

THE PILLAR

NAME: _____



BACKGROUND

- Military Outlaw Urban
 Monastic Privileged Wilderness

DEMEANOR

- Confident Stern
 Lighthearted Gentle
 Critical Warm

FIGHTING STYLE: _____

YOUR TRAINING



STATUSES

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

STATS

Add +1 to one stat

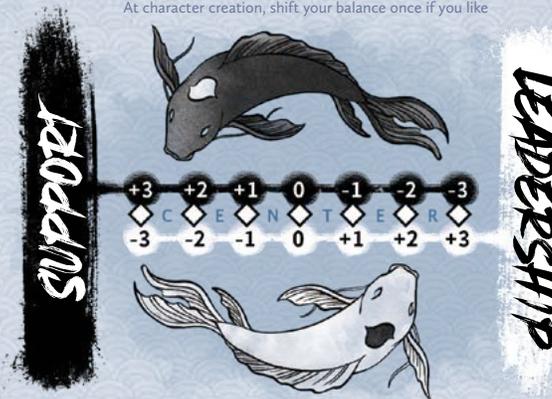
- CREATIVITY [+1]
 FOCUS [0]
 HARMONY [+1]
 PASSION [-1]

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

SQUAD LEADER

You were the leader of a small group of 10 or so well-trained warriors from a recognized and noble tradition.

Where does your squad call home?

Which are the most well known traits of your squad? (choose up to 3):

our weapons, our fighting style, our battle cry, our costumes, our legends, our purpose

What does your squad value? (choose 2):

Excellence, Justice, Duty, Mercy, Tradition, Protection

Despite being the leader, you chose to travel with your new companions for the time being, until you've achieved this group's purpose.

Choose where your team is without you:

protecting the team's home while you are away; protecting a powerful figure; temporarily disbanded or exiled; training and preparing for something important; journeying and doing good works throughout your scope; escorting important travelers; stationed at an important location; performing traditional or ceremonial duties

Within any group, you serve a role both subtle and overt, sometimes leading the team, sometimes helping it glue itself together. You earn Team through your leadership style, and you spend Team through your support style. At the end of each session, you may change 1 style of leadership and 1 style of support.

Choose 2 styles of leadership.

Earn 1-Team when...

- Firm:** ...you openly call on a companion to live up to their principle.
 Inspiring: ...you live up to your principle and roll a hit.
 Diplomatic: ...you plead with an NPC for help and roll a 10+.
 Empathetic: ...you guide and comfort a companion and they open up to you.
 Guidance: ...you assess a situation and give a companion instructions based on the answers
 Indomitable: ...you roll a hit when you resist shifting your balance or you deny a callout.

Choose 2 styles of support.

Spend 1-Team when...

- Comforting:** ...you spend time one-on-one in a quiet moment with a companion to clear a condition from them.
 Invigorating: ...you rally a companion to action in a tense moment to clear 2-fatigue from them.
 Defending: ...you are within reach of a companion in combat to clear a negative status from them.
 Bolstering: ...you help another companion to give them a +1 to their roll, after the roll.
 Encouraging: ...you openly endorse a friend living up to their principle to shift their balance toward that principle.
 Trusting: ...you openly endorse a friend resisting shifting their balance to give them +2, after the roll.

MOVES CHOOSE TWO

UNDERSTANDING MIEN

Take +1 to HARMONY (max +3).

A WARRIOR'S HEART

When you live up to your principle while you have 3+ conditions marked, ignore your condition penalties. When you live up to your principle while you have 5 conditions marked, don't mark fatigue.

OUT OF UNIFORM

When you put on a disguised or physically altered persona to fool a community into thinking you're two different people, roll with CREATIVITY. On a hit, people mostly unfamiliar with you won't connect your two personas. On a 7-9, this is the last time you can pull this trick without them catching on. On a miss, someone misidentifies you when you switch in a way that causes more trouble for you.

FIGHTING LIKE DANCING

When you advance and attack against a group of foes—or a foe who has previously defeated you—roll with HARMONY instead of PASSION.

TAKING CARE OF BUSINESS

When you lose your balance in a battle, instead of choosing one of the normal options, you may instead sacrifice yourself for your companions. If you do, your companions have a chance to get away without issue, and you are taken out (and possibly captured). You also choose 1:

- Leave a clue your companions can follow
- Throw your companions one vulnerable object
- Provoke an opponent, shifting their balance twice

YOUR CHARACTER

LOOK:

HOME TOWN: _____

HISTORY

- How did you rise to lead a renowned squad or group?
- Who was your closest friend and confidant in the squad?
- Who never thought you deserved to lead the group?
- What uniform, heirloom, or symbol do you carry as a talisman of the group?
- Why are you committed to this group or purpose?

CONNECTIONS

_____ doesn't really respect my accomplishments; they probably need a lesson or two.

_____ seems like they would've been a good candidate to be a part of my squad; I'll look after them.

⊕ MOMENT OF BALANCE ⊕

You define yourself as a part of a larger group, and in this moment, the group defines itself by you. You rally them, move among them, saying the right things and providing the right guidance so your group works with perfect cohesion and confidence. Tell the GM what you say to each of your companions so that in this moment, you overcome an indomitable challenge, together.

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 help a companion find a significant success with their issues, or lead the group in finding a significant collective success?

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

SLIDE AROUND THE BLOW

EVADE & OBSERVE

L ⊗ P ⊗ M ⊗

You move perfectly, slipping past strikes and demanding an opponent's attention; a foe you are engaged with must remain engaged with you and can only use techniques against you in the next exchange. If no foe is engaged with you, you may slip through the fight to engage a new foe (no foe may mark fatigue to stop you).

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DEFEND & MANEUVER ADVANCE & ATTACK EVADE & OBSERVE

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