

THE RAZOR

NAME: _____

BACKGROUND

- ☐ Military ☐ Outlaw ☐ Urban
☐ Monastic ☐ Privileged ☐ Wilderness

DEMEANOR

- ☐ Childish ☐ Overbearing
☐ Fierce ☐ Proper
☐ Imperious ☐ Strange

FIGHTING STYLE: _____

YOUR TRAINING



STATUSES

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

STATS

Add +1 to one stat

- ☐ CREATIVITY ^[0]
☐ FOCUS ^[+2]
☐ 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

MAKING AMENDS

You were once the weapon of powerful figures—your masters. In your time as your masters' weapon, you hurt people, even those who looked to you for friendship, leadership, protection, or support. You must make amends. Choose four mistakes you're trying to make up for (on the back of the sheet).

Once per session, **when you have tried your best to prove that you are a different, better person now through your actions**, roll, taking +1 for each "yes" to the following questions:

- Did you make amends directly to a person you harmed?
- Are you at your center?
- Did someone honestly thank you for your efforts or forgive you for your mistakes?

On a hit, you feel the spark of hope—you're making progress. On a 7-9, choose 1. On a 10+, choose 2 (you can choose the same option twice), or unlock the next Connection balance track space (see Disconnected).

- Clear a condition
- Mark growth
- Shift your Balance toward Connection

On a miss, something's off—you don't feel you've changed. Choose someone here to ask what more you can do—they will tell you, and the GM will shift your balance twice based on what they say.

DISCONNECTED

Your Balance begins play at +2 Control; you can still shift it by one step when you make your character.

Your Connection principle starts play **locked**—you cannot shift your balance higher than +0 Connection. If you would shift your balance to a locked value, you lose your balance, but your center cannot shift higher than the highest unlocked Connection value. When you unlock Connection +3, treat your balance track as normal.

When you shift your center to +1, +2, and +3 Connection for the first time, choose a companion to whom you have connected. They give you one move from their playbook (ignoring advancement limits).

HONED

When you **sublimate your feelings to be effective**, clear conditions equal to one plus your Control and cross off one unmarked condition—you can no longer mark that condition for any reason. When you shift your center toward Connection, you may restore all crossed off conditions.

You may **live up to your Control principle** by shifting balance toward Control instead of marking fatigue.

MOVES CHOOSE TWO

AIR-CUTTING EDGE

Take +1 **FOCUS** (to a max of +3).

MIND OF STEEL

When you advance & attack or evade & observe with fewer conditions marked than your highest principle, you can roll with **FOCUS** instead of the normal stat.

I'M A PEOPLE PERSON

When you watch someone interact with another person, roll with **FOCUS**. On a 7-9, ask 1. On a 10+, ask 2. Take +1 ongoing to act on the answers.

- Are you lying right now?
- What are you most afraid of?
- How are you vulnerable to me?
- How can I get you to mark the condition _____?

On a miss, you can't get a good read on them; mark a condition in frustration.

COME AND GET IT

When you trick someone by provoking them through their conditions, roll with their conditions marked instead of **CREATIVITY**.

WINNING IS EVERYTHING

When you choose to use dirty tactics—targeting an innocent your foe is trying to protect, throwing sand in their face, etc.—at the start of a combat exchange, instead of using one of the standard approaches say what you do and take a 10+ instead of rolling the stance move; you become *Favored* for this exchange and may choose your techniques from any approach. At the end of the exchange, your opponent may call out your disgraceful behavior and lack of integrity to shift your balance twice.

YOUR CHARACTER

LOOK:

HOME TOWN:

HISTORY

- Why were you chosen to be honed, perfected, and used by your masters?
- Who was the former master you were closest to?
- Who helped give you the will you needed to break with your masters and be something more?
- What totem of your masters can you not bring yourself to throw away?
- Why are you committed to this group or purpose?

CONNECTIONS

_____ seems to be able to connect to other people openly, freely, and easily. I wish they would show me how.

I see _____ as lacking control. Maybe I can help hone them, at least a little bit.

⊕ MOMENT OF BALANCE ⊕

You can knock down every wall in the world, but balance isn't found in conquest and destruction. You know some walls need to stand to keep people safe. Tell the GM how you put yourself directly in the path of an inescapable threat to completely protect someone or something from harm.

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 try to make amends for past mistakes, or prove you're a different person now?

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

LURE

DEFEND AND MANEUVER

L ⊗ P ⊗ M ⊗

You put a foe off-balance by luring them in. Name a foe you lure; if they don't attempt to either inflict fatigue, conditions, balance shifts, or negative statuses on you by the end of this exchange, they must mark 2-fatigue. If they do attempt to harm you this exchange, you become *Favored* for the next exchange.

NAME:

L O P O M O

☐ DEFEND & MANEUVER ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

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