

THE ADRIFT

NAME: _____

BACKGROUND

- Military Outlaw Urban
 Monastic Privileged Wilderness

DEMEANOR

- Careful Sarcastic
 Dismissive Sharp
 Inscrutable Subdued

FIGHTING STYLE: _____

YOUR TRAINING



STATUSES

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

STATS

Add +1 to one stat

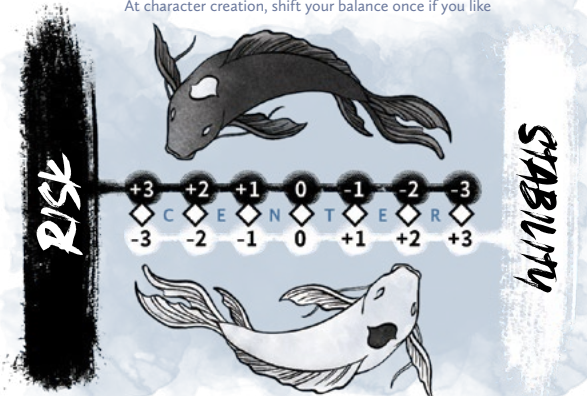
- CREATIVITY [+2]
 FOCUS [0]
 HARMONY [0]
 PASSION [-1]

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

⊕ UPSETTING THE CABBAGE CART ⊕

You've lived as expected and as told, feeling detached from the world...until now. You've changed, and now you are trying to find out if there's something you're willing to risk everything for.

WAKING UP

Your center and your balance begin play at +3 Stability; you can still shift your balance by one step when you make your character.

When you mark a condition, you may choose to shift your balance toward Stability instead.

HEDGE YOUR BETS

When you **lose your balance** toward Stability, instead of choosing one option from the normal list, choose one option from this list:

- Surrender to your opposition and clear all your conditions
- Flee the scene and clear all your fatigue
- Stumble or trip and draw attention; give an opponent an opportunity to act freely against you, and give an ally an opening to safely flee

Afterward, you may choose whether or not you shift your center toward Stability.

GOING ALL-IN

Once per session, when you decide to risk everything to overcome a difficult or dangerous opponent or challenge, shift your balance toward Risk and roll with Risk. On a hit, choose 2. On a 10+, also clear two conditions or all fatigue. On a miss, mark a condition and choose 1.

- Hold 1; spend your hold to take a 12+ on any move in pursuit of your goal
- Become *Empowered* for the rest of the scene
- Ignore the next condition and 2-fatigue you suffer this scene
- Ignore the next time that shifting your balance causes you to **lose your balance** this scene; instead, don't shift your balance at all

If you fail to overcome the opponent or challenge, choose 1:

- Mark a condition; you cannot clear that condition until you **lose your balance**, are taken out, or enough time passes
- **Lose your balance** toward Risk (no matter where it currently is)

MOVES CHOOSE TWO

CHANGING PLANS

The first time you **advance & attack** in a combat, you may roll with **CREATIVITY** instead of **PASSION**. The first time you **evade & observe** in a combat, clear 2-fatigue. The first time you **defend & maneuver** in a combat, become *Favored*.

PLAY THE PART

When you give in to the demands of another character after honestly disagreeing with them, you may clear a condition or 2-fatigue, or you may shift your balance.

When you let an NPC shift your balance, or go along with another character calling on you to **live up to your principle**, you may clear 1-fatigue.

BROODING MIND

When you spend plenty of time brooding on your problems, roll with **CREATIVITY**. On a hit, you come to a new insight about your problems and how you might resolve them. Ask the GM one question about how you might resolve a problem facing you; the GM will answer you honestly, and you take +1 ongoing while following their advice. On a 7-9, one of your other problems grows larger in your mind as you brood; mark a condition, GM's choice. On a miss, you can only see the worst parts of yourself and the world around you; mark a condition of the GM's choice, and shift your balance as the GM chooses.

HIDDEN KNIVES

Even if you're bound or captured, you can usually find a way to use your skills and training, whether through hidden weapons, incredibly subtle bending, or tiny gadgets. When you **rely on your skills and training** while bound, gagged, or otherwise restrained, roll with **CREATIVITY** instead of **FOCUS**. When you are *Trapped*, you need only mark a combination of two conditions or fatigue to escape.

DRAWING IRE

When you stand between a dangerous opponent you are engaged with and an ally within reach in combat, mark 1-fatigue to force your foe to focus on you instead of your ally. Your opponent must mark 1-fatigue and become *Impaired* to target your ally with a technique while you are engaged with the opponent. If your ally escapes the combat or the opponent is defeated, clear a condition.

