

NAME: \_\_\_\_\_

# AVATAR

LEGENDS  
THE ROLEPLAYING GAME

## BACKGROUND

- Military     Outlaw     Urban
- Monastic     Privileged     Wilderness

## DEMEANOR

\_\_\_\_\_

FIGHTING STYLE:

\_\_\_\_\_

## YOUR TRAINING



## STATUSES

- POSITIVE**
- Empowered
  - Favored
  - Inspired
  - Prepared
- NEGATIVE**
- Doomed
  - Impaired
  - Trapped
  - Stunned

## STATS

Add +1 to one stat

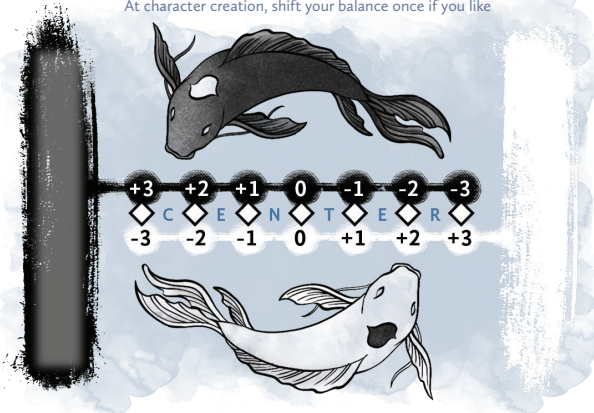
- CREATIVITY <sup>[0]</sup>
- FOCUS <sup>[+1]</sup>
- HARMONY <sup>[-1]</sup>
- PASSION <sup>[+1]</sup>

## 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



## MOVES CHOOSE TWO

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

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\_\_\_\_\_

# YOUR CHARACTER

LOOK:

HOME TOWN: \_\_\_\_\_

## HISTORY

## CONNECTIONS

### ⊕ MOMENT OF BALANCE ⊕

## CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.

## GROWTH

### GROWTH QUESTION

### GROWTH ADVANCEMENTS

- Take a new move from your playbook
- Take a new move from another playbook
- Raise a stat by +1 (maximum of +2 in any given stat)
- Shift your center one step
- Unlock your Moment of Balance

# FIGHTING TECHNIQUES

Unique Playbook Technique: \_\_\_\_\_

L ⊗ P ⊗ M ⊗

NAME: \_\_\_\_\_ L O P O M O

DEFEND & MANEUVER  ADVANCE & ATTACK  EVADE & OBSERVE

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