

THE BOLD

NAME:



BACKGROUND

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

DEMEANORS

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

TRAINING



Waterbending



Firebending



Earthbending



Airbending



Weapons



Technology

FIGHTING STYLE:

STATS

Add +1 to one stat

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

FATIGUE



LOYALTY

BALANCE

At character creation, shift your balance once if you like



CONFIDENCE

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**

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
- ☐ kiss someone dangerous
- ☐ punch someone you probably shouldn't punch
- ☐ help a friend when they most need you
- ☐ take down a threat all on your own
- ☐ openly outperform an authority figure
- ☐ pull off a ridiculous stunt
- ☐ save a friend's life
- ☐ pet a fantastic beast
- ☐ get a fancy new outfit
- ☐ earn the respect of an adult you admire
- ☐ call out a friend's bad behavior to their face
- ☐ form a deep relationship with someone new
- ☐ stop a fight with calm words
- ☐ tell someone your true feelings for them
- ☐ travel to an incredible place
- ☐ stand up to someone who doesn't respect you
- ☐ restrain a friend from making a bad choice
- ☐ forgive someone for their previous wrongdoing
- ☐ stand up to someone abusing their power

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 work out a plan with someone, roll with Creativity. On a 10+, hold 3. On a 7-9, hold 2. You can spend your hold 1-for-1 while the plan is being carried out to:

- Aid someone; add +1 to their roll (choose after rolling)
- Call out a warning or a command; reduce the fatigue they mark by 1
- Rally someone with invigorating words; negate a condition they would otherwise suffer

On a miss, hold 1, but your plan encounters some disastrous opposition right from the start.

☐ NOT DONE YET!

Once per session, when you are taken out, shift your balance towards center to stay up for one more exchange of a conflict. 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 changes necessary. 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, and they'll answer a non-compromising question honestly or grant you a simple favor. On a 7-9, they return the favor and give you an honest assessment of yourself; 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.

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 ⊕

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.

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 □□

武 FIGHTING TECHNIQUES 術

TAG TEAM

ADVANCE & ATTACK

L ⊗ P ⊗ M ⊗

Work with a companion against the same foe; mark 1-fatigue to inflict 2-fatigue on a foe targeted in this exchange by a companion using Strike, even if their Strike is blocked or doesn't land.

NAME: _____ L O P O M O

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

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