

# THE DESTINED

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



## BACKGROUND

- Military     Outlaw     Urban  
 Monastic     Privileged     Wilderness

## DEMEANOR

- Eager     Uncertain  
 Solemn     Jocular  
 Haunted     Watchful

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>[+2]</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

## MARKED BY FATE

You have been touched by something beyond—something spiritual and otherworldly. At character creation, choose one from **My Destiny** on the back of this sheet, fill in one detail below, and take one destiny sign.

### DESTINY DETAILS

Fill these in as your destiny is revealed to you, either in visions or through the insights of spiritually attuned NPCs. When you act to bring about one of these details, you may **live up to your Determination** without marking fatigue. When you and the GM agree one of the details is fully explored or fulfilled, mark growth.

- I will bring great change to \_\_\_\_\_
- I will weather betrayal by \_\_\_\_\_
- I will lose \_\_\_\_\_
- I will need the help of \_\_\_\_\_
- I will learn a crucial truth from \_\_\_\_\_
- I will defend or save \_\_\_\_\_

### DESTINY TRACK

Whenever you lose your balance, get taken out, or are otherwise instructed to, mark your Destiny Track. When your destiny track fills, clear it and take a destiny sign. If you have already taken the other four, you must take "meet your fate."

### DESTINY SIGNS

- Otherworldly Visions:** Mark your destiny track to have a vision about the situation at hand. Ask the GM one question and get an honest answer.
- Tremble Before Me:** Mark your destiny track and reveal a glimpse of your otherworldly aspect to intimidate an NPC as if you rolled a 10+. Afterward, their fear and mistrust of you knows no bounds; you cannot **guide and comfort** or **plead** with that NPC until you have earned their trust.
- Self-sacrificing:** Once per scene, mark your destiny track to supernaturally absorb an incoming blow aimed at an ally within view; cancel all fatigue, conditions, or balance shifts that would have been inflicted.
- Inner Strength:** Once per session, mark destiny twice to clear all conditions.
- Meet Your Fate:** Your destiny arrives and you are changed utterly by it. If you survive in human form, change playbooks.

## MOVES CHOOSE TWO

### CALL FROM AFAR

When you reach out in mind or spirit to a far-away NPC, mark 1-fatigue and roll with **HARMONY**. On a hit, your message gets through to them; choose 1. On a 10+, it's loud and clear: choose 2.

- You cry for help; they hear you and rush to your location
- You whisper a question to them; they whisper an answer back
- You send a premonition of danger seeking them; they forearm and prepare themselves to face the worst
- You let them see something you see; they return memories and knowledge of that sight

On a miss, your reach extends beyond your original aim; you've attracted dangerous attention.

### MORE THAN FATE'S PLAYTHINGS

When you **call someone out** to live up to their principle by convincing them that their destiny is (or can be) different than they imagined, on a hit, they must do it or mark two conditions. On a miss, their demand hits all the harder. Mark two conditions or act as they request.

### ECHOES OF LEGEND

Once per session, when you rely on your skills and training to mirror an act from a legend, myth, or story, treat it as if you had rolled a 10+. Then, no matter the result, the GM shifts your balance toward the principle best embodied by the lore and stories you're drawing on.

### EYES OF THE SOUL

When you **assess a situation**, you can ask one of the following as an extra question, even on a miss:

- Who or what here has been touched by spirits?
- How can I bring about peace here?

### PEACEMAKER

When you walk calmly into the middle of a fierce conflict and **plead** with the fighters to stop, mark fatigue to ensure that they care what you think and listen to you. On a miss, the conflict burns far hotter than you had imagined, and now you're dead in the crosshairs of the angry fighters; brace yourself.



# YOUR CHARACTER

LOOK:

HOME TOWN:

## HISTORY

- When did you realize you were marked by supernatural forces?
- Who envies your destiny and seeks to seize it from you? Why can't you let that happen?
- Who do you turn to for guidance when you feel overwhelmed by your destiny?
- What token or symbol do you carry that proves to any observer that you are chosen by fate?
- Why are you committed to this group or purpose?

