

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

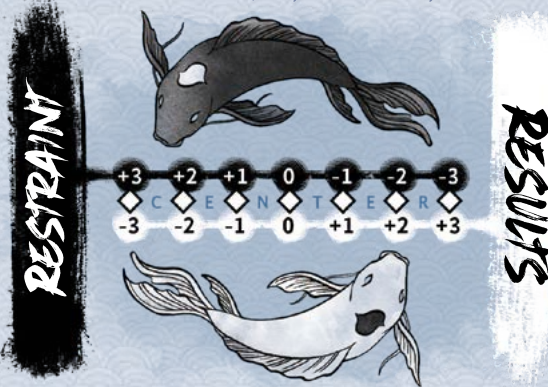
- ☐ CREATIVITY ^[0]
☐ FOCUS ^[+1]
☐ HARMONY ^[-1]
☐ PASSION ^[+1]

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

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 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

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 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.
- **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 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

OVERWHELM

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

NAME:

L O P O M O

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

NAME:

L O P O M O

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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 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

L ⊗ P ⊗ M ⊗

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.

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 IDEALIST

NAME: _____

BACKGROUND

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

DEMEANOR

- ☐ Lonely ☐ Grieving
☐ Compassionate ☐ Earnest
☐ Joyful ☐ Resolute

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

NEVER TURN MY BACK

You've seen sadness and grief. You're no stranger to loss and pain. But you know the world can be a better place. And nothing happens without good people fighting for what's right...

You have a code—choose three ideals from the list to define it:

- ☐ Always speak the truth ☐ Never strike the first blow
☐ Always stand up to bullies ☐ Never deny a request for help
☐ Always keep your promises ☐ Never leave a friend behind

When you live up to your ideals at a significant cost, someone who witnessed (or hears about) your sacrifice approaches you to affirm their allegiance to your group's purpose; write their name down on the list of allies below.

ALLIES

You can always **plead** with these allies—they always care what you think; they always open up to you if you **guide and comfort** them; and you can **call on them to live up to their principles** as if you had rolled a 10+ by erasing their name from your list of allies.

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

MOVES CHOOSE TWO

☐ THE STRENGTH OF YOUR HEART

When you use Seize a Position, foes must mark 2-fatigue to block your movement.

☐ WHATEVER I CAN

When you spend time talking to the locals about their problems, roll with **HARMONY**. On a hit, you hear about the most significant and serious problem at hand; the GM will tell you who it affects and what is the cause. On a 10+, you can ask a follow up question about the problem or cause; you take +1 ongoing when you act on the answer. On a miss, you wind up creating a whole new problem with your questions and ideas.

☐ YOUR RULES STINK

When you stand up to an adult by telling them their rules are stupid, roll with **PASSION**. On a hit, they are surprised by your argument; they must shift their balance or offer you a way forward, past the rules. On a 10+, both. On a miss, your efforts to move them only reveal how strongly they believe in the system—mark a condition as their resistance leaves you reeling.

☐ IT DOESN'T BELONG TO YOU!

When you secretly pocket something owned by someone undeserving, roll with **HARMONY**. On a hit, you swipe something from them (your choice) without them noticing you took it. On a 7–9, the thing you took isn't exactly what you thought it was; the GM will tell you how. On a miss, you grab the goods, but they notice—and pursue—as soon as you exit the scene.

☐ CAN'T KNOCK ME DOWN

When you are engaged in combat with superior opposition and openly refuse to back down or flee, roll with **HARMONY** for the rest of the battle whenever you **defend and maneuver**; you cannot choose to escape the scene by using Seize a Position for the rest of the fight.

YOUR CHARACTER

LOOK:

HOME TOWN:

HISTORY

- What tragedy befell you at a young age?
- Who do you hold most responsible for the tragedy? Why?
- Who helped you through your grief? What did they teach you?
- What symbol, heirloom, or mark do you carry to remind you of what you lost?
- Why are you committed to this group or purpose?

CONNECTIONS

I recognize some of the pain I have felt inside of _____; I'm going to try to help them.

_____ frustrates me so much when they act without thinking about the consequences!

⊕ MOMENT OF BALANCE ⊕

The pain of the world can be overwhelming, but balance brings peace. You bring everything around you to a stop—villains, arguments, disaster—and set the world right. Tell the GM how your compassionate actions end a conflict utterly and completely.

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 improve the lives of a community of average citizens or help an ordinary person with their problems?

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

DISORIENT

ADVANCE & ATTACK

L ⊗ P ⊗ M ⊗

Pummel an engaged foe with quick blows; mark 1-fatigue to shift their balance away from center.

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 PILLAR

NAME: _____

BACKGROUND

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

DEMEANOR

- ☐ Confident ☐ Stern
☐ Lighthearted ☐ Gentle
☐ Critical ☐ Warm

FIGHTING STYLE: _____

YOUR TRAINING



STATUSES

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

STATS

Add +1 to one stat

- ☐ CREATIVITY ^[+1]
☐ FOCUS ^[0]
☐ 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

SQUAD LEADER

You were the leader of a small group of 10 or so well-trained warriors from a recognized and noble tradition.

Where does your squad call home?

Which are the most well known traits of your squad? (choose up to 3):

our weapons, our fighting style, our battle cry, our costumes, our legends, our purpose

What does your squad value? (choose 2):

Excellence, Justice, Duty, Mercy, Tradition, Protection

Despite being the leader, you chose to travel with your new companions for the time being, until you've achieved this group's purpose.

