

Backstory

(after character introductions, answer these)

You made _____ a promise a long time ago, but have made no progress. What was it?

_____ is a close friend, we Respect each other.

Mastery Move

Once you've trained with a master airshaper, add the following to the Move With Intention option list:

~ Roll your next Move with Natural instead of its usual Stat.

Improvement

(spend 5 Chi to mark one of the following)

- () You have +1 Hot (max +2).
- () You have +1 Solid (max +2).
- () You have +1 Keen (max +2).
- () You have +1 Fluid (max +2).
- () Select another Airshaper move.
- () Select another Airshaper move.
- () Select a move from another playbook.
- () Select a move from another playbook.
- () Select a sub-playbook move.
- () Select a sub-playbook move.
- () Take a new Chakra, or write your own.

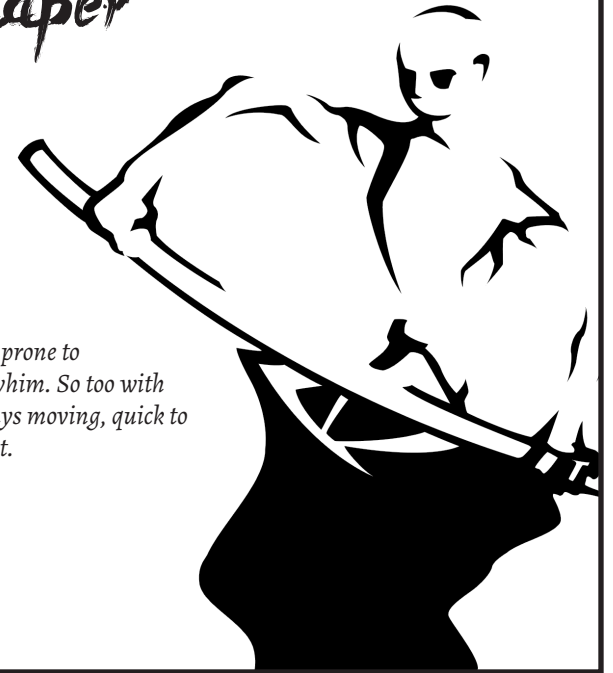
Advanced Improvements

(after you've taken five Improvements, you may also choose Advanced Improvements)

- () You have +1 to any Stat (max +3).
- () You have +1 maximum Fortune.
- () Retire your character to safety.
- () Replace one of your Chakras.
- () Create a second character, played side-by-side with the first.
- () Change to a new playbook.
- () You have an Animal Companion with two Moves.

Notes and Other Moves

The Airshaper



The wind is a fickle force, prone to changing direction on a whim. So too with the airshaper: swift, always moving, quick to decide and slow to commit.

Name:

Look

(select one option from each list)

~ Hairless, short and well-maintained hair, tattooed body, wild and unkempt hair.

~ Commoner's clothes, loose meditation clothes, temple clothes, traveler's clothes.

Gear

(you get all of these unless stated otherwise)

~ A staff that allows gliding and flight through airshaping.
~ You have a maximum of 0 Fortune.

Chakras

(pick two of the following pairs)

~ Emotional and sensitive.

~ Fickle and indecisive.

~ Hasty and quick-to-react.

~ Spacey and whimsical.

~ (write your own)

Stats

(choose one of the following stat arrays)

Natural +2, Hot -1, Solid +0, Keen +1, Fluid +1

Natural +2, Hot +1, Solid -1, Keen +0, Fluid +1

Natural +2, Hot -1, Solid +1, Keen +1, Fluid +0

Natural +2, Hot +0, Solid -1, Keen +1, Fluid +1

Natural

~ sociable, understanding, connected

Moves: Speak Honorably, Meditate



Hot

~ volatile, temperamental, passionate.

Moves: Act Dishonorably, Commit Open Violence



Solid

~ strong, adaptable, dependable

Moves: Stand Fast



Keen

~ bright, perceptive, alert

Moves: Observe Carefully



Fluid

~ quick, cautious, flexible

Moves: Move With Intention

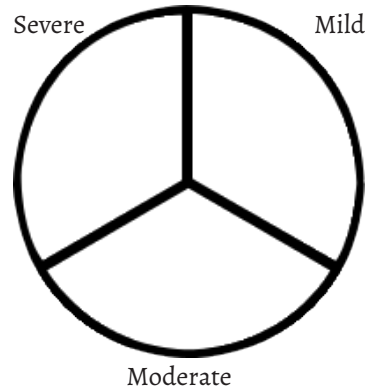


Chi

(add 1 when your Chakras cause trouble for you or another, or when you roll a 6 or less)



Tags



Fortune

(spend 1 to ignore a Tag)
(restore to maximum at the beginning of each session)



Maximum Fortune:

Airshaper Moves

(you start with Airshaping and one other Move)

Airshaping

When you manipulate the air to control the area, roll +Natural. On a 7 or greater, choose one:

- ~ Immobilize a foe.
- ~ Move as fast as the wind.
- ~ Perform a great feat of acrobatics.
- ~ Reposition the battlefield.

On a 10 or greater, as above, but also add 1 to your rolls until you stop moving.

Other actions can involve airshaping, but are treated as whatever move would be appropriate.

Attuned

When you are outdoors, you have +1 Natural (max +3).

Nomad

When you Meditate about some facet of the world (natural or Spirit), on a 7 or greater you may also ask the MC one related question that they must answer.

Redirection

When you change the target of an attack, roll +Fluid. On a 10 or greater, it strikes a new target of your choice. On a 7, 8, or 9, you redirect it and it strikes a new target of the MC's choice.

Soundshaping

You can manipulate sound as just another facet of the air. When you use this to mimic, amplify, or reduce noises, roll +Keen. On a 10 or greater, you can convincingly project any sound you've heard. On a 7, 8, or 9, the replication is pretty close, but you are also exposed to danger.

Unburdened

So long as you have no unresolved Oaths, add 1 to all Speak Honorably and Act Dishonorably rolls.

Oaths and Respect

I Swear To...

I Respect...

I Am Respected By...



Backstory

(after character introductions, answer these)

Always do your Backstory last.

Gain the Respect of as many characters as you desire. For each character you cause to Respect you, make an Oath, though it needn't be to that character.

Mastery Move

Once you've trained with a master politician, choose 1:

~ You're better at juggling many engagements; when you have at least 3 Oaths and take an additional Oath, gain 1 Chi.

~ You're most skilled at handling one thing at a time; when you have exactly 1 Oath, add 1 to any roll when making actions directly related to completing it.

Notes and Other Moves

Improvement

(spend 5 Chi to mark one of the following)

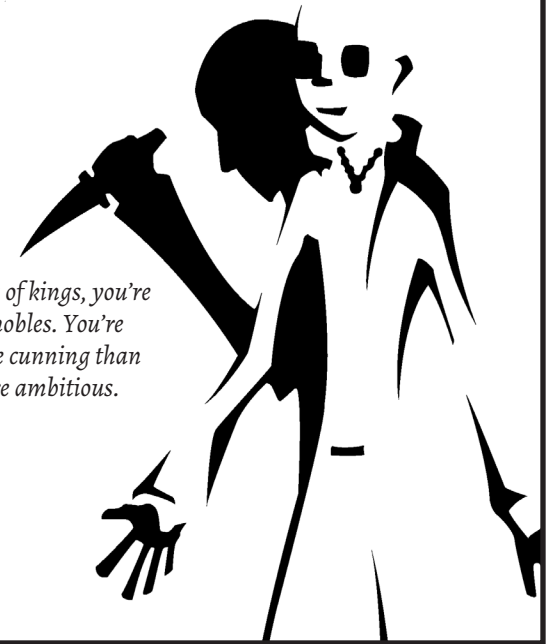
- () You have +1 Natural (max +2).
- () You have +1 Hot (max +2).
- () You have +1 Keen (max +2).
- () You have +1 Fluid (max +2).
- () Select another Aristocrat move.
- () Select another Aristocrat move.
- () Select a move from another playbook.
- () Select a move from another playbook.
- () Select a sub-playbook move.
- () Select a sub-playbook move.
- () Take a new Chakra, or write your own.

