

# THE ADAMANT

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



## BACKGROUND

- Military     Outlaw     Urban  
 Monastic     Privileged     Wilderness

## DEMEANOR

- Above-it-all     Rebellious  
 Perfectionist     Flippant  
 Chilly     Standoffish

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

## YOUR TRAINING



## STATUSES

- POSITIVE**  Empowered     Favored     Inspired     Prepared  
**NEGATIVE**  Doomed     Impaired     Trapped     Stunned

## STATS

Add +1 to one stat

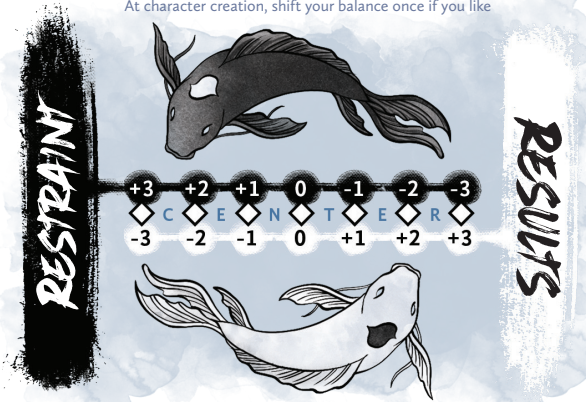
- CREATIVITY <sup>[0]</sup>  
 FOCUS <sup>[+1]</sup>  
 HARMONY <sup>[-1]</sup>  
 PASSION <sup>[+1]</sup>

## FATIGUE



## BALANCE

At character creation, shift your balance once if you like



## CONDITIONS

- AFRAID**  
 -2 to **intimidate and call someone out**  
 **ANGRY**  
 -2 to **guide and comfort** and **assess a situation**  
 **GUILTY**  
 -2 to **push your luck** and +2 to **deny a callout**  
 **INSECURE**  
 -2 to **trick and resist shifting your balance**  
 **TROUBLED**  
 -2 to **plead and rely on your skills or training**

See the back of this sheet for more on clearing conditions

## THE LODESTAR

There's only one person you often let past your emotional walls.

Name your lodestar (choose a PC to start): \_\_\_\_\_

You can shift your lodestar to someone new when they **guide and comfort** you and you open up to them, or when you **guide and comfort** them and they open up to you. If you do choose to shift your lodestar, clear a condition.

When you **shut down someone vulnerable to harsh words or icy silence**, shift your balance toward Results and roll with Results. On a hit, they mark a condition and you may clear the same condition. On a 10+, they also cannot shift your balance or **call you out** for the rest of the scene. On a miss, they have exactly the right retort; mark a condition and they shift your balance. You cannot use this on your lodestar.

When your lodestar **shifts your balance** or **calls you out**, you cannot resist it. Treat an NPC lodestar calling you out as if you rolled a 10+, and a PC lodestar calling you out as if they rolled a 10+.

When you **consult your lodestar for advice on a problem** (or permission to use your preferred solution), roll with Restraint. On a 10+ take all three; on a 7-9 they choose two:

- You see the wisdom of their advice. They shift your balance; follow their advice and they shift your balance again.
- The conversation bolsters you. Clear a condition or 2-fatigue.
- They feel at ease offering their opinion. They clear a condition or 2-fatigue.

On a miss, something about their advice infuriates you. Mark a condition or have the GM shift your balance twice.

## MOVES CHOOSE TWO

### THIS WAS A VICTORY

When you reveal that you have sabotaged a building, device, or vehicle right as it becomes relevant, mark fatigue and roll with **PASSION**. On a hit, your work pays off, creating an opportunity for you and your allies at just the right time. On a 7-9, the opportunity is fleeting—act fast to stay ahead of the consequences. On a miss, your action was ill-judged and something or someone you care about is hurt as collateral damage.

### TAKES ONE TO KNOW ONE

When you verbally needle someone by finding the weaknesses in their armor, roll with **FOCUS**. On a hit, ask 1 question. On a 7-9, they ask 1 of you as well:

- What is your principle?
- What do you need to prove?
- What could shake your certainty?
- Whom do you care about more than you let on?

Anyone who lies or stonewalls marks 2-fatigue. On a miss, your attack leaves you exposed; they may ask you any one question from the list, and you must answer honestly.

### NO TIME FOR FEELINGS

When you have equal or fewer conditions marked than your highest principle, mark fatigue to push down your feelings for the rest of the scene and ignore condition penalties until the end of the scene. When you **resist an NPC shifting your balance**, mark a condition to roll with conditions marked (max +4). You cannot then choose to clear a condition by immediately proving them wrong.

### I DON'T HATE YOU

When you **guide and comfort** someone in an awkward, understated, or idiosyncratic fashion, roll with **PASSION** instead of **HARMONY** if you mark Insecure or Insecure is already marked.

### DRIVEN BY JUSTICE

Take +1 to **PASSION** (max +3).

# YOUR CHARACTER

LOOK:

HOME TOWN: \_\_\_\_\_

## HISTORY

- What experience of being deceived or manipulated convinced you to steel yourself against being swayed by other people?
- Who was your first lodestar, and why were they an exception? Why aren't they your lodestar anymore?
- Who earned your grudging respect by teaching you pragmatism?
- What heirloom or piece of craftsmanship do you carry to remind you to stay true to yourself?
- Why are you committed to this group or purpose?

## CONNECTIONS

\_\_\_\_\_ takes issue with my methods—perhaps they have a point, but I certainly can't admit that to them!

\_\_\_\_\_ is my lodestar; something about them makes them the one person I let my guard down around.

## ⊕ MOMENT OF BALANCE ⊕

You've held true to a core of conviction even while getting your hands dirty to do what you deemed necessary. But balance means appreciating that other people are just as complex as you are, not merely obstacles or pawns. Tell the GM how you solve an intractable problem or calm a terrible conflict by relating to dangerous people on a human level.

## CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.

## GROWTH □□□□

### GROWTH QUESTION

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

- Did you seek support or guidance from others?

### 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 □□

# FIGHTING TECHNIQUES

## PINPOINT AIM DEFEND & MANEUVER

L ⊗ P ⊗ M ⊗

Take the time you need to line up a perfect shot; become *Prepared*. In the next exchange, if you **advance and attack**, roll with **FOCUS** or **PASSION**, your choice. If you use Strike, you do not have to mark fatigue to choose what you inflict.