Choose where your team is without you:

protecting the team's home while you are away; protecting a powerful figure; temporarily disbanded or exiled; training and preparing for something important; journeying and doing good works throughout your scope; escorting important travelers; stationed at an important location; performing traditional or ceremonial duties

Within any group, you serve a role both subtle and overt, sometimes leading the team, sometimes helping it glue itself together. You earn Team through your leadership style, and you spend Team through your support style. At the end of each session, you may change 1 style of leadership and 1 style of support.

Choose 2 styles of leadership.

Earn 1-Team when...

- ☐ **Firm:** ...you openly call on a companion to live up to their principle.
- ☐ **Inspiring:** ...you live up to your principle and roll a hit.
- ☐ **Diplomatic:** ...you plead with an NPC for help and roll a 10+.
- ☐ **Empathetic:** ...you guide and comfort a companion and they open up to you.
- ☐ **Guidance:** ...you assess a situation and give a companion instructions based on the answers
- ☐ **Indomitable:** ...you roll a hit when you resist shifting your balance or you deny a callout.

Choose 2 styles of support.

Spend 1-Team when...

- ☐ **Comforting:** ...you spend time one-on-one in a quiet moment with a companion to clear a condition from them.
- ☐ **Invigorating:** ...you rally a companion to action in a tense moment to clear 2-fatigue from them.
- ☐ **Defending:** ...you are within reach of a companion in combat to clear a negative status from them.
- ☐ **Bolstering:** ...you help another companion to give them a +1 to their roll, after the roll.
- ☐ **Encouraging:** ...you openly endorse a friend living up to their principle to shift their balance toward that principle.
- ☐ **Trusting:** ...you openly endorse a friend resisting shifting their balance to give them +2, after the roll.

MOVES CHOOSE TWO

UNDERSTANDING MIEN

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

A WARRIOR'S HEART

When you live up to your principle while you have 3+ conditions marked, ignore your condition penalties. When you live up to your principle while you have 5 conditions marked, don't mark fatigue.

OUT OF UNIFORM

When you put on a disguised or physically altered persona to fool a community into thinking you're two different people, roll with **CREATIVITY**. On a hit, people mostly unfamiliar with you won't connect your two personas. On a 7-9, this is the last time you can pull this trick without them catching on. On a miss, someone misidentifies you when you switch in a way that causes more trouble for you.

FIGHTING LIKE DANCING

When you advance and attack against a group of foes—or a foe who has previously defeated you—roll with **HARMONY** instead of **PASSION**.

TAKING CARE OF BUSINESS

When you lose your balance in a battle, instead of choosing one of the normal options, you may instead sacrifice yourself for your companions. If you do, your companions have a chance to get away without issue, and you are taken out (and possibly captured). You also choose 1:

- Leave a clue your companions can follow
- Throw your companions one vulnerable object
- Provoke an opponent, shifting their balance twice

YOUR CHARACTER

LOOK:

HOME TOWN:

HISTORY

- How did you rise to lead a renowned squad or group?
- Who was your closest friend and confidant in the squad?
- Who never thought you deserved to lead the group?
- What uniform, heirloom, or symbol do you carry as a talisman of the group?
- Why are you committed to this group or purpose?

CONNECTIONS

_____ doesn't really respect my accomplishments; they probably need a lesson or two.

_____ seems like they would've been a good candidate to be a part of my squad; I'll look after them.

⊕ MOMENT OF BALANCE ⊕

You define yourself as a part of a larger group, and in this moment, the group defines itself by you. You rally them, move among them, saying the right things and providing the right guidance so your group works with perfect cohesion and confidence. Tell the GM what you say to each of your companions so that in this moment, you overcome an indomitable challenge, together.

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 help a companion find a significant success with their issues, or lead the group in finding a significant collective success?

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

SLIDE AROUND THE BLOW

EVADE & OBSERVE

L ⊗ P ⊗ M ⊗

You move perfectly, slipping past strikes and demanding an opponent's attention; a foe you are engaged with must remain engaged with you and can only use techniques against you in the next exchange. If no foe is engaged with you, you may slip through the fight to engage a new foe (no foe may mark fatigue to stop you).

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 PRODIGY

NAME: _____

BACKGROUND

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

DEMEANOR

- ☐ Curious ☐ Resolute
☐ Proud ☐ Direct
☐ Defensive ☐ Stubborn

FIGHTING STYLE: _____

YOUR TRAINING



STATUSES

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

STATS

Add +1 to one stat

- ☐ CREATIVITY [-1]
☐ FOCUS [+2]
☐ HARMONY [0]
☐ PASSION [0]

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

EXTRAORDINARY SKILL

You aren't just capable in your area of skill and training; you're astonishing. A true prodigy, excelling and learning far more quickly than anyone would expect. You start play with one additional mastered technique.

Choose two areas in which your mastery is particularly impressive:

- ☐ Shaping ☐ Maneuvering ☐ Breaking
☐ Sensing ☐ Forcing ☐ Guarding

When you **rely on your skills and training**, use a combat stance, or otherwise trigger a move while using your mastery, ignore penalties from conditions or statuses.

When you see someone use an unknown technique, if it is available to your skills and training, you may mark fatigue to shift your balance towards Excellence and take the technique as learned. **You can only do this if your balance is at +1 Excellence or higher.** You must still get a mastery condition from a master of the technique in order to move the technique from practiced to mastered.

