

THE ICON

NAME: _____



BACKGROUND

- ☐ Military
- ☐ Monastic

- ☐ Outlaw
- ☐ Privileged

- ☐ Urban
- ☐ Wilderness

DEMONS

- ☐ Naive
- ☐ Playful

- ☐ Needy
- ☐ Sad

- ☐ Haughty
- ☐ Grave

TRAINING



Waterbending



Firebending



Earthbending



Airbending



Weapons



Technology

FIGHTING STYLE: _____

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

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**

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:

Choose **3 prohibitions** of your burden and tradition:

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 twice toward Role instead of marking fatigue, and clear fatigue equal to your Role.

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 clear fatigue equal to your Freedom.

END OF SESSION

At the end of each session, answer these additional questions along with your standard growth questions.

Did I generally uphold my responsibilities?

- If yes, shift balance toward Role.
- If no, mark a condition and shift balance toward Freedom.

Did I generally maintain my prohibitions?

- If yes, clear a condition and shift balance toward Role.
- If no, shift balance toward Freedom.

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 don't have to mark fatigue to use Strike, and you 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 Foolish to treat your roll as if it was a 12+. If Foolish is already marked, mark 2-fatigue instead.

☐ MEDITATION

Take +1 Focus (max +3).

☐ OTTER-PENGUINS, UNAGI, AND HOT SPRINGS

When you visit a new inhabited location you learned about in the past, roll with Harmony. On a 7-9, ask 1. On a 10+, ask 2. You and your friends each clear fatigue when you interact with the answers.

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

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:

Flying bison, polar bear dog, eel-hound, catgator, elephant-mandrill, gemsbok-bull, shirshu, komodo-rhino, sabertooth moose-lion, flying boar, walrus-yak, flying fishopotamus

When you and your animal companion fight together, mark 1-fatigue to use an additional technique from your approach, even on a miss. When something hurts your animal companion, mark a condition. When you and your friends travel via your animal companion, everyone clears 1-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.

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 ⊕

Others have laid a path for you 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.

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 □□

武 FIGHTING TECHNIQUES 術

WALL OF PERFECTION

DEFEND & RESPOND

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 & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

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