Advanced Improvements

(after you've taken five Improvements, you may also choose Advanced Improvements)

- () You have +1 to any Stat (max +3).
- () You have +1 maximum Fortune.
- () Retire your character to safety.
- () Replace one of your Chakras.
- () Create a second character, played side-by-side with the first.
- () Change to a new playbook.
- () You have an Animal Companion with 1 Riding Move and 1 other Move.

The Aristocrat



Naturally at home in the courts of kings, you're not the same as all those other nobles. You're smarter than them. You're more cunning than them. And you're infinitely more ambitious.

Name:

Look

(select one option from each list)

~ Courtly clothes, fancy but practical, humble garb, very excessive.

~ With accessories, with intricate designs, with regalia and emblems, without adornment.

Gear

(you get all of these unless stated otherwise)

- ~ A small easily-concealed weapon.
- ~ A substantial amount of money.
- ~ Some indicator of your authority.
- ~ You have a maximum of 0 Fortune.

Chakras

(pick two of the following pairs)

- ~ Commanding and inspiring.
- ~ Honorable and trustworthy.
- ~ Insufferable and privileged.
- ~ Manipulative and treacherous.
- ~ (write your own)

Stats

(choose one of the following stat arrays)

Natural +2, Hot +0, Solid +1, Keen +1, Fluid -1
Natural +2, Hot +1, Solid -1, Keen +1, Fluid +0
Natural +1, Hot -1, Solid +0, Keen +2, Fluid +1
Natural +1, Hot +0, Solid +1, Keen +2, Fluid -1

Natural

~ sociable, understanding, connected

Moves: Speak Honorably, Meditate

Hot

~ volatile, temperamental, passionate.

Moves: Act Dishonorably, Commit Open Violence

Solid

~ strong, adaptable, dependable

Moves: Stand Fast

Keen

~ bright, perceptive, alert

Moves: Observe Carefully

Fluid

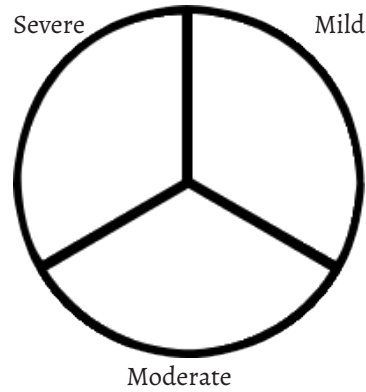
~ quick, cautious, flexible

Moves: Move With Intention

Chi

(add 1 when your Chakras cause trouble for you or another, or when you roll a 6 or less)

Tags



Fortune

(spend 1 to ignore a Tag)
(restore to maximum at the beginning of each session)

Maximum Fortune:

Aristocrat Moves

(you start with two Moves)

○ Currency of Favors

Whenever you Help someone, you can demand a favor of them first. If they agree, they gain 1 Chi.

○ Henchmen

You have a small force of loyal henchmen. They can be sent out with commands or aid your efforts as you wish, though their obedience is not absolute.

○ Intrigue

When you Act Dishonorably but disguise it in polite conversation, roll +Natural instead of +Hot.

○ Mastermind

When you scheme and plan a future plot, roll +Keen. On a 10 or greater, the MC will pick 2 of the following conditions, only one of which must be addressed to succeed. On a 7, 8, or 9, the same thing, but you'll need to address both.

~ It will be very expensive or resource-intensive.

~ It will take hours/days.

~ You're going to need _____'s help.

~ _____ stands in the way of success.

○ Silver Tongue

Whenever you roll a 10 or greater to Speak Honorably, the target must also offer something extra they think you want.

○ Web of Commitments

When you take an Oath contradictory to another you've made, you may give up one of them without it counting as breaking an Oath (for purposes of the move), though there will still likely be social consequences to not fulfilling it.

Oaths and Respect

I Swear To...

I Respect...

I Am Respected By...



Backstory

(after character introductions, answer these)

You don't let people down, usually. Every character has Respect for you, except for _____.

What have you promised them to try and gain their confidence?

Mastery Move

Once you've trained with a master Earthshaper, whenever you pass up an opportunity for action or resist opposition without reaction, gain 1 Chi.

Notes and Other Moves

Improvement

(spend 5 Chi to mark one of the following)

- You have +1 Natural (max +2).
- You have +1 Hot (max +2).
- You have +1 Keen (max +2).
- You have +1 Fluid (max +2).
- Select another Earthshaper move.
- Select another Earthshaper move.
- Select a move from another playbook.
- Select a move from another playbook.
- Select a sub-playbook move.
- Select a sub-playbook move.
- Take a new Chakra, or write your own.

Advanced Improvements

(after you've taken five Improvements, you may also choose Advanced Improvements)

- You have +1 to any Stat (max +3).
- You have +1 maximum Fortune.
- Retire your character to safety.
- Replace one of your Chakras.
- Create a second character, played side-by-side with the first.
- Change to a new playbook.
- You have an Animal Companion with 1 Riding Move and 1 other Move.

The Earthshaper

Hardy and centered, earthshapers form the backbone of civilizations. They are the plow that shatters their enemies, and the wall that stands between their friends and their foes.



Name:

Look

(select one option from each list)

~ High quality robes, muscles exposed, peasant's clothes, worn and dirty clothes.

~ Rough eyes, scheming eyes, stony eyes, unflinching eyes.

Gear

(you get all of these unless stated otherwise)

~ A weapon, heavy and blunt.
~ You have a maximum of 1 Fortune.

Chakras

(pick two of the following pairs)

~ Dedicated and stubborn.

~ Dependable and hard-working.

~ Unmoving and cautious.

~ Vengeful but forgiving.

~ (write your own)

Stats

(choose one of the following stat arrays)

Natural +0, Hot +1, Solid +2, Keen +1, Fluid -1
Natural +1, Hot -1, Solid +2, Keen +0, Fluid +1
Natural -1, Hot +1, Solid +2, Keen +1, Fluid +0
Natural +1, Hot +0, Solid +2, Keen -1, Fluid +1

Natural

~ sociable, understanding, connected

Moves: Speak Honorably, Meditate

Hot

~ volatile, temperamental, passionate.

Moves: Act Dishonorably, Commit Open Violence

Solid

~ strong, adaptable, dependable

Moves: Stand Fast

Keen

~ bright, perceptive, alert

Moves: Observe Carefully

Fluid

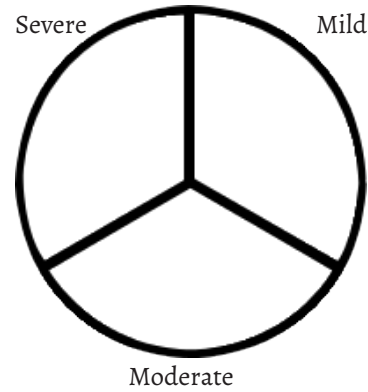
~ quick, cautious, flexible

Moves: Move With Intention

Chi

(add 1 when your Chakras cause trouble for you or another, or when you roll a 6 or less)

Tags



Fortune

(spend 1 to ignore a Tag)
(restore to maximum at the beginning of each session)

Maximum Fortune:

Earthshaper Moves

(you start with Earthshaping and one other Move)

Earthshaping

When you alter the battlefield's topography, roll +Solid. On a 7 or greater, add an appropriate Environment Tag. On a 10 or greater, anyone taking advantage of this Environment Tag when making a Move add +1 to their roll.