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

# THE BOLD

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

## BACKGROUND

- Military    Outlaw    Urban  
 Monastic    Privileged    Wilderness

## DEMEANOR

- Impatient    Enthusiastic  
 Sensitive    Talkative  
 Affable    Impetuous

FIGHTING STYLE:

## YOUR TRAINING



## STATUSES

- POSITIVE**  Empowered    Favored    Inspired    Prepared  
**NEGATIVE**  Doomed    Impaired    Trapped    Stunned

## STATS

Add +1 to one stat

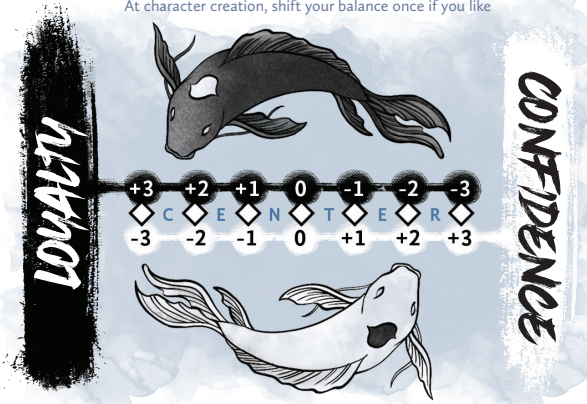
- CREATIVITY <sup>[+1]</sup>  
 FOCUS <sup>[+1]</sup>  
 HARMONY <sup>[0]</sup>  
 PASSION <sup>[-1]</sup>

## FATIGUE



## BALANCE

At character creation, shift your balance once if you like



## CONDITIONS

- AFRAID**  
 -2 to intimidate and call someone out  
 **ANGRY**  
 -2 to guide and comfort and assess a situation  
 **GUILTY**  
 -2 to push your luck and +2 to deny a callout  
 **INSECURE**  
 -2 to trick and resist shifting your balance  
 **TROUBLED**  
 -2 to plead and rely on your skills or training

See the back of this sheet for more on clearing conditions

## LEGACY OF EXCELLENCE

You have dedicated yourself to accomplishing great, exciting deeds and becoming worthy of the trust others place in you. Choose four drives to mark at the start of play. When you fulfill a marked drive, strike it out, and mark growth or clear a condition. When your four marked drives are all struck out, choose and mark four new drives. When all drives are struck out, change playbooks or accept a position of great responsibility and retire from a life of adventure.

- successfully lead your companions in battle
- give your affection to someone worthy
- start a real fight with a dangerous master
- do justice to a friend or mentor's guidance
- take down a dangerous threat all on your own
- openly outperform an authority figure
- save a friend's life
- get a fancy new outfit
- earn the respect of an adult you admire
- openly call out a friend's unworthy actions
- form a strong relationship with a new master
- stop a fight with calm words
- sacrifice your pride or love for a greater good
- defend an inhabited place from dire threats
- stand up to someone who doesn't respect you
- make a friend live up to a principle they have neglected
- show mercy or forgiveness to a dangerous person
- stand up to someone abusing their power
- tame or befriend a dangerous beast or rare creature
- pull off a ridiculous stunt

## MOVES CHOOSE TWO

### BEST FRIEND

Your best friend is small, fuzzy, and dependable. Unlike all your other relationships, this one is simple and true. You can understand and communicate with your small companion and—although they may give you a hard time now and again—they are always there when you need them most. Whenever your pal could help you push your luck, mark fatigue to roll with **CREATIVITY** instead of **PASSION**. If your pet ever gets hurt, mark a condition.

### HERE'S THE PLAN

When you commit to a plan you've proposed to the group, roll with **CREATIVITY**; take a -1 for each of your companions who isn't on board. On a 10+, hold 2. On a 7-9, hold 1. You can spend your hold 1-for-1 while the plan is being carried out to overcome or evade an obstacle, create an advantage, or neutralize a danger; if any of your companions abandon you while the plan is underway, you must mark a condition. On a miss, hold 1, but your plan goes awry when you encounter surprising opposition.

### NOT DONE YET!

Once per session, when you are taken out, shift your balance towards center to stay up for one more combat exchange. After that exchange ends, you become helpless, unconscious, or otherwise incapable of continuing on, and are taken out as normal.

### YOU MISSED SOMETHING

When you evaluate a friendly NPC's plan to get something done, roll with **FOCUS**. On a hit, the GM tells you how you can drastically improve the chances of success; get it done, and they're sure to come through on top. On a 7-9, the problems inherent in the plan are fairly serious; the NPC will be resistant to making the necessary changes. On a miss, something about the plan throws you for a loop; the GM tells you what obvious danger the NPC is ignoring...or what they're hiding about their intent.

### STRAIGHT SHOOTER

When you tell an NPC the blunt, honest truth about what you really think of them and their plans, roll with **FOCUS**. On a hit, they'll look upon your honesty favorably; they'll answer a non-compromising question honestly and grant you a simple favor. On a 7-9, they also give you an honest assessment of how they see you; mark a condition. On a miss, you're a bit too honest—they're either furious or genuinely hurt.

# YOUR CHARACTER

LOOK:

HOME TOWN: \_\_\_\_\_

## HISTORY

- Why do you feel the need to prove yourself so badly?
- Who epitomizes the kind of big, bold figure you hope to be?
- Whose approval do you think you will never attain?
- What token or symbol do you wear to prove you are serious?
- Why are you committed to this group or purpose?

## CONNECTIONS

\_\_\_\_\_ scoffs at me and my plans; one day I'll show them what I can do.

\_\_\_\_\_ has a pretty good head on their shoulders; they're a great sounding board for my ideas.

## ⊕ MOMENT OF BALANCE ⊕

The greatest heroes of your age may have overwhelming confidence, but balance isn't about pursuing greatness for the sake of greatness. You find a way to stand with your companions like no one else ever could. Tell the GM how you strike down an impossibly strong enemy or obstacle to protect your friends from harm as the best version of yourself.

## CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.

## GROWTH □□□□

### GROWTH QUESTION

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

- Did you express vulnerability by admitting you were wrong or that you should have listened to someone you ignored?

### 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 □□

# FIGHTING TECHNIQUES

## TAG TEAM

DEFEND & MANEUVER

L ⊗ P ⊗ M ⊗

Work with an ally against the same foe; choose an engaged foe and an ally—double any fatigue, conditions, or balance shifts that ally inflicts upon that foe.

