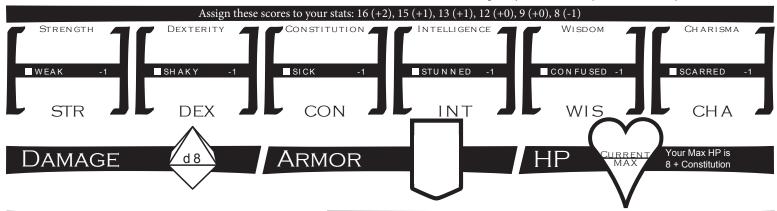
NAME

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

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



ALIGNMENT

LAWFUL

Bring balance to an chaotic situation.

□GOOD

Defend the weak from the unenlightened.

□FVII

Use your enlightened abilities to pursue corrupt goals.

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 you	ır compar	nions in at least one.
I gave	water wh	en 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 th	nemselves	for others.
has	a kind so	ul, this violence must be
troubling for them.		

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.



THE BATTLEMIND



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

these tags: Reach, Far, 1 piercing.

telepathically with anyone in eyesight.

In addition, so long as you have Focus remaining you may communicate

Advanced Moves	
When you gain a level from 2-5, choose from these moves.	When you gain a level fr
□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.	moves. EXPANDED SOUL Replaces: Expanded Mina When you use Oneness y When you take a life, you TRANSCENDANT
☐ COMBAT FLOW When you kill an enemy while in a stance you may change stances immediately, without rolling. Just choose a new stance.	Requires: Unfettered Will When in Unchained Min gain an additional +1 pier
☐MASTERY Choose a new stance to add to your list.	□ETERNAL FLOW
☐ 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.	When you roll 12+, you r
☐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	

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		

nd stance, your attacks deal Stun damage and rcing.

egain one Focus.