## MY DESTINY CHOOSE ONE

- My countenance was marked by a great Spirit; I will take up its mantle
- My mind carries forgotten knowledge and skills; I will revive an ancient, worthy tradition
- My body bears a star atlas; I will forge a path to a wondrous place
- My heart is tuned to nature's pain; I will heal a deep wound in the world

## CONNECTIONS

I believe \_\_\_\_\_ will play a crucial role in my fulfillment of my destiny, for good or ill.

Being around \_\_\_\_\_ helps me put my destiny out of my mind, for a time. Why?

## ⊕ MOMENT OF BALANCE ⊕

Destiny can be a frustrating thing, demanding commitment while leaving you in the dark about its timing. But now, with your soul in balance, you can see that this is the moment you've been waiting for. You rise to the occasion, bolstering others with your unique spiritual gifts. Tell the GM how your serenity and resolve together win the day and inspire all those around you.

## 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 spend meaningful time with someone else focused on their concerns and troubles?

### 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

ANTICIPATE  
EVADE AND OBSERVE

L ⊗ P ⊗ M ⊗

Study a nearby foe to learn where their momentum will take them next. Declare the approach they are tending towards. In the next exchange, that foe must use that approach or mark a condition.

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

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 ELDER

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



# AVATAR

## LEGENDS

### THE ROLEPLAYING GAME

## BACKGROUND

- Military     Outlaw     Urban  
 Monastic     Privileged     Wilderness

## DEMEANOR

- Diligent     Dour  
 Kindly     Distant  
 Bemused     Irrascible

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

## YOUR TRAINING



## STATUSES

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

## STATS

Add +1 to one stat

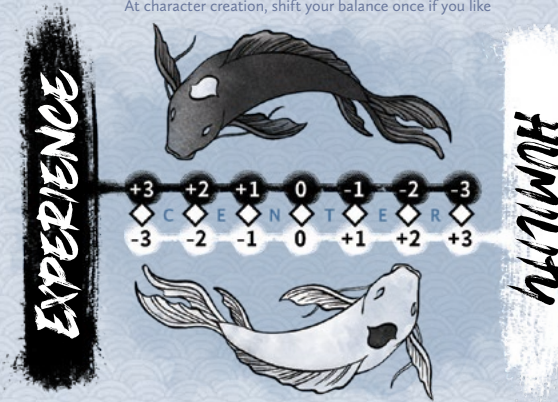
- CREATIVITY <sup>[0]</sup>
- FOCUS <sup>[0]</sup>
- HARMONY <sup>[+2]</sup>
- PASSION <sup>[-1]</sup>

## FATIGUE



## BALANCE

At character creation, shift your balance once if you like



## CONDITIONS

- FRUSTRATED**  
-2 to push your luck and +1 to intimidate
- JADED**  
-2 to plead and +1 to trick
- REMORSEFUL**  
-2 to the stance move and +1 to call someone out
- SHAKEN**  
-2 to guide and comfort and +1 to assess a situation
- WORRIED**  
-2 to deny a callout and +1 to rely on skills or training

See the back of this sheet for more on clearing conditions

## WISDOM OF THE AGES

You've lived longer than the other companions, long enough to have mastered your training many times over...and perhaps long enough to think you don't have much left to learn.

In addition to your normal playbook technique, you start with four other mastered techniques. You don't have to name these techniques at character creation; you can instead choose them whenever you like, even in the middle of a combat exchange. You can train other PCs in your mastered techniques using the standard training move.

Until you open up a new slot for another technique, you cannot learn new techniques. When you shift your center to +1, +2, or +3 Humility for the first time, you open up a new slot; you may learn and develop a new technique to fill that slot as normal.

You do not earn growth. When a PC embraces your guidance and comfort, you may shift toward Experience to declare them a protégé; write their name and one of their principles below. When that PC shifts their center toward that principle, clear their name and take an advancement; you may add them to your list again in the same way.

### PROTÉGÉS

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### YOUR CONDITIONS

You have different conditions; they offer bonuses as well as penalties. You cannot take moves from other playbooks that reference conditions you don't have. You can clear your special conditions through moves or by undertaking the actions listed at the back of this sheet.

## MOVES CHOOSE TWO

### AS LONG AS I'M BREATHING

When you try to intimidate someone in order to protect the vulnerable or weak, roll with **HARMONY** instead of **PASSION**.

