

# 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. (See “My Destiny”). At character creation, fill in one detail and take one destiny sign below.

### 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 five, 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.

### 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.

### 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.



# 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?

## 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 ⊕

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 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

EVASION 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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# 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 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 3-fatigue or conditions 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.