

The Adamant

NAME: **Liana**



FIGHTING STYLE:

Cunning

YOUR TRAINING



STATUSES

POSITIVE

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

NEGATIVE

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

STATS

Add +1 to one stat

2 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:** Liana fled her village after her best friend's betrayal, who accused her of plotting against the king. Arriving at the library by chance or mistake, she convinced Wan Shi Tong to make her forget her friend and her past.

● **Physique:** A woman with a strong build. She has braided black hair, usually tied in a bun.

● **Personality:** Stubborn and pragmatic, she is devoted body and soul to Wan Shi Tong.

● **Pockets:** (A Knowledge Seeker stole her key earlier this morning)

A notebook filled with notes of corrections on books concerning animals, (especially Knowledge Seekers) and a pencil.

● **Bedroom** (unlocked): She has her first memory in the form of a blue crystal ball (a memory crystal) in a small box with a ring set with a red seal representing a vine leaf, a figurine of Wan Shi Tong, an herbia, and a bed for Knowledge Seekers.

THE LODESTAR

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

Name your lodestar (choose a PC to start): **Wan Shi Tong**

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 2-fatigue.

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

MOVES

■ 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.

■ WAY OF THE FUTURE

Take +1 **CREATIVITY** (max +3).

FIGHTING TECHNIQUES

PINPOINT AIM

DEFEND & MANEUVER

L ⊗ P ⊗ M ⊗

Take the time you need to line up a perfect shot; become **Prepared**. In the next exchange, if you **advance and attack**, roll with **FOCUS** or **PASSION**, your choice. If you use Strike, you do not have to mark fatigue to choose what you inflict.

EAT DIRT

EVASIVE AND OBSERVE



Even the smallest pebble can cause a gator-phant to stumble. Cause a foe to lose their footing. Your target is **Impaired** and unable to choose **defend and maneuver** in the next exchange.