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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

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DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

# THE GUARDIAN

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

## BACKGROUND

- Military     Outlaw     Urban  
 Monastic     Privileged     Wilderness

## DEMEANOR

- Harsh     Quiet  
 Serious     Suspicious  
 Polite     Cautious

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

## YOUR TRAINING



## STATUSES

- POSITIVE**  Empowered     Favored     Inspired     Prepared  
**NEGATIVE**  Doomed     Impaired     Trapped     Stunned

## STATS

Add +1 to one stat

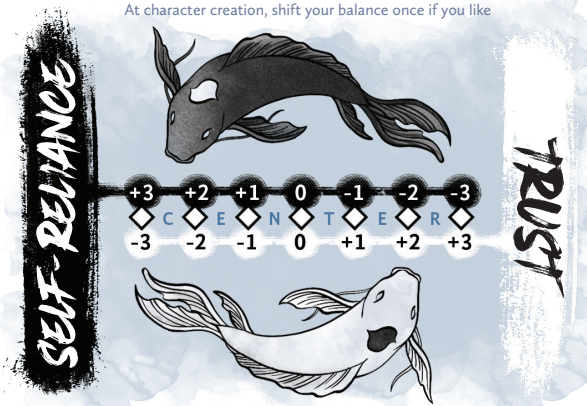
- CREATIVITY [-1]  
 FOCUS [+1]  
 HARMONY [0]  
 PASSION [+1]

## FATIGUE



## BALANCE

At character creation, shift your balance once if you like



## CONDITIONS

- AFRAID**  
 -2 to **intimidate** and **call someone out**  
 **ANGRY**  
 -2 to **guide** and **comfort** and **assess a situation**  
 **GUILTY**  
 -2 to **push your luck** and +2 to **deny a callout**  
 **INSECURE**  
 -2 to **trick** and **resist shifting your balance**  
 **TROUBLED**  
 -2 to **plead** and **rely on your skills or training**

See the back of this sheet for more on clearing conditions

## PROTECTOR'S BURDEN

You take it upon yourself to protect the people around you in general, but you have someone in particular you keep safe.

Name your ward (choose a PC to start): \_\_\_\_\_

When they mark a condition in front of you, mark fatigue or a condition. Your ward can always **call on you to live up to your principle**—without shifting their balance away from center—and they take +1 to do it.

At the beginning of each session, roll, taking +1 for each yes:

- Do you believe your ward listens to you more often than not?
- Have you recently protected them or helped them with a problem?
- Is there an immediate threat to your ward that you are aware of?

On a 7–9, hold 1. On a 10+, hold 2. At any time, spend the hold to:

- Take a 10+ without rolling on any move to defend or protect them
- Track them down even if they are hidden or avoiding you
- Figure out what they're up to without them knowing

On a miss, hold 1, but...you're drifting apart on different paths. By the end of the session, you must choose one:

- Decide you're the only one who can keep them safe; shift your balance twice toward Self-Reliance and keep them as your ward
- Decide they can handle life without your protection; shift your balance twice toward Trust and switch your ward to a new person

You may also switch your ward if they leave play or are no longer present for some reason. When you switch your ward, you can switch to an NPC (if the GM agrees).

## MOVES CHOOSE TWO

### SUSPICIOUS MIND

When you watch a person carefully to figure them out, roll with **FOCUS**. On a 7–9, hold 1. On a 10+, hold 2. Spend your hold, 1-for-1, to ask their player questions while you observe or interact with them; they must answer honestly.

- Are you telling the truth?
- What are you truly feeling?
- What do you really want right now?
- What are you worried about?
- What are you about to do?

### BADGE OF AUTHORITY

You have some badge or symbol of authority from your background, something that makes you someone to be listened to, if not well-liked or entirely respected. When you give an NPC an order based on that authority and their recognition of it, roll with **PASSION**. On a hit, they do what you say. On a 7–9, they choose 1:

- They do it, but in lackluster fashion
- They say they need something first to be able to do it
- They do it, but they're going to talk to your superiors

On a miss, the authority of your badge doesn't sway them; they do as they please and you take -1 forward against them.

### CATCH A LIAR

When you are suspicious of someone, write their name here: \_\_\_\_\_

You cannot write another until you have made them admit their guilt and misdeeds in front of an audience, or until you no longer seek to uncover their secrets.

When they admit their guilt and misdeeds in front of an audience, clear their name from this move. When you no longer seek to uncover their secrets, you may mark a condition to clear their name from this move.

When you expose that person's lies or wrong-doing, clear all your fatigue and up to two conditions. When you try to **intimidate** them into admitting their real crimes by using actual evidence, you can eliminate one additional option from the list on any hit before they choose.

### FURROWED BROW

Take +1 **FOCUS** (max +3).

### MARTYR COMPLEX

When you have a total of 8 between conditions marked, highest principle, and fatigue marked, take +1 ongoing to all moves.

# YOUR CHARACTER

LOOK:

HOME TOWN: \_\_\_\_\_

## HISTORY

- What pushed you to assume responsibility for the people you care about?
- Whom have you protected for so long...but maybe doesn't need you anymore?
- Who used to be in your circle of trust before they betrayed you?
- What tattered garment or adornment reminds you of those you protect...or failed to protect?
- Why are you committed to this group or purpose?

## CONNECTIONS

\_\_\_\_\_ is my ward—they need me to have their back, end of story.

\_\_\_\_\_ looks like they're more than capable without my help; I'm glad some of us can take care of ourselves.

## ⊕ MOMENT OF BALANCE ⊕

You've sworn to protect the people you care about, but balance is about finding your own place in the world as well. You know what you're capable of accomplishing, and you step up to show the world your unique strength. Tell the GM how you put your own life on the line to defeat a villain or danger that seems unstoppable.

## CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.

## GROWTH □□□□

### GROWTH QUESTION

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

- Did you pursue a desire or goal of your own, outside of protecting others?

### 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 □□

# FIGHTING TECHNIQUES

## DIVERT

DEFEND & MANEUVER

L ⊗ P ⊗ M ⊗

Step into the way of blows intended for allies; when any ally within reach suffers a blow this exchange, you can suffer it for them. If you also use Retaliate this exchange, deal an additional 1-fatigue each time.

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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

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DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

# THE HAMMER

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



## BACKGROUND

- Military     Outlaw     Urban  
 Monastic     Privileged     Wilderness

## DEMEANOR

- Playful     Loud  
 Blunt     Excessive  
 Quiet     Determined

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

## YOUR TRAINING



## STATUSES

- POSITIVE**  Empowered     Favored  
 Inspired     Prepared  
**NEGATIVE**  Doomed     Impaired  
 Trapped     Stunned

## STATS

Add +1 to one stat

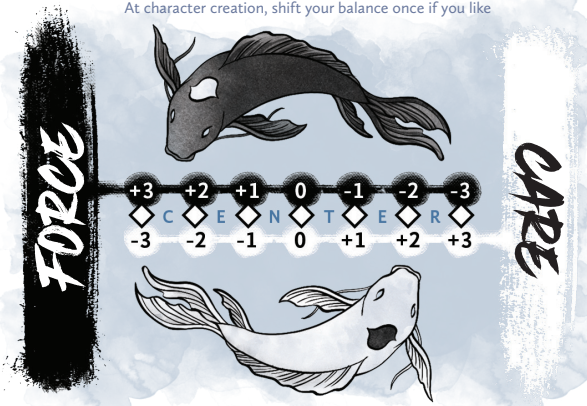
- CREATIVITY <sup>[+1]</sup>  
 FOCUS <sup>[-1]</sup>  
 HARMONY <sup>[0]</sup>  
 PASSION <sup>[+1]</sup>

## FATIGUE



## BALANCE

At character creation, shift your balance once if you like



## CONDITIONS

- AFRAID**  
 -2 to **intimidate** and **call someone out**  
 **ANGRY**  
 -2 to **guide and comfort** and **assess a situation**  
 **GUILTY**  
 -2 to **push your luck** and +2 to **deny a callout**  
 **INSECURE**  
 -2 to **trick and resist shifting your balance**  
 **TROUBLED**  
 -2 to **plead and rely on your skills or training**

See the back of this sheet for more on clearing conditions

## 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 **guide and comfort** 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 and become *Inspired*. 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 maneuver** 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 become *Prepared*. 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!

