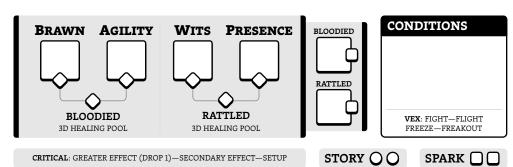
NAME	DISTINCTIVE FEATURES
PLAYER	



CRITICAL: GREATER EFFECT (DROP 1)—SECONDARY EFFECT—SETUP

CHARACTE	R DETAILS				INTRODUCE A T	ANGLE: TAKE SPARK
BACKGROUNDS		WISES				
TRAITS: 2 you	are ● 1 you're	e really not Ø		DESIRES: 2 you	ı want ● 1 yo	u really don't Ø
O Brave	O Gentle	O Protective		O Belonging	O Justice	O Renown
O Caring	O Honest	O Quiet		O Glory	O Knowledge	O Thrills
O Confident	O Honorable	O Rash		O Harmony	O Love	O Wealth
O Curious	O Persistent	O Stubborn		O Honor	O Power	O Wisdom
0				0		

Change a bond: the other PC takes spark quarrel: both ta	AKE SPARK
BOND	

MONK	RACKER
CORE TALENT	
 DISCIPLINE: Never face a disadvantage due to a weapon matchup. Once per session, you can interrupt with a: philosophical point—quick reaction—stunning strike. Each scene, you have 4 flow. Spend it to: Ignore difficulty thorns from: being outnumbered—a single powerful opponent. Attempt a fluid maneuver. Before rolling, declare you want to also: disarm them—redirect momentum—reposition you, them, or both. On a perfect or messy, it happens. Pull off a potent feat of mystical grace, like running across water or falling harmlessly from a great height. For 1 more flow, extend this to those you're touching. [Growth: 3 levels/+1 flow per scene and +1 interrupts per session] 	INTER. INTER. INTER.
PATH TALENTS	
O FLOW STATE: You can keep taking action to keep the spotlight, even if the GM wants to sper	nd suspense
O HEALING HANDS : You can heal the bloodied pool of an ally. When you do, roll Presence roll against getting dropped—you take their pain onto yourself and must fend it off.	as a defens
O LIGHTNING REFLEXES : You can always act first, unless completely surprised. You also ignotherns on Agility defense rolls.	ore difficult
O MIND OVER MATTER: When you take a physical mark, you can instead choose to take a m When you clear any mark by rolling it, take spark .	nental mark
O PRIMORDIAL FORCES: Choose an element: Air—Earth—Fire—Water. You can cast cantrips with it, useful as set dressing and magic utility. On a critical, charge it (mark its box). Spend it to pull off a potent feat of force or movement empowered by the element.	A E F V
O TETHER: Once per session, touch someone to link spirits. You can sense their feelings and know where they are. You can push yourself to: assist them—speak into their mind—take mental damage for them—teleport to them. If they get dropped, so do you. You must touch again or rest for the link to end. When it does, change your bond.	TETHER PUSH
O THERE IS NO TRY: When putting your life or something you hold equally dear on the last 6s, but 4s count as 1s. This generally occurs with high risk or after being bloodied in but the sound in the last section of the last sec	
NON-PATH TALENTS & NOTES	

STORY ARCS	Finish or move on from an arc: take spark
GROUP ARC	
CHARACTER ARC	

EXPERIENCE
Each session, take 1 XP.
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At +, take a new talent.

