### THE ADAMAN **BACKGROUND** ☐ Military ☐ Outlaw ☐ Urban ■ Monastic ■ Privileged ■ Wilderness

☐ Standoffish

### YOUR TRAINING











#### **STATUSES**

- Empowered
  Favored
  Inspired
  Prepared
  - ☐ Prepared
- Doomed Impaired Trapped 🗒 🗖 Stunned

DEMEANOR

FIGHTING STYLE:

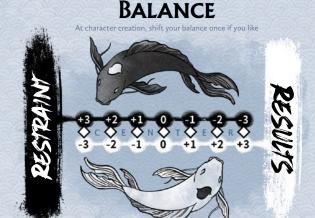
☐ Chilly

☐ Above-it-all ☐ Rebellious ☐ Perfectionist ☐ Flippant

STATS Add +1 to one stat

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





## **CONDITIONS**

-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

## **THE LODESTAR**

There's only one person you often let past your emotional walls.

Name your lodestar (choose a PC to start):

You can shift your lodestar to someone new when they guide and comfort you and you open up to them, or when you guide and comfort them and they open up to you. If you do choose to shift your lodestar, clear a condition.

When you shut down someone vulnerable to harsh words or icy silence, shift your balance toward Results and roll with Results. On a hit, they mark a condition and you may clear the same condition. On a 10+, they also cannot shift your balance or call you out for the rest of the scene. On a miss, they have exactly the right retort; mark a condition and they shift your balance. You cannot use this on your lodestar.

When your lodestar shifts your balance or calls you out, you cannot resist it. Treat an NPC lodestar calling you out as if you rolled a 10+, and a PC lodestar calling you out as if they rolled a 10+.

When you consult your lodestar for advice on a problem (or permission to use your preferred solution), roll with Restraint. On a 10+ take all three; on a 7-9 they choose two:

- You see the wisdom of their advice. They shift your balance; follow their advice and they shift your balance again.
- The conversation bolsters you. Clear a condition or 2-fatigue.
- · They feel at ease offering their opinion. They clear a condition or

On a miss, something about their advice infuriates you. Mark a condition or have the GM shift your balance twice.

# MOVES CHOOSE TWO

#### ☐ THIS WAS A VICTORY

When you reveal that you have sabotaged a building, device, or vehicle right as it becomes relevant, mark fatigue and roll with PASSION. On a hit, your work pays off, creating an opportunity for you and your allies at just the right time. On a 7-9, the opportunity is fleeting—act fast to stay ahead of the consequences. On a miss, your action was ill-judged and something or someone you care about is hurt as collateral damage.

#### ☐ TAKES ONE TO KNOW ONE

When you verbally needle someone by finding the weaknesses in their armor, roll with Focus. On a hit, ask 1 question. On a 7-9, they ask 1 of you as well:

- · What is your principle?
- What do you need to prove?
- · What could shake your certainty?
- Whom do you care about more than you let on?

Anyone who lies or stonewalls marks 2-fatigue. On a miss, your attack leaves you exposed; they may ask you any one question from the list, and you must answer honestly.

#### ☐ NO TIME FOR FEELINGS

When you have equal or fewer conditions marked than your highest principle, mark fatigue to push down your feelings for the rest of the scene and ignore condition penalties until the end of the scene. When you resist an NPC shifting your balance, mark a condition to roll with conditions marked (max +4). You cannot then choose to clear a condition by immediately proving them wrong.

#### ☐ I DON'T HATE YOU

When you guide and comfort someone in an awkward, understated, or idiosyncratic fashion, roll with PASSION instead of HARMONY if you mark Insecure or Insecure is already marked.

### ☐ DRIVEN BY JUSTICE

Take +1 to PASSION (max +3).

| FIGHTING TECHNIQUES  |   |
|--|---|
| PINPOINT AIM  DEFEND & MANEUVER  Take the time you need to line up a perfect shot; become Prepared. In the n | L⊗ P⊗ M⊗  |
| advance and attack, roll with FOCUS or PASSION, your choice. If you use St                                   |   |
| NAME:  DEFEND & MANEUVER DADVANCE & ATTACK DEVADE & OBSERVE  | LOPOMO  |
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| NAME:  Defend & Maneuver Dadvance & Attack Devade & Observe  | LOPOMO  |
| Name:  | LO PO MC  |
| □ DEFEND & MANEUVER □ ADVANCE & ATTACK □ EVADE & OBSERVE   |   |
|  | PINPOINT AIM DEFEND & MANEUVER  Take the time you need to line up a perfect shot; become Prepared. In the n advance and attack, roll with FOCUS or PASSION, your choice. If you use St to mark fatigue to choose what you inflict.  NAME:    DEFEND & MANEUVER   ADVANCE & ATTACK   EVADE & OBSERVE      NAME:   DEFEND & MANEUVER   ADVANCE & ATTACK   EVADE & OBSERVE      NAME:   DEFEND & MANEUVER   ADVANCE & ATTACK   EVADE & OBSERVE      NAME:   DEFEND & MANEUVER   ADVANCE & ATTACK   EVADE & OBSERVE      NAME:   DEFEND & MANEUVER   ADVANCE & ATTACK   EVADE & OBSERVE      NAME:   DEFEND & MANEUVER   ADVANCE & ATTACK   EVADE & OBSERVE      NAME:   DEFEND & MANEUVER   ADVANCE & ATTACK   EVADE & OBSERVE      NAME:   DEFEND & MANEUVER   ADVANCE & ATTACK   EVADE & OBSERVE      NAME:   DEFEND & MANEUVER   ADVANCE & ATTACK   EVADE & OBSERVE      NAME:   DEFEND & MANEUVER   ADVANCE & ATTACK   EVADE & OBSERVE |