

THE ICON

NAME:

BACKGROUND

- Military Outlaw Urban
 Monastic Privileged Wilderness

DEMEANOR

- Naive Sad
 Playful Haughty
 Needy Grave

FIGHTING STYLE:

YOUR TRAINING



STATUSES

- POSITIVE** Empowered Favored Inspired Prepared
NEGATIVE Doomed Impaired Trapped Stunned

STATS

Add +1 to one stat

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

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

BURDEN & TRADITION

You are an icon of your burden and tradition. You are expected to be its exemplar, its single most important representative, trained up from a young age and saddled with the weight of history. You have been told that you are vital to the world.

Choose **3 responsibilities** of your burden and tradition you are expected to assume:

Protecting humanity from natural disasters and dark spirits; destroying dangerous creatures; overthrowing tyrants; serving and defending rightful rulers; performing rituals; providing aid and succor to the downtrodden; searching for hidden histories and artifacts; guarding nature from threats and destruction; safekeeping records and relics

Choose **3 prohibitions** of your burden and tradition:

Never refuse an earnest request for help; never express great emotion; never run from a fight; never start a fight; never deny someone knowledge or truth; never use your role for gain or profit; never intervene in a community without invitation; never withhold forgiveness; never steal or cheat

LIVE UP TO YOUR ROLE

When you live up to your Role through the responsibilities of your burden and tradition despite opposition or danger, shift your balance toward Role instead of marking fatigue, and clear fatigue equal to your Role (minimum 0-fatigue).

BREAK TRADITION

When you directly and openly break a prohibition of your burden and tradition, mark a condition, shift your balance twice towards Freedom, and mark growth.

END OF SESSION

At the end of each session, answer these after your standard growth questions.

- **Did I uphold a responsibility?**
If yes, shift balance toward Role and clear a condition.
- **Did I break a prohibition?**
If yes, shift balance toward Freedom. Underline one prohibition you broke during the session. If it's already underlined, cross it out—it doesn't mean anything to you to break it again.

MOVES CHOOSE TWO

USE THEIR MOMENTUM

When you are engaged with a large or powerful foe, mark fatigue to **advance and attack** with **FOCUS** instead of **PASSION**. If you do, you become *Prepared* and may also choose to use Retaliate as if it were an **advance and attack** technique.

BONZU PIPPINPADDLEOPSICOPOLIS... THE THIRD

When you **trick** an NPC by assuming a silly disguise or fake identity, mark Insecure to treat your roll as if it was a 12+. If Insecure is already marked, mark 2-fatigue instead.

CONCENTRATION

Take +1 **FOCUS** (max +3).

OTTER-PENGUINS, UNAGI, AND HOT SPRINGS

When you visit a new inhabited location you might know about, roll with **HARMONY**. On a 7–9, ask 1. On a 10+, ask 2. PCs who interact with one of the answers clear 1-fatigue or mark growth.

- What's the best local pastime?
- What interesting locations are nearby?
- Who is the most famous person here?
- What special tradition is prized by locals?
- What's the most interesting legend locals recount about this place?

On a miss, tell the GM what you expected to find; they will tell you how this place is different!

YIP YIP!

You have an animal companion large enough to ride. Name them and choose their species:

Sky bison, polar bear-dog, eel-hound, cat-gator, elephant-mandrill, gems-bok-bull, shirshu, komodo-rhino, sabertooth moose-lion, flying boar, walrus-yak, flying fish-opotamus

- When you fight beside your animal companion, mark 1-fatigue to become *Favored* for an exchange
- When something hurts your animal companion, mark a condition
- When you and your friends travel via your animal companion, everyone clears all fatigue

YOUR CHARACTER

LOOK:

HOME TOWN: _____

HISTORY

- What tradition do you represent as its icon? Why can't you set down the role?
- Who was your chief mentor, teaching you the nature of your burden and its value?
- Who showed you that even with the weight of your burden, you could still find ways to play?
- What token of your burden and tradition do you always carry?
- Why are you committed to this group or purpose?

CONNECTIONS

_____ seems to not fully understand what it means that I'm the icon of my tradition...and I kind of like feeling free around them.

_____ makes me feel better about my responsibilities and my burden with a smile and a few kind words.

⊕ MOMENT OF BALANCE ⊕

Others have laid a path for you that you cannot escape, but balance means you understand the limits of their vision. You make the role your own in this moment, charting a new path for yourself and your tradition. Tell the GM how your new understanding of your burdens forges a new way forward for everyone.

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 accomplish a feat worthy of your burden and tradition?

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

WALL OF PERFECTION

DEFEND & MANEUVER

L ⊗ P ⊗ M ⊗

Create a perfect wall of defense around yourself and any allies directly next to you; mark 1-fatigue to block a single attack towards the wall or keep an enemy at bay who tries to penetrate the wall.

NAME: _____ L O P O M O

DEFEND & MANEUVER ADVANCE & ATTACK EVADE & OBSERVE

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