

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

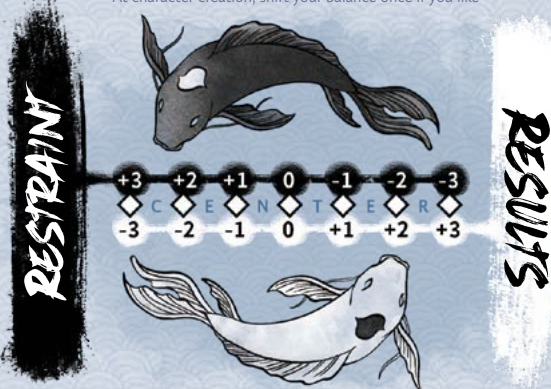
- ☐ CREATIVITY ^[0]
☐ FOCUS ^[+1]
☐ HARMONY ^[-1]
☐ PASSION ^[+1]

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

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.

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L O P O M O

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