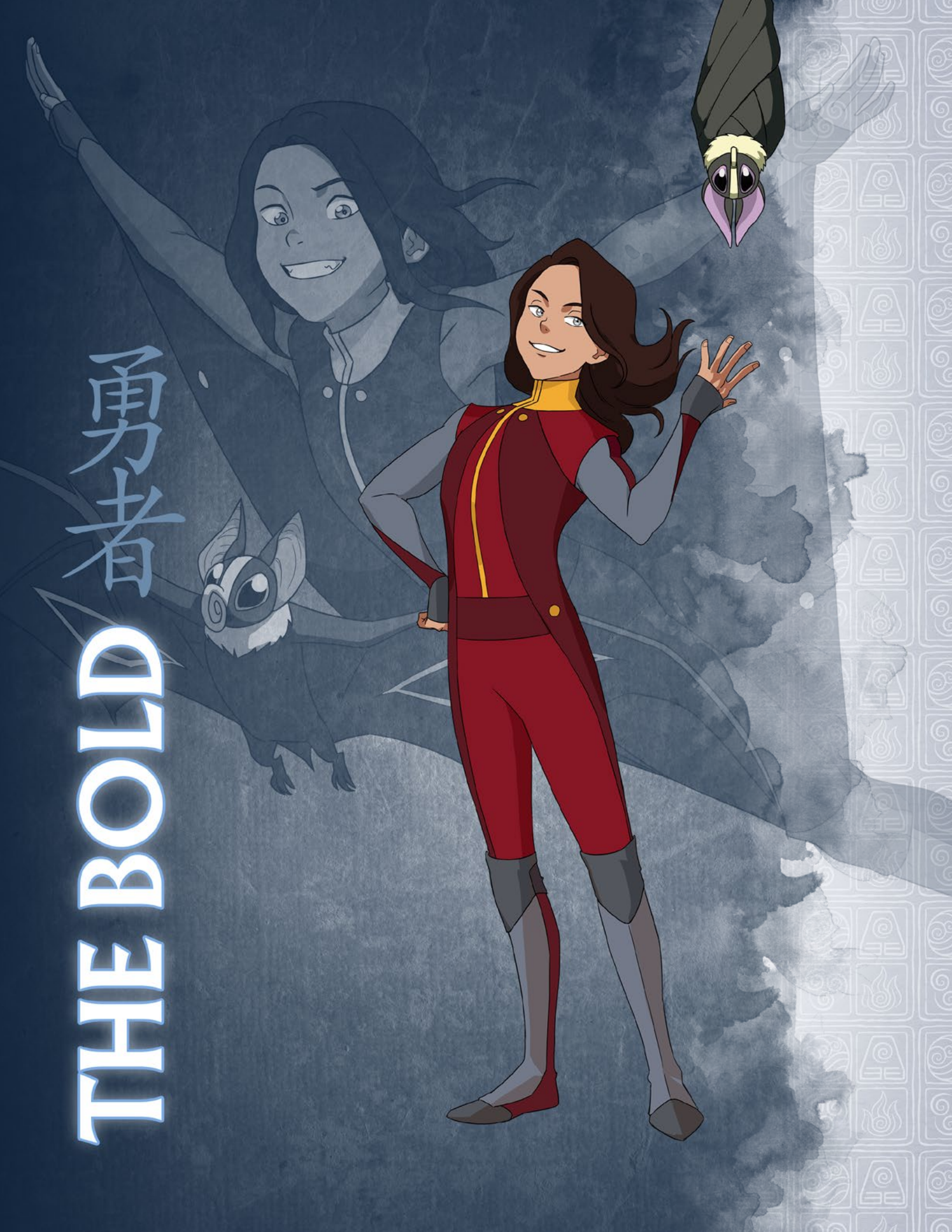


勇者

THE BOLD



THE BOLD

The Bold fights to live up to their self-image and earn others' trust and confidence. Play the Bold if you want to build your reputation and leadership skills.

Self-doubting, boastful, clever, curious. The Bold is sure that they have it in them to be someone great—a great warrior, an exceptional artist, a master bender—even if they aren't really there yet, even if others make sure that the Bold knows they aren't there yet. They will be, someday. They just need to work up to it, okay? They're working up to it!

The Bold is trying to prove themselves. They may present to the world a confident, capable face, may even boast about their excellence—but that's nearly always a facade, an attempt to sell themselves on their own skills as much as to convince anyone else. But at the same time, the Bold isn't all talk—they are committed to making the world better, and especially for their friends, their family, and the people they care about.

STARTING STATS

Creativity +1, Focus +1, Harmony 0, Passion -1

DEMEANOR OPTIONS

Impatient, Sensitive, Affable, Enthusiastic, Talkative, Impetuous

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.

PRINCIPLES



LOYALTY VS CONFIDENCE



The Bold struggles between the principles of Loyalty and Confidence. Their Loyalty principle emphasizes how much they are committed to others, and in turn, how much they make themselves subordinate to others, putting the needs of their friends and companions far ahead of their own goals and feelings. A high Loyalty Bold cares more about others, how those others see the Bold, and what those others want or need than they care about their own needs.