## ⊕ 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.

## CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.

## 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 □□

# FIGHTING TECHNIQUES

## OVERPOWER ADVANCE & ATTACK

L ⊗ P ⊗ M ⊗

Throw a punch with all your weight behind it; mark 3-fatigue to inflict *Stunned* on an engaged foe.

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE



# THE ICON

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

## BACKGROUND

- Military     Outlaw     Urban  
 Monastic     Privileged     Wilderness

## DEMEANOR

- Naive     Sad  
 Playful     Haughty  
 Needy     Grave

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

## YOUR TRAINING



## STATUSES

- POSITIVE**  Empowered  
 Favored  
 Inspired  
 Prepared
- NEGATIVE**  Doomed  
 Impaired  
 Trapped  
 Stunned

## STATS

Add +1 to one stat

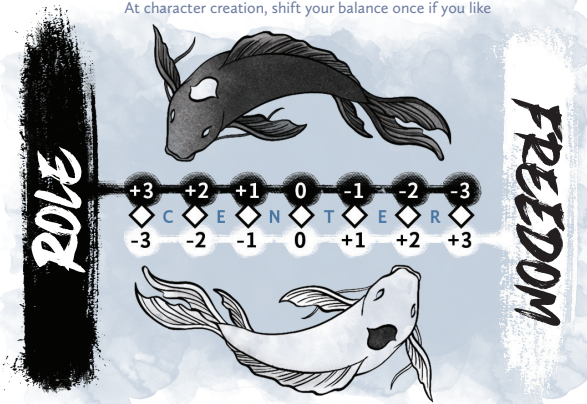
- CREATIVITY <sup>[0]</sup>  
 FOCUS <sup>[+1]</sup>  
 HARMONY <sup>[+1]</sup>  
 PASSION <sup>[-1]</sup>

## FATIGUE



## BALANCE

At character creation, shift your balance once if you like



## CONDITIONS

- AFRAID**  
 -2 to intimidate and call someone out
- ANGRY**  
 -2 to guide and comfort and assess a situation
- GUILTY**  
 -2 to push your luck and +2 to deny a callout
- INSECURE**  
 -2 to trick and resist shifting your balance
- TROUBLED**  
 -2 to plead and rely on your skills or training

See the back of this sheet for more on clearing conditions

## 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:

*Protecting humanity from natural disasters and dark spirits; destroying dangerous creatures; overthrowing tyrants; serving and defending rightful rulers; performing rituals; providing aid and succor to the downtrodden; searching for hidden histories and artifacts; guarding nature from threats and destruction; safekeeping records and relics*

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

*Never refuse an earnest request for help; never express great emotion; never run from a fight; never start a fight; never deny someone knowledge or truth; never use your role for gain or profit; never intervene in a community without invitation; never withhold forgiveness; never steal or cheat*

### 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 toward Role instead of marking fatigue, and clear fatigue equal to your Role (minimum 0-fatigue).

### 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 mark growth.

### END OF SESSION

At the end of each session, answer these after your standard growth questions.

- **Did I uphold a responsibility?**  
If yes, shift balance toward Role and clear a condition.
- **Did I break a prohibition?**  
If yes, shift balance toward Freedom. Underline one prohibition you broke during the session. If it's already underlined, cross it out—it doesn't mean anything to you to break it again.

## 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 become *Prepared* and 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 Insecure to treat your roll as if it was a 12+. If Insecure is already marked, mark 2-fatigue instead.

### CONCENTRATION

Take +1 **FOCUS** (max +3).

### OTTER-PENGUINS, UNAGI, AND HOT SPRINGS

When you visit a new inhabited location you might know about, roll with **HARMONY**. On a 7–9, ask 1. On a 10+, ask 2. PCs who interact with one of the answers clear 1-fatigue or mark growth.

- 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!

### YIP YIP!

You have an animal companion large enough to ride. Name them and choose their species:

*Sky bison, polar bear-dog, eel-hound, cat-gator, elephant-mandrill, gems-bok-bull, shirshu, komodo-rhino, sabertooth moose-lion, flying boar, walrus-yak, flying fish-opotamus*

- When you fight beside your animal companion, mark 1-fatigue to become *Favored* for an exchange
- When something hurts your animal companion, mark a condition
- When you and your friends travel via your animal companion, everyone clears all 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.

## ⊕ MOMENT OF BALANCE ⊕

Others have laid a path for you that 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.

## CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.

## 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 □□

# FIGHTING TECHNIQUES

## WALL OF PERFECTION

DEFEND & MANEUVER

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 & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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

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DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

# THE IDEALIST

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



## BACKGROUND

- Military  Outlaw  Urban
- Monastic  Privileged  Wilderness

## DEMEANOR

- Lonely  Grieving
- Compassionate  Earnest
- Joyful  Resolute

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

## YOUR TRAINING



## STATUSES

- POSITIVE**  Empowered  Favored  Inspired  Prepared
- NEGATIVE**  Doomed  Impaired  Trapped  Stunned

## STATS

Add +1 to one stat

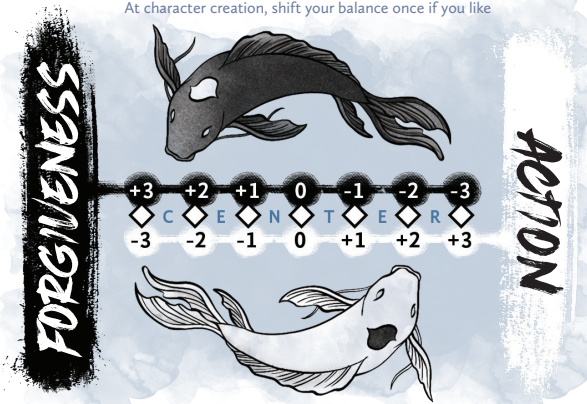
- CREATIVITY <sup>[0]</sup>
- FOCUS <sup>[-1]</sup>
- HARMONY <sup>[+1]</sup>
- PASSION <sup>[+1]</sup>

## FATIGUE



## BALANCE

At character creation, shift your balance once if you like



## CONDITIONS

- AFRAID**  
-2 to **intimidate and call someone out**
- ANGRY**  
-2 to **guide and comfort** and **assess a situation**
- GUILTY**  
-2 to **push your luck** and +2 to **deny a callout**
- INSECURE**  
-2 to **trick and resist shifting your balance**
- TROUBLED**  
-2 to **plead and rely on your skills or training**

See the back of this sheet for more on clearing conditions

## 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 **guide and comfort** 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.