Other actions can involve earthshaping, but are treated as whatever move would be appropriate.

Bulldozer

When your actions lead to the immediate destruction of (or relief from) an Environment Tag, gain 1 Chi.

Defender

Whenever you are in your element, you can protect yourself from an attack (and associated Tag) by spending 1 Chi. If it was a player attacking you, give them the Chi. Otherwise, give it to the MC.

Metalshaping

You can control metal that you are in contact with. When you do, it's the same as Earthshaping but roll +Keen instead of +Solid. When you metalshape against someone, on a 7 or greater you can Tag the target as well as the environment.

Rooted

When you are in solid contact with the ground, you have +1 Solid (max +3).

Vibration Sense

You can see and feel anything in contact with the ground (within reasonable distance). When you Observe Carefully, add the following questions to the list of options:

- ~ Are they telling the truth?
- ~ What does their body language betray about their plans?
- ~ What is unseen but in contact with the ground?

Oaths and Respect

I Swear To...

I Respect...

I Am Respected By...



Backstory

(after character introductions, answer these)

Make two Oaths: one making up for past failures, and one made to ease another's burdens.

Improvement

(spend 5 Chi to mark one of the following)

- You have +1 Natural (max +2).
- You have +1 Solid (max +2).
- You have +1 Keen (max +2).
- You have +1 Fluid (max +2).
- Select another Fireshaper move.
- Select another Fireshaper move.
- Select a move from another playbook.
- Select a move from another playbook.
- Select a sub-playbook move.
- Select a sub-playbook move.
- Take a new Chakra, or write your own.

Mastery Move

Once you've trained with a master fireshaper, never again can you be Tagged by being burned by natural fire, or your own magical fire.

Advanced Improvements

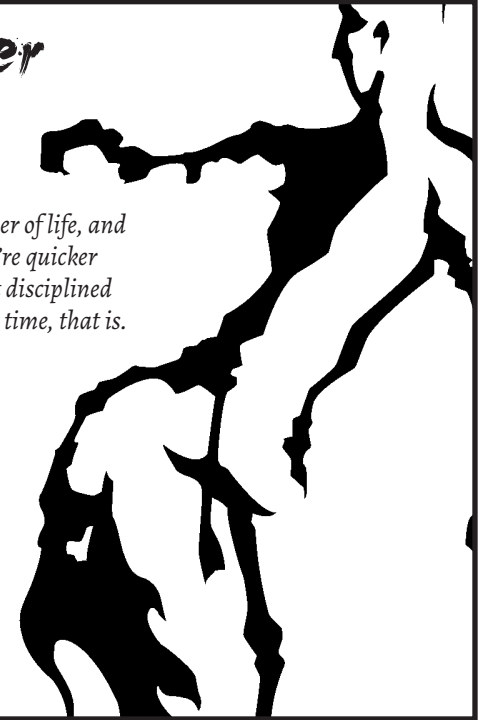
(after you've taken five Improvements, you may also choose Advanced Improvements)

- You have +1 to any Stat (max +3).
- You have +1 maximum Fortune.
- Retire your character to safety.
- Replace one of your Chakras.
- Create a second character, played side-by-side with the first.
- Change to a new playbook.
- You have an Animal Companion with 1 Hunting Move and 1 other Move.

Notes and Other Moves

The Fireshaper

Fire is the great destroyer and the giver of life, and you have trapped it in your soul. You're quicker to be emotional than anyone else, but disciplined enough to stay in control. Most of the time, that is.



Name:

Look

(select one option from each list)

~ Exposed muscles, intimidating clothes, obvious burns, simple garb.

~ Burning eyes, lively eyes, smoldering eyes, warm eyes.

Chakras

(pick two of the following pairs)

~ Excitable and energetic.

~ Honorable and disciplined.

~ Restrained and peaceful.

~ Volatile and explosive.

~ (write your own)

Gear

(you get all of these unless stated otherwise)

~ A family heirloom, treasured by your people.

~ You have a maximum of 0 Fortune.

Stats

(choose one of the following stat arrays)

Natural -1, Hot +2, Solid +1, Keen +1, Fluid +0
Natural +0, Hot +2, Solid -1, Keen +1, Fluid +1
Natural +1, Hot +2, Solid +1, Keen +0, Fluid -1
Natural -1, Hot +2, Solid +1, Keen +0, Fluid +1

Natural

~ sociable, understanding, connected

Moves: Speak Honorably, Meditate



Hot

~ volatile, temperamental, passionate.

Moves: Act Dishonorably, Commit Open Violence



Solid

~ strong, adaptable, dependable

Moves: Stand Fast



Keen

~ bright, perceptive, alert

Moves: Observe Carefully



Fluid

~ quick, cautious, flexible

Moves: Move With Intention

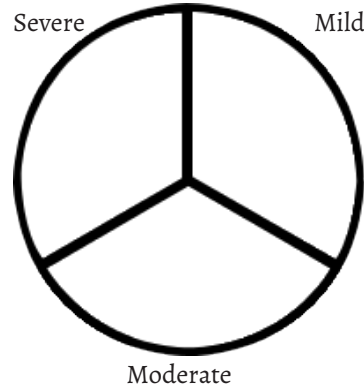


Chi

(add 1 when your Chakras cause trouble for you or another, or when you roll a 6 or less)



Tags



Fortune

(spend 1 to ignore a Tag)
(restore to maximum at the beginning of each session)



Maximum Fortune:

Fireshaper Moves

(you start with Fireshaping and one other Move)

X Fireshaping

When you create or manipulate open flame to attack, roll +Hot. On a 10 or greater, it does what you want, Tagging targets as appropriate. On a 7, 8, or 9, you lose control of it in some manner (choose 1):

- ~ The flames are larger and more taxing than intended. They burn hot and strong, but take -1 to the next roll you make.
- ~ The flames explode into being, injuring all nearby, including the Fireshaper. Add Tags as appropriate.
- ~ You set fire to the area. Add a relevant Environment Tag.

Other actions can involve fireshaping, but are treated as whatever move would be appropriate.

O Driven By Honor

When you fervently pursue the completion of an Oath to someone who doesn't Respect you, add 1 to all Stand Fast and Speak Honorably rolls.

O Hot-Headed

When you are treated disrespectfully and respond by Acting Dishonorably, add +1 to your roll. If you respond by Committing Open Violence, gain 1 Chi instead.

Oaths and Respect

I Swear To...

I Respect...

I Am Respected By...



O Inner Passion

Decide and inform the MC of what emotion fuels your shaping. If the emotion is destructive or negative (such as anger, arrogance, or fear) you may Stand Fast with Hot instead of Solid.

If the emotion is a positive or constructive one (such as harmony, discipline, or hope) you may Move With Intention with Hot instead of Fluid.

O Lightningshaping

When you channel lightning, roll +Fluid. On a 10 or greater, you succeed at projecting or redirecting the lightning strike.

- On a 7, 8, or 9, choose 1:
 - ~ Some power rebounds, shocking and Tagging the shaper as well.
 - ~ The lightning doesn't strike the target, but all that can see it gain the Dazed Tag.
 - ~ The blast misses but causes explosive and chaotic damage; the MC adds an appropriate Environment Tag.

O SunSoul

When the sun is in the sky, you have +1 Hot (max +3).