When you study with a teacher to learn a new technique, shift your balance towards Community and automatically learn the technique at the practiced level (skipping learned). **You cannot learn techniques by studying with a teacher if your Balance is +0 Community or lower.**

When you spend time teaching a fellow companion a technique available to their skills and training, roll with Community. On a hit, you teach well enough; they learn the technique. On a 7-9, you get impatient or frustrated; choose to either take it out on them and inflict 2 conditions, or take it out on yourself and suffer 2 conditions. On a miss, you get too frustrated with their inadequacies; both of you suffer 2 conditions, and you can never try to teach them this technique again.

MOVES CHOOSE TWO

☐ JUDGING A RIVAL

When you size someone up, roll with **FOCUS**. On a 7-9, ask one. On a 10+, ask two.

- what are your weaknesses / strengths?
- how can I show you dominance / submission?
- what do you intend to do next?
- what do you wish I'd do right now?

On a miss, they notice you watching them; they may ask you 1 question from the list.

☐ AN OPEN MIND

You can learn techniques from other skills and trainings, as long as you have a teacher. You can learn up to three such techniques, total. Take a +1 on the training move to learn such techniques.

☐ WAIT AND LISTEN

When you **assess a situation** while taking the time to use your extraordinary skills to absorb hidden or deep information, mark 1-fatigue, roll with **FOCUS** instead of **CREATIVITY**, and become **Prepared**.

☐ CHALLENGE

When you throw a boastful challenge at an opponent before a fight, roll with **PASSION**. On a hit, the challenge lands; if you win the fight, choose 1 from below. But your challenge goads them to impressive heights; they may choose 1 extra technique in every exchange for the duration of the fight. On a 10+, clear all fatigue at the end of the fight if you are victorious.

If you win, choose 1: your opponent must...

- teach you a technique of theirs, or help you master one you already know
- give you answers or an item of your choice
- acknowledge your superiority; shift your balance twice towards Excellence
- take your side in a future conflict

On a miss, they dismiss your challenge and refuse to fight; they inflict a condition on you.

☐ SURPRISING ENTRANCE

When you **trick someone** by using your skills to disappear and reappear somewhere else within the same scene, roll with **FOCUS** instead of **CREATIVITY**.

YOUR CHARACTER

LOOK:

HOME TOWN:

HISTORY

- When did you first accomplish something your teachers thought would be impossible for you?
- Who gave you the lessons and support you needed to discover your incredible abilities?
- Who cares for you greatly but doesn't understand your talent?
- What strange talisman or detail of your clothing plays a role in your talents?
- Why are you committed to this group or purpose?

CONNECTIONS

_____ could use training from someone who knows what they're doing; I suppose I am up to the task.

I'm not sure if the overtures of friendship from _____ make me happy, mad, or both.

MOMENT OF BALANCE

You've always struggled to rely on other people—it feels like it makes you weak. But in this moment, connection to others is the very source of your strength. You call upon your commitment to the group to push yourself beyond your limits and do the impossible. Tell the GM how you accomplish a feat no one ever has before to help or save your friends.

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 gratitude to a companion for their presence, support, or teaching?

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

STEADY STANCE

DEFEND & MANEUVER

L ⊗ P ⊗ M ⊗

Assume a strong, steady stance; any foes engaged with you who chose to **advance and attack** this exchange must mark 1-fatigue. Negate the first condition or negative status inflicted on you in this exchange. If no conditions or negative statuses were inflicted on you in this exchange, become *Empowered* for the next exchange.

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 ROGUE

NAME: _____

BACKGROUND

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

DEMEANOR

- ☐ Acerbic ☐ Sly
☐ Joking ☐ Extreme
☐ Cynical ☐ Wild

FIGHTING STYLE: _____

YOUR TRAINING



STATUSES

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

STATS

Add +1 to one stat

- ☐ CREATIVITY [+1]
☐ FOCUS [0]
☐ 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

⊕ BAD HABITS ⊕

You've picked up some bad habits over the years. Most other people are pretty set on trying to get you to stop. But maybe you can bring your friends along for the ride... Choose 4 bad habits you indulge:

- ☐ Casual thievery and pickpocketing
☐ Vandalism or sabotage
☐ Trespassing
☐ Daredevil stunts
☐ "Charming" insults of dangerous people
☐ Cons
☐ Rabble-rousing
☐ Gambling

Any necessary skills or talents related to your bad habits are considered to be part of your background.

When you **indulge a bad habit on your own**, shift your balance toward Survival, and roll with Survival. On a hit, you pull it off and vent your frustrations; clear fatigue or conditions equal to your Survival (minimum 0). If you have no fatigue or conditions, mark growth. On a 10+, you also gain a windfall, a boon or opportunity—your bad habits paid off this time. On a miss, you're caught by someone dangerous or powerful, and they complicate your life.

When you **indulge a bad habit with a friend**, shift your balance toward Friendship, and roll with Friendship. On a hit, you and your friend pull it off and grow closer; each of you makes the other *Inspired*. On a 10+, you also obtain some useful resource or information, and become *Prepared*. On a miss, something goes terribly awry; you can either take the heat yourself, or shift your Balance twice toward Survival and leave your friend in the lurch.

MOVES CHOOSE TWO

☐ ROGUISH CHARM

When you **plead with an NPC** or **guide and comfort someone** by flattering them and empathizing with them, mark 1-fatigue to roll with **CREATIVITY** instead of **HARMONY**.

☐ SLIPPERY EEL-HOUND

When you **defend and maneuver** and choose to use Seize a Position to escape the scene, foes must mark an additional 2-fatigue to stop you, and you may bring any allies within reach when you retreat.