YOUR CHARACTER

LOOK:

HOME TOWN: _____

HISTORY

- What was the stable, comfortable role you easily played up until recently?
- Who hopes to inspire you to care about their cause?
- Who cares about you and doesn't want to see you overcommit and get hurt?
- What token do you carry to remind you of a lost friend or loved one who cared too much and was brought down by it?
- Why are you committed to this group or purpose?

CONNECTIONS

_____ embodies the kind of commitment and care that I'm interested in learning more about. What cause do I think they're most interested in?

_____ takes unnecessary risks all the time, and it's going to destroy them and those around them. I need to get them to play it cooler.

⊕ MOMENT OF BALANCE ⊕

You see it now—a path to pour yourself into your endeavor, without losing yourself, without sacrificing everything that you are just to achieve your end. In this moment, you find total clarity on what matters most to you, truly, and how best to protect or promote that. Tell the GM how you put yourself on the line just enough to deliver the perfect action and resolve a problem or conflict instantly.

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 honestly and openly express a strong emotion?

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

HARMLESS PINS

L ⊗ P ⊗ M ⊗

EVADE & OBSERVE

Throw, release, or otherwise cast some kind of pin, knife, shard, fragment, or other pointed implement to stick a target's clothes to a wall. Inflict *Impaired* on your target; if they are already *Impaired*, inflict *Trapped*.

NAME: _____ L O P O M O

DEFEND & MANEUVER ADVANCE & ATTACK EVADE & OBSERVE

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DEFEND & MANEUVER ADVANCE & ATTACK EVADE & OBSERVE

THE ASPIRANT

NAME: _____



BACKGROUND

- Military Outlaw Urban
 Monastic Privileged Wilderness

DEMEANOR

- Bubbly Innocent
 Distracted Obstinate
 Driven Tense

FIGHTING STYLE: _____

YOUR TRAINING



STATUSES

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

STATS

Add +1 to one stat

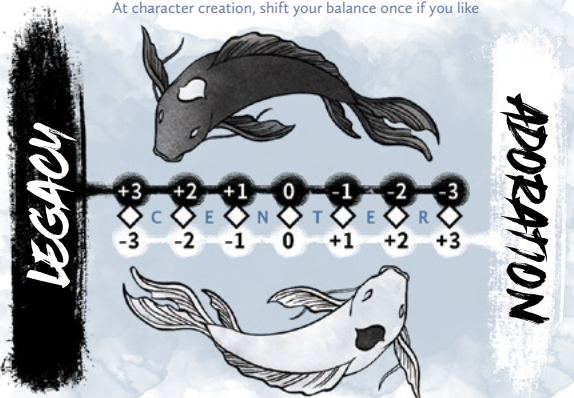
- CREATIVITY ^[-1]
 FOCUS ^[0]
 HARMONY ^[+1]
 PASSION ^[+1]

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

⊕ BUILDING A BETTER FUTURE ⊕

REPUTATION RENOWN

Your Reputation score begins play at +0.

BASE:

Your Reputation reflects how your base sees you and your deeds; at character creation, pick one of your backgrounds as your **base**.

If you **deny a callout** from your base, take +2 to your roll. If you **resist shifting your balance** against your base, take -2 to your roll.

TARGET:

You are trying to expand your Reputation to reach a new target community; at character creation, pick one background as your **target**.

OPPOSITION:

Some backgrounds may stand against your Reputation as **opposition**. At character creation, you do not yet have opposition.

REPUTATION NATURE

Choose one at character creation.

Mark Renown when you publicly...

- Leader:** ...resolve a real conflict
 Warrior: ...defeat a dangerous foe
 Protector: ...save someone's life

When you fill your Renown track, clear it and increase your Reputation score by +1. If your Reputation score would go to +4, instead take a growth advancement.

WIELDING YOUR REPUTATION

When you wield your Reputation, mark 1-fatigue and add your Reputation score to your stat on an appropriate move toward someone from your base. On a 7-9, throwing your weight around has a cost; someone from your base who's heard about this issue or your actions comes to you with a request. Honor it or mark a condition.

On a miss, you anger a powerful NPC from your base; mollify them or lose -1 Reputation.

On a 12+, you receive additional effects depending of your Reputation nature:

- **Leader:** When you get a 12+ on **plead**, they will continue to act as you have requested for as long as they possibly can
- **Warrior:** When you get a 12+ on **intimidate** pick two they cannot choose instead of one
- **Protector:** When you get a 12+ on **guide and comfort:** towards an NPC, they cannot shut you down; towards a PC who embraces your comfort, they clear all conditions or all fatigue

ADDING TO YOUR BASE

Your target background becomes part of your base when you have a powerful advocate from that background, and you have performed an impressive deed that resonates with that background. When your target becomes part of your base, pick a new target—you cannot pick from your opposition. Then, pick a remaining non-base background to join your opposition.

