10+, hold 2. Spend your hold, 1-for-1, to ask their player questions while you observe or interact with them; they must answer honestly.

- Are you telling the truth?
- What are you truly feeling?
- What do you really want right now?
- What are you worried about?
- What are you about to do?

☐ BADGE OF AUTHORITY

You have some badge or symbol of authority from your background, something that makes you someone to be listened to, if not well-liked or entirely respected. When you give an NPC an order based on that authority and their recognition of it, roll with **PASSION**. On a hit, they do what you say. On a 7–9, they choose 1:

- They do it, but in lackluster fashion
- They say they need something first to be able to do it
- They do it, but they're going to talk to your superiors

On a miss, the authority of your badge doesn't sway them; they do as they please and you take -1 forward against them.

☐ CATCH A LIAR

When you are suspicious of someone, write their name here: _____

You cannot write another until you have made them admit their guilt and misdeeds in front of an audience, or until you no longer seek to uncover their secrets.

When they admit their guilt and misdeeds in front of an audience, clear their name from this move. When you no longer seek to uncover their secrets, you may mark a condition to clear their name from this move.

When you expose that person's lies or wrong-doing, clear all your fatigue and up to two conditions. When you try to **intimidate** them into admitting their real crimes by using actual evidence, you can eliminate one additional option from the list on any hit before they choose.

☐ FURROWED BROW

Take +1 **FOCUS** (max +3).

☐ MARTYR COMPLEX

When you have a total of 8 between conditions marked, highest principle, and fatigue marked, take +1 ongoing to all moves.

YOUR CHARACTER

LOOK:

HOME TOWN:

HISTORY

- What pushed you to assume responsibility for the people you care about?
- Whom have you protected for so long...but maybe doesn't need you anymore?
- Who used to be in your circle of trust before they betrayed you?
- What tattered garment or adornment reminds you of those you protect...or failed to protect?
- Why are you committed to this group or purpose?

CONNECTIONS

_____ is my ward—they need me to have their back, end of story.

_____ looks like they're more than capable without my help; I'm glad some of us can take care of ourselves.

⌘ MOMENT OF BALANCE ⌘

You've sworn to protect the people you care about, but balance is about finding your own place in the world as well. You know what you're capable of accomplishing, and you step up to show the world your unique strength. Tell the GM how you put your own life on the line to defeat a villain or danger that seems unstoppable.

CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilt:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.

GROWTH □□□□

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you pursue a desire or goal of your own, outside of protecting others?

GROWTH ADVANCEMENTS

- Take a new move from your playbook □□
- Take a new move from another playbook □□
- Raise a stat by +1 (maximum of +2 in any given stat)
- Shift your center one step □□
- Unlock your Moment of Balance □□

FIGHTING TECHNIQUES

DIVERT

DEFEND & MANEUVER

L ⊗ P ⊗ M ⊗

Step into the way of blows intended for allies; when any ally within reach suffers a blow this exchange, you can suffer it for them. If you also use Retaliate this exchange, deal an additional 1-fatigue each time.

NAME:

L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

NAME:

L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

NAME:

L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

NAME:

L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

NAME:

L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

NAME:

L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

THE HAMMER

NAME: _____

BACKGROUND

- ☐ Military ☐ Outlaw ☐ Urban
- ☐ Monastic ☐ Privileged ☐ Wilderness

DEMEANOR

- ☐ Playful ☐ Loud
- ☐ Blunt ☐ Excessive
- ☐ Quiet ☐ Determined

FIGHTING STYLE: _____

YOUR TRAINING



STATUSES

- POSITIVE**
 - ☐ Empowered
 - ☐ Favored
 - ☐ Inspired
 - ☐ Prepared
- NEGATIVE**
 - ☐ Doomed
 - ☐ Impaired
 - ☐ Trapped
 - ☐ Stunned

STATS

Add +1 to one stat

- ☐ CREATIVITY ^[+1]
- ☐ FOCUS ^[-1]
- ☐ HARMONY ^[0]
- ☐ PASSION ^[+1]

FATIGUE



BALANCE

At character creation, shift your balance once if you like



CONDITIONS

- ☐ **AFRAID**
-2 to **intimidate** and **call** someone out
- ☐ **ANGRY**
-2 to **guide** and **comfort** and **assess** a situation
- ☐ **GUILTY**
-2 to **push** your luck and +2 to **deny** a callout
- ☐ **INSECURE**
-2 to **trick** and **resist** shifting your balance
- ☐ **TROUBLED**
-2 to **plead** and **rely** on your skills or training

See the back of this sheet for more on clearing conditions

BRINGING THEM DOWN

You always have an adversary, one who represents the things you're trying to smash through—tyranny, inequality, war; larger and more dangerous concepts that, to you at least, this one person embodies. Your adversary is someone significant and powerful—someone who actually deserves the amount of force you can bring to bear.