☐ YOU'RE NOT MY MASTER!

When you **resist an NPC shifting your balance**, roll +2 instead of +0.

☐ CASING THE JOINT

When you **assess a situation**, add these questions to the list. You may always ask one extra question from these options, even on a miss.

- What here is most valuable or interesting to me?
- Who or what is most vulnerable to me?
- Who here is in control/wealthiest/has the most power?

☐ IS THAT THE BEST YOU GOT?

When you goad or provoke an NPC into foolhardy action, say what you want them to do and roll with **PASSION**. On a 10+, they do it. On a 7-9, they can choose 1 instead:

- They do it, but more intensely than expected—you're taken off guard.
- They do it, but more carefully than expected—they gain an advantage against you.
- They don't do it, but they embarrass themselves—they mark a condition.
- They don't do it, but only catch themselves at the last minute—they stumble and give you an opportunity.

On a miss, they are provoked to take harsh action, directly against you, in a way you're ill-prepared to counter.

YOUR CHARACTER

LOOK:

HOME TOWN:

HISTORY

- How did you come to feel that the only way to survive was to break the rules?
- Who kept trying to reach a kind hand out towards you, only to be rebuffed?
- Who was ready to do anything to break you of your bad habits?
- What is your favorite possession that you stole, swiped, or otherwise acquired illegitimately?
- Why are you committed to this group or purpose?

CONNECTIONS

_____ is waaaaay too uptight, too trapped in themselves; they need to break some rules!

_____ is amazing and I hope they like me; maybe they're worth playing it straight?

⊕ MOMENT OF BALANCE ⊕

You learned early on that you had to do what you needed to survive, and that sometimes that meant you lost friends. Now, you find a new balance: rule-breaking isn't something that just drives people away—it's something you can use constructively, with your friends! Tell the GM how you lead your companions to break all the rules and accomplish an incredible feat.

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 get a friend to join in or approve of one of your bad habits?

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

SWEEP THE LEG

ADVANCE & ATTACK

L ⊗ P ⊗ M ⊗

You attack where an enemy is weakest or most off-balance; if your foe has a total of 3 or more fatigue and conditions marked, inflict 2-fatigue. If your foe has fewer than 3 total fatigue and conditions marked, inflict 2-fatigue, but you must 1-mark fatigue as well.

NAME:

L O P O M O

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

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L O P O M O

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NAME:

L O P O M O

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

THE SUCCESSOR

NAME: _____

BACKGROUND

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

DEMEANOR

- ☐ Perky ☐ Casual
☐ Intense ☐ Arrogant
☐ By-the-book ☐ Oblivious

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 ^[-1]
☐ PASSION ^[0]

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

A TAINTED PAST

You hail from a powerful, infamous lineage—one with an impressive and terrible reputation. Your lineage has had a massive impact on the world within the scope of your story—its reach extends over the whole scope, and everyone in the scope knows of it. Choose one domain that is the source of your lineage's power—the area in which they affected the world—and another into which they're now beginning to extend their reach.

- ☐ high society ☐ state politics
☐ military command ☐ business and industry
☐ arts and entertainment ☐ elite academics
☐ land ownership ☐ vigilante militias
☐ organized crime ☐ media and news
☐ spiritual authority ☐ vital supply chains

LINEAGE RESOURCES

You have access to your family's extensive stores of two of the following resources:

- ☐ obscure or forbidden knowledge
☐ introductions and connections
☐ servants or muscle
☐ high technology
☐ cold hard cash
☐ spiritual artifacts or tomes

Spend resources during the session to establish a boon you had previously asked for or obtained, something that your lineage's unique position and stores could provide: a vehicle, an invitation, a chest of jade coins, etc.

HUMBLE YOURSELF

When you politely and obediently humble yourself before a powerful member of your lineage, roll with your Tradition. On a hit, you earn some credit; hold 3-resources. On a 7-9, their resources don't come without strings; you'll need to promise to fulfill some other obligation of your lineage, or let them shift your balance. On a miss, they're dissatisfied with your display; they're cutting you off until you fulfill some task they set to you.

RAID YOUR LINEAGE'S RESOURCES

When you raid your lineage's resources without their consent or knowledge, mark a condition and roll with your Progress. On a hit, hold 1-resource. On a 7-9, choose 1. On a 10+, choose 2.

- You obtain an additional 1-resource
- You nab your goodies quietly; your lineage is none the wiser
- You steel yourself for what you're doing; avoid marking a condition

On a miss, you're caught red-handed by a powerful member of your lineage who saw you coming.

MOVES CHOOSE TWO

WAY OF THE FUTURE

Take +1 CREATIVITY (max +3).

BLACK KOALA-SHEEP

When you behave in a way that shocks and unsettles people from one of your backgrounds, roll with CREATIVITY to intimidate them or push your luck.

A LIFE OF REGRET

When you guide and comfort an NPC by apologizing and honestly promising to make amends for the harm they have suffered, roll with FOCUS instead of HARMONY. If they choose not to open up to you, you do not take +1 forward against them. If they choose to open up to you, take +1 ongoing to attempts to take action to make amends.

WALK THIS WAY

When you make over, disguise, and/or coach your friends to fit in with a specific crowd appropriate to one of your backgrounds, roll with CREATIVITY. On a 10+, the performance is flawless; you gain access to wherever you wanted to fit in while attracting little suspicion. On a 7-9, you fool nearly everyone; there's only a single gatekeeper who asks any questions or stands in your way. On a miss, the only way to get the access you desired is for one of your friends to take on an uncomfortable, dangerous, or attention-grabbing role.