MOVES CHOOSE TWO

PINK AURA

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

ALWAYS ON THE MOVE

You may mark 1-fatigue to use **Seize a Position** as a basic technique when you **advance & attack**. If you do, you cannot try to escape.

HONESTY IN PAIN

When you speak openly and directly about your negative emotions or experiences while **guiding and comforting** another person, on a hit you may mark 1-fatigue and clear a condition. If they shut you down, they do not inflict a condition on you, but you may still shift their balance.

HELPING HAND

Once at the start of each combat exchange, before any combatants have chosen their approach, you can mark 1-fatigue to give an ally within reach a positive status (except **Empowered**) that you already have. You do not lose the same status when you give it to your ally. If they already have that status, they gain another positive status of your choice (except **Empowered**).

IS THAT GUY KIND OF CUTE?

When you openly and playfully compliment or flirt with a susceptible NPC, you may **trick an NPC** with **HARMONY** instead of **CREATIVITY**. On a 7-9, if they choose to stumble, they must also mark a condition. On a miss, you must mark 1-fatigue and follow up with more compliments to ensure they don't realize you tried to trick them.

YOUR CHARACTER

LOOK:

HOME TOWN: _____

HISTORY

- Why do you feel a compulsion to prove yourself and make real change?
- Who are you constantly comparing yourself to, unfavorably, and why?
- Who has encouraged you in your pursuit of change and fame?
- What aspect of your clothing have you chosen to distinguish yourself?
- Why are you committed to this group or purpose?

ACHIEVING YOUR GROUP'S FOCUS

You are devoted to your group's focus and how it will improve the world. When your group chooses its focus, make sure you can answer the following questions:

- How will accomplishing the group's focus improve the world within your scope?
- What powerful opponents stand in your group's way?
- Why and how does your current Reputation base support your goal?
- Why do you need to sway your target to your base to achieve your goal?

CONNECTIONS

_____ either already has or will certainly one day have the kind of reputation I think I need. I hope to convince them to share their success with me.

_____ cares about justice and making things better the same way I do. I just hope they don't surpass me!

⊕ MOMENT OF BALANCE ⊕

You've been developing your reputation and influence to bring about real, good, just change in the world...but making real change doesn't always make you popular! Here and now, though, you see a way to connect the change you hope to bring about in the world with the exact wants and desires of those in your base. Tell the GM how you wield your influence, reputation, and bearing to convince someone important to agree with a real need to change here and now, and how those in your base will know you helped bring about this change, and come to appreciate you still further for your efforts.

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 stay true to yourself in spite of others' demands?

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 □□

REPUTATION QUESTION

At the end of each session, ask the GM if the nature of your Reputation has changed. If it has, the GM selects a new nature—leader, fighter, or healer—and starting next session, all the effects of that nature apply.

FIGHTING TECHNIQUES

IT'S LIKE WE'RE DANCING

L ⊗ P ⊗ M ⊗

ADVANCE & ATTACK

You make a series of attacks at your foe, not necessarily to hit them but to keep them focused on you and unable to do much else. Clear 1-fatigue and inflict *Impaired* on your foe.

NAME: _____ L O P O M O

DEFEND & MANEUVER ADVANCE & ATTACK EVADE & OBSERVE

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DEFEND & MANEUVER ADVANCE & ATTACK EVADE & OBSERVE

THE OUTCAST

NAME: _____



BACKGROUND

- Military Outlaw Urban
 Monastic Privileged Wilderness

DEMEANOR

- Gracious Jaded
 Honest Keen
 Inquisitive Peculiar

FIGHTING STYLE: _____

YOUR TRAINING



STATUSES

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

STATS

Add +1 to one stat

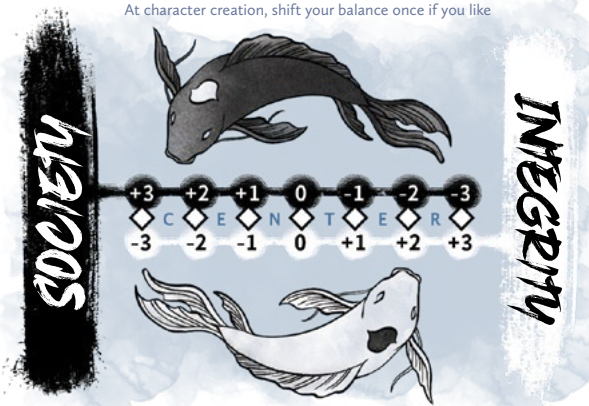
- CREATIVITY [+2]
 FOCUS [-1]
 HARMONY [0]
 PASSION [0]

FATIGUE



BALANCE

At character creation, shift your balance once if you like



CONDITIONS

- AFRAID**
 -2 to **intimidate and call someone out**
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 -2 to **guide and comfort and assess a situation**
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 -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

☯ LIFE ON THE OUTSIDE ☯

You were cast out of your home by those in power for misdeeds, strange behaviors, and incompatible beliefs. You did not leave of your own volition, but you claim you don't want to return. You were sent where you can do no further harm, but you now find your own way.

