

NAME: _____



AVATAR

LEGENDS
THE ROLEPLAYING GAME

BACKGROUND

- Military Outlaw Urban
 Monastic Privileged Wilderness

DEMEANOR

FIGHTING STYLE:

YOUR TRAINING



STATUSES

- | | | | |
|-----------------|------------------------------------|-----------------|-----------------------------------|
| POSITIVE | <input type="checkbox"/> Empowered | NEGATIVE | <input type="checkbox"/> Doomed |
| | <input type="checkbox"/> Favored | | <input type="checkbox"/> Impaired |
| | <input type="checkbox"/> Inspired | | <input type="checkbox"/> Trapped |
| | <input type="checkbox"/> Prepared | | <input type="checkbox"/> Stunned |

STATS

Add +1 to one stat

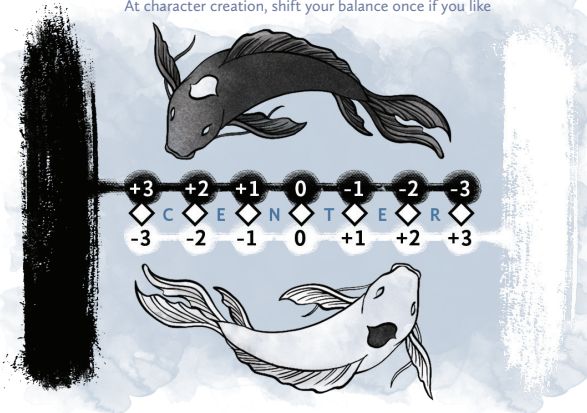
- CREATIVITY ^[0]
- FOCUS ^[+1]
- HARMONY ^[-1]
- PASSION ^[+1]

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



MOVES CHOOSE TWO

- _____
- _____
- _____
- _____
- _____
- _____

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

L ⊗ P ⊗ M ⊗

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DEFEND & MANEUVER ADVANCE & ATTACK EVADE & OBSERVE

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