### LIFE'S TRUE DELIGHTS

When you pursue a genuine moment of respite, roll with **HARMONY**. On a hit, shift your balance as you choose. On a 10+, you also gain some new insight; ask the GM a question and they will answer honestly. On a 7-9, your self-indulgence creates an opportunity for your enemies or rivals; the GM will tell you how. On a miss, you fixate on your past with disastrous results; tell the GM what old conflict mars your peace and shift your balance twice away from center.

### AROUND HERE SOMEWHERE

When you go looking for help from an old friend in the area who you haven't seen recently, name them and roll with **HARMONY**. On a hit, you find them and they can assist you. On a 7-9, pick 1. On a 10+, both.

- they aren't caught up in their own problems
- you don't owe them a favor or apology

On a miss, your old enemies were looking for you too; the GM will tell you how you know they are near.

### CUT THE GARBAGE

When you openly confront someone to get the truth, roll with **HARMONY**. On a hit, ask 2; the character can say or do what they like, but their player will answer honestly. On a 7-9, their player gets to ask a question you must answer honestly as well.

- Are you telling the truth?
- What are you really feeling?
- What do you intend to do next?
- What do you really think about \_\_\_\_\_?
- How could I get you to \_\_\_\_\_?

On a miss, the confrontation goes awry; they inflict a condition on you and ask one question from the list of you; you must answer honestly.

### AN OPEN HEART

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



# YOUR CHARACTER

LOOK:

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

## HISTORY

- What great legacy did you inherit decades ago and recently relinquish?
- Who has never forgiven you for decisions you made years ago?
- Who is still your ally and confidante, despite the tense history you've shared?
- What outfit or uniform do you wear to remind yourself of your former duties?
- Why are you committed to this group or purpose?

## CONNECTIONS

I care about \_\_\_\_\_ more than they know...even though they are probably my most frustrating student.

\_\_\_\_\_ is not to be underestimated. In fact, they may have something to teach me!

## ⊕ MOMENT OF BALANCE ⊕

You will always be anchored to the past—unable to escape the painful lessons you have learned—but now you can hold the weight of that experience with the humility true wisdom brings. You look upon the current situation with unbiased eyes to see the truths roiling beneath the surface. Tell the GM how you wipe away whatever conceals the truth so no one can see things as they once thought they were.

## CLEARING CONDITIONS

- **Frustrated:** lash out at someone or act decisively without consulting anyone
- **Jaded:** give in or give up in the face of meaningful opposition
- **Remorseful:** attempt to make genuine amends for past wrongs
- **Shaken:** seek guidance from an old friend or mentor
- **Worried:** take control in a situation in which another should lead

## GROWTH

You earn growth advancements as you aid chosen protégés to achieve their full potential and move towards their own principles; see **Wisdom of Ages**.

### 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

**PATIENCE**  
**EVADE AND OBSERVE**

L ⊗ P ⊗ M ⊗

You wait until the perfect moment to act. Mark 1-fatigue to gain *Prepared* and use an **advance and attack** technique, paying all its costs as normal. Mark another fatigue to allow a companion engaged with that same foe to also use an **advance and attack** technique against them as well, also paying all costs as appropriate.

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

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE



# THE FOUNDLING

NAME:



## BACKGROUND

- Military    Outlaw    Urban  
 Monastic    Privileged    Wilderness

## DEMEANOR

- Caring    Modest  
 Dedicated    Respectful  
 Friendly    Shy

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

## DOUBLE HERITAGE

You are a child of two cultures. At character creation, choose two trainings and two backgrounds that represent your two heritages. You also start play with two mastered techniques (including your playbook technique) instead of the normal one mastered technique.

### WISDOM FROM MANY PLACES

You can study with a master to learn techniques from any training and adapt them to your own. When you **start learning a technique of a training you don't have with a willing teacher**, roll, taking +1 for each "yes" to the following questions:

- Is your Unity greater than zero?
- Have you studied this technique before?
- Has someone used this technique against you in real battle?

On a hit, you learn the technique; shift your balance towards Unity. On a 7-9, learning it was trying; mark a condition and write its name by the technique. You can't use the technique if you have that condition marked. When you master the technique, erase the condition's name.

On a miss, you're struggling to incorporate the lesson into your training; you must find a new master to continue your training.