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## MOVES CHOOSE TWO

- THE STRENGTH OF YOUR HEART**  
When you use Seize a Position, foes must mark 2-fatigue to block your movement.
- 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 whenever you **defend and maneuver**; you cannot choose to escape the scene by using Seize a Position 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!

## ⊕ 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.

## CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.

## 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 or help an ordinary person with their problems?

### 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 □□

# FIGHTING TECHNIQUES

**DISORIENT**  
**ADVANCE & ATTACK**

L ⊗ P ⊗ M ⊗

Pummel an engaged foe with quick blows; mark 1-fatigue to shift their balance away from center.

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

# THE PILLAR

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

## BACKGROUND

- Military    Outlaw    Urban  
 Monastic    Privileged    Wilderness

## DEMEANOR

- Confident    Stern  
 Lighthearted    Gentle  
 Critical    Warm

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

## YOUR TRAINING



## STATUSES

- POSITIVE**  Empowered    Favored    Inspired    Prepared  
**NEGATIVE**  Doomed    Impaired    Trapped    Stunned

## STATS

Add +1 to one stat

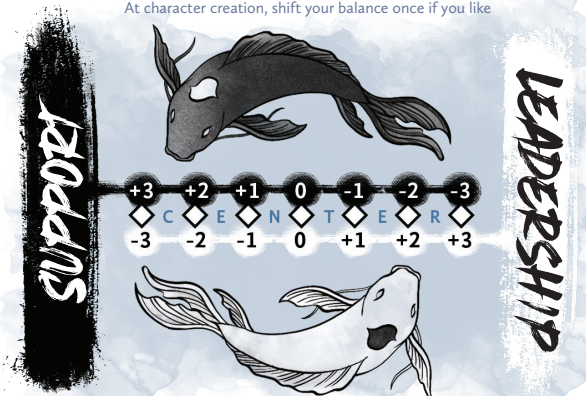
- CREATIVITY [+1]  
 FOCUS [0]  
 HARMONY [+1]  
 PASSION [-1]

## FATIGUE



## BALANCE

At character creation, shift your balance once if you like



## CONDITIONS

- AFRAID**  
 -2 to intimidate and call someone out  
 **ANGRY**  
 -2 to guide and comfort and assess a situation  
 **GUILTY**  
 -2 to push your luck and +2 to deny a callout  
 **INSECURE**  
 -2 to trick and resist shifting your balance  
 **TROUBLED**  
 -2 to plead and rely on your skills or training

See the back of this sheet for more on clearing conditions

## SQUAD LEADER

You were the leader of a small group of 10 or so well-trained warriors from a recognized and noble tradition.

Where does your squad call home?

Which are the most well known traits of your squad? (choose up to 3):

*our weapons, our fighting style, our battle cry, our costumes, our legends, our purpose*

What does your squad value? (choose 2):

*Excellence, Justice, Duty, Mercy, Tradition, Protection*

Despite being the leader, you chose to travel with your new companions for the time being, until you've achieved this group's purpose.

Choose where your team is without you:

*protecting the team's home while you are away; protecting a powerful figure; temporarily disbanded or exiled; training and preparing for something important; journeying and doing good works throughout your scope; escorting important travelers; stationed at an important location; performing traditional or ceremonial duties*

Within any group, you serve a role both subtle and overt, sometimes leading the team, sometimes helping it glue itself together. You earn Team through your leadership style, and you spend Team through your support style. At the end of each session, you may change 1 style of leadership and 1 style of support.

Choose 2 styles of leadership.

Earn 1-Team when...

- Firm:** ...you openly call on a companion to live up to their principle.
- Inspiring:** ...you live up to your principle and roll a hit.
- Diplomatic:** ...you plead with an NPC for help and roll a 10+.
- Empathetic:** ...you guide and comfort a companion and they open up to you.
- Guidance:** ...you assess a situation and give a companion instructions based on the answers
- Indomitable:** ...you roll a hit when you resist shifting your balance or you deny a callout.

Choose 2 styles of support.

Spend 1-Team when...

- Comforting:** ...you spend time one-on-one in a quiet moment with a companion to clear a condition from them.
- Invigorating:** ...you rally a companion to action in a tense moment to clear 2-fatigue from them.
- Defending:** ...you are within reach of a companion in combat to clear a negative status from them.
- Bolstering:** ...you help another companion to give them a +1 to their roll, after the roll.
- Encouraging:** ...you openly endorse a friend living up to their principle to shift their balance toward that principle.
- Trusting:** ...you openly endorse a friend resisting shifting their balance to give them +2, after the roll.

## MOVES CHOOSE TWO

### UNDERSTANDING MIEN

Take +1 to HARMONY (max +3).

### A WARRIOR'S HEART

When you live up to your principle while you have 3+ conditions marked, ignore your condition penalties. When you live up to your principle while you have 5 conditions marked, don't mark fatigue.

### OUT OF UNIFORM

When you put on a disguised or physically altered persona to fool a community into thinking you're two different people, roll with CREATIVITY. On a hit, people mostly unfamiliar with you won't connect your two personas. On a 7-9, this is the last time you can pull this trick without them catching on. On a miss, someone misidentifies you when you switch in a way that causes more trouble for you.

### FIGHTING LIKE DANCING

When you advance and attack against a group of foes—or a foe who has previously defeated you—roll with HARMONY instead of PASSION.

### TAKING CARE OF BUSINESS

When you lose your balance in a battle, instead of choosing one of the normal options, you may instead sacrifice yourself for your companions. If you do, your companions have a chance to get away without issue, and you are taken out (and possibly captured). You also choose 1:

- Leave a clue your companions can follow
- Throw your companions one vulnerable object
- Provoke an opponent, shifting their balance twice

# YOUR CHARACTER

LOOK:

HOME TOWN: \_\_\_\_\_

## HISTORY

- How did you rise to lead a renowned squad or group?
- Who was your closest friend and confidant in the squad?
- Who never thought you deserved to lead the group?
- What uniform, heirloom, or symbol do you carry as a talisman of the group?
- Why are you committed to this group or purpose?

