

# THE HAMMER

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



## BACKGROUND

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

## D EMANORS

- ☐ Playful ☐ Quiet ☐ Excessive  
☐ Blunt ☐ Loud ☐ Determined

## 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>[0]</sup>  
☐ PASSION <sup>[+1]</sup>

FATIGUE



## BALANCE

At character creation, shift your balance once if you like

CARE



FORCE

## 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**

## BRINGING THEM DOWN

You always have an adversary, one who represents the things you're trying to smash through—tyranny, inequality, war; larger and more dangerous concepts that, to you at least, this one person embodies. Your adversary is someone significant and powerful—someone who actually deserves the amount of force you can bring to bear.

Name your adversary: \_\_\_\_\_

Choose a goal you have for your adversary:

- ☐ Capture them ☐ Depose them ☐ Expose them  
☐ Discredit them ☐ Restrain them ☐ Exile them

Take -1 ongoing to **plead with**, **trick**, or **comfort or support** your adversary.

## CHANGING YOUR ADVERSARY

You can change your adversary any time you mark a condition, or at the end of each session. When you do, choose an appropriate goal, and the GM shifts your balance twice to match your new adversary and your new goal.

When you successfully accomplish your goal and defeat your adversary, take a growth advancement and choose a new adversary.

## FIGHTING YOUR ADVERSARY

When you enter into a fight against your adversary, clear all fatigue. When you select any combat approach against your adversary, mark fatigue to roll with conditions marked instead of your normal stat.

## MOVES CHOOSE TWO

### ☐ FUELED BY ANGER

Mark Angry to use an additional basic or mastered technique when you **advance and attack**, even on a miss. While Angry is marked, take +1 ongoing to **intimidate** others.

### ☐ WALLS CAN'T HOLD ME

When you **rely on your skills and training** to dangerously smash your way through walls or other obstacles, roll with Passion instead of Focus.

### ☐ PUNCH WHERE IT MATTERS

When you **assess a situation**, you can always ask, "Who or what here is most vulnerable to me?", even on a miss. Remember to take +1 ongoing to act in accordance with the answer.

### ☐ COMPREHEND YOUR FOE

When you **defend and respond** against a foe whose balance principle you know, you may mark fatigue to roll with Creativity instead of Focus.

### ☐ STAND AND FIGHT!

When you provoke an NPC opponent into attacking you, roll with Passion. On a hit, they're coming at you specifically. On a 10+, you're ready for them; clear a condition or clear 2-fatigue. On a miss, they take advantage of your provocation to strike a blow where you least expect it.



# YOUR CHARACTER

LOOK:

HOME TOWN:

## HISTORY

- What injustice has driven you to use your strength for good?
- Who represents the kind of positive strength and force you want to embody?
- Who tried their best to teach you restraint, calm, and thoughtfulness?
- What fragile trinket or heirloom do you keep and protect?
- Why are you committed to this group or purpose?

## CONNECTIONS

\_\_\_\_\_ has a way to solve problems with words instead of fists—it's really impressive!

I worry \_\_\_\_\_ won't be able to hold their own when things get tough. I'm going to toughen them up!

## 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 can knock down every wall in the world, but balance isn't found in conquest and destruction. You know some walls need to stand to keep people safe. Tell the GM how you put yourself directly in the path of an inescapable threat to completely protect someone or something from harm.

## GROWTH □□□

### GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you make progress towards your goal against your adversary?

### 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

## OVERWHELM

ADVANCE & ATTACK

L ⊗ P ⊗ M ⊗

Throw a punch with all your weight behind it; mark up to three fatigue or conditions in any combination to force your opponent to mark the same number of conditions (but not fatigue).

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

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