WORLDLY KNOWLEDGE

Your upbringing expanded your horizons, skillsets, and contacts. Choose another training and another background.

YOUR CHARACTER

LOOK:

HOME TOWN:

HISTORY

- Who is the current head of your lineage? How do you love and frustrate each other?
- What close member of your lineage wants to revolutionize it?
- What do you carry that reminds you of the place most associated with your lineage?
- What part of your lineage's identity is most important and valuable to you as a person?
- Why are you committed to this group or purpose?

CONNECTIONS

_____ has major concerns, fears, or grievances with my lineage—and with me, by proxy.

_____ seems free of their past in a way I wish I could let go of mine; hearing them talk about the future feels amazing!

⊕ MOMENT OF BALANCE ⊕

You may never escape the legacy of your family, but balance allows you to learn from them without defining yourself in their image. You call upon a resource of your family to innovate a new solution to an intractable problem, never forgetting who you are in the face of incredible danger. Tell the GM how you knock down obstacles that seem impossible to overcome and save the day.

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 learn something meaningful or important about your lineage, its members, or its effects on the world and 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

BREAK

EVADE & OBSERVE

L ⊗ P ⊗ M ⊗

Target a foe's vulnerable equipment; render it useless or broken—possibly inflicting or overcoming a fictionally appropriate status.

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:

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NAME:

L O P O M O

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

THE DESTINED

NAME: _____

BACKGROUND

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

DEMEANOR

- ☐ Eager ☐ Uncertain
☐ Solemn ☐ Jocular
☐ Haunted ☐ Watchful

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 ^[+2]
☐ PASSION ^[0]

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

MARKED BY FATE

You have been touched by something beyond—something spiritual and otherworldly. At character creation, choose one from **My Destiny** on the back of this sheet, fill in one detail below, and take one destiny sign.

DESTINY DETAILS

Fill these in as your destiny is revealed to you, either in visions or through the insights of spiritually attuned NPCs. When you act to bring about one of these details, you may **live up to your Determination** without marking fatigue. When you and the GM agree one of the details is fully explored or fulfilled, mark growth.

- I will bring great change to _____
- I will weather betrayal by _____
- I will lose _____
- I will need the help of _____
- I will learn a crucial truth from _____
- I will defend or save _____

DESTINY TRACK

Whenever you lose your balance, get taken out, or are otherwise instructed to, mark your Destiny Track. When your destiny track fills, clear it and take a destiny sign. If you have already taken the other five, you must take "meet your fate."

DESTINY SIGNS

- ☐ **Otherworldly Visions:** Mark your destiny track to have a vision about the situation at hand. Ask the GM one question and get an honest answer.
- ☐ **Tremble Before Me:** Mark your destiny track and reveal a glimpse of your otherworldly aspect to intimidate an NPC as if you rolled a 10+. Afterward, their fear and mistrust of you knows no bounds; you cannot **guide and comfort** or **plead** with that NPC until you have earned their trust.
- ☐ **Self-sacrificing:** Once per scene, mark your destiny track to supernaturally absorb an incoming blow aimed at an ally within view; cancel all fatigue, conditions, or balance shifts that would have been inflicted.
- ☐ **Inner Strength:** Once per session, mark destiny twice to clear all conditions.
- ☐ **Meet Your Fate:** Your destiny arrives and you are changed utterly by it. If you survive in human form, change playbooks.

MOVES CHOOSE TWO

CALL FROM AFAR

When you reach out in mind or spirit to a far-away NPC, mark 1-fatigue and roll with **HARMONY**. On a hit, your message gets through to them; choose 1. On a 10+, it's loud and clear: choose 2.

- You cry for help; they hear you and rush to your location
- You whisper a question to them; they whisper an answer back
- You send a premonition of danger seeking them; they forearm and prepare themselves to face the worst
- You let them see something you see; they return memories and knowledge of that sight

On a miss, your reach extends beyond your original aim; you've attracted dangerous attention.

MORE THAN FATE'S PLAYTHINGS

When you **call someone out** to live up to their principle by convincing them that their destiny is (or can be) different than they imagined, on a hit, they must do it or mark two conditions. On a miss, their demand hits all the harder. Mark two conditions or act as they request.

ECHOES OF LEGEND

Once per session, when you rely on your skills and training to mirror an act from a legend, myth, or story, treat it as if you had rolled a 10+. Then, no matter the result, the GM shifts your balance toward the principle best embodied by the lore and stories you're drawing on.

EYES OF THE SOUL

When you **assess a situation**, you can ask one of the following as an extra question, even on a miss:

- Who or what here has been touched by spirits?
- How can I bring about peace here?

PEACEMAKER

When you walk calmly into the middle of a fierce conflict and **plead** with the fighters to stop, mark fatigue to ensure that they care what you think and listen to you. On a miss, the conflict burns far hotter than you had imagined, and now you're dead in the crosshairs of the angry fighters; brace yourself.

YOUR CHARACTER

LOOK:

HOME TOWN:

HISTORY

- When did you realize you were marked by supernatural forces?
- Who envies your destiny and seeks to seize it from you? Why can't you let that happen?
- Who do you turn to for guidance when you feel overwhelmed by your destiny?
- What token or symbol do you carry that proves to any observer that you are chosen by fate?
- Why are you committed to this group or purpose?

