

NAME

LOOK

Hijiri, Iroh, Li, Kang, Lao, Shao, Leiden, Yang, Shadow, Sabin, Dhals, Ayla
Gan, Fei, Regal, Ty, Ken, Sanji, Kasen, Hoshi.

Empty Eyes, Glowing Eyes, or Intense Eyes
Bald Head, Weird Head, or Wild Hair
Fine Clothes, Flowing Robes, or Tattered Rags
Strong Body, Tattooed Body, or Wasted Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE

ARMOR

HP

CURRENT MAX

Your Max HP is 8 + Constitution

ALIGNMENT

☐LAWFUL

Bring balance to an chaotic situation.

☐GOOD

Defend the weak from the unenlightened.

☐EVIL

Use your enlightened abilities to pursue corrupt goals.

STARTING MOVES

ONENESS

When you have time and tranquility to center your mind and body lose any Focus you had and gain 3 Focus. You cannot have more than 3 Focus at any time.

STANCE

When you set your mind and body to combat choose a stance available to you and roll+Wis. Choose three of these stances to be available to you to start with:

- **Serpent's Coil:** While in this stance you use Focus to Hack and Slash
- **Troll's Strength:** While in this stance your damage dice is d10+Focus.
- **Dragon Turtle's Shell:** While in this stance you have armor equal to your Focus.
- **Giant's Reach:** While in this stance your body is a weapon with these tags: Hand, Close, Reach, +1 damage, messy, forceful.
- **Dragon's Foresight:** While in this stance you use Focus to Defy Danger.
- **Unending Life:** While in this stance you cannot die. Don't make the Last Breath move even if you reach 0 HP. As soon as you leave this stance, if you're still at 0 HP, you make the Last Breath move as normal.

On a hit you assume your chosen stance until your concentration lapses.
On a 7-9 you must also choose: spend one Focus or be put in some danger (the GM will describe it).

BATTLEBODY

When you wear no armor, have Focus remaining, and carry less than your Load, you have 2 armor.

FISTS OF POWER

Your body itself is a weapon with Hand range.

RACE

☐ELF

Long years of training have taught you two extra Stances.

☐HUMAN

When you are in a civilised settlement you can rely on the charity of the populace for food.

☐DWARF

Your fists are like stone, granting them the Forceful tag.

BONDS

Fill in the names of your companions in at least one.

I gave _____ water when they were thirsty.

The sacred chants tell me _____ will walk an interesting path.

It is sad to think, but _____ is not the sort of person to sacrifice themselves for others.

_____ has a kind soul, this violence must be troubling for them.



THE BATTLEMIND

 LEVEL
 XP

GEAR

Your load is 6+ Str. You start with a robe, sandals, a begging bowl and a small bag with 5 rations (1wt)

ADVANCED MOVES

When you gain a level from 2–5, choose from these moves.

☐ FOCUSED DEFENSE

When you're in a stance and take damage you may spend 1 Focus and leave that stance to negate the damage.

☐ EXPANDED MIND

When you use Oneness you gain 4 Focus. Your maximum Focus is 4.

☐ COMBAT FLOW

When you kill an enemy while in a stance you may change stances immediately, without rolling. Just choose a new stance.

☐ MASTERY

Choose a new stance to add to your list.

☐ CROUCHING TIGER

When you concentrate on movement and speed you may spend 1 Focus to defy gravity: for a few moments, so long as you keep moving, you may run up and across any vertical surface.

☐ RESTORED FOCUS

When an ally successfully Aids you you may choose to gain 1 Focus instead of taking +1.

☐ HIDDEN DRAGON

When you momentarily confuse your opponent, roll +Focus. On a 10+ you exploit the opportunity to disappear, put yourself anywhere within reach unnoticed by your opponent. On a 7-9 your opponent loses track of you but you only gain a fleeting advantage and something else is going to trip you up as established. On a miss, you're caught vulnerable.

☐ VERSATILE STANCE

When you roll a 10+ to enter a stance, you can decide to treat it like a roll of 7-9 and enter instead in two stances at the same time, applying the effects of both of them.

☐ ABSORB SOUL

When you defeat an enemy, you regain 1 Focus.

☐ UNFETTERED WILL

You gain the following Stance:

The Mind Unchained: While in this stance your mind is a weapon with these tags: Reach, Far, 1 piercing.

In addition, so long as you have Focus remaining you may communicate telepathically with anyone in eyesight.

When you gain a level from 6-10, choose from these moves or the 2-5 moves.

☐ EXPANDED SOUL

Replaces: Expanded Mind

When you use Oneness you gain 5 Focus. Your maximum Focus is 5. When you take a life, you lose all Focus.

☐ TRANSCENDANT WILL

Requires: Unfettered Will

When in Unchained Mind stance, your attacks deal Stun damage and gain an additional +1 piercing.

☐ ETERNAL FLOW

When you roll 12+, you regain one Focus.