

BASIC MOVES

ASSESS A SITUATION

When you **assess a situation**, roll with **CREATIVITY**. On a 7–9, ask one question. On a 10+, ask two. Take +1 ongoing when acting on the answers.

- What here can I use to _____?
- Who or what is the biggest threat?
- What should I be on the lookout for?
- What's my best way out/in/through?
- Who or what is in the greatest danger?

PLEAD

When you **plead with an NPC** who cares what you think for help, support, or action, roll with **HARMONY**. On a 7–9, they need something more—evidence that this is the right course, guidance in making the right choices, or resources to aid them—before they act; the GM tells you what they need. On a 10+, they act now and do their best until the situation changes.

HELP

When you take appropriate action to **help a companion**, mark 1-fatigue to give them a +1 to their roll (after the roll). You cannot help in a combat exchange in this way.

BALANCE MOVES

LIVE UP TO YOUR PRINCIPLE

When you **take action in accordance with the values of a principle**, mark 1-fatigue to roll with that principle instead of whatever stat you would normally roll.

CALL SOMEONE OUT

When you **openly call on someone to live up to their principle**, shift your balance away from center, then name and roll with their principle. On a hit, they are called to act as you say; they must either do it or mark a condition. On a 7–9, they challenge your view of the world in turn; mark 1-fatigue or they shift your balance as they choose. On a miss, they can demand you act in accordance with one of your principles instead; mark a condition or act as they request.

DENY A CALLOUT

When you **deny an NPC calling on you to live up to your principle**, roll with that principle. On a hit, act as they say or mark 1-fatigue. On a 10+, their words hit hard; you must also shift your balance towards the called-on principle. On a miss, you stand strong; clear a condition, clear 1-fatigue, or shift your balance, your choice.

RELY ON YOUR SKILLS & TRAINING

When you **rely on your skills and training** to overcome an obstacle, gain new insight, or perform a familiar custom, roll with **FOCUS**. On a hit, you do it. On a 7–9, you do it imperfectly—the GM tells you how your approach might lead to unexpected consequences; accept those consequences or mark 1-fatigue.

PUSH YOUR LUCK

When you **push your luck** in a risky situation, say what you want to do and roll with **PASSION**. On a hit, you do it, but it costs you to scrape by; the GM tells you what it costs you. On a 10+, your boldness pays off despite the cost; the GM tells you what other lucky opportunity falls in your lap.

INTIMIDATE

When you **intimidate an NPC** into backing off or giving in, roll with **PASSION**. On a hit, they choose one. On a 10+, first, you pick one they cannot choose.

- They run to escape or get backup.
- They back down but keep watch.
- They give in with a few stipulations.
- They attack you, but off-balance; the GM marks a condition on them.

RESIST SHIFTING YOUR BALANCE

When you **resist an NPC shifting your balance**, roll. On a hit, you maintain your current balance in spite of their words or deeds. On a 10+, choose two. On a 7–9, choose one.

- Clear a condition or mark growth by immediately acting to prove them wrong
- Shift your balance towards the opposite principle
- Learn what their principle is (if they have one); if you already know, take +1 forward against them

On a miss, they know just what to say to throw you off balance. Mark a condition, and the GM shifts your balance twice.

LOSE YOUR BALANCE

If your balance shifts past the end of the track, **you lose your balance**. You obsess over that principle to a degree that's not healthy for you or anyone around you. Choose one of the following:

- Give in or submit to your opposition
- Lose control of yourself in a destructive and harmful way
- Take an extreme action in line with the principle, then flee

Afterward, when you've had some time to recover and recenter yourself, shift your center one step towards the principle you exceeded and clear all your conditions and fatigue. Reset your balance to your new center.

GUIDE AND COMFORT

When you try to honestly **guide and comfort** another person, roll with **HARMONY**. On a hit, they choose one:

- They embrace your guidance and comfort. They may clear a condition or 2-fatigue, and you may ask one question; they must answer honestly.
- They shut you down. They inflict a condition on you, and you shift their balance in response.

On a 10+, if they embrace your guidance and comfort, you may also shift their balance.

TRICK

When you **trick an NPC**, roll with **CREATIVITY**. On a hit, they fall for it and do what you want for the moment. On a 7–9, pick one. On a 10+, pick two.

- They stumble; take +1 forward to acting against them.
- They act foolishly; the GM tells you what additional opportunity they give you.
- They overcommit; they are deceived for some time.

