

# The Icon

NAME: **Nayen**



## YOUR TRAINING



### FIGHTING STYLE:

Ranged combat

### STATUSES

- |                 |                                    |                 |                                   |
|-----------------|------------------------------------|-----------------|-----------------------------------|
| <b>POSITIVE</b> | <input type="checkbox"/> Empowered | <b>NEGATIVE</b> | <input type="checkbox"/> Doomed   |
|                 | <input type="checkbox"/> Favored   |                 | <input type="checkbox"/> Impaired |
|                 | <input type="checkbox"/> Inspired  |                 | <input type="checkbox"/> Trapped  |
|                 | <input type="checkbox"/> Prepared  |                 | <input type="checkbox"/> Stunned  |

## STATS

Add +1 to one stat

- ① CREATIVITY
- ② 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:** Nayen was trained rigorously to become a goalkeeper. His life was dedicated to his training as a caretaker.
- **Physique:** A tall, slender man, with wavy brown hair reaching down to his shoulders. His blue eyes are reminiscent of glacier water. His arm shows traces of a large, old healed burn, acquired during a training session that went wrong with his former mentor.
- **Personality:** Peaceful, calm and strict with everyone, especially himself.
- **Pockets:** The key to his room, an almost empty water pouch.
- **Bedroom** (locked): Perfectly tidy and clean, presence of a worn-out mannequin from healing training, scrolls of combat technique, no trace of personal attachment.

## BURDEN & TRADITION

**Responsibilities:** Protect the Knowledge, Protect the Guardian, Collect Knowledge

**Prohibitions:** Never disobey to the Guardian, Never lie, Never deny someone knowledge or truth

### LIVE UP TO YOUR ROLE

When you live up to your Role through the responsibilities of your burden and tradition despite opposition or danger, shift your balance toward Role instead of marking fatigue, and clear fatigue equal to your Role (minimum 0-fatigue).

### BREAK TRADITION

When you directly and openly break a prohibition of your burden and tradition, mark a condition, shift your balance twice towards Freedom, and mark growth.

### END OF SESSION

At the end of each session, answer these after your standard growth questions.

- **Did I uphold a responsibility?**  
If yes, shift balance toward Role and clear a condition.
- **Did I break a prohibition?**  
If yes, shift balance toward Freedom. Underline one prohibition you broke during the session. If it's already underlined, cross it out—it doesn't mean anything to you to break it again.

## MOVES

### USE THEIR MOMENTUM

When you are engaged with a large or powerful foe, mark fatigue to **advance** and **attack** with **FOCUS** instead of **PASSION**. If you do, you become *Prepared* and may also choose to use Retaliate as if it were an **advance** and **attack** technique.

### CONCENTRATION

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

## FIGHTING TECHNIQUES

### WALL OF PERFECTION DEFEND & MANEUVER

L ⊗ P ⊗ M ⊗

Create a perfect wall of defense around yourself and any allies directly next to you; mark 1-fatigue to block a single attack towards the wall or keep an enemy at bay who tries to penetrate the wall.

### SLIP OVER ICE

EVADE AND OBSERVE



Use ice and water to slip around your environment with ease while putting foes off-balance. Clear 1-fatigue (in addition to clearing 1-fatigue via **evade and observe**) and reposition foes within reach, deciding who is engaged with whom unless they are willing to mark 1-fatigue and become *Impaired* to remain where they are.