Name your adversary: _____

Choose a goal you have for your adversary:

- ☐ Capture them ☐ Depose them ☐ Expose them
- ☐ Discredit them ☐ Restrain them ☐ Exile them

Take -1 ongoing to **plead** with, **trick**, or **guide** and **comfort** your adversary.

CHANGING YOUR ADVERSARY

You can change your adversary any time you mark a condition, or at the end of each session. When you do, choose an appropriate goal, and the GM shifts your balance twice to match your new adversary and your new goal.

When you successfully accomplish your goal and defeat your adversary, take a growth advancement and choose a new adversary.

FIGHTING YOUR ADVERSARY

When you enter into a fight against your adversary, clear all fatigue and become **Inspired**. When you select any combat approach against your adversary, mark fatigue to roll with conditions marked instead of your normal stat.

MOVES CHOOSE TWO

- ☐ **FUELED BY ANGER**
Mark Angry to use an additional basic or mastered technique when you **advance** and **attack**, even on a miss. While Angry is marked, take +1 ongoing to **intimidate** others.
- ☐ **WALLS CAN'T HOLD ME**
When you **rely** on your skills and training to dangerously smash your way through walls or other obstacles, roll with **PASSION** instead of **FOCUS**.
- ☐ **PUNCH WHERE IT MATTERS**
When you **assess** a situation, you can always ask, "Who or what here is most vulnerable to me?", even on a miss. Remember to take +1 ongoing to act in accordance with the answer.
- ☐ **COMPREHEND YOUR FOE**
When you **defend** and **maneuver** against a foe whose balance principle you know, you may mark fatigue to roll with **CREATIVITY** instead of **FOCUS**.
- ☐ **STAND AND FIGHT!**
When you provoke an NPC opponent into attacking you, roll with **PASSION**. On a hit, they're coming at you specifically. On a 10+, you're ready for them; clear a condition or become **Prepared**. On a miss, they take advantage of your provocation to strike a blow where you least expect it.

YOUR CHARACTER

LOOK:

HOME TOWN: _____

HISTORY

- What injustice has driven you to use your strength for good?
- Who represents the kind of positive strength and force you want to embody?
- Who tried their best to teach you restraint, calm, and thoughtfulness?
- What fragile trinket or heirloom do you keep and protect?
- Why are you committed to this group or purpose?

CONNECTIONS

_____ has a way to solve problems with words instead of fists—it's really impressive!

I worry _____ won't be able to hold their own when things get tough. I'm going to toughen them up!

⊕ MOMENT OF BALANCE ⊕

You can knock down every wall in the world, but balance isn't found in conquest and destruction. You know some walls need to stand to keep people safe. Tell the GM how you put yourself directly in the path of an inescapable threat to completely protect someone or something from harm.

CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilt:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.

GROWTH □□□□

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you make progress towards your goal against your adversary?

GROWTH ADVANCEMENTS

- Take a new move from your playbook □□
- Take a new move from another playbook □□
- Raise a stat by +1 (maximum of +2 in any given stat)
- Shift your center one step □□
- Unlock your Moment of Balance □□

FIGHTING TECHNIQUES

OVERPOWER

ADVANCE & ATTACK

L ⊗ P ⊗ M ⊗

Throw a punch with all your weight behind it; mark 3-fatigue to inflict *Stunned* on an engaged foe.

NAME: _____

L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

NAME: _____

L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

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THE ICON

NAME: _____

BACKGROUND

- ☐ Military ☐ Outlaw ☐ Urban
☐ Monastic ☐ Privileged ☐ Wilderness

DEMEANOR

- ☐ Naive ☐ Sad
☐ Playful ☐ Haughty
☐ Needy ☐ Grave

FIGHTING STYLE: _____

YOUR TRAINING



STATUSES

- POSITIVE** ☐ Empowered ☐ Favored ☐ Inspired ☐ Prepared
NEGATIVE ☐ Doomed ☐ Impaired ☐ Trapped ☐ Stunned

STATS

Add +1 to one stat

- ☐ CREATIVITY ^[0]
☐ FOCUS ^[+1]
☐ HARMONY ^[+1]
☐ PASSION ^[-1]

FATIGUE



BALANCE

At character creation, shift your balance once if you like



CONDITIONS

- ☐ **AFRAID**
-2 to intimidate and call someone out
- ☐ **ANGRY**
-2 to guide and comfort and assess a situation
- ☐ **GUILTY**
-2 to push your luck and +2 to deny a callout
- ☐ **INSECURE**
-2 to trick and resist shifting your balance
- ☐ **TROUBLED**
-2 to plead and rely on your skills or training

See the back of this sheet for more on clearing conditions

BURDEN & TRADITION

You are an icon of your burden and tradition. You are expected to be its exemplar, its single most important representative, trained up from a young age and saddled with the weight of history. You have been told that you are vital to the world.