GROWTH QUESTIONS

At the end of each session, each player answers the following questions:

- Did you learn something challenging, exciting, or complicated about the world?
- Did you stop a dangerous threat or solve a community problem?
- Did you guide a companion towards balance or end the session at your center?

Each player also answers their playbook's unique personal growth question. For each yes, mark growth. When you have marked four growth, you take a growth advancement.

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.



COMBAT EXCHANGES

EXCHANGE STEPS

1 The GM chooses an approach for each NPC or group of NPCs in the exchange; the GM keeps their choice secret.

2 Each player of a PC in the exchange chooses an approach for their character. If multiple players have PCs in the exchange, they can talk and coordinate. Their choices can be public, but if the PCs oppose each other, they keep their choices secret and reveal in the next step.

3 The GM reveals what they chose for each NPC, and PCs opposing each other reveal their previously secret approaches.

4 All combatants who chose **defend and maneuver** resolve their approach.

5 All combatants who chose **advance and attack** resolve their approach.

6 All combatants who chose **evade and observe** resolve their approach.

7 All characters who lost their balance or were taken out now resolve those results.

After the Exchange

- The full effects of a character **being taken out** or **losing their balance** resolve outside of fight exchanges.
- **When a PC is taken out**, they are unable to act any more. The exact details of how they are taken out can be set up outside of fight exchanges—but almost always, a PC being taken out is a golden opportunity for the GM to make another move.
- **After an exchange ends**, there is no requirement to go right into another exchange.
- If **multiple combatants want to keep fighting**, then another exchange ensues. This also covers situations in which one side wants to only defend or evade.
- If **only one combatant (or one side of combatants) wants to keep fighting**—to the extent that their targets won't even resist incoming blows—then no exchange is needed; the attackers simply inflict fatigue or conditions on their targets.
- If **no combatants are engaging each other**, then there's no need for an exchange at all!
- If **all combatants on one side of the conflict are defeated**, unable to continue fighting in any way, then no more exchanges are needed!

STANCE MOVE

FOR PCs

When you resolve your approach, roll with the appropriate stat:

- **Defend and maneuver** rolls with **FOCUS**
- **Advance and attack** rolls with **PASSION**
- **Evade and observe** rolls with **CREATIVITY** or **HARMONY**, the PC's choice

On a 7–9, use one basic or mastered technique. On a 10+, choose one from this list instead:

- Mark 1-fatigue to use a learned technique
- Use one practiced technique
- Use two different basic or mastered techniques

On a miss, you stumble, but you can shift your balance away from center to use one basic technique.

FOR NPCs

NPCs always use a number of techniques equal to 1 + their balance rating, chosen by the GM.

STATUSES

Some techniques within a combat exchange assign statuses to characters based on the fiction, such as a character getting *Trapped* by ice or metal. Techniques may assign the following:

NEGATIVE STATUSES

- **DOOMED:** You're in grave danger—mark 1-fatigue every few seconds (or each exchange) until you free yourself.
- **IMPAIRED:** You're slowed or off-balance—mark 1-fatigue or take a -2 to all physical actions (PCs) / choose one fewer technique (NPCs).
- **TRAPPED:** You're completely helpless—you must mark a combination of three conditions or fatigue to escape.
- **STUNNED:** You're caught off-guard—you can't act or respond for a few seconds until you steady yourself.

POSITIVE STATUSES

- **EMPOWERED:** Your abilities are naturally stronger in this moment—clear 1-fatigue at the end of each exchange.
- **FAVORED:** You're buoyed by circumstance—choose an additional basic or mastered technique in the next exchange, even on a miss.
- **INSPIRED:** You're ready to stand for something—clear *Inspired* to shift your balance toward a principle of your choice.
- **PREPARED:** You're ready for what's coming—clear *Prepared* to take +1 to an appropriate roll (after the roll) or avoid marking a condition.

BASIC TECHNIQUES

DEFEND & MANEUVER

ROLL WITH FOCUS

READY

Mark 1-fatigue to ready yourself or your environment, assigning or clearing a fictionally appropriate status of nearby characters or yourself.

RETALIATE

Steel yourself for their blows. Each time a foe inflicts fatigue, a condition, or shifts your balance in this exchange, inflict 1-fatigue on that foe.