Backstory

(after character introductions, answer these)

You regularly bring back trophies of your prey, grisly or otherwise. _____ has shown Respect for your talents.

_____ has been kind to you when you were in need, and you Respect them for it. What promise have you made to them to show that Respect?

Mastery Move

Once you've trained with a master hunter, whenever you Tag a foe who is not aware of your presence you may immediately add an Environment Tag describing the current situation.

Notes and Other Moves

Improvement

(spend 5 Chi to mark one of the following)

- You have +1 Hot (max +2).
- You have +1 Solid (max +2).
- You have +1 Keen (max +2).
- You have +1 Fluid (max +2).
- Select another Hunter move.
- Select another Hunter move.
- Select a move from another playbook.
- Select a move from another playbook.
- Select a sub-playbook move.
- Select a sub-playbook move.
- Take a new Chakra, or write your own.

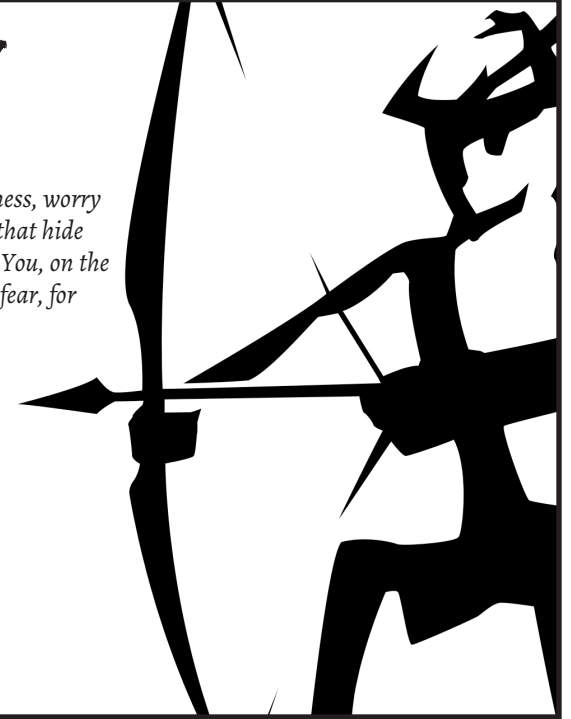
Advanced Improvements

(after you've taken five Improvements, you may also choose Advanced Improvements)

- You have +1 to any Stat (max +3).
- You have +1 maximum Fortune.
- Retire your character to safety.
- Replace one of your Chakras.
- Create a second character, played side-by-side with the first.
- Change to a new playbook.
- You have an Animal Companion with 1 Hunting Move and 1 other Move, or one of your existing Animal Companions gains a Move.

The Hunter

Some people fear the wilderness, worry about the beasts and spirits that hide from the eyes of civilization. You, on the other hand, have nothing to fear, for there is nothing you cannot calm, catch, or kill.



Name:

Look

(select one option from each list)

~ Dull clothes, fur-lined clothes, leather clothes, stealthy clothes.

~ A collection of pelts, a crude amulet, a frightening mask, a heavy cloak.

Gear

(you get all of these unless stated otherwise)

- ~ Choose one: a bow and arrow, trapping equipment, an Animal Companion with 1 Hunting Move and 1 other Move.
- ~ You have a maximum of 0 Fortune.

Chakras

(pick two of the following pairs)

~ Brash but wary.

~ Passionate and cocky.

~ Predatory and secretive.

~ Wild but kind.

~ (write your own)

Stats

(choose one of the following stat arrays)

Natural +1, Hot +0, Solid -1, Keen +2, Fluid +1
Natural -1, Hot +0, Solid +1, Keen +2, Fluid +1
Natural +1, Hot -1, Solid +0, Keen +1, Fluid +2
Natural +0, Hot +1, Solid -1, Keen +1, Fluid +2

Natural

~ sociable, understanding, connected

Moves: Speak Honorably, Meditate



Hot

~ volatile, temperamental, passionate.

Moves: Act Dishonorably, Commit Open Violence



Solid

~ strong, adaptable, dependable

Moves: Stand Fast



Keen

~ bright, perceptive, alert

Moves: Observe Carefully



Fluid

~ quick, cautious, flexible

Moves: Move With Intention

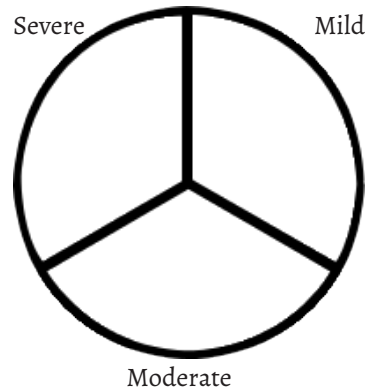


Chi

(add 1 when your Chakras cause trouble for you or another, or when you roll a 6 or less)



Tags



Fortune

(spend 1 to ignore a Tag)
(restore to maximum at the beginning of each session)



Maximum Fortune:

Hunter Moves

(you start with two Moves)

Ambush

While a foe is marked by a Tag indicating that they are not aware of your presence, you can spend 1 Chi to immediately defeat them and remove them from the action.

Friend of Nature

One of your Animal Companions may select a new Move.

Guerrilla Tactics

When hunting in the wilderness, you may Commit Open Violence with Keen instead of Hot. On a 10 or greater, if you take advantage of an Environment Tag in the process also choose one of the Move With Intention options.

Stealth

When you conceal yourself from view, roll +Fluid. On a 7 or greater, enemies can't see you and are Tagged as *Unwitting Prey*. On a 7, 8, or 9, also select one of the following:
~ Someone is on alert now.
~ You can't keep track of everyone from your hiding place.
~ You can't stay undetected here for long.

The Path

When you seek the way to someone or something you've been searching for, roll +Keen. On a 10 or greater, you find a route that is safe to use, at least this once. On a 7, 8, or 9, choose one:
~ Something has to get left behind on the way.
~ You are followed by something dangerous.
~ Your travel is obvious to all.

White Stag

When you name a quarry your White Stag, swear an oath to capture or kill them (your choice). You always intuitively know if your White Stag is near, and while they are you take +1 on Commit Open Violence and Move With Intention rolls. You can only have one White Stag at a time. Break your Oath when you give up.

Oaths and Respect

I Swear To...



I Respect...



I Am Respected By...

Backstory

(after character introductions, answer these)

The Oath you made to

_____ takes priority above all others. Why?

You restored _____'s faith in you recently. Gain their Respect.

Mastery Move

When you study under an enlightened soul, renew your monastic vows. Set a condition: You will never (choose 1):

- ~ Afford yourself any luxury,
- ~ Cause intentional harm,
- ~ Tell anything but the truth.

Treat this vow as a Chakra. If you break the vow, the Master knows and sends people for you.

Notes and Other Moves

Improvement

(spend 5 Chi to mark one of the following)

- You have +1 Natural (max +2).
- You have +1 Hot (max +2).
- You have +1 Solid (max +2).
- You have +1 Keen (max +2).
- Select another Monk move.
- Select another Monk move.
- Select a move from another playbook.
- Select a move from another playbook.
- Select a sub-playbook move.
- Select a sub-playbook move.
- Take a new Chakra, or write your own.

