

# THE HAMMER

NAME: \_\_\_\_\_

## BACKGROUND

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

## DEMEANOR

- ☐ Playful ☐ Loud  
☐ Blunt ☐ Excessive  
☐ Quiet ☐ Determined

FIGHTING STYLE: \_\_\_\_\_

## YOUR TRAINING



## STATUSES

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

## STATS

Add +1 to one stat

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

## BRINGING THEM DOWN

You always have an adversary, one who represents the things you're trying to smash through—tyranny, inequality, war; larger and more dangerous concepts that, to you at least, this one person embodies. Your adversary is someone significant and powerful—someone who actually deserves the amount of force you can bring to bear.

Name your adversary: \_\_\_\_\_

Choose a goal you have for your adversary:

- ☐ Capture them ☐ Depose them ☐ Expose them  
☐ Discredit them ☐ Restrain them ☐ Exile them

Take -1 ongoing to **plead with**, **trick**, or **guide and comfort** your adversary.

### CHANGING YOUR ADVERSARY

You can change your adversary any time you mark a condition, or at the end of each session. When you do, choose an appropriate goal, and the GM shifts your balance twice to match your new adversary and your new goal.

When you successfully accomplish your goal and defeat your adversary, take a growth advancement and choose a new adversary.

### FIGHTING YOUR ADVERSARY

When you enter into a fight against your adversary, clear all fatigue and become **Inspired**. When you select any combat approach against your adversary, mark fatigue to roll with conditions marked instead of your normal stat.

## MOVES CHOOSE TWO

### ☐ FUELED BY ANGER

Mark Angry to use an additional basic or mastered technique when you **advance and attack**, even on a miss. While Angry is marked, take +1 ongoing to **intimidate** others.

### ☐ WALLS CAN'T HOLD ME

When you **rely on your skills and training** to dangerously smash your way through walls or other obstacles, roll with **PASSION** instead of **FOCUS**.

### ☐ PUNCH WHERE IT MATTERS

When you **assess a situation**, you can always ask, "Who or what here is most vulnerable to me?", even on a miss. Remember to take +1 ongoing to act in accordance with the answer.

### ☐ COMPREHEND YOUR FOE

When you **defend and maneuver** against a foe whose balance principle you know, you may mark fatigue to roll with **CREATIVITY** instead of **FOCUS**.

### ☐ STAND AND FIGHT!

When you provoke an NPC opponent into attacking you, roll with **PASSION**. On a hit, they're coming at you specifically. On a 10+, you're ready for them; clear a condition or become **Prepared**. On a miss, they take advantage of your provocation to strike a blow where you least expect it.



# YOUR CHARACTER

LOOK:

HOME TOWN:

## HISTORY

- What injustice has driven you to use your strength for good?
- Who represents the kind of positive strength and force you want to embody?
- Who tried their best to teach you restraint, calm, and thoughtfulness?
- What fragile trinket or heirloom do you keep and protect?
- Why are you committed to this group or purpose?

## CONNECTIONS

\_\_\_\_\_ has a way to solve problems with words instead of fists—it's really impressive!

I worry \_\_\_\_\_ won't be able to hold their own when things get tough. I'm going to toughen them up!

## ⊕ 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 make progress towards your goal against your adversary?

### 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

## OVERPOWER

ADVANCE & ATTACK

L ⊗ P ⊗ M ⊗

Throw a punch with all your weight behind it; mark 3-fatigue to inflict *Stunned* on an engaged foe.

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