

雙族者

# THE FOUNDLING



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*The Foundling is the child of two cultures, belonging to both but not at home in either. Play the Foundling if you want to synthesize the lessons and traditions of your heritage.*

Dualistic, torn, innovative, exploring. The Foundling is a child of two different heritages, each with their own traditions, their own practices, their own trainings. The Foundling might be an Earthbender raised by Air Nomads, or a sword-wielding Fire Nation orphan raised in the Southern Water Tribe. Both of their heritages have a place in the Foundling's life and identity, and they struggle to find ways to belong to either heritage or to combine both. The struggle between belonging and owning one heritage and uniquely mixing both defines the Foundling's path.

A Foundling can't bend two different elements—no one can do that except the Avatar! But they are always stronger for incorporating elements of another culture and training. A Waterbender who knows how to use firebending forms with waterbending is that much more effective! With their unique perspective, the Foundling can pick up skills that no other character can, adapt them and building a new style all their own.

## STARTING STATS

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

## DEMEANOR OPTIONS

Caring, Dedicated, Friendly, Modest, Respectful, Shy

## 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.

## PRINCIPLES



## UNITY VS HERITAGE



The Foundling's two principles, Unity and Heritage, reflect their struggle to define themselves while finding a place to belong. The Foundling's Unity principle represents their desire to combine their heritages, to find the connections and similarities that bring their two home cultures into one identity. Leaning towards this principle means the Foundling is coming to see themselves as something new, a truly innovative combination of two ways of being.

The Foundling's Heritage principle represents the Foundling's interest in and devotion to their heritage. Commitment to either background is represented by Heritage—the principle represents how the Foundling is embracing the unique and specific aspects of one of their cultures, no matter which culture they embrace. But identifying with either heritage too strongly tends to preclude identifying easily with the other—raising Heritage usually means picking one of the two identities to focus on. Finding a way to mesh two disparate identities together is much more about Unity, while being interested in and proud of either tradition individually is about Heritage.

The Foundling's Moment of Balance allows them to embrace each of their identities in full, uniting them without diminishing either. In that moment, the Foundling sees how all things connect, and their two aspects can retain their own special identities but act in perfect concert with the other. The Foundling sees that the divisions are false—everything is connected, and they can be proud of all their facets. And with that new understanding, they combine their trainings from both heritages to perform astonishing feats.

## 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.

## GROWTH QUESTION

Did you resolve an issue or conflict relying on something other than your trainings?

The Foundling's growth question is all about exploring more of the world beyond the two trainings that divide them. The Foundling may be deeply defined by those trainings, but that means they need to round themselves out as a full person by learning other ways of solving problems or dealing with the world.

## THE FOUNDLING'S DOUBLE HERITAGE

To represent the Foundling's two heritages, they start play with two trainings and two backgrounds. One pair of training and background represents one heritage, and the other pair represents the other. The Foundling can choose two forms of bending as their trainings—earthbending and firebending, for example—but they cannot bend two elements. Instead, they have studied the forms and techniques of both trainings and use them while bending one element, such as a Firebender Foundling who adapts waterbending techniques to their firebending training. Such a bender could learn and use the technique Water Whip; they aren't literally making a whip of water, but instead using the idea and forms of Water Whip with firebending. If you pick two bending forms as your trainings, make sure you select which one you can actually bend, and which one you've adapted.

The Foundling also starts play with two mastered techniques instead of just one—they start with a mastered technique representing each of their two heritages.

For **Wisdom From Many Places**, the Foundling can learn techniques from any master willing to teach them, even learning techniques normally from outside of their trainings. Instead of using the normal training move, when they learn a technique from outside of their trainings, they use this specialized move. "*Is your Unity greater than zero?*" means that your balance must be positive (+1 or higher) Unity. "*Have you studied this technique before?*" most likely comes into play because you've previously tried to learn the technique, and "*Has someone used this technique against you in real battle?*" is a question about whether or not you've seen the technique in action.

On a hit, you learn the technique and shift your balance toward Unity, but on a 7-9, you also mark a condition and write that condition's name by the technique. While you have the condition marked, you can't use the technique—that particular state of mind interferes with your ability to reliably use the technique. On a miss, you need to find a new teacher before trying to learn the technique again.

For **Cultural Bonds**, you must share a cultural heritage with the other NPC to use this move. "*Connecting through a shared culture*" can mean many different things, ranging from participating in some important ceremony to reminiscing about a holiday tradition to complimenting a culturally significant outfit. "*They see you*" means they recognize you as a fellow member of their culture—kin, to some extent. For all of the options you can choose, the GM describes the action the NPC takes then creates the mechanical effect listed.

Remember that they won't "*grow to like you*" until they "*accept you*." If they already accept you before you make the move, then you can choose they "*grow to like you*," but if they don't accept you as someone with shared heritage, as "one of their own," then they won't "*grow to like you*" with this move. If you get a 10+, however, you can choose both "*they accept you*" and "*they grow to like you*" together. On a miss, you slip up by adding in something from the wrong heritage, and it costs you the burgeoning connection, in addition to you suffering a condition and shifting 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 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.

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## FEEL THE FLOW

### EVADE AND OBSERVE

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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For Feel the Flow, the Foundling's special technique, you become *Favored* no matter what, but the main benefit of the technique flows when you share a training with your opponent, or when you know their principle. If you share a training, you learn their principle. If you already know their principle (for any reason), then you clear 1-fatigue in addition to the 1-fatigue you cleared for choosing **evade and observe**.

## MOVES ADVICE

For **Empty Your Mind**, you can only use basic techniques from another stance, and you still must pay all costs as normal.

For **Building Bridges**, you must actually say something that they meaningfully hold in common to use the move. "*They come to terms, for now*" means that the conflict cools down temporarily. They only pick it back up if time passes or another party fans the flames. On a 10+, the GM tells you what you must do to get the two sides to end the conflict; do it, and the conflict ends for good. On a miss, you have inadvertently fanned the flames yourself—you cannot use the move on the two parties again, and they're getting into it right now.

For **Trusty Talisman**, repairing the item is not a simple or instantaneous thing, and certainly not a thing you can do easily by yourself—you need to find a craftsman to make the necessary repairs, or you need a supplier to provide the necessary materials. A weapon easily repaired or replaced likely isn't special enough to be your talisman! If the item is damaged twice without being repaired, then it is destroyed. There is no replacing it; that item was special, and you are *Impaired* until you get over the loss. The moment you get over the loss is ultimately up to you and the GM to decide, but it requires the help of someone else. When you do get over the loss, you may take a new move to replace this one.

For **Things in Common**, as long as you share a training or a background, then you can use this move—they don't need to claim the same heritage as either of yours. You become *Inspired* on any hit, and they become *Inspired* as long as they embrace your guidance or comfort.

