

# The Bold

NAME: **Jean**



## YOUR TRAINING



### FIGHTING STYLE:

**Tactician**

### STATUSES

POSITIVE

- ☐ Empowered
- ☐ Favored
- ☐ Inspired
- ☐ Prepared

NEGATIVE

- ☐ Doomed
- ☐ Impaired
- ☐ Trapped
- ☐ Stunned

## STATS

Add +1 to one stat

- ① CREATIVITY
- ① FOCUS
- ① HARMONY
- ① PASSION

## 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

## NOTES

● **Past:** She was actually more of a visitor than a guardian. She had a crush on someone in the library, but who?

● **Physique:** A woman in her thirties, of average height and athletic build, without being particularly muscular. She has calloused hands from years of manual work and glasses with a shoelace. Her clothes are stained with grease and paint.

● **Personality:** Cynical and pragmatic, Jean prefers concrete solutions to spiritual mysteries. She is sometimes sarcastic but always loyal. However, she perceives Wan Shi Tong as too conservative.

● **Pockets:** Key to her room with a label numbered 6, a homemade fire-fighting foam grenade made from a strange metal bottle.

● **Bedroom** (locked): The room is not really personalized. A suitcase is left open in the cupboard with an unused toothbrush inside. A toothbrush is used in the bathroom. A toolbox is lying open next to the desk. There are plans for different systems in the library: an elevator, modern pipes, pumps, and the design of a simple pendant that turns into a heart and opens (the pendant next to it is still being made). A crumpled note is in the trash.

## MOVES

### ■ HERE'S THE PLAN

When you commit to a plan you've proposed to the group, roll with **CREATIVITY**; take a -1 for each of your companions who isn't on board. On a 10+, hold 2. On a 7-9, hold 1. You can spend your hold 1-for-1 while the plan is being carried out to overcome or evade an obstacle, create an advantage, or neutralize a danger; if any of your companions abandon you while the plan is underway, you must plan goes awry when you encounter surprising opposition.

### ■ NOT DONE YET!

Once per session, when you are taken out, shift your balance towards center to stay up for one more combat exchange. After that exchange ends, you become helpless, unconscious, or otherwise incapable of continuing on, and are taken out as normal.

## LEGACY OF EXCELLENCE

You have dedicated yourself to accomplishing great, exciting deeds and becoming worthy of the trust others place in you. Choose four drives to mark at the start of play. When you fulfill a marked drive, strike it out, and mark growth or clear a condition. When your four marked drives are all struck out, choose and mark four new drives. When all drives are struck out, change playbooks or accept a position of great responsibility and retire from a life of adventure.

- ☐ successfully lead your companions in battle
- ☐ give your affection to someone worthy
- ☐ openly outperform an authority figure
- ☐ stand up to someone abusing their power

## FIGHTING TECHNIQUES

### TAG TEAM

#### DEFEND & MANEUVER

Work with an ally against the same foe; choose an engaged foe and an ally—double any fatigue, conditions, or balance shifts that ally inflicts upon that foe.

### COLLECT MATERIAL

#### EVASIVE AND OBSERVE

Scrounge up bits and bobs from the area around you that you can use to your advantage. Take 3-gears and become *Prepared*. Spend gears 1-for-1 instead of fatigue on technology techniques or basic techniques using technology training.

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