### CULTURAL BONDS

When you **try to connect with an NPC via a shared culture**, roll with Heritage. On a hit, they see you; shift your balance toward Heritage. On a 7-9, choose 1; on a 10+, choose 2:

- They accept you; they cease hostilities or antagonism toward you.
- They grow to like you (if they already accept you); they agree to help you with a problem.
- They reveal their background; you learn their principle.
- They offer solace; you clear a condition.
- They reveal a vulnerability; you become *Prepared* to deal with them.

On a miss, you mix up your heritages in a terrible way; the NPC mocks you or gets offended by your slip. Mark a condition and shift your balance away from Heritage.

## MOVES CHOOSE TWO

### EMPTY YOUR MIND

You can flow and adapt, formless and shapeless. During an exchange, after you roll the stance move, you can mark 1-fatigue to select a basic technique from a different approach than the one you chose. (You still must pay all other costs of that technique.)

### BUILDING BRIDGES

When you try to calm an immediate conflict between two NPCs, remind them what they have in common and roll with **HARMONY**. On a hit, they come to terms, for now. They won't pursue their conflict until an outside influence reignites it or time passes (a day or more). On a 10+, you have a real opportunity to get them to put aside their conflict for good; the GM will tell you what you must do. On a miss, you inadvertently highlight their differences and fan the conflict—you cannot use this move on them again.

### MARTIAL SENSITIVE

You are good at reading people's intentions and gestures in the heat of battle. When you **defend and maneuver** against a foe whose principle you know, mark fatigue to roll with **HARMONY** instead of **FOCUS**.

### TRUSTY TALISMAN

You have a specific weapon, tool, or item which you believe is crucial to your training and abilities. You can roll with **HARMONY** instead of **Focus** when you use the item to **rely on your skills and training**. If you roll a miss, the item is damaged—in addition to any other consequences—and needs repairs. If the item is damaged again before you get a chance to repair it, it is destroyed. You are *Impaired* without it, until someone helps you overcome the loss; choose a new move to replace this one when you finally move on.

### THINGS IN COMMON

When you **guide and comfort** someone who shares a training or a background with you by talking about what you have in common, on a hit you become *Inspired*, and if they embrace your guidance and comfort, they become *Inspired* as well.



# YOUR CHARACTER

LOOK:

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

## HISTORY

- How and when did you learn about your second heritage?
- Who in your family insists you focus on upholding the family heritage?
- Who helped you understand that your two trainings can complement each other?
- What detail of your clothing or visible trinket reveals you belong to two cultures?
- Why are you committed to this group or purpose?

## CONNECTIONS

\_\_\_\_\_ seems to think one of my heritages should be valued more; there's something persuasive in their words.

\_\_\_\_\_ is so awesome, with skills and heritage I've never seen! I want to learn all I can about them and their background.

## ⊕ MOMENT OF BALANCE ⊕

You have always struggled to find unity between your two halves while trying to honor their traditions. But true balance is about knowing that everything is part of a greater whole. One heritage cannot exist without the other...especially within you. Tell the GM how your new understanding lets you use both your trainings to accomplish an incredible feat or vanquish an enemy 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 resolve an issue or conflict relying on something other than your trainings?

### 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

## FEEL THE FLOW EVADE AND OBSERVE

L ⊗ P ⊗ M ⊗

You take pause to feel the flow of battle and study the way your opposition fights. You become *Favored*. If they share a training with you, learn their principle. If you know their principle, clear 1-fatigue (even if they do not share the same training).

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

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 RAZOR

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



# AVATAR

## LEGENDS

### THE ROLEPLAYING GAME

## BACKGROUND

- Military    Outlaw    Urban  
 Monastic    Privileged    Wilderness

## DEMEANOR

- Childish    Overbearing  
 Fierce    Proper  
 Imperious    Strange

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>[+2]</sup>  
 HARMONY <sup>[-1]</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

## MAKING AMENDS

You were once the weapon of powerful figures—your masters. In your time as your masters' weapon, you hurt people, even those who looked to you for friendship, leadership, protection, or support. You must make amends. Choose four mistakes you're trying to make up for (on the back of the sheet).

Once per session, **when you have tried your best to prove that you are a different, better person now through your actions**, roll, taking +1 for each "yes" to the following questions:

- Did you make amends directly to a person you harmed?
- Are you at your center?
- Did someone honestly thank you for your efforts or forgive you for your mistakes?