## CONNECTIONS

\_\_\_\_\_ doesn't really respect my accomplishments; they probably need a lesson or two.

\_\_\_\_\_ seems like they would've been a good candidate to be a part of my squad; I'll look after them.

## ⊕ MOMENT OF BALANCE ⊕

You define yourself as a part of a larger group, and in this moment, the group defines itself by you. You rally them, move among them, saying the right things and providing the right guidance so your group works with perfect cohesion and confidence. Tell the GM what you say to each of your companions so that in this moment, you overcome an indomitable challenge, together.

## CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.

## GROWTH □□□□

### GROWTH QUESTION

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

- Did you help a companion find a significant success with their issues, or lead the group in finding a significant collective success?

### 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 □□

# FIGHTING TECHNIQUES

## SLIDE AROUND THE BLOW

L ⊗ P ⊗ M ⊗

**EVADE & OBSERVE**

You move perfectly, slipping past strikes and demanding an opponent's attention; a foe you are engaged with must remain engaged with you and can only use techniques against you in the next exchange. If no foe is engaged with you, you may slip through the fight to engage a new foe (no foe may mark fatigue to stop you).

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

# THE PRODIGY

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



## BACKGROUND

- Military     Outlaw     Urban  
 Monastic     Privileged     Wilderness

## DEMEANOR

- Curious     Resolute  
 Proud     Direct  
 Defensive     Stubborn

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

## YOUR TRAINING



## STATUSES

- POSITIVE**  Empowered     Favored  
 Inspired     Prepared  
**NEGATIVE**  Doomed     Impaired  
 Trapped     Stunned

## STATS

Add +1 to one stat

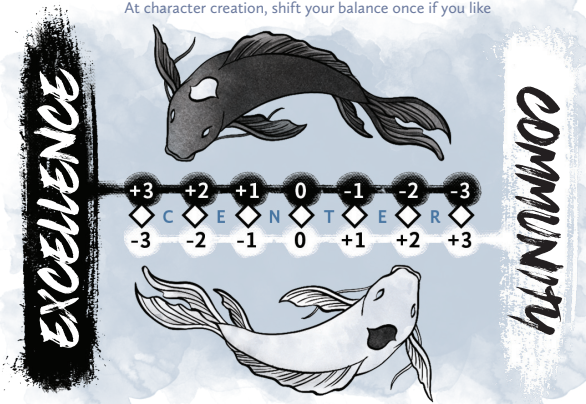
- CREATIVITY <sup>[-1]</sup>  
 FOCUS <sup>[+2]</sup>  
 HARMONY <sup>[0]</sup>  
 PASSION <sup>[0]</sup>

## FATIGUE



## BALANCE

At character creation, shift your balance once if you like



## CONDITIONS

- AFRAID**  
 -2 to **intimidate and call someone out**  
 **ANGRY**  
 -2 to **guide and comfort and assess a situation**  
 **GUILTY**  
 -2 to **push your luck and +2 to deny a callout**  
 **INSECURE**  
 -2 to **trick and resist shifting your balance**  
 **TROUBLED**  
 -2 to **plead and rely on your skills or training**

See the back of this sheet for more on clearing conditions

## EXTRAORDINARY SKILL

You aren't just capable in your area of skill and training; you're astonishing. A true prodigy, excelling and learning far more quickly than anyone would expect. You start play with one additional mastered technique.

Choose two areas in which your mastery is particularly impressive:

- Shaping     Maneuvering     Breaking  
 Sensing     Forcing     Guarding

When you **rely on your skills and training**, use a combat stance, or otherwise trigger a move while using your mastery, ignore penalties from conditions or statuses.

When you see someone use an unknown technique, if it is available to your skills and training, you may mark fatigue to shift your balance towards Excellence and take the technique as learned. **You can only do this if your balance is at +1 Excellence or higher.** You must still get a mastery condition from a master of the technique in order to move the technique from practiced to mastered.

When you study with a teacher to learn a new technique, shift your balance towards Community and automatically learn the technique at the practiced level (skipping learned). **You cannot learn techniques by studying with a teacher if your Balance is +0 Community or lower.**

When you spend time teaching a fellow companion a technique available to their skills and training, roll with Community. On a hit, you teach well enough; they learn the technique. On a 7-9, you get impatient or frustrated; choose to either take it out on them and inflict 2 conditions, or take it out on yourself and suffer 2 conditions. On a miss, you get too frustrated with their inadequacies; both of you suffer 2 conditions, and you can never try to teach them this technique again.

## MOVES CHOOSE TWO

### JUDGING A RIVAL

When you size someone up, roll with **FOCUS**. On a 7-9, ask one. On a 10+, ask two.

- what are your weaknesses / strengths?
- how can I show you dominance / submission?
- what do you intend to do next?
- what do you wish I'd do right now?

On a miss, they notice you watching them; they may ask you 1 question from the list.

### AN OPEN MIND

You can learn techniques from other skills and trainings, as long as you have a teacher. You can learn up to three such techniques, total. Take a +1 on the training move to learn such techniques.

### WAIT AND LISTEN

When you **assess a situation** while taking the time to use your extraordinary skills to absorb hidden or deep information, mark 1-fatigue, roll with **FOCUS** instead of **CREATIVITY**, and become **Prepared**.

### CHALLENGE

When you throw a boastful challenge at an opponent before a fight, roll with **PASSION**. On a hit, the challenge lands; if you win the fight, choose 1 from below. But your challenge goads them to impressive heights; they may choose 1 extra technique in every exchange for the duration of the fight. On a 10+, clear all fatigue at the end of the fight if you are victorious.

**If you win, choose 1: your opponent must...**

- teach you a technique of theirs, or help you master one you already know
- give you answers or an item of your choice
- acknowledge your superiority; shift your balance twice towards Excellence
- take your side in a future conflict

On a miss, they dismiss your challenge and refuse to fight; they inflict a condition on you.

### SURPRISING ENTRANCE

When you **trick someone** by using your skills to disappear and reappear somewhere else within the same scene, roll with **FOCUS** instead of **CREATIVITY**.

# YOUR CHARACTER

LOOK:

HOME TOWN: \_\_\_\_\_

## HISTORY

- When did you first accomplish something your teachers thought would be impossible for you?
- Who gave you the lessons and support you needed to discover your incredible abilities?
- Who cares for you greatly but doesn't understand your talent?
- What strange talisman or detail of your clothing plays a role in your talents?
- Why are you committed to this group or purpose?

## CONNECTIONS

\_\_\_\_\_ could use training from someone who knows what they're doing; I suppose I am up to the task.

