

THE SUCCESSOR

NAME: _____

BACKGROUND

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

DEMEANOR

- ☐ Perky ☐ Casual
☐ Intense ☐ Arrogant
☐ By-the-book ☐ Oblivious

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 ^[-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

A TAINTED PAST

You hail from a powerful, infamous lineage—one with an impressive and terrible reputation. Your lineage has had a massive impact on the world within the scope of your story—its reach extends over the whole scope, and everyone in the scope knows of it. Choose one domain that is the source of your lineage's power—the area in which they affected the world—and another into which they're now beginning to extend their reach.

- ☐ high society ☐ state politics
☐ military command ☐ business and industry
☐ arts and entertainment ☐ elite academics
☐ land ownership ☐ vigilante militias
☐ organized crime ☐ media and news
☐ spiritual authority ☐ vital supply chains

LINEAGE RESOURCES

You have access to your family's extensive stores of two of the following resources:

- ☐ obscure or forbidden knowledge
☐ introductions and connections
☐ servants or muscle
☐ high technology
☐ cold hard cash
☐ spiritual artifacts or tomes

Spend resources during the session to establish a boon you had previously asked for or obtained, something that your lineage's unique position and stores could provide: a vehicle, an invitation, a chest of jade coins, etc.

HUMBLE YOURSELF

When you politely and obediently humble yourself before a powerful member of your lineage, roll with your Tradition. On a hit, you earn some credit; hold 3-resources. On a 7–9, their resources don't come without strings; you'll need to promise to fulfill some other obligation of your lineage, or let them shift your balance. On a miss, they're dissatisfied with your display; they're cutting you off until you fulfill some task they set to you.

RAID YOUR LINEAGE'S RESOURCES

When you raid your lineage's resources without their consent or knowledge, mark a condition and roll with your Progress. On a hit, hold 1-resource. On a 7–9, choose 1. On a 10+, choose 2.

- You obtain an additional 1-resource
- You nab your goodies quietly; your lineage is none the wiser
- You steel yourself for what you're doing; avoid marking a condition

On a miss, you're caught red-handed by a powerful member of your lineage who saw you coming.

MOVES CHOOSE TWO

WAY OF THE FUTURE

Take +1 CREATIVITY (max +3).

BLACK KOALA-SHEEP

When you behave in a way that shocks and unsettles people from one of your backgrounds, roll with CREATIVITY to intimidate them or push your luck.

A LIFE OF REGRET

When you guide and comfort an NPC by apologizing and honestly promising to make amends for the harm they have suffered, roll with FOCUS instead of HARMONY. If they choose not to open up to you, you do not take +1 forward against them. If they choose to open up to you, take +1 ongoing to attempts to take action to make amends.

WALK THIS WAY

When you make over, disguise, and/or coach your friends to fit in with a specific crowd appropriate to one of your backgrounds, roll with CREATIVITY. On a 10+, the performance is flawless; you gain access to wherever you wanted to fit in while attracting little suspicion. On a 7–9, you fool nearly everyone; there's only a single gatekeeper who asks any questions or stands in your way. On a miss, the only way to get the access you desired is for one of your friends to take on an uncomfortable, dangerous, or attention-grabbing role.

WORLDLY KNOWLEDGE

Your upbringing expanded your horizons, skillsets, and contacts. Choose another training and another background.

YOUR CHARACTER

LOOK:

HOME TOWN:

HISTORY

- Who is the current head of your lineage? How do you love and frustrate each other?
- What close member of your lineage wants to revolutionize it?
- What do you carry that reminds you of the place most associated with your lineage?
- What part of your lineage's identity is most important and valuable to you as a person?
- Why are you committed to this group or purpose?

CONNECTIONS

_____ has major concerns, fears, or grievances with my lineage—and with me, by proxy.

_____ seems free of their past in a way I wish I could let go of mine; hearing them talk about the future feels amazing!

⊕ MOMENT OF BALANCE ⊕

You may never escape the legacy of your family, but balance allows you to learn from them without defining yourself in their image. You call upon a resource of your family to innovate a new solution to an intractable problem, never forgetting who you are in the face of incredible danger. Tell the GM how you knock down obstacles that seem impossible to overcome and save the day.

CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilt:** 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 learn something meaningful or important about your lineage, its members, or its effects on the world and others?

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

BREAK

EVADE & OBSERVE

L ⊗ P ⊗ M ⊗

Target a foe's vulnerable equipment; render it useless or broken—possibly inflicting or overcoming a fictionally appropriate status.

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L O P O M O

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