

THE IDEALIST

NAME:



BACKGROUND

- Military Outlaw Urban
- Monastic Privileged Wilderness

DEMEANOR

- Lonely Grieving
- Compassionate Earnest
- Joyful Resolute

FIGHTING STYLE:

YOUR TRAINING



STATUSES

- | | | | |
|----------|------------------------------------|----------|-----------------------------------|
| POSITIVE | <input type="checkbox"/> Empowered | NEGATIVE | <input type="checkbox"/> Doomed |
| | <input type="checkbox"/> Favored | | <input type="checkbox"/> Impaired |
| | <input type="checkbox"/> Inspired | | <input type="checkbox"/> Trapped |
| | <input type="checkbox"/> Prepared | | <input type="checkbox"/> Stunned |

STATS

Add +1 to one stat

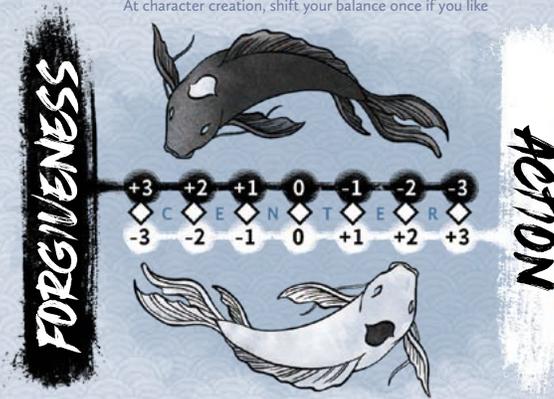
- CREATIVITY ^[0]
- FOCUS ^[-1]
- HARMONY ^[+1]
- PASSION ^[+1]

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

NEVER TURN MY BACK

You've seen sadness and grief. You're no stranger to loss and pain. But you know the world can be a better place. And nothing happens without good people fighting for what's right...

You have a code—choose three ideals from the list to define it:

- | | |
|---|--|
| <input type="checkbox"/> Always speak the truth | <input type="checkbox"/> Never strike the first blow |
| <input type="checkbox"/> Always stand up to bullies | <input type="checkbox"/> Never deny a request for help |
| <input type="checkbox"/> Always keep your promises | <input type="checkbox"/> Never leave a friend behind |

When you live up to your ideals at a significant cost, someone who witnessed (or hears about) your sacrifice approaches you to affirm their allegiance to your group's purpose; write their name down on the list of allies below.

ALLIES

You can always **plead** with these allies—they always care what you think; they always open up to you if you **guide and comfort** them; and you can **call on them to live up to their principles** as if you had rolled a 10+ by erasing their name from your list of allies.

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

MOVES CHOOSE TWO

- THE STRENGTH OF YOUR HEART**
When you use Seize a Position, foes must mark 2-fatigue to block your movement.
- WHATEVER I CAN**
When you spend time talking to the locals about their problems, roll with **HARMONY**. On a hit, you hear about the most significant and serious problem at hand; the GM will tell you who it affects and what is the cause. On a 10+, you can ask a follow up question about the problem or cause; you take +1 ongoing when you act on the answer. On a miss, you wind up creating a whole new problem with your questions and ideas.
- YOUR RULES STINK**
When you stand up to an adult by telling them their rules are stupid, roll with **PASSION**. On a hit, they are surprised by your argument; they must shift their balance or offer you a way forward, past the rules. On a 10+, both. On a miss, your efforts to move them only reveal how strongly they believe in the system—mark a condition as their resistance leaves you reeling.
- IT DOESN'T BELONG TO YOU!**
When you secretly pocket something owned by someone undeserving, roll with **HARMONY**. On a hit, you swipe something from them (your choice) without them noticing you took it. On a 7-9, the thing you took isn't exactly what you thought it was; the GM will tell you how. On a miss, you grab the goods, but they notice—and pursue—as soon as you exit the scene.
- CAN'T KNOCK ME DOWN**
When you are engaged in combat with superior opposition and openly refuse to back down or flee, roll with **HARMONY** for the rest of the battle whenever you **defend and maneuver**; you cannot choose to escape the scene by using Seize a Position for the rest of the fight.

YOUR CHARACTER

LOOK:

HOME TOWN:

HISTORY

- What tragedy befell you at a young age?
- Who do you hold most responsible for the tragedy? Why?
- Who helped you through your grief? What did they teach you?
- What symbol, heirloom, or mark do you carry to remind you of what you lost?
- Why are you committed to this group or purpose?

CONNECTIONS

I recognize some of the pain I have felt inside of _____; I'm going to try to help them.

_____ frustrates me so much when they act without thinking about the consequences!

⊕ MOMENT OF BALANCE ⊕

The pain of the world can be overwhelming, but balance brings peace. You bring everything around you to a stop—villains, arguments, disaster—and set the world right. Tell the GM how your compassionate actions end a conflict utterly and completely.

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 improve the lives of a community of average citizens or help an ordinary person with their problems?

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

DISORIENT

ADVANCE & ATTACK

L ⊗ P ⊗ M ⊗

Pummel an engaged foe with quick blows; mark 1-fatigue to shift their balance away from center.

NAME: _____

L O P O M O

DEFEND & MANEUVER ADVANCE & ATTACK EVADE & OBSERVE

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