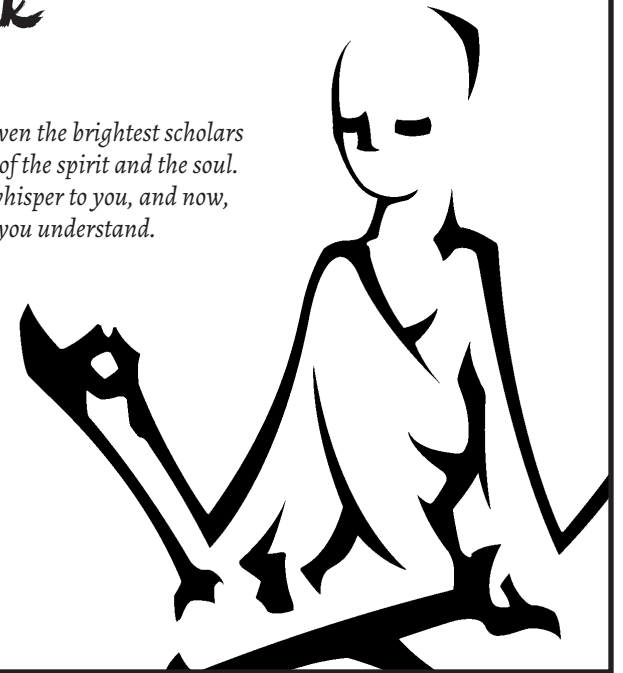
Advanced Improvements

(after you've taken five Improvements, you may also choose Advanced Improvements)

- You have +1 to any Stat (max +3).
- You have +1 maximum Fortune.
- Retire your character to safety.
- Replace one of your Chakras.
- Create a second character, played side-by-side with the first.
- Change to a new playbook.
- You have an Animal Companion with two Moves.

The Monk

The world has secrets even the brightest scholars cannot fathom, secrets of the spirit and the soul. The cosmos saw fit to whisper to you, and now, more than ever before, you understand.



Name:

Look

(select one option from each list)

~ Carefully maintained beard, hairless, symbols of your order, unkempt.

~ Brightly-died robes, tattered rags, temple clothes, simple clothes.

Gear

(you get all of these unless stated otherwise)

- ~ You have nothing but the clothes on your back and the mark of your Order.
- ~ You have a maximum of 1 Fortune.

Chakras

(pick two of the following pairs)

~ Calm and reserved.

~ Faithful and preachy.

~ Hard and jaded.

~ Sensitive but disciplined.

~ (write your own)

Stats

(choose one of the following stat arrays)

Natural +2, Hot +0, Solid +1, Keen +1, Fluid -1
Natural +2, Hot -1, Solid +1, Keen +0, Fluid +1
Natural +1, Hot -1, Solid +2, Keen +1, Fluid +0
Natural +1, Hot +1, Solid +2, Keen +0, Fluid -1

Natural

~ sociable, understanding, connected

Moves: Speak Honorably, Meditate



Hot

~ volatile, temperamental, passionate.

Moves: Act Dishonorably, Commit Open Violence



Solid

~ strong, adaptable, dependable

Moves: Stand Fast



Keen

~ bright, perceptive, alert

Moves: Observe Carefully



Fluid

~ quick, cautious, flexible

Moves: Move With Intention

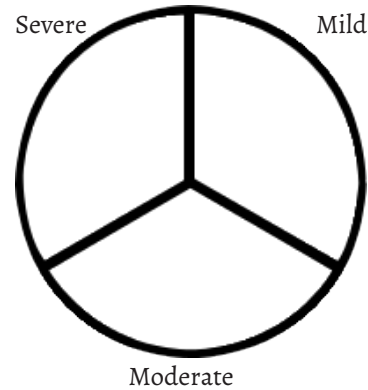


Chi

(add 1 when your Chakras cause trouble for you or another, or when you roll a 6 or less)



Tags



Fortune

(spend 1 to ignore a Tag)
(restore to maximum at the beginning of each session)



Maximum Fortune:

Monk Moves

(you start with two Moves)

Calm Stability

Until you personally show aggression toward your enemies, whenever you are still and unflinching in the face of imminent harm roll +Solid. On a 10 or greater, you still come through unscathed. On a 7, 8, or 9, the same, but you must act immediately against your attacker.

Chi Blocker

When you assault your foe's pressure points, roll +Hot. On a 10 or greater, name a type of action that foe is now incapable of. On a 7, 8, or 9, name two or three types of action and the MC will pick which one the foe can't do.

Clarity of Senses

When you find yourself in a tense situation, you can immediately apply an Environment Tag describing the situation.

Guru

You teach others the path to self-improvement. Whenever you Help another character in an instructive or guiding capacity, they gain Respect for you. If they already Respect you, they gain 1 Chi.

Spiritual

With effort, you can contact entities of the Spirit World. When you meditate to call upon a spirit, roll +Chi spent. On a 10 or greater, that spirit appears to you. On a 7, 8, or 9, choose two:
~ The correct spirit appears.
~ The spirit is benevolent.
~ The spirit doesn't want something in return.

You cannot spend additional Chi to improve the results of this roll, even when taking advantage of a Tag.

Stillness

When you are subtle with your motions or settle into a defensive posture, you Move With Intention with Solid instead of Fluid.

Oaths and Respect

I Swear To...

I Respect...

I Am Respected By...



Backstory

(after character introductions, answer these)

You owe _____ big, and have sworn to make it up to them. Decide whether you Respect them or not.

What did you and _____ each swear that has brought you so close together and earned your mutual Respect? (if there are no other player characters so inclined, create an MC character instead.

Mastery Move

There are no masters for what you do. Instead, when you receive training from a master of another discipline, you may take the Mastery Move from the appropriate playbook. When you do, you may spend 1 Chi to immediately transfer to that playbook.

Notes and Other Moves

Improvement

(spend 5 Chi to mark one of the following)

- () You have +1 Natural (max +2).
- () You have +1 Hot (max +2).
- () You have +1 Solid (max +2).
- () You have +1 Fluid (max +2).
- () Select another Peasant move.
- () Select another Peasant move.
- () Select a move from another playbook.
- () Select a move from another playbook.
- () Select a sub-playbook move.
- () Select a sub-playbook move.
- () Take a new Chakra, or write your own.

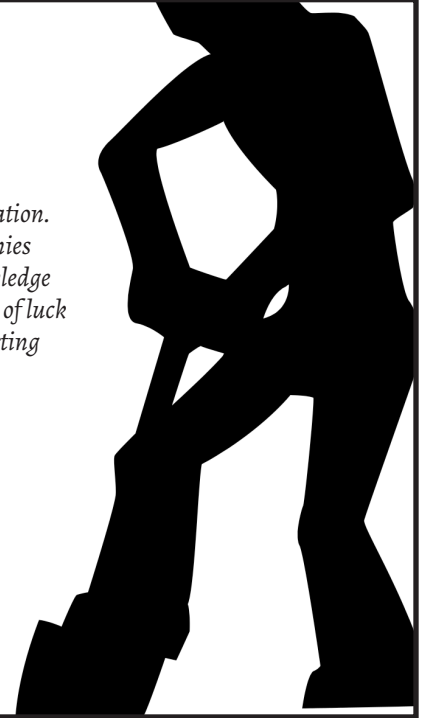
Advanced Improvements

(after you've taken five Improvements, you may also choose Advanced Improvements)

- () You have +1 to any Stat (max +3).
- () You have +1 maximum Fortune.
- () Retire your character to safety.
- () Replace one of your Chakras.
- () Create a second character, played side-by-side with the first.
- () Change to a new playbook.
- () You have an Animal Companion with two Moves.

The Peasant

Every healthy society needs a strong foundation. Without you, nobles could not rule and armies could not survive, even if they don't acknowledge you. It's not glamorous, but with a little bit of luck and a lot of hard work, you can stop supporting the world and start running it.



Name:

Look

(select one option from each list)

~ Cheap finery, common clothes, old and tattered, working outfit.

~ Dull eyes, hopeful eyes, rough eyes, tired eyes.