Their Confidence principle emphasizes their belief in themselves, their own abilities, and their own status. A confident Bold takes action decisively, demands the respect due them, and makes their own decisions independently of others. A high Confidence Bold is likely to chart their own path—even when their friends might want them to choose a different way forward—seizing the day and taking risks that pay off in big ways!

The Bold tries to balance these two principles by finding ways to be confident without overriding or ignoring their commitments to others, by finding ways to be dutiful to those they care about without subordinating their own desires. The Bold's Moment of Balance exemplifies this; they find a way to be absolutely amazing, entirely self-assured and capable, as they defend their friends and companions. They find their own way in the service of others, proving they can do much more than others expected while staying true to their friends' needs.

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

THE BOLD'S LEGACY OF EXCELLENCE

Your **Legacy of Excellence** is all about doing impressive things that others will remember and might even talk about down the line. They don't have to be bombastic—*stopping a fight with calm words* is still impressive and shows you coming into your own.

You and the GM should agree when you have fulfilled a drive, but ultimately the decision is more yours than the GM's. "Fulfilling a drive" means that you honestly feel you have achieved that desire, that goal, and can move on, and ultimately, you're the final arbiter of whether or not that happened.

Remember you can't pick more drives until you've accomplished the initial four you chose; when you pick your next four, the cycle begins again. If you have a drive that really doesn't feel right anymore, but you don't think you're going to fulfill it, then you can work with the GM to change it at the end of the session.

If you run out of drives, that's a good sign it's about time for you to switch playbooks!

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.

MOVES ADVICE

For **Best Friend**, remember to name and describe your animal companion! They should be small—Pabu and Momo, not Naga or Appa. Your pet can help you **push your luck** whenever it makes sense; as long as you're willing to pay the cost, they'll be pretty handy much of the time! Just remember, if they help you they're likely endangering themselves and might get hurt.

For **Here's the Plan**, the trigger about "committing to a plan you've proposed to the group" means that you've decided that *this* is the plan the group uses. You aren't open to changing plans anymore! You've committed! So you can't trigger this move until you've truly committed, and don't try to roll this move if you want to keep your options open. You take -1 on the roll for this move for each companion who isn't on board with the plan—just ask their players, plainly, whether they're on board. They answer honestly, and you take a -1 for each player who says no.

The hold generated by this move allows you to overcome or evade an obstacle, create an advantage, or neutralize a danger while you execute the plan. When you spend a hold, you're saying you set something up in advance to serve the plan, or you prepared your team to act in concert at a particular juncture; you anticipated this obstacle, the need for this advantage, or the weaknesses of this danger, so you now spend a hold to employ those preparations. Keep in mind that this allows you as a player to avoid planning every single aspect of the plan—your character is sharp, and they have thought of all the angles, so you can spend hold to overcome something whether or not *you* specifically planned it out in advance.

Keep in mind that if a companion ditches your plan while you're enacting it, you must mark a condition! And on a miss, even though you get some hold—your preparations weren't for naught—your plan can't account for everything. No backing out, though! You already committed to the plan! The GM will tell you when you encounter surprising opposition.

For **Not Done Yet!**, remember that being taken out specifically refers to having all of your conditions marked and needing to mark another. This move won't help you if your balance tips over the edge, for example. It also won't help you in most non-combat situations, although at the GM's discretion it lets you make one more move or take one more action before being taken out. In combat, you may act for one more exchange. Because you are going to be taken out anyway, you don't have to mark any additional conditions inflicted on you during this exchange (although remember, you can't choose to mark fatigue or conditions if you have none to mark—you're only ignoring those conditions inflicted upon you by others).

For **You Missed Something**, whatever you perceive to improve the NPC's plan is true. Even if they don't like what you have to say or it's particularly difficult to accomplish, you can be assured that what you propose will actually make their plan go more smoothly.

For **Straight Shooter**, just because they "look upon your honesty favorably," they don't have to actually like you; they just see your being honest as a kind of respectable action, though they might still ultimately dislike you for it. As such, "they'll answer a non-compromising question honestly and grant you a simple favor" means that whatever they give you, it can't cost them too much. They'll answer a question that doesn't harm them or cause trouble for them; they'll grant you a favor that doesn't actually stretch them far at all.

TAG TEAM

DEFEND & MANEUVER

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.

For Tag Team, the Bold's playbook advanced technique, choose the foe and the ally before resolving **advance and attack**. Assuming you are in reach and able to help, you double the fatigue, conditions, and balance shifts inflicted by that ally on that foe.

GROWTH QUESTION

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

The Bold's growth question focuses on the idea of learning by humbling themselves, admitting they were wrong and seeking help from others. They can still ultimately become more confident thanks to this help—learning to fight like a Kyoshi Warrior is a boon to their self-confidence—but they have to humble themselves to seek aid first!

