

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

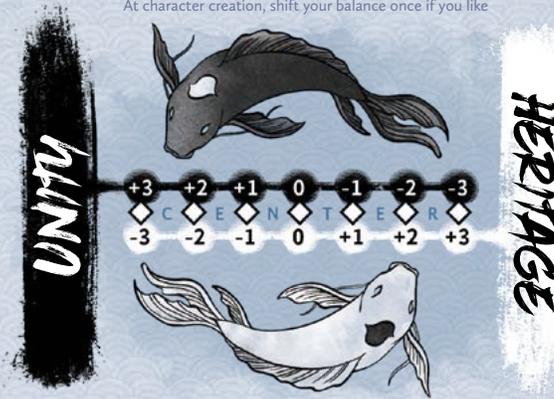
- CREATIVITY ^[+1]
 FOCUS ^[-1]
 HARMONY ^[+1]
 PASSION ^[0]

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

EVASIVE 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).

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DEFEND & MANEUVER ADVANCE & ATTACK EVADE & OBSERVE

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