SEIZE A POSITION

Move to a new location. Engage/disengage with a foe, overcome a negative status or danger, establish an advantageous position, or escape the scene. Any foe engaged with you can mark 1-fatigue to block this technique.

ADVANCE & ATTACK

ROLL WITH PASSION

STRIKE

Strike a foe in reach, forcing them to mark 2-fatigue, mark a condition, or shift their balance away from center, their choice. Mark 1-fatigue to instead choose to hammer them with your blows, forcing them to mark 2-fatigue, or strike where they are weak, inflicting a condition.

PRESSURE

Impress or intimidate a foe. Choose an approach—your foe cannot choose to use that approach in the next exchange.

SMASH

Mark 1-fatigue to destroy or destabilize something in the environment—possibly inflicting or overcoming a fictionally appropriate positive or negative status.

EVADE & OBSERVE

CLEAR 1-FATIGUE & ROLL WITH CREATIVITY OR HARMONY

TEST BALANCE

Mark 1-fatigue to challenge an engaged foe's balance. Ask what their principle is; they must answer honestly. If you already know their principle, instead shift their balance away from center by questioning or challenging their beliefs or perspective.

BOLSTER OR HINDER

Aid or impede a nearby character, inflicting an appropriate status.

COMMIT

Recenter yourself amidst the fray. Shift your balance toward one of your principles; the next time you live up to that principle, do not mark fatigue.

CAMPAIGN CREATION WORKSHEET

CHOOSE AN ERA:

Custom Era: _____

CHOOSE A SCOPE:



Kyoshi Era



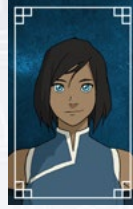
Roku Era



Hundred Year War



Aang Era



Korra Era

CHOOSE A GROUP FOCUS:

- To defeat [dangerous foe]
- To protect [place, idea, culture, person, thing]
- To change [culture, society, place, person]
- To deliver [person, thing] to [place, culture, person]
- To rescue [person, thing]
- To learn [idea, culture, training, history]

GROUP FOCUS DETAILS:

DETAIL YOUR INCITING INCIDENT:

LOCATION: _____

ACT 1:

ACT 1:

- We befriended [ally] who gave us access to [valuable item].
- We discovered a secret hidden by [powerful figure].
- We did something fun, but drew the ire of [powerful figure] in the process.
- We learned the frightening plans of [powerful foe].

ACT 2:

ACT 2:

- We stole [valuable item] from [powerful foe].
- We discovered a terrible truth about [location or powerful figure].
- We defended [ally or place] from [powerful foe].
- We destroyed [valuable item] and drew the ire of its owner, [powerful foe].

ACT 3:

ACT 3:

- We fought and barely defeated [powerful foe].
- We narrowly escaped capture by [powerful foe].
- We saved or rescued [ally] from [powerful figure].
- We were saved from [powerful foe] by [ally], to their own detriment.

 **ALLIES & ENEMIES** 

GAME MASTER REFERENCE SHEET

AGENDAS

- Ensure the world feels real
- Make the PCs' stories meaningful and important
- Play to find out what happens

BASELINES

Always say...

- What the guidelines demand
- What the rules demand
- What honesty demands

GUIDELINES

- Describe a wondrous world with a deep history
- Address the characters, not your players
- Be the companions' biggest fan
- Ask questions and let your players answer
- Put emotions on characters' sleeves
- Resolve conflicts episodically
- Remember the history of the world and characters
- Emphasize lessons throughout
- Give NPCs drives, fears, and hopes
- Make conflicts moral choices
- Use imbalance instead of evil
- Counterbalance darkness with light
- Seek consequences besides death

GM MOVES

- Reveal a hidden truth
- Inflict fatigue or a condition
- Shift their balance
- Twist loyalties with tempting offers
- Escalate to violence
- Offer a risky or costly opportunity
- Threaten someone
- Shift the odds, suddenly
- Exploit a weakness in their history
- Provide wisdom in unlikely places
- Turn a move back on them

IF YOU GET STUCK...

Beseech them for help

They're heroes—they'll always be inclined to provide real assistance to those in need, even if they aren't sure how to immediately be of use or solve the problem.

Upset their balance

The arc of each and every PC is centered on their balance and the conflict between their principles. Introduce characters and situations that help upset the balance, pushing the PCs up and down their balance tracks and challenging their decisions.