Choose 3 responsibilities of your burden and tradition you are expected to assume:

Protecting humanity from natural disasters and dark spirits; destroying dangerous creatures; overthrowing tyrants; serving and defending rightful rulers; performing rituals; providing aid and succor to the downtrodden; searching for hidden histories and artifacts; guarding nature from threats and destruction; safekeeping records and relics

Choose 3 prohibitions of your burden and tradition:

Never refuse an earnest request for help; never express great emotion; never run from a fight; never start a fight; never deny someone knowledge or truth; never use your role for gain or profit; never intervene in a community without invitation; never withhold forgiveness; never steal or cheat

LIVE UP TO YOUR ROLE

When you live up to your Role through the responsibilities of your burden and tradition despite opposition or danger, shift your balance toward Role instead of marking fatigue, and clear fatigue equal to your Role (minimum 0-fatigue).

BREAK TRADITION

When you directly and openly break a prohibition of your burden and tradition, mark a condition, shift your balance twice towards Freedom, and mark growth.

END OF SESSION

At the end of each session, answer these after your standard growth questions.

- Did I uphold a responsibility? If yes, shift balance toward Role and clear a condition.
- Did I break a prohibition? If yes, shift balance toward Freedom. Underline one prohibition you broke during the session. If it's already underlined, cross it out—it doesn't mean anything to you to break it again.

MOVES CHOOSE TWO

- ☐ **USE THEIR MOMENTUM**
When you are engaged with a large or powerful foe, mark fatigue to advance and attack with FOCUS instead of PASSION. If you do, you become Prepared and may also choose to use Retaliate as if it were an advance and attack technique.
- ☐ **BONZU PIPPINPADDLEOPSICOPOLIS... THE THIRD**
When you trick an NPC by assuming a silly disguise or fake identity, mark Insecure to treat your roll as if it was a 12+. If Insecure is already marked, mark 2-fatigue instead.

CONCENTRATION

Take +1 FOCUS (max +3).

OTTER-PENGUINS, UNAGI, AND HOT SPRINGS

When you visit a new inhabited location you might know about, roll with HARMONY. On a 7–9, ask 1. On a 10+, ask 2. PCs who interact with one of the answers clear 1-fatigue or mark growth.

- What's the best local pastime?
- What interesting locations are nearby?
- Who is the most famous person here?
- What special tradition is prized by locals?
- What's the most interesting legend locals recount about this place?

On a miss, tell the GM what you expected to find; they will tell you how this place is different!

YIP YIP!

You have an animal companion large enough to ride. Name them and choose their species:

Sky bison, polar bear-dog, eel-hound, cat-gator, elephant-mandrill, gems-bok-bull, shirshu, komodo-rhino, sabertooth moose-lion, flying boar, walrus-yak, flying fish-opotamus

- When you fight beside your animal companion, mark 1-fatigue to become Favored for an exchange
- When something hurts your animal companion, mark a condition
- When you and your friends travel via your animal companion, everyone clears all fatigue

YOUR CHARACTER

LOOK:

HOME TOWN:

HISTORY

- What tradition do you represent as its icon? Why can't you set down the role?
- Who was your chief mentor, teaching you the nature of your burden and its value?
- Who showed you that even with the weight of your burden, you could still find ways to play?
- What token of your burden and tradition do you always carry?
- Why are you committed to this group or purpose?

CONNECTIONS

_____ seems to not fully understand what it means that I'm the icon of my tradition...and I kind of like feeling free around them.

_____ makes me feel better about my responsibilities and my burden with a smile and a few kind words.

MOMENT OF BALANCE

Others have laid a path for you that you cannot escape, but balance means you understand the limits of their vision. You make the role your own in this moment, charting a new path for yourself and your tradition. Tell the GM how your new understanding of your burdens forges a new way forward for everyone.

CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.

GROWTH ☐☐☐☐

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you accomplish a feat worthy of your burden and tradition?

GROWTH ADVANCEMENTS

- Take a new move from your playbook ☐☐
- Take a new move from another playbook ☐☐
- Raise a stat by +1 (maximum of +2 in any given stat)
- Shift your center one step ☐☐
- Unlock your Moment of Balance ☐☐

FIGHTING TECHNIQUES

WALL OF PERFECTION

DEFEND & MANEUVER

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Create a perfect wall of defense around yourself and any allies directly next to you; mark 1-fatigue to block a single attack towards the wall or keep an enemy at bay who tries to penetrate the wall.

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