MY DESTINY CHOOSE ONE

- ☐ My countenance was marked by a great Spirit; I will take up its mantle
- ☐ My mind carries forgotten knowledge and skills; I will revive an ancient, worthy tradition
- ☐ My body bears a star atlas; I will forge a path to a wondrous place
- ☐ My heart is tuned to nature's pain; I will heal a deep wound in the world

CONNECTIONS

I believe _____ will play a crucial role in my fulfillment of my destiny, for good or ill.

Being around _____ helps me put my destiny out of my mind, for a time. Why?

⊕ MOMENT OF BALANCE ⊕

Destiny can be a frustrating thing, demanding commitment while leaving you in the dark about its timing. But now, with your soul in balance, you can see that this is the moment you've been waiting for. You rise to the occasion, bolstering others with your unique spiritual gifts. Tell the GM how your serenity and resolve together win the day and inspire all those around you.

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 spend meaningful time with someone else focused on their concerns and troubles?

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

ANTICIPATE EVADE AND OBSERVE

L ⊗ P ⊗ M ⊗

Study a nearby foe to learn where their momentum will take them next. Declare the approach they are tending towards. In the next exchange, that foe must use that approach or mark a condition.

NAME: _____ L O P O M O
☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

NAME: _____ L O P O M O
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NAME: _____ L O P O M O
☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

NAME: _____ L O P O M O
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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 ELDER

NAME: _____

BACKGROUND

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

DEMEANOR

- ☐ Diligent ☐ Dour
☐ Kindly ☐ Distant
☐ Bemused ☐ Irascible

FIGHTING STYLE: _____

YOUR TRAINING



STATUSES

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

STATS

Add +1 to one stat

- ☐ CREATIVITY ^[0]
☐ FOCUS ^[0]
☐ HARMONY ^[+2]
☐ PASSION ^[-1]

FATIGUE



BALANCE

At character creation, shift your balance once if you like



CONDITIONS

- ☐ **FRUSTRATED**
-2 to push your luck and +1 to intimidate
- ☐ **JADED**
-2 to plead and +1 to trick
- ☐ **REMORSEFUL**
-2 to the stance move and +1 to call someone out
- ☐ **SHAKEN**
-2 to guide and comfort and +1 to assess a situation
- ☐ **WORRIED**
-2 to deny a callout and +1 to rely on skills or training

See the back of this sheet for more on clearing conditions

WISDOM OF THE AGES

You've lived longer than the other companions, long enough to have mastered your training many times over...and perhaps long enough to think you don't have much left to learn.

In addition to your normal playbook technique, **you start with four other mastered techniques**. You don't have to name these techniques at character creation; you can instead choose them whenever you like, even in the middle of a combat exchange. You can train other PCs in your mastered techniques using the standard training move.

Until you open up a new slot for another technique, **you cannot learn new techniques**. When you shift your center to +1, +2, or +3 Humility for the first time, you open up a new slot; you may learn and develop a new technique to fill that slot as normal.

You do not earn growth. When a PC **embraces your guidance and comfort**, you may shift toward Experience to declare them a **protégé**; write their name and one of their principles below. When that PC shifts their center toward that principle, clear their name and take an advancement; you may add them to your list again in the same way.

PROTÉGÉS

YOUR CONDITIONS

You have different conditions; they offer bonuses as well as penalties. You cannot take moves from other playbooks that reference conditions you don't have. You can clear your special conditions through moves or by undertaking the actions listed at the back of this sheet.

MOVES CHOOSE TWO

☐ AS LONG AS I'M BREATHING

When you try to intimidate someone in order to protect the vulnerable or weak, roll with **HARMONY** instead of **PASSION**.

☐ LIFE'S TRUE DELIGHTS

When you pursue a genuine moment of respite, roll with **HARMONY**. On a hit, shift your balance as you choose. On a 10+, you also gain some new insight; ask the GM a question and they will answer honestly. On a 7-9, your self-indulgence creates an opportunity for your enemies or rivals; the GM will tell you how. On a miss, you fixate on your past with disastrous results; tell the GM what old conflict mars your peace and shift your balance twice away from center.

☐ AROUND HERE SOMEWHERE

When you go looking for help from an old friend in the area who you haven't seen recently, name them and roll with **HARMONY**. On a hit, you find them and they can assist you. On a 7-9, pick 1. On a 10+, both.

- they aren't caught up in their own problems
- you don't owe them a favor or apology

On a miss, your old enemies were looking for you too; the GM will tell you how you know they are near.

☐ CUT THE GARBAGE

When you openly confront someone to get the truth, roll with **HARMONY**. On a hit, ask 2; the character can say or do what they like, but their player will answer honestly. On a 7-9, their player gets to ask a question you must answer honestly as well.

- Are you telling the truth?
- What are you really feeling?
- What do you intend to do next?
- What do you really think about _____?
- How could I get you to _____?

On a miss, the confrontation goes awry; they inflict a condition on you and ask one question from the list of you; you must answer honestly.

☐ AN OPEN HEART

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

YOUR CHARACTER

LOOK:

HOME TOWN: _____

HISTORY

- What great legacy did you inherit decades ago and recently relinquish?
- Who has never forgiven you for decisions you made years ago?
- Who is still your ally and confidante, despite the tense history you've shared?
- What outfit or uniform do you wear to remind yourself of your former duties?
- Why are you committed to this group or purpose?

CONNECTIONS

I care about _____ more than they know...even though they are probably my most frustrating student.

