

# THE SUCCESSOR

NAME: \_\_\_\_\_



## BACKGROUND

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

## DEMEANORS

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

## TRAINING



Waterbending



Firebending



Earthbending



Airbending



Weapons



Technology

FIGHTING STYLE: \_\_\_\_\_

## STATS

Add +1 to one stat

- ☐ CREATIVITY <sup>[+1]</sup>  
☐ FOCUS <sup>[+1]</sup>  
☐ HARMONY <sup>[-1]</sup>  
☐ PASSION <sup>[0]</sup>

FATIGUE



TRADITION

## BALANCE

At character creation, shift your balance once if you like



## CONDITIONS

See the back of this sheet for more on clearing conditions

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

## A TAINTED PAST

You hail from a powerful and infamous lineage—often a family, though it might also be another close-knit group which passes status and clout down from generation to generation. Choose one domain from below that is the source of your lineage's power, and another into which they're now beginning to extend their reach.

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

## LINEAGE RESOURCES

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

- ☐ obscure or forbidden knowledge ☐ servants or muscle ☐ cold hard cash  
☐ introductions and connections ☐ high technology ☐ 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 into a private event or powerful chamber, a chest of jade coins, etc.

## PAY HOMAGE

When you pay obeisance and homage to 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 right now. 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 obtained an additional 1-resource.
- You nabbed your goodies quietly and quickly; your lineage will be none the wiser.
- You steel yourself for what you're doing; avoid marking a condition.

On a miss, you're caught in the act by a powerful member of your lineage.

## 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 **comfort or support** 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 a 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 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!

## CLEARING CONDITIONS

- **Angry:** break something important or put others in danger.
- **Afraid:** run from danger or difficulty.
- **Foolish:** take foolhardy action without talking to your companions.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** offer aid or support to someone competent.

## 🌀 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.

## 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 ☐☐

# 武 FIGHTING TECHNIQUES 術

## BREAK

EVASIVE & OBSERVE

L ⊗ P ⊗ M ⊗

Target a foe's vulnerable equipment; mark fatigue to render it useless or broken.

NAME: \_\_\_\_\_ L O P O M O

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVASIVE & OBSERVE

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