THE PILLAR **BACKGROUND** ☐ Military ☐ Outlaw ☐ Urban ☐ Monastic ☐ Privileged ■ Wilderness DEMEANOR ☐ Stern

☐ Confident ☐ Lighthearted

FIGHTING STYLE:

☐ Critical

YOUR TRAINING











STATUSES

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

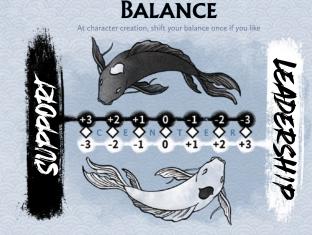
☐ Gentle

☐ Warm

STATS Add +1 to one stat CREATIVITY[+1] FOCUS [0]

HARMONY [+1] PASSION [1]

FATIGUE <XXXXX



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

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

SLIDE AROUND THE BLOW EVADE & OBSERVE You move perfectly, slipping past strikes and demanding an opponent's atte engaged with must remain engaged with you and can only use techniques a exchange. If no foe is engaged with you, you may slip through the fight to e foe may mark fatigue to stop you). NAME: DEFEND & MANEUVER DADVANCE & ATTACK EVADE & OBSERVE DEFEND & MANEUVER DADVANCE & ATTACK EVADE & OBSERVE	gainst you in the next
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