I'm not sure if the overtures of friendship from \_\_\_\_\_ make me happy, mad, or both.

## ⊕ MOMENT OF BALANCE ⊕

You've always struggled to rely on other people—it feels like it makes you weak. But in this moment, connection to others is the very source of your strength. You call upon your commitment to the group to push yourself beyond your limits and do the impossible. Tell the GM how you accomplish a feat no one ever has before to help or save your friends.

## CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.

## GROWTH □□□□

### GROWTH QUESTION

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

- Did you express gratitude to a companion for their presence, support, or teaching?

### 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 □□

# FIGHTING TECHNIQUES

## STEADY STANCE

DEFEND & MANEUVER

L ⊗ P ⊗ M ⊗

Assume a strong, steady stance; any foes engaged with you who chose to **advance and attack** this exchange must mark 1-fatigue. Negate the first condition or negative status inflicted on you in this exchange. If no conditions or negative statuses were inflicted on you in this exchange, become *Empowered* for the next exchange.

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE



# THE ROGUE

NAME:



## BACKGROUND

- Military     Outlaw     Urban  
 Monastic     Privileged     Wilderness

## DEMEANOR

- Acerbic     Sly  
 Joking     Extreme  
 Cynical     Wild

FIGHTING STYLE:

## YOUR TRAINING



## STATUSES

- POSITIVE**  Empowered     Favored  
 Inspired     Prepared  
**NEGATIVE**  Doomed     Impaired  
 Trapped     Stunned

## STATS

Add +1 to one stat

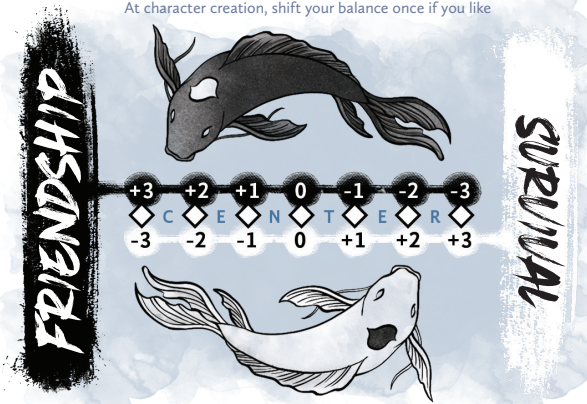
- CREATIVITY <sup>[+1]</sup>  
 FOCUS <sup>[0]</sup>  
 HARMONY <sup>[-1]</sup>  
 PASSION <sup>[+1]</sup>

## FATIGUE



## BALANCE

At character creation, shift your balance once if you like



## CONDITIONS

- AFRAID**  
 -2 to intimidate and call someone out  
 **ANGRY**  
 -2 to guide and comfort and assess a situation  
 **GUILTY**  
 -2 to push your luck and +2 to deny a callout  
 **INSECURE**  
 -2 to trick and resist shifting your balance  
 **TROUBLED**  
 -2 to plead and rely on your skills or training

See the back of this sheet for more on clearing conditions

## ⊕ BAD HABITS ⊕

You've picked up some bad habits over the years. Most other people are pretty set on trying to get you to stop. But maybe you can bring your friends along for the ride... Choose 4 bad habits you indulge:

- Casual thievery and pickpocketing  
 Vandalism or sabotage  
 Trespassing  
 Daredevil stunts  
 "Charming" insults of dangerous people  
 Cons  
 Rabble-rousing  
 Gambling

Any necessary skills or talents related to your bad habits are considered to be part of your background.

When you **indulge a bad habit on your own**, shift your balance toward Survival, and roll with Survival. On a hit, you pull it off and vent your frustrations; clear fatigue or conditions equal to your Survival (minimum 0). If you have no fatigue or conditions, mark growth. On a 10+, you also gain a windfall, a boon or opportunity—your bad habits paid off this time. On a miss, you're caught by someone dangerous or powerful, and they complicate your life.

When you **indulge a bad habit with a friend**, shift your balance toward Friendship, and roll with Friendship. On a hit, you and your friend pull it off and grow closer; each of you makes the other *Inspired*. On a 10+, you also obtain some useful resource or information, and become *Prepared*. On a miss, something goes terribly awry; you can either take the heat yourself, or shift your Balance twice toward Survival and leave your friend in the lurch.

## MOVES CHOOSE TWO

### ROGUISH CHARM

When you **plead with an NPC** or **guide and comfort someone** by flattering them and empathizing with them, mark 1-fatigue to roll with **CREATIVITY** instead of **HARMONY**.

### SLIPPERY EEL-HOUND

When you **defend and maneuver** and choose to use Seize a Position to escape the scene, foes must mark an additional 2-fatigue to stop you, and you may bring any allies within reach when you retreat.

### YOU'RE NOT MY MASTER!

When you **resist an NPC shifting your balance**, roll +2 instead of +0.

### CASING THE JOINT

When you **assess a situation**, add these questions to the list. You may always ask one extra question from these options, even on a miss.

- What here is most valuable or interesting to me?
- Who or what is most vulnerable to me?
- Who here is in control/wealthiest/has the most power?

### IS THAT THE BEST YOU GOT?

When you goad or provoke an NPC into foolhardy action, say what you want them to do and roll with **PASSION**. On a 10+, they do it. On a 7-9, they can choose 1 instead:

- They do it, but more intensely than expected—you're taken off guard.
- They do it, but more carefully than expected—they gain an advantage against you.
- They don't do it, but they embarrass themselves—they mark a condition.
- They don't do it, but only catch themselves at the last minute—they stumble and give you an opportunity.

On a miss, they are provoked to take harsh action, directly against you, in a way you're ill-prepared to counter.

# YOUR CHARACTER

LOOK:

HOME TOWN: \_\_\_\_\_

## HISTORY

- How did you come to feel that the only way to survive was to break the rules?
- Who kept trying to reach a kind hand out towards you, only to be rebuffed?
- Who was ready to do anything to break you of your bad habits?
- What is your favorite possession that you stole, swiped, or otherwise acquired illegitimately?
- Why are you committed to this group or purpose?

## CONNECTIONS

\_\_\_\_\_ is waaaaay too uptight, too trapped in themselves; they need to break some rules!

\_\_\_\_\_ is amazing and I hope they like me; maybe they're worth playing it straight?

## ⊕ MOMENT OF BALANCE ⊕

You learned early on that you had to do what you needed to survive, and that sometimes that meant you lost friends. Now, you find a new balance: rule-breaking isn't something that just drives people away—it's something you can use constructively, with your friends! Tell the GM how you lead your companions to break all the rules and accomplish an incredible feat.

## CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.

## GROWTH □□□□

### GROWTH QUESTION

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

- Did you get a friend to join in or approve of one of your bad habits?