_____ is not to be underestimated. In fact, they may have something to teach me!

MOMENT OF BALANCE

You will always be anchored to the past—unable to escape the painful lessons you have learned—but now you can hold the weight of that experience with the humility true wisdom brings. You look upon the current situation with unbiased eyes to see the truths roiling beneath the surface. Tell the GM how you wipe away whatever conceals the truth so no one can see things as they once thought they were.

CLEARING CONDITIONS

- **Frustrated:** lash out at someone or act decisively without consulting anyone
- **Jaded:** give in or give up in the face of meaningful opposition
- **Remorseful:** attempt to make genuine amends for past wrongs
- **Shaken:** seek guidance from an old friend or mentor
- **Worried:** take control in a situation in which another should lead

GROWTH

You earn growth advancements as you aid chosen protégés to achieve their full potential and move towards their own principles; see **Wisdom of Ages**.

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

PATIENCE

EVADE AND OBSERVE

L ⊗ P ⊗ M ⊗

You wait until the perfect moment to act. Mark 1-fatigue to gain *Prepared* and use an **advance and attack** technique, paying all its costs as normal. Mark another fatigue to allow a companion engaged with that same foe to also use an **advance and attack** technique against them as well, also paying all costs as appropriate.

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 FOUNDLING

NAME: _____

BACKGROUND

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

DEMEANOR

- ☐ Caring ☐ Modest
☐ Dedicated ☐ Respectful
☐ Friendly ☐ Shy

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 [+1]
☐ PASSION [0]

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

DOUBLE HERITAGE

You are a child of two cultures. At character creation, choose two trainings and two backgrounds that represent your two heritages. You also start play with two mastered techniques (including your playbook technique) instead of the normal one mastered technique.

WISDOM FROM MANY PLACES

You can study with a master to learn techniques from any training and adapt them to your own. When you **start learning a technique of a training you don't have with a willing teacher**, roll, taking +1 for each "yes" to the following questions:

- Is your Unity greater than zero?
- Have you studied this technique before?
- Has someone used this technique against you in real battle?

On a hit, you learn the technique; shift your balance towards Unity. On a 7-9, learning it was trying; mark a condition and write its name by the technique. You can't use the technique if you have that condition marked. When you master the technique, erase the condition's name.

On a miss, you're struggling to incorporate the lesson into your training; you must find a new master to continue your training.

CULTURAL BONDS

When you **try to connect with an NPC via a shared culture**, roll with Heritage. On a hit, they see you; shift your balance toward Heritage. On a 7-9, choose 1; on a 10+, choose 2:

- They accept you; they cease hostilities or antagonism toward you.
- They grow to like you (if they already accept you); they agree to help you with a problem.
- They reveal their background; you learn their principle.
- They offer solace; you clear a condition.
- They reveal a vulnerability; you become *Prepared* to deal with them.

On a miss, you mix up your heritages in a terrible way; the NPC mocks you or gets offended by your slip. Mark a condition and shift your balance away from Heritage.

MOVES CHOOSE TWO

☐ EMPTY YOUR MIND

You can flow and adapt, formless and shapeless. During an exchange, after you roll the stance move, you can mark 1-fatigue to select a basic technique from a different approach than the one you chose. (You still must pay all other costs of that technique.)

☐ BUILDING BRIDGES

When you try to calm an immediate conflict between two NPCs, remind them what they have in common and roll with **HARMONY**. On a hit, they come to terms, for now. They won't pursue their conflict until an outside influence reignites it or time passes (a day or more). On a 10+, you have a real opportunity to get them to put aside their conflict for good; the GM will tell you what you must do. On a miss, you inadvertently highlight their differences and fan the conflict—you cannot use this move on them again.

☐ MARTIAL SENSITIVE

You are good at reading people's intentions and gestures in the heat of battle. When you **defend and maneuver** against a foe whose principle you know, mark fatigue to roll with **HARMONY** instead of **FOCUS**.

☐ TRUSTY TALISMAN

You have a specific weapon, tool, or item which you believe is crucial to your training and abilities. You can roll with **HARMONY** instead of **Focus** when you use the item to **rely on your skills and training**. If you roll a miss, the item is damaged—in addition to any other consequences—and needs repairs. If the item is damaged again before you get a chance to repair it, it is destroyed. You are *Impaired* without it, until someone helps you overcome the loss; choose a new move to replace this one when you finally move on.

☐ THINGS IN COMMON

When you **guide and comfort** someone who shares a training or a background with you by talking about what you have in common, on a hit you become *Inspired*, and if they embrace your guidance and comfort, they become *Inspired* as well.

YOUR CHARACTER

LOOK:

HOME TOWN:

HISTORY

- How and when did you learn about your second heritage?
- Who in your family insists you focus on upholding the family heritage?
- Who helped you understand that your two trainings can complement each other?
- What detail of your clothing or visible trinket reveals you belong to two cultures?
- Why are you committed to this group or purpose?

CONNECTIONS

_____ seems to think one of my heritages should be valued more; there's something persuasive in their words.

_____ is so awesome, with skills and heritage I've never seen! I want to learn all I can about them and their background.

⊕ MOMENT OF BALANCE ⊕

You have always struggled to find unity between your two halves while trying to honor their traditions. But true balance is about knowing that everything is part of a greater whole. One heritage cannot exist without the other...especially within you. Tell the GM how your new understanding lets you use both your trainings to accomplish an incredible feat or vanquish an enemy that seems unstoppable.

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 resolve an issue or conflict relying on something other than your trainings?