On a hit, you feel the spark of hope—you're making progress. On a 7-9, choose 1. On a 10+, choose 2 (you can choose the same option twice), or unlock the next Connection balance track space (see Disconnected).

- Clear a condition
- Mark growth
- Shift your Balance toward Connection

On a miss, something's off—you don't feel you've changed. Choose someone here to ask what more you can do—they will tell you, and the GM will shift your balance twice based on what they say.

### DISCONNECTED

**Your Balance begins play at +2 Control**; you can still shift it by one step when you make your character.

**Your Connection principle starts play locked**—you cannot shift your balance higher than +0 Connection. If you would shift your balance to a locked value, you lose your balance, but your center cannot shift higher than the highest unlocked Connection value. When you unlock Connection +3, treat your balance track as normal.

When you shift your center to +1, +2, and +3 Connection for the first time, choose a companion to whom you have connected. They give you one move from their playbook (ignoring advancement limits).

### HONED

When you **sublimate your feelings to be effective**, clear conditions equal to one plus your Control and cross off one unmarked condition—you can no longer mark that condition for any reason. When you shift your center toward Connection, you may restore all crossed off conditions.

You may **live up to your Control principle** by shifting balance toward Control instead of marking fatigue.

## MOVES CHOOSE TWO

### AIR-CUTTING EDGE

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

### MIND OF STEEL

When you advance & attack or evade & observe with fewer conditions marked than your highest principle, you can roll with **FOCUS** instead of the normal stat.

### I'M A PEOPLE PERSON

When you watch someone interact with another person, roll with **FOCUS**. On a 7-9, ask 1. On a 10+, ask 2. Take +1 ongoing to act on the answers.

- Are you lying right now?
- What are you most afraid of?
- How are you vulnerable to me?
- How can I get you to mark the condition \_\_\_\_\_?

On a miss, you can't get a good read on them; mark a condition in frustration.

### COME AND GET IT

When you trick someone by provoking them through their conditions, roll with their conditions marked instead of **CREATIVITY**.

### WINNING IS EVERYTHING

When you choose to use dirty tactics—targeting an innocent your foe is trying to protect, throwing sand in their face, etc.—at the start of a combat exchange, instead of using one of the standard approaches say what you do and take a 10+ instead of rolling the stance move; you become *Favored* for this exchange and may choose your techniques from any approach. At the end of the exchange, your opponent may call out your disgraceful behavior and lack of integrity to shift your balance twice.



# YOUR CHARACTER

LOOK:

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

## HISTORY

- Why were you chosen to be honed, perfected, and used by your masters?
- Who was the former master you were closest to?
- Who helped give you the will you needed to break with your masters and be something more?
- What totem of your masters can you not bring yourself to throw away?
- Why are you committed to this group or purpose?

## MY MISTAKES CHOOSE FOUR

- I tried to subjugate or dominate a group or place
- I betrayed a person or group who trusted me in a vital moment
- I destroyed someone trying to save me from myself or my masters
- I delivered an innocent into the clutches of my masters
- I badly injured someone in an accident or moment of weakness
- I trained someone younger than me using the same awful methods

## CONNECTIONS

\_\_\_\_\_ seems to be able to connect to other people openly, freely, and easily. I wish they would show me how.

I see \_\_\_\_\_ as lacking control. Maybe I can help hone them, at least a little bit.

## ⊕ MOMENT OF BALANCE ⊕

You were taught to control yourself, and that to give of yourself, to connect, is to lose control. But now, you see that connection isn't weakness; it is a choice, a true way of controlling yourself. You seize that now, choosing to embrace connection to others and spring yourself to impossible heights. Tell the GM how you save those you care about from an outrageously dangerous threat or problem.

## 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 try to make amends for past mistakes, or prove you're a different person now?

### 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

## LURE

DEFEND AND MANEUVER

L ⊗ P ⊗ M ⊗

You put a foe off-balance by luring them in. Name a foe you lure; if they don't attempt to either inflict fatigue, conditions, balance shifts, or negative statuses on you by the end of this exchange, they must mark 2-fatigue. If they do attempt to harm you this exchange, you become *Favored* for the next exchange.

## 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

## 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

## 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