### 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 □□

# FIGHTING TECHNIQUES

## SWEEP THE LEG

ADVANCE & ATTACK

L ⊗ P ⊗ M ⊗

You attack where an enemy is weakest or most off-balance; if your foe has a total of 3 or more fatigue and conditions marked, inflict 2-fatigue. If your foe has fewer than 3 total fatigue and conditions marked, inflict 2-fatigue, but you must 1-mark fatigue as well.

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DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

# THE SUCCESSOR

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



## BACKGROUND

- Military    Outlaw    Urban  
 Monastic    Privileged    Wilderness

## DEMEANOR

- Perky    Casual  
 Intense    Arrogant  
 By-the-book    Oblivious

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

## YOUR TRAINING



## STATUSES

- POSITIVE**  Empowered    Favored    Inspired    Prepared  
**NEGATIVE**  Doomed    Impaired    Trapped    Stunned

## STATS

Add +1 to one stat

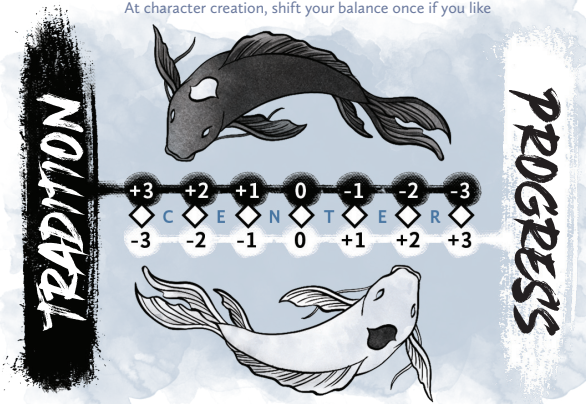
- CREATIVITY [+1]  
 FOCUS [+1]  
 HARMONY [-1]  
 PASSION [0]

## FATIGUE



## BALANCE

At character creation, shift your balance once if you like



## CONDITIONS

- AFRAID**  
 -2 to intimidate and call someone out  
 **ANGRY**  
 -2 to guide and comfort and assess a situation  
 **GUILTY**  
 -2 to push your luck and +2 to deny a callout  
 **INSECURE**  
 -2 to trick and resist shifting your balance  
 **TROUBLED**  
 -2 to plead and rely on your skills or training

See the back of this sheet for more on clearing conditions

## A TAINTED PAST

You hail from a powerful, infamous lineage—one with an impressive and terrible reputation. Your lineage has had a massive impact on the world within the scope of your story—its reach extends over the whole scope, and everyone in the scope knows of it. Choose one domain that is the source of your lineage's power—the area in which they affected the world—and another into which they're now beginning to extend their reach.

- high society    state politics  
 military command    business and industry  
 arts and entertainment    elite academics  
 land ownership    vigilante militias  
 organized crime    media and news  
 spiritual authority    vital supply chains

### LINEAGE RESOURCES

You have access to your family's extensive stores of two of the following resources:

- obscure or forbidden knowledge  
 introductions and connections  
 servants or muscle  
 high technology  
 cold hard cash  
 spiritual artifacts or tomes

Spend resources during the session to establish a boon you had previously asked for or obtained, something that your lineage's unique position and stores could provide: a vehicle, an invitation, a chest of jade coins, etc.

### HUMBLE YOURSELF

When you politely and obediently humble yourself before a powerful member of your lineage, roll with your Tradition. On a hit, you earn some credit; hold 3-resources. On a 7–9, their resources don't come without strings; you'll need to promise to fulfill some other obligation of your lineage, or let them shift your balance. On a miss, they're dissatisfied with your display; they're cutting you off until you fulfill some task they set to you.

### RAID YOUR LINEAGE'S RESOURCES

When you raid your lineage's resources without their consent or knowledge, mark a condition and roll with your Progress. On a hit, hold 1-resource. On a 7–9, choose 1. On a 10+, choose 2.

- You obtain an additional 1-resource
- You nab your goodies quietly; your lineage is none the wiser
- You steel yourself for what you're doing; avoid marking a condition

On a miss, you're caught red-handed by a powerful member of your lineage who saw you coming.

## MOVES CHOOSE TWO

### WAY OF THE FUTURE

Take +1 CREATIVITY (max +3).

### BLACK KOALA-SHEEP

When you behave in a way that shocks and unsettles people from one of your backgrounds, roll with CREATIVITY to intimidate them or push your luck.

### A LIFE OF REGRET

When you guide and comfort an NPC by apologizing and honestly promising to make amends for the harm they have suffered, roll with FOCUS instead of HARMONY. If they choose not to open up to you, you do not take +1 forward against them. If they choose to open up to you, take +1 ongoing to attempts to take action to make amends.

### WALK THIS WAY

When you make over, disguise, and/or coach your friends to fit in with a specific crowd appropriate to one of your backgrounds, roll with CREATIVITY. On a 10+, the performance is flawless; you gain access to wherever you wanted to fit in while attracting little suspicion. On a 7–9, you fool nearly everyone; there's only a single gatekeeper who asks any questions or stands in your way. On a miss, the only way to get the access you desired is for one of your friends to take on an uncomfortable, dangerous, or attention-grabbing role.

### WORLDLY KNOWLEDGE

Your upbringing expanded your horizons, skillsets, and contacts. Choose another training and another background.

# YOUR CHARACTER

LOOK:

HOME TOWN: \_\_\_\_\_

## HISTORY

- Who is the current head of your lineage? How do you love and frustrate each other?
- What close member of your lineage wants to revolutionize it?
- What do you carry that reminds you of the place most associated with your lineage?
- What part of your lineage's identity is most important and valuable to you as a person?
- Why are you committed to this group or purpose?

## CONNECTIONS

\_\_\_\_\_ has major concerns, fears, or grievances with my lineage—and with me, by proxy.

\_\_\_\_\_ seems free of their past in a way I wish I could let go of mine; hearing them talk about the future feels amazing!

## ⊕ MOMENT OF BALANCE ⊕

You may never escape the legacy of your family, but balance allows you to learn from them without defining yourself in their image. You call upon a resource of your family to innovate a new solution to an intractable problem, never forgetting who you are in the face of incredible danger. Tell the GM how you knock down obstacles that seem impossible to overcome and save the day.

## CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilt:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.

## GROWTH □□□□

### GROWTH QUESTION

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

- Did you learn something meaningful or important about your lineage, its members, or its effects on the world and others?

### 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 □□

# FIGHTING TECHNIQUES

## BREAK

EVADE & OBSERVE

L ⊗ P ⊗ M ⊗

Target a foe's vulnerable equipment; render it useless or broken—possibly inflicting or overcoming a fictionally appropriate status.

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DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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