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

FEEL THE FLOW

EVADE AND OBSERVE

L ⊗ P ⊗ M ⊗

You take pause to feel the flow of battle and study the way your opposition fights. You become *Favored*. If they share a training with you, learn their principle. If you know their principle, clear 1-fatigue (even if they do not share the same training).

NAME:

L O P O M O

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

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L O P O M O

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NAME:

L O P O M O

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

THE RAZOR

NAME: _____

BACKGROUND

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

DEMEANOR

- ☐ Childish ☐ Overbearing
☐ Fierce ☐ Proper
☐ Imperious ☐ Strange

FIGHTING STYLE: _____

YOUR TRAINING



STATUSES

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

STATS

Add +1 to one stat

- ☐ CREATIVITY ^[0]
☐ FOCUS ^[+2]
☐ HARMONY ^[-1]
☐ PASSION ^[0]

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

MAKING AMENDS

You were once the weapon of powerful figures—your masters. In your time as your masters' weapon, you hurt people, even those who looked to you for friendship, leadership, protection, or support. You must make amends. Choose four mistakes you're trying to make up for (on the back of the sheet).

Once per session, **when you have tried your best to prove that you are a different, better person now through your actions**, roll, taking +1 for each "yes" to the following questions:

- Did you make amends directly to a person you harmed?
- Are you at your center?
- Did someone honestly thank you for your efforts or forgive you for your mistakes?

On a hit, you feel the spark of hope—you're making progress. On a 7-9, choose 1. On a 10+, choose 2 (you can choose the same option twice), or unlock the next Connection balance track space (see Disconnected).

- Clear a condition
- Mark growth
- Shift your Balance toward Connection

On a miss, something's off—you don't feel you've changed. Choose someone here to ask what more you can do—they will tell you, and the GM will shift your balance twice based on what they say.

DISCONNECTED

Your Balance begins play at +2 Control; you can still shift it by one step when you make your character.

Your Connection principle starts play **locked**—you cannot shift your balance higher than +0 Connection. If you would shift your balance to a locked value, you lose your balance, but your center cannot shift higher than the highest unlocked Connection value. When you unlock Connection +3, treat your balance track as normal.

When you shift your center to +1, +2, and +3 Connection for the first time, choose a companion to whom you have connected. They give you one move from their playbook (ignoring advancement limits).

HONED

When you **sublimate your feelings to be effective**, clear conditions equal to one plus your Control and cross off one unmarked condition—you can no longer mark that condition for any reason. When you shift your center toward Connection, you may restore all crossed off conditions.

You may **live up to your Control principle** by shifting balance toward Control instead of marking fatigue.

MOVES CHOOSE TWO

☐ AIR-CUTTING EDGE

Take +1 **FOCUS** (to a max of +3).

☐ MIND OF STEEL

When you advance & attack or evade & observe with fewer conditions marked than your highest principle, you can roll with **FOCUS** instead of the normal stat.

☐ I'M A PEOPLE PERSON

When you watch someone interact with another person, roll with **FOCUS**. On a 7-9, ask 1. On a 10+, ask 2. Take +1 ongoing to act on the answers.

- Are you lying right now?
- What are you most afraid of?
- How are you vulnerable to me?
- How can I get you to mark the condition _____?

On a miss, you can't get a good read on them; mark a condition in frustration.

☐ COME AND GET IT

When you trick someone by provoking them through their conditions, roll with their conditions marked instead of **CREATIVITY**.

☐ WINNING IS EVERYTHING

When you choose to use dirty tactics—targeting an innocent your foe is trying to protect, throwing sand in their face, etc.—at the start of a combat exchange, instead of using one of the standard approaches say what you do and take a 10+ instead of rolling the stance move; you become *Favored* for this exchange and may choose your techniques from any approach. At the end of the exchange, your opponent may call out your disgraceful behavior and lack of integrity to shift your balance twice.

YOUR CHARACTER

LOOK:

HOME TOWN:

HISTORY

- Why were you chosen to be honed, perfected, and used by your masters?
- Who was the former master you were closest to?
- Who helped give you the will you needed to break with your masters and be something more?
- What totem of your masters can you not bring yourself to throw away?
- Why are you committed to this group or purpose?

MY MISTAKES CHOOSE FOUR

- ☐ I tried to subjugate or dominate a group or place
- ☐ I betrayed a person or group who trusted me in a vital moment
- ☐ I destroyed someone trying to save me from myself or my masters
- ☐ I delivered an innocent into the clutches of my masters
- ☐ I badly injured someone in an accident or moment of weakness
- ☐ I trained someone younger than me using the same awful methods

CONNECTIONS

_____ seems to be able to connect to other people openly, freely, and easily. I wish they would show me how.

I see _____ as lacking control. Maybe I can help hone them, at least a little bit.

⊕ MOMENT OF BALANCE ⊕

You were taught to control yourself, and that to give of yourself, to connect, is to lose control. But now, you see that connection isn't weakness; it is a choice, a true way of controlling your self. You seize that now, choosing to embrace connection to others and spring yourself to impossible heights. Tell the GM how you save those you care about from an outrageously dangerous threat or problem.

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 try to make amends for past mistakes, or prove you're a different person now?

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

LURE

DEFEND AND MANEUVER

L ⊗ P ⊗ M ⊗

You put a foe off-balance by luring them in. Name a foe you lure; if they don't attempt to either inflict fatigue, conditions, balance shifts, or negative statuses on you by the end of this exchange, they must mark 2-fatigue. If they do attempt to harm you this exchange, you become *Favored* for the next exchange.

NAME:

L O P O M O

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

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