

The Guardian

NAME: **Tolin**



YOUR TRAINING



FIGHTING STYLE:

Defensive

STATUSES

- | | |
|---|---|
| POSITIVE
<input type="checkbox"/> Empowered
<input type="checkbox"/> Favored
<input type="checkbox"/> Inspired
<input type="checkbox"/> Prepared | NEGATIVE
<input type="checkbox"/> Doomed
<input type="checkbox"/> Impaired
<input type="checkbox"/> Trapped
<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:** Tolin to a family who doesn't know where the library is. But he no longer knows where they are. He serves the library in the hope of finding a cure for a disease affecting his wife's family.
- **Physique:** A short, thin, agile man, with shaved hair and a gentle face, adorned with airbender (blue arrow) tattoos that run along his head and arms. He wears a green jade pendant.
- **Personality:** Philosopher at heart, apparently calm, he struggles internally with the feeling that he has abandoned something.
- **Pockets:** The key to his room, cereal seeds and an apple.
- **Bedroom** (locked) An ancient scroll on spiritual illnesses rolled up in the corner of the room, an incense bowl engraved with aerial motifs handmade by a child, an airbender's staff, a family photo with his daughter (whom he unconsciously finds resembles Liana), his son and his wife, with a letter read thousands of times.

MOVES

YIP YIP!

You have an animal companion large enough to ride. Name them and choose their species:

A sky bison named Taku

- When you fight beside your animal companion, mark 1-fatigue to become *Favored* for an exchange
- When something hurts your animal companion, mark a condition
- When you and your friends travel via your animal companion, everyone clears all fatigue

FURROWED BROW

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

FIGHTING TECHNIQUES

DIVERT

DEFEND & MANEUVER

Step into the way of blows intended for allies; when any ally within reach suffers a blow this exchange, you can suffer it for them. If you also use Retaliate this exchange, deal an additional 1-fatigue each time.

AIR SWIPE

DEFEND AND MANEUVER

Prepare to cast an arc of pressurized air to knock away incoming attacks and throw enemies off-balance. If any enemy attacks you, you may mark fatigue to cast the arc and block or divert the strike. If no enemy has attacked you by the end of the exchange, you may cast the arc to inflict 2-fatigue on up to three enemies.

PROTECTOR'S BURDEN

You take it upon yourself to protect the people around you in general, but you have someone in particular you keep safe.

Name your ward (choose a PC to start): Liana

When they mark a condition in front of you, mark fatigue or a condition. Your ward can always **call on you to live up to your principle**—without shifting their balance away from center—and they take +1 to do it.