VIEW FROM OUTSIDE

You are adept at seeing the hard realities of a situation and giving voice to them, even if others don't want to hear.

When you speak a hard truth to an NPC who needs to hear it, mark 1-fatigue and roll with Integrity. On a hit, they will see the truth you put before them and act accordingly. On a 10+, choose 2. On a 7-9, choose 1.

- They see the truth right now; otherwise, it will take some time for them to see the truth
- They don't hold animosity toward you; otherwise, they blame you for shattering their illusions
- They don't mark any conditions; otherwise, they are hurt and must mark two conditions

On a miss, they reveal a shocking truth complicating what you had believed to be the truth, and they shift your balance accordingly.

PLAYING SOCIETY'S GAME

When you enter into a community space (a temple, a town square, a city hall, a school, etc.), mark 1-fatigue to learn one of that community's primary balance principles—the values that it generally places highly—and how it visibly expresses that principle right now. You can treat any member of that community as having that principle at their normal balance rating for the purposes of **calling someone out**.

When you act in accordance with that community and its principle while in its spaces or around its people, you may **live up to your Society principle** as if it was that community's principle at your current rating.

When you **call someone out** to get them to act in accordance with their society, you can roll with your Society principle instead of naming and rolling with theirs.

MOVES CHOOSE TWO

PICKING UP SKILLS

You have a third background, representing transitory skills and knowledge you pick up as you move through the world. At the end of a session, you can change your third background to match any community you significantly interacted with or learned from during the session. You can choose to change your third background to the same as any of your base two backgrounds, representing a different perspective on them. When you **rely on your skills and training** with your third background, roll with **CREATIVITY** instead of **FOCUS**.

THIRD BACKGROUND: _____

STORIES OF THE WORLD

When you spend time openly and freely sharing your honest story with an interested audience, roll with **CREATIVITY**. On a hit, they're engaged, interested, and willing to reciprocate. Ask them any 1 question about themselves or their story, and they'll answer openly and honestly. On a 10+, you may also clear a condition or ask a second question. On a miss, someone listening reacts to your story in an unexpected and surprising way that puts you and your allies in danger.

FAST LEARNER

When you roll the training move, take +1. If you roll a 10+ on the training move, take the new technique as Practiced instead of Learned.

HIGH-RISK HIGH-REWARD

When you **push your luck** by pulling off an over the top and creative stunt, mark 1-fatigue to roll with **CREATIVITY** instead of **PASSION**.

WATCHFUL FIGHTER

When you carefully watch someone else's fighting style, roll with **CREATIVITY**. On a 7-9, hold 2. On a 10+, hold 3. Spend your hold 1-for-1 when engaging with that person or that specific fighting style to:

- Become *Favored* against that person or fighting style
- Take advantage of a hole in that style's defense to inflict an additional condition when making an attack
- Inflict *Impaired* on your foe, until the end of an exchange or until they have a moment to recover
- Warn an ally about the fighting style, making your ally *Prepared*

On a miss, you realize exactly how dangerous that fighter and fighting style really are; mark a condition.

YOUR CHARACTER

LOOK:

HOME TOWN: _____

HISTORY

- What did you do that caused your home town to cast you out?
- Who from your home town do you miss the most?
- Who from your home town bears a grudge against you and still pursues you?
- What piece of your clothing or equipment is iconic of your hometown, but you couldn't bear to throw it away?
- Why are you committed to this group or purpose?

CONNECTIONS

_____ fits in with other people easily and comfortably. They remind me of the community I lost, and I want to get closer to them.

_____ holds very closely and deeply to beliefs that I cannot understand or agree with—I need to force them to confront that other people see the world differently.

⊕ MOMENT OF BALANCE ⊕

You've always struggled between being true to yourself and supporting those you care about—but in this moment you find that your faith in others is part of your own sense of integrity. You see clearly how to uphold your own morality while serving your society and its needs. Tell the GM how you know exactly what to say or do to steer your society on the correct path.

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 learn something meaningful about a new group or community?

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

MATCHED STANCE

L ⊗ P ⊗ M ⊗

EVADE AND OBSERVE

Watch your foe and set yourself to match their stance and behavior. Before the next exchange, your foe must truthfully tell you what stance they will use. If you use the exact same stance, you become *Favored* and *Prepared*.

NAME: _____ L O P O M O

DEFEND & MANEUVER ADVANCE & ATTACK EVADE & OBSERVE

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