

# THE IDEALIST

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



## BACKGROUND

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

## DEMEANORS

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

## TRAINING



Waterbending



Firebending



Earthbending



Airbending



Weapons



Technology

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

## STATS

Add +1 to one stat

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

FATIGUE



FORGIVENESS

## BALANCE

At character creation, shift your balance once if you like



ACTION

## 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**

## 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 **comfort** or **support** 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.

_____	_____
_____	_____
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_____	_____
_____	_____

## MOVES CHOOSE TWO

- ☐ **THE STRENGTH OF YOUR HEART**  
When you use Block, enemies must mark 2-fatigue instead of 1 to overcome your defenses.
- ☐ **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 when you use the **defend and respond** approach; you cannot choose to Retreat 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!

## 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 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.

## 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?

### 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

## DISORIENT

ADVANCE & ATTACK

L ⊗ P ⊗ M ⊗

Pummel them with blows; mark fatigue to shift their balance.

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

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