

NAME:

YOUR TRAINING



FIGHTING STYLE:



STATUSES

POSITIVE

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

NEGATIVE

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

STATS

Add +1 to one stat

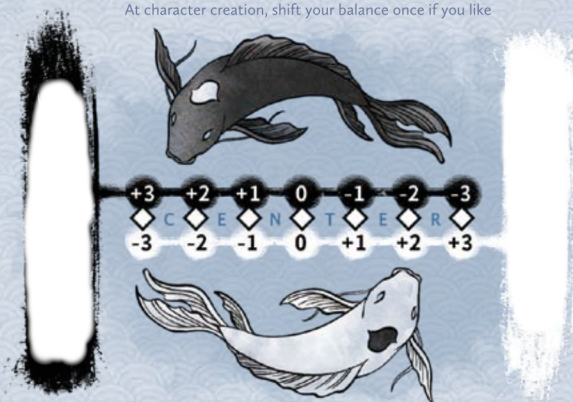
- ☐ CREATIVITY ^[0]
- ☐ FOCUS ^[+1]
- ☐ HARMONY ^[-1]
- ☐ PASSION ^[+1]

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



MOVES

FIGHTING TECHNIQUES