Focus on their trainings

The heroes know enough to be capable, but they still have plenty to learn. NPCs who offer to teach them, or who show off new techniques the PCs want to learn, always provide a new path forward.

TRAINING MOVE

When you spend time with a teacher learning and training in a new technique, roll with modifiers from the following questions:

- Is your balance in line with your center or are you free of conditions? If yes, take +1.
- Do you and your teacher share at least one background? If yes, take +1.
- Does your teacher agree with your reasons for training and learning? If no, take -1.
- Is the technique easy to grasp based on your current training, experience, and skills? If no, take -1.

On a hit, you learn the technique, and your master shifts your balance. On a 10+, you learn it with ease, and it takes as little time as possible. On a 7-9, it either takes more time than normal, or you must mark two conditions. On a miss, you can't learn the technique yet because you need another lesson before you can grasp its full use. Your master will tell you what additional task you must undertake to put yourself into the correct state of mind; do it, and you learn the technique.

TECHNIQUES

Techniques represent discrete skills or forms that characters have learned with their training. PCs can have techniques at **Learned**, **Practiced**, or **Mastered** levels.

LEARNED TECHNIQUES:

- can only be used on a 10+ on the stance move
- cost an extra 1-fatigue to use
- advance to Practiced level when used in combat

PRACTICED TECHNIQUES:

- can only be used on a 10+ on the stance move
- advance to Mastered level when the PC accomplishes the mastery condition set to them by their teacher

MASTERED TECHNIQUES:

- can be used as easily as basic techniques

Mastery conditions are set to a PC by their teacher to fully master a technique.

Sample Mastery Conditions

- Defeat a specific foe in combat
- Surrender
- Lose your balance
- Be taken out
- Seek a specific mystical or ancient location
- Return an important artifact to its proper place
- Find and listen to an opposing teacher
- Build a structure of spiritual or local import
- Destroy a dangerous or corrupt structure
- Tell a specific person a specific, difficult truth
- Use the technique in an exchange in a particular way
- Repeat an act or lesson that the teacher had to endure themselves

IMPORTANT PLACES (See map on page 18 for corresponding eras)

- **AGNA QEL'A** [pg.20] *Northern Water Tribe* - A city of ice with impenetrable walls housing the spirits of Moon and Ocean
- **BA SING SE** [pg. 22] *Earth Kingdom* - A sprawling city rife with corruption protected by an impenetrable wall
- **BHANTI ISLAND** [pg. 25] *Fire Nation* - Island of Fire Sages with magical healing pool
- **CRESCENT ISLAND** [pg. 46] *Fire Nation* - Fire Temple island, destroyed accidentally by Avatar Roku
- **EASTERN AIR TEMPLE** [pg. 27] *Air Nomads* - Air Nomad temple with significant spiritual power
- **FIRE FOUNTAIN CITY** [pg. 25] *Fire Nation* - An ancient city with mystical roots
- **FIRE NATION CAPITAL** [pg. 24] *Fire Nation* - A sprawling city built atop and within an island volcano
- **FOGGY SWAMP** [pg. 21] *Foggy Swamp Tribe* - Home to an isolated water tribe who can bend the water in plants
- **GAOLING** [pg. 81] *Earth Kingdom* - Town in the Earth Kingdom, later home to the first democratic elections
- **KYOSHI ISLAND** [pg. 23] *Earth Kingdom* - A large island home to the renowned Kyoshi Warriors
- **LAKE LAOGAI** [pg. 62] *Earth Kingdom* - A lake within the outer wall of Ba Sing Se with a secret Dai Li facility underneath
- **NORTHERN AIR TEMPLE** [pg. 26] *Air Nomads* - A towering temple only accessible through the air
- **NORTHERN SPIRIT PORTAL** [pg. 21] *Northern Water Tribe* - Portal to the Spirit World, closed until the Korra Era
- **OMASHU** [pg. 23] *Earth Kingdom* - A mountain-top city with unique technology operated by bending
- **REPUBLIC CITY** [pg. 82] *United Republic* - Central city of the relatively young United Republic
- **SI WONG DESERT** [pg. 23] *Earth Kingdom* - A vast and deadly desert
- **SOUTHERN AIR TEMPLE** [pg. 27] *Air Nomads* - An Air Nomad temple home to flying lemurs and sky bison
- **SOUTHERN SPIRIT PORTAL** [pg. 21] *Southern Water Tribe* - Portal to the Spirit World, closed until the Korra Era
- **SUN WARRIORS' ANCIENT CITY** [pg. 25] *Fire Nation* - A forgotten city and home to dragons
- **WATER TRIBE SACRED ISLAND** [pg. 53] *Water Tribes* - The halfway point between the Water Tribes
- **WESTERN AIR TEMPLE** [pg. 27] *Air Nomads* - An upside-down mountain temple located in a strategically important location
- **WOLF COVE** [pg. 21] *Southern Water Tribe* - The capital of the South Pole struggling to find its identity amidst turmoil
- **YU DAO** [pg. 70] *Earth Kingdom* - The oldest Fire Nation colony of the Hundred Year War

