#### THE ICON BACKGROUND DE EM ADNRS Military □ Outlaw Urban ☐ Naive Needv Haughty ■ Monastic Privileged Wilderness Playful ☐ Sad Grave TRAINING

















Waterbending

FIGHTING STYLE:

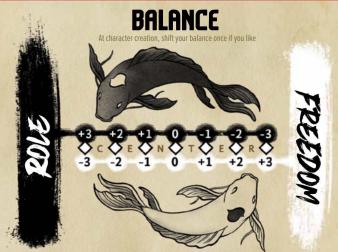
**Earthbending** 

**Firebending** 

**CREATIVITY**[0] FOCUS [+1] HARMONY [+1]



PASSION [4]



Airbending

☐ AFRAID

Weapons

-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:

# MONES 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 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!

### fatigue equal to your Role. **BREAK 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

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.

### ☐ 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 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

# 武 FIGHTING TECHNIQUES 術 WALL OF PERFECTION L⊗ P⊗ M⊗ **DEFEND & RESPOND** 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: LO PO MO □ DEFEND & RESPOND □ ADVANCE & ATTACK □ EVADE & OBSERVE LO PO MO NAME: ☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE LO PO MO NAME: ☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE LO PO MO NAME: □ DEFEND & RESPOND □ ADVANCE & ATTACK □ EVADE & OBSERVE LO PO MO NAME: □ DEFEND & RESPOND □ ADVANCE & ATTACK □ EVADE & OBSERVE

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

LO PO MO

Shift your center one step 
Unlock your Moment of Balance

Raise a stat by +1 (maximum of +2 in any given stat)