

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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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.