Gear

(you get all of these unless stated otherwise)

- ~ The tools of your trade and the clothes on your back.
- ~ You have a maximum of 1 Fortune.

Chakras

(pick two of the following pairs)

~ Cautious and superstitious.

~ Generous and faithful.

~ Ignorant but sly.

~ Quick-to-anger but forgiving.

~ (write your own)

Stats

(choose one of the following stat arrays)

Natural +1, Hot +2, Solid +1, Keen -1, Fluid +0
Natural -1, Hot +2, Solid +1, Keen +0, Fluid +1
Natural +0, Hot +1, Solid +2, Keen +1, Fluid -1
Natural +1, Hot +1, Solid +2, Keen -1, Fluid +0

Natural

~ sociable, understanding, connected

Moves: Speak Honorably, Meditate



Hot

~ volatile, temperamental, passionate.

Moves: Act Dishonorably, Commit Open Violence



Solid

~ strong, adaptable, dependable

Moves: Stand Fast



Keen

~ bright, perceptive, alert

Moves: Observe Carefully



Fluid

~ quick, cautious, flexible

Moves: Move With Intention

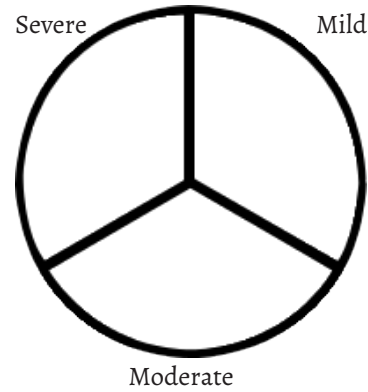


Chi

(add 1 when your Chakras cause trouble for you or another, or when you roll a 6 or less)



Tags



Fortune

(spend 1 to ignore a Tag)
(restore to maximum at the beginning of each session)



Maximum Fortune:

Peasant Moves

(you start with two Moves)

Fool's Luck

Your maximum Fortune is increased by 1. You can only spend Fortune if you're not intentionally attempting to defend yourself.

From the Gutter

When you Move With Intention while in a town or city, roll +Hot instead of +Fluid. If you do, add the following to the list of options:
~ Take something of value from the target.

Loyal Servant

When you make an Oath to someone above your station, add +1 to any rolls directly related to completing it. When someone above your station fulfills an Oath to you, if you did not Respect them, gain 1 Chi.

Martyr

If someone near you would take a Tag and you intervene, you may take it yourself instead of them taking it (the Tag's specific nature may change in the process). If you do, gain 1 Chi.

Out of Focus

When you act like you belong to avoid drawing attention or to give commands, roll +Solid to Observe Carefully or Speak Honorably.

Stalwart Presence

When you Help someone, on a 7 or greater you may spend 1 Chi to improve the result of their modified roll by one step, so long as you both are already Tagged.

Oaths and Respect

I Swear To...

I Respect...

I Am Respected By...



Backstory

(after character introductions, answer these)

_____ once saved your life, earning your Respect. In return, what did you promise them?

Improvement

(spend 5 Chi to mark one of the following)

- You have +1 Natural (max +2).
- You have +1 Hot (max +2).
- You have +1 Solid (max +2).
- You have +1 Fluid (max +2).
- Select another Scholar move.
- Select another Scholar move.
- Select a move from another playbook.
- Select a move from another playbook.
- Select a sub-playbook move.
- Select a sub-playbook move.
- Take a new Chakra, or write your own.

Mastery Move

When you learn from a master inventor, choose a small object. You never need to spend Materials to produce this tool.

Once you've learned from a master sage, when you Observe Carefully you may also ask the following question:

~ What does my research reveal about this?

Advanced Improvements

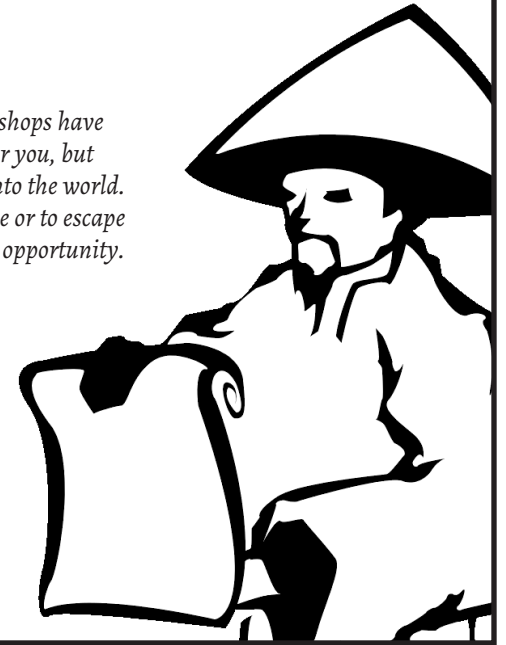
(after you've taken five Improvements, you may also choose Advanced Improvements)

- You have +1 to any Stat (max +3).
- You have +1 maximum Fortune.
- Retire your character to safety.
- Replace one of your Chakras.
- Create a second character, played side-by-side with the first.
- Change to a new playbook.
- You have an Animal Companion with two Moves.

Notes and Other Moves

The Scholar

The halls of academia and its workshops have always been a place of sanctuary for you, but eventually everyone needs to step into the world. Whether it's for practical experience or to escape the workshop confines, now is your opportunity.



Name:

Look

(select one option from each list)

~ Billowing robes, with a large bag, high-quality robes, many pockets.

~ Flawless skin, pallid sunken skin, scarred skin, tanned rough skin.

Gear

(you get all of these unless stated otherwise)

~ Choose 1: Long stick, small knife, thick book.
~ Say two supplies you're carrying.
~ You have a maximum of 0 Fortune.

Chakras

(pick two of the following pairs)

~ Absent-minded and unaware.

~ Detail-oriented and haughty.

~ Excited and reckless.

~ Quiet and reserved.

~ (write your own)

Stats

(choose one of the following stat arrays)

Natural +1, Hot -1, Solid +0, Keen +2, Fluid +1
Natural -1, Hot +0, Solid +1, Keen +2, Fluid +1
Natural +1, Hot -1, Solid +0, Keen +2, Fluid +1
Natural +0, Hot +1, Solid +1, Keen +2, Fluid -1

Natural

~ sociable, understanding, connected

Moves: Speak Honorably, Meditate



Hot

~ volatile, temperamental, passionate.

Moves: Act Dishonorably, Commit Open Violence



Solid

~ strong, adaptable, dependable

Moves: Stand Fast



Keen

~ bright, perceptive, alert

Moves: Observe Carefully



Fluid

~ quick, cautious, flexible

Moves: Move With Intention

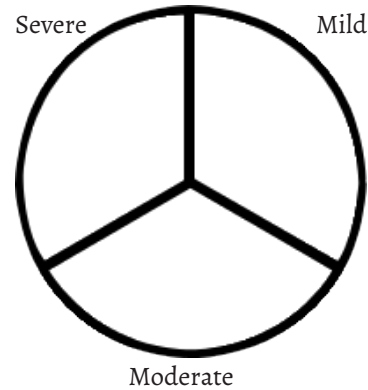


Chi

(add 1 when your Chakras cause trouble for you or another, or when you roll a 6 or less)



Tags



Fortune

(spend 1 to ignore a Tag)
(restore to maximum at the beginning of each session)



Maximum Fortune:

Scholar Moves

(you start with Always Prepared and one other Move)

Always Prepared

When you begin the session, roll 1 die +Keen. The result is the number of Materials you have for that session. Spend Materials 1-for-1 to produce a small, simple tool of your choice. You may spend a second Material to produce a small, complex tool instead. Lastly, you may spend 1 Material at any point to ask a single question as if you'd succeeded on an Observe Carefully roll.