ASSORTED ADDITIONAL PLACE NAMES: Use these if you need inspiration for a brand new location during play!

Flutterbat Cave, Diamond Island, Windtear Pass, Shimmerleaf Forest, Golden Mountain, Port Sail, Downpour Town, Highcloud, Icy Shin's, Yano's Glade, Bridge Crossing, Stoneside, Wu Chasm, Broken Branch Forest, Hungry Swamp, Ruby Marshes, Spear Plains, Mount Bao, Ripple River, Songbird Haven, Badger-Frog Bay, Dragon-Moose Fork

NPCs

GROUPS OF NPCs

- A **small group**, 5–10 NPCs, can be statted as a single NPC one step above the individual members in importance. E.g., a small group of minor NPCs is the equivalent of one major NPC.
- A **medium group**, 11–20 NPCs, similarly behaves like a single NPC two steps above in importance. E.g., a medium group of minor NPCs is the equivalent of one master NPC.
- A **large group**, or 21+ NPCs, is three steps above in importance. E.g., a large group of minor NPCs is the equivalent of one legendary NPC.
- For steps of importance above master, simply add +1 fatigue, and +1 condition per step. E.g., a large group of major NPCs is the equivalent of a legendary NPC, +1 fatigue, +1 condition.

TRAINING INSPIRATION

Airbending

- **Minor:** Big gusts of wind
- **Major:** Throwing incoming physical attacks off-course with wind, gliding along on air currents or balls of whirling air
- **Master:** Impossible grace, near-weightlessness, perfect dodging, gale-force winds

Waterbending

- **Minor:** Channeling big jets of water
- **Major:** Use ice creatively to shape the environment, heal (rarer)
- **Master:** Instantly changing water to ice and back, many limbs of water, sliding on ice

Earthbending

- **Minor:** Hurl rocks
- **Major:** Change the environment, exhibit seismic sense
- **Master:** Instant shifts from defense to offense (wall of earth turns into hurled rock), precision control, massive control

Firebending

- **Minor:** Throw goutts of flame
- **Major:** Light the environment aflame, launch themselves into the air with fire
- **Master:** Throwing fire at long distances, enormous fireballs, waves of flame

Technology

- **Minor:** Obviously dangerous machines (harpoon guns, big tanks)
- **Major:** Tricks, surprise weapons, and unexpected capabilities—but only a few
- **Master:** Endless supplies of small devices with dangerous uses

Weapons

- **Minor:** Swing with regular weapons
- **Major:** Dance around acrobatically, attack with strength and power
- **Master:** Distinctive and difficult weapons used with perfect precision and might

MINOR NPC

Name:	_____
Training:	_____
Drive:	_____
Principle:	0 +1
Fatigue:	◇◇◇ Condition: <input type="checkbox"/>
Technique:	_____

MINOR NPC

Name:	_____
Training:	_____
Drive:	_____
Principle:	0 +1
Fatigue:	◇◇◇ Condition: <input type="checkbox"/>
Technique:	_____

MINOR NPC

Name:	_____
Training:	_____
Drive:	_____
Principle:	0 +1
Fatigue:	◇◇◇ Condition: <input type="checkbox"/>
Technique:	_____

MINOR NPC

Name:	_____
Training:	_____
Drive:	_____
Principle:	0 +1
Fatigue:	◇◇◇ Condition: <input type="checkbox"/>
Technique:	_____

MAJOR NPC

GROUP

Name:	_____
Training:	_____
Drive:	_____
Principle:	0 +1 +2
Fatigue:	◇◇◇◇◇
Conditions:	<input type="checkbox"/> <input type="checkbox"/>
Techniques:	_____
Notes:	_____

