

Thousand Atrons

RINGS

地 EARTH

☐

水 WATER

☐

火 FIRE

☐

風 WIND

☐

空 VOID

☐

MATERIÉL

SECTION

NAME

ROLE

ALLEGIANCE

LOOK

ADVANCEMENTS

EXPERIENCE ○○○○○

SPECIAL MOVES



ATTACHMENTS

SELF ○○○○

DRIVE _____ ○○○○

BOND _____ ○○○○

BOND _____ ○○○○

BOND _____ ○○○○

BOND _____ ○○○○

BOND _____ ○○○○

BOND _____ ○○○○

ADVANCEMENTS

Every time you collect five XP, reset to zero and take an advancement. You can't choose any of these options twice.

- ☸ *add one to Earth (max +2)*
- ☸ *add one to Water (max +2)*
- ☸ *add one to Fire (max +2)*
- ☸ *add one to Wind (max +2)*
- ☸ *add one to Void (max +2)*
- ☸ *specialize in a weapon or piece of gear, chosen from the gear list (page 72)*
- ☸ *get a new move from your Allegiance or Role*
- ☸ *get a new move from your Allegiance or Role*
- ☸ *get a new move from any Allegiance or Role*
- ☸ *get a new move from any Allegiance or Role*
- ☸ *give a section you command special training: stealth, seamanship, etiquette, or some other useful skill they didn't have before*
- ☸ *freeze one of your Attachments, other than Self; if a rule would tell you to increase or decrease it, increase or decrease a different Attachment instead*
- ☸ *raise an additional section to command from one of your playbooks, if one is available*

Your fifth and subsequent advancements may come from the following list. You can't choose any of these options twice.

- ☸ *add one to any Ring (max +3)*
- ☸ *add one to any Ring (max +3)*
- ☸ *retire your character to safety*
- ☸ *change your Role or Allegiance*

RING REFERENCE

Some moves rely on a particular ring.

地 Chi Earth the material world, wealth, crafts, objects

Moves: ENDURE, KIT THEM OUT, CREATE ART, WITHDRAW FROM THE WORLD

水 Sui Water physical fitness, martial arts, athletics

Moves: ENDURE, ORDER THE TROOPS, SINGLE COMBAT, WITHDRAW FROM THE WORLD

火 Ka Fire social skills, emotion, leadership

Moves: ENDURE, ORDER THE TROOPS, SHOW THEM HOW YOU FEEL, WITHDRAW FROM THE WORLD

風 Fū Wind intellect, senses, insight

Moves: ENDURE, RECONNOITER, CREATE ART (ephemera such as poetry, music, plays, and other such compositions), WITHDRAW FROM THE WORLD

空 Kū Void darkness, philosophy, spirit, magic, religion

Moves: ENDURE, IMPLEMENT A STRATAGEM, COMMUNE WITH GODS OR SPIRITS, WITHDRAW FROM THE WORLD

SINGLE COMBAT 水

When you do single combat with someone, roll with Water. (7-9 choose two, 10+ choose three). Your foe makes their own choices and then you both reveal simultaneously. PC weapon specialists and NPCs may add their weapon's moves to their list. You can't keep your guard up against a weapon move unless you yourself also have access to that move.

- ☸ *Keep your guard up: Designate one option below; if your foe chooses it, ignore its effects*
- ☸ *Show off your skill: Dismay, impress, or frighten your foe or onlookers*
- ☸ *Break their structure: They lose their balance, mobility, vision, weapon, or similar*
- ☸ *Press the attack: Wound your enemy; PCs increase their Self Attachment by one*
- ☸ *Disengage: Retreat to safety (otherwise, they can opt to keep you engaged)*

SHOW THEM HOW YOU FEEL 火

When you display raw, unbridled emotion with an impassioned speech, portentous action, or artistic flourish, roll with Fire. On a hit, choose one.

- ☸ *Your display moves or convinces someone watching. They'll do something you want, though they may need an additional bribe, threat, or other motive.*
- ☸ *Onlookers stop what they're doing and listen until your speech or action finishes, or you start a fight yourself.*

On a 7-9 GM also chooses one.

- ☸ *You drop your guard. Someone watching gets to ask a question of you; answer truthfully*
- ☸ *Your display upsets, insults, or disgusts someone—maybe the same one you moved or convinced*
- ☸ *While you're busy crying/shouting/singing/whatever, an important detail escapes your notice*

COMMUNE WITH GODS OR SPIRITS 空

When you invoke or evoke the spirits, name whom you wish to contact, how you contact them, and what you want to learn. Then roll with Void. On a 10+ choose two. On a 7-9 choose one.

- ☸ *The spirits guide your next move and it'll be obvious when they do it. Take +1 Forward to act as they command*
- ☸ *You secure a small blessing for your surroundings: protection from evil, lush crops, etc.*
- ☸ *You gain insight into the situation. The GM reveals an important secret*
- ☸ *You do not attract malevolent spirits' attention*

DISOBEY ORDERS 取

When you countermand orders from a PC superior officer, roll with your Bond with them. On a 10+ choose two, on a 7-9 choose one.

- ☸ *You get the troops to follow your lead, not theirs*
- ☸ *You conceal your insubordination*
- ☸ *Your Attachment to your superior officer doesn't increase by one*

RESIST/INDULGE YOUR ATTACHMENT 取

When you fight the temptation to defend your attachment or struggle to act on its behalf, work out with the GM what it is you're afraid you'll do—or want to do. Then roll with that attachment. On a miss, you hold