Construct

When you take your time to build a complicated contraption, spend a number of Materials and roll +Materials spent. On a 10 or greater, you build it all up, maybe with one complication. On a 7, 8, or 9, the MC will choose two or three of the following conditions needed to perfect the contraption:
~ You needed extra resources; the project takes an extra Material.
~ It'll take significantly longer to build.
~ The best you can do is a lesser version, unreliable and limited.
~ Finishing it attracts attention.
~ You can't do it alone.

Materials



Fight With Your Head

When you Commit Open Violence or Move With Intention after watching a foe for a moment, you may add the *Observed* Tag to the target before the roll.

Ingenious

So long as you have any Materials, you have +1 Keen (max +3).

Think It Through

When you use rational thought to Meditate on a subject, you roll +Keen instead of +Natural. If you spend 1 Material to consult your books in the process, you can Meditate quickly as well.

Trained Observer

When you Observe Carefully, you may ask an additional question, regardless of result (even on a failure).

Oaths and Respect

I Swear To...

I Respect...

I Am Respected By...



Backstory

(after character introductions, answer these)

You have the Respect of a Great Spirit, and thus its True Name. What is it?

You Respect _____ and have shown them the Spirit World.

What spirit have you summoned for _____? What went wrong?

Mastery Move

Once you've trained with a master spiritshaper, you may use any spirit's True Name to summon it at any time, without a roll, though it may not be happy or forgiving of this. A True Name must come from the spirit itself to be used this way.

Notes and Other Moves

Improvement

(spend 5 Chi to mark one of the following)

- You have +1 Natural (max +2).
- You have +1 Hot (max +2).
- You have +1 Solid (max +2).
- You have +1 Fluid (max +2).
- Select another Spiritshaper move.
- Select another Spiritshaper move.
- Select a move from another playbook.
- Select a move from another playbook.
- Select a sub-playbook move.
- Select a sub-playbook move.
- Take a new Chakra, or write your own.

Advanced Improvements

(after you've taken five Improvements, you may also choose Advanced Improvements)

- You have +1 to any Stat (max +3).
- You have +1 maximum Fortune.
- Retire your character to safety.
- Replace one of your Chakras.
- Create a second character, played side-by-side with the first.
- Change to a new playbook.
- You have an Animal Companion with two Moves.

The Spiritshaper

You were once afraid of the monsters in your people's legends. They were ethereal and strange, but you've visited their world and come back stronger. You're not afraid anymore.

No, those monsters are afraid of you now.



Name:

Look

(select one option from each list)

~ Cheap clothes, many tattoos, totally covered, totems and icons.

~ Captivating eyes, empty eyes, frightening eyes, strange eyes.

Gear

(you get all of these unless stated otherwise)

~ A talisman against spirits. Choose its purpose: Sealing, Summoning, Destroying, Befriending.
~ You have a maximum of 0 Fortune.

Chakras

(pick two of the following pairs)

~ Arrogant and zealous.

~ Intimidating and secretive.

~ Pacifistic and understanding.

~ Principled and immovable.

~ (write your own)

Stats

(add 1 to one of the following stats)

Natural +1, Hot -1, Solid +0, Keen +1, Fluid +1

Natural

~ sociable, understanding, connected

Moves: Speak Honorably, Meditate

Hot

~ volatile, temperamental, passionate.

Moves: Act Dishonorably, Commit Open Violence

Solid

~ strong, adaptable, dependable

Moves: Stand Fast

Keen

~ bright, perceptive, alert

Moves: Observe Carefully

Fluid

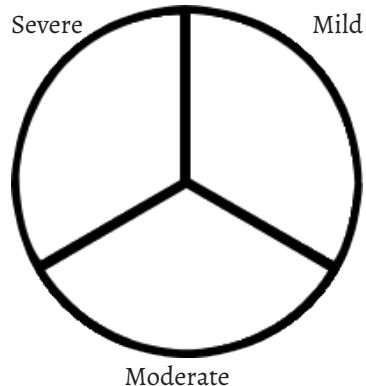
~ quick, cautious, flexible

Moves: Move With Intention

Chi

(add 1 when your Chakras cause trouble for you or another, or when you roll a 6 or less)

Tags



Fortune

(spend 1 to ignore a Tag)
(restore to maximum at the beginning of each session)

Maximum Fortune:

Spiritshaper Moves (you start with two Moves)

O Astral Projection

When you step outside of your physical body, roll +Natural. On a 10 or greater, you can observe or converse beyond your own body. You may return instantly, but can still be hurt, and your physical form is unconscious and helpless. On a 7, 8, or 9, the same but you are quickly noticed, either in spirit or physical form.

O Binding Contracts

When you make a bargain with a spirit, it is obliged to grant you an additional boon upon completion. When you break an Oath to a spirit, subtract 1 from all Speak Honorably and Act Dishonorably rolls until you reconcile with the spirit.

O Communion

When you summon a spirit to bargain for services, roll plus the number of conditions you fulfill:
~ You present an offering.
~ You've previously met and established a price with the spirit.
~ You are in a place of power.
If you attempt to perform the summoning hastily, subtract 1. On a 10 or greater, the spirit fulfills the bargain before payment is needed. On a 7, 8, or 9, payment is required up front.

O Medium

When you channel the ghosts of the dead, roll +Solid. On a 7 or greater, you may ask 1 question that they must answer. On a 10 or greater, you may choose to embody the ghost. Take a Chakra in line with the ghost's personality and you may appear as the ghost did in life.

O Mindwarp

When you exert your will over a being's essence, roll +Fluid. On a 10 or greater, it falls under your influence (perhaps with resentment). On a 7, 8, or 9, it contorts your command, fights you for control, or has some influence over you in return.

If used against another player character, treat the command as an Oath.

O Whispering Spirits

When you Observe Carefully, you may choose to answer questions instead of asking them. If you do, the MC chooses the question and you may answer it as you choose. You may mix asking and answering. If you answer any questions, the MC places an Environment Tag instead of you.

Oaths and Respect

I Swear To...

I Respect...

I Am Respected By...



Backstory

(after character introductions, answer these)

You've sworn to never harm _____, even though you do not trust them.

_____ has earned your wrath. Name this MC character and swear to bring about their downfall.

Mastery Move

Once you've trained with a master warrior, when you enter battle you may immediately challenge one foe to single combat. If they deny you, gain 1 Chi.

Improvement

(spend 5 Chi to mark one of the following)

- You have +1 Natural (max +2).
- You have +1 Hot (max +2).
- You have +1 Solid (max +2).
- You have +1 Fluid (max +2).
- Select another Warrior move.
- Select another Warrior move.
- Select a move from another playbook.
- Select a move from another playbook.
- Select a sub-playbook move.
- Select a sub-playbook move.
- Take a new Chakra, or write your own.

Advanced Improvements

(after you've taken five Improvements, you may also choose Advanced Improvements)

- You have +1 to any Stat (max +3).
- You have +1 maximum Fortune.
- Retire your character to safety.
- Replace one of your Chakras.
- Create a second character, played side-by-side with the first.
- Change to a new playbook.
- You have an Animal Companion with 1 Hunting Move and 1 other Move.

Notes and Other Moves

The Warrior

Death is never to be taken lightly, but there are always those who simply deserve to die. Who better than you to put them down, or to keep your friends from meeting the same fate?



Name:

Look

(select one option from each list)

~ Gleaming armor, humble clothes, obviously armed, uniform.

~ Cold eyes, cunning eyes, dangerous eyes, relaxed eyes.