MASTER NPC

GROUP

Name:	_____
Training:	_____
Drive:	_____
Principle:	0 +1 +2 +3
Fatigue:	◇◇◇◇◇ ◇◇◇◇◇
Conditions:	<input type="checkbox"/> <input type="checkbox"/>
Techniques:	_____
Notes:	_____

LEGENDARY NPC

GROUP

Name:	_____
Training:	_____
Drive:	_____
Principle:	0 +1 +2 +3 +4
Fatigue:	◇◇◇◇◇ ◇◇◇◇◇ ◇◇◇◇◇
Conditions:	<input type="checkbox"/> <input type="checkbox"/>
Techniques:	_____
Notes:	_____

NAME LIST

AIR NOMAD NAMES

Aditi, Akash, Anil, Baljin, Batsal, Chaha, Chime, Chimini, Devna, Diki, Dronma, Ehani, Gawa, Gedun, Jetsun, Mukta, Samlo, Toofan, Yeshe, Zaya

POLAR WATER TRIBE NAMES

Achak, Aklaq, Aputi, Atka, Hanta, Kallik, Kanti, Kitchi, Makwa, Meeka, Miki, Niimi, Noodin, Sinqiq, Tapisa, Thaki, Ukiuk, Waaseyaa, Yuka, Ziibi

FOGGY SWAMP WATER TRIBE NAMES

Ary, Chea, Da, Jia, Leap, Maly, Rith, Yan, Zhu

EARTH KINGDOM NAMES

Binh, Caihong, Dae, Fenfang, Fuyu, Hana, Kim, Kyung, Minh, Pushi, Qiang, Qiuyue, Thi, Wei Zhi, Woong, Xiabao, Ya-Ting, Yong, Zhongxin, Zixin

FIRE NATION NAMES

Asayo, Ayami, Bashira, Davaa, Erdene, Ganzaya, Hanako, Kayo, Keisuke, Kenshin, Manami, Mayu, Meng Shou, Qacha, Qudan, Satsuki, Saya, Tuguslar, Yuka, Zolzaya

MINOR NPC

Name: _____

Training: _____

Drive: _____

Principle: 0 +1

Fatigue: ◇◇◇◇ Condition:

Technique: _____

MINOR NPC

Name: _____

Training: _____

Drive: _____

Principle: 0 +1

Fatigue: ◇◇◇◇ Condition:

Technique: _____

MAJOR NPC

GROUP

Name: _____

Training: _____

Drive: _____

Principle: 0 +1 +2

Fatigue: ◇◇◇◇◇◇

Conditions:

Techniques: _____

Notes: _____

MAJOR NPC

GROUP

Name: _____

Training: _____

Drive: _____

Principle: 0 +1 +2

Fatigue: ◇◇◇◇◇◇

Conditions:

Techniques: _____

Notes: _____

MAJOR NPC

GROUP

Name: _____

Training: _____

Drive: _____

Principle: 0 +1 +2

Fatigue: ◇◇◇◇◇◇

Conditions:

Techniques: _____

Notes: _____

MASTER NPC

GROUP

Name: _____

Training: _____

Drive: _____

Principle: 0 +1 +2 +3

Fatigue: ◇◇◇◇◇◇ ◇◇◇◇◇◇

Conditions:

Techniques: _____

Notes: _____

MASTER NPC

GROUP

Name: _____

Training: _____

Drive: _____

Principle: 0 +1 +2 +3

Fatigue: ◇◇◇◇◇◇ ◇◇◇◇◇◇

Conditions:

Techniques: _____

Notes: _____

MASTER NPC

GROUP

Name: _____

Training: _____

Drive: _____

Principle: 0 +1 +2 +3

Fatigue: ◇◇◇◇◇◇ ◇◇◇◇◇◇

Conditions:

Techniques: _____

Notes: _____

LEGENDARY NPC

GROUP

Name: _____

Training: _____

Drive: _____

Principle: 0 +1 +2 +3 +4

Fatigue: ◇◇◇◇◇◇ ◇◇◇◇◇◇ ◇◇◇◇◇◇

Conditions:

Techniques: _____

Notes: _____

LEGENDARY NPC

GROUP

Name: _____

Training: _____

Drive: _____

Principle: 0 +1 +2 +3 +4

Fatigue: ◇◇◇◇◇◇ ◇◇◇◇◇◇ ◇◇◇◇◇◇

Conditions:

Techniques: _____

Notes: _____