Gear

(you get all of these unless stated otherwise)

~ A specialized weapon, described as (choose one): Deadly, Infinite, Ranged, Renowned.

~ You have a maximum of 1 Fortune.

Chakras

(pick two of the following pairs)

~ Honorable and fair.

~ Intense and unflinching.

~ Ruthless but respectful.

~ Violent and frightening.

~ (write your own)

Stats

(choose one of the following stat arrays)

Natural -1, Hot +2, Solid +1, Keen +0, Fluid +1
Natural +1, Hot +2, Solid +0, Keen -1, Fluid +1
Natural +0, Hot +1, Solid -1, Keen +1, Fluid +2
Natural -1, Hot +1, Solid +1, Keen +0, Fluid +2

Natural

~ sociable, understanding, connected

Moves: Speak Honorably, Meditate

Hot

~ volatile, temperamental, passionate.

Moves: Act Dishonorably, Commit Open Violence

Solid

~ strong, adaptable, dependable

Moves: Stand Fast

Keen

~ bright, perceptive, alert

Moves: Observe Carefully

Fluid

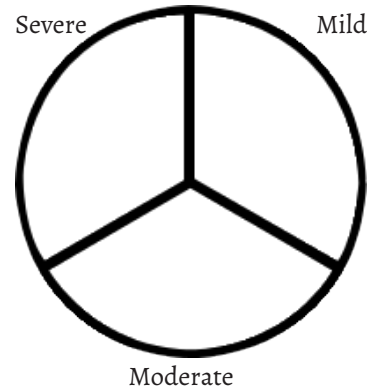
~ quick, cautious, flexible

Moves: Move With Intention

Chi

(add 1 when your Chakras cause trouble for you or another, or when you roll a 6 or less)

Tags



Fortune

(spend 1 to ignore a Tag)
(restore to maximum at the beginning of each session)

Maximum Fortune:

Warrior Moves

(you start with two Moves)

Improviser

Everything in your surroundings is a weapon in your hands. When you eschew your usual armament in favor of using the environment for the first time during a conflict, gain 1 Chi.

Memories of Battle

When you spend Fortune you may choose to immediately Meditate on the situation by remembering something from your past, either as a flashback or just as a recollection.

Outlaw

When you go outside the law or the morals of your community and Act Dishonorably, add +2 to your roll if you lose (or do not have) their Respect. If they are a player character, on a 7 or greater you may demand an Oath from them.

Samurai

You have +1 maximum Fortune, and answer the following: To whom have you sworn your loyalty? Are you still loyal to them? Make an Oath reflecting your commitment to them.

Survivor

When you Commit Open Violence when you have a Moderate Tag, add 1 to the roll. If you have both a Moderate and a Severe Tag, instead gain 1 Chi.

Wire-Fu

When you perform an implausible feat of athletics or physics-defying acrobatic stunt, Move With Intention. On a failure, you still choose one of the options.

Oaths and Respect

I Swear To...

I Respect...

I Am Respected By...



Backstory

(after character introductions, answer these)

Despite past failures, you are dedicated to your Oath to

_____.

_____ is beloved by my people, and so is Respected by me too.

Mastery Move

Once you've trained with a master watershaper, you are more efficient about your water use and may carry 1 additional Water.

Notes and Other Moves

Improvement

(spend 5 Chi to mark one of the following)

- You have +1 Natural (max +2).
- You have +1 Hot (max +2).
- You have +1 Solid (max +2).
- You have +1 Keen (max +2).
- Select another Watershaper move.
- Select another Watershaper move.
- Select a move from another playbook.
- Select a move from another playbook.
- Select a sub-playbook move.
- Select a sub-playbook move.
- Take a new Chakra, or write your own.

Advanced Improvements

(after you've taken five Improvements, you may also choose Advanced Improvements)

- You have +1 to any Stat (max +3).
- You have +1 maximum Fortune.
- Retire your character to safety.
- Replace one of your Chakras.
- Create a second character, played side-by-side with the first.
- Change to a new playbook.
- You have an Animal Companion with two Moves.

The Watershaper

Trickling, flowing, crashing; water is a force of nature, sustaining life before grinding it away. You can harness that energy, but it's up to you what you want to do with it. Will you be a gentle stream or a crashing waterfall?



Name:

Look

(select one option from each list)

~ City clothes with furs, jungle clothes, light and non-restricting clothes, thick winter clothes.

~ Empty eyes, soft eyes, stern eyes, stormy eyes.

Gear

(you get all of these unless stated otherwise)

~ A waterskin of some variety.
~ A simple weapon, such as a knife, club, or staff.
~ You have a maximum of 0 Fortune.

Chakras

(pick two of the following pairs)

~ Calm and kind.

~ Enthusiastic and impatient.

~ Mothering and parental.

~ Vindictive and tempestuous.

~ (write your own)

Stats

(choose one of the following stat arrays)

Natural +0, Hot +1, Solid -1, Keen +1, Fluid +2
Natural +1, Hot -1, Solid +0, Keen +1, Fluid +2
Natural +0, Hot +1, Solid +1, Keen -1, Fluid +2
Natural +1, Hot +0, Solid +1, Keen -1, Fluid +2

Natural

~ sociable, understanding, connected

Moves: Speak Honorably, Meditate

Hot

~ volatile, temperamental, passionate.

Moves: Act Dishonorably, Commit Open Violence

Solid

~ strong, adaptable, dependable

Moves: Stand Fast

Keen

~ bright, perceptive, alert

Moves: Observe Carefully

Fluid

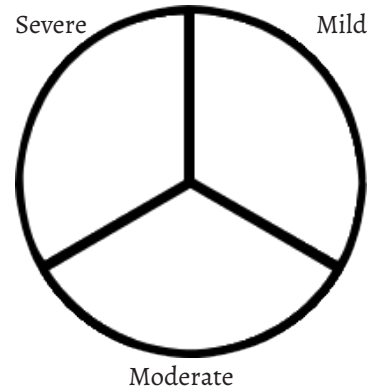
~ quick, cautious, flexible

Moves: Move With Intention

Chi

(add 1 when your Chakras cause trouble for you or another, or when you roll a 6 or less)

Tags



Fortune

(spend 1 to ignore a Tag)
(restore to maximum at the beginning of each session)

Maximum Fortune:

Watershaper Moves

(you start with Watershaping and one other Move)

Watershaping

You have a small supply of Water. You can carry up to 3 Water, which is replenished whenever you come across a sufficient body of water. When you manipulate water in combat, spend 1 Water and roll +Fluid. On a 10 or greater, choose two from the list. On a 7, 8, or 9, just one. You may pick a single option multiple times.
~ Impose a Tag on a foe.
~ Impose an Environment Tag.
~ Get the spent Water back.

Other actions can involve watershaping, but are treated as whatever move would be appropriate.

Healer

When you take time to cover a wound with your element and lay hands upon it, roll +Natural. On a 10 or greater, the wound is visibly cured and the subject refreshed. On a 7, 8, or 9, serious wounds are healed but superficial ones remain.

Water

Iceshaping

You can control ice as if it were liquid water, and can shift between the two freely. When you shape ice in combat, roll +Keen instead of +Fluid, and on a 10 or greater you can make a third choice from the list of options.

Moon-Chasen

When the moon has risen, you have +1 Fluid (max +3).

Shaping Stance

When you set into a shaping stance, roll Move With Intention and add the following option to the list:
~ Use the result of this Move's roll as the result of your next shaping roll.

Ubiquity

Spend 1 Chi to refill your Water from any environment, be it from water vapor, plants, or some other source other than an actual body of water.

Oaths and Respect

1 Swear To...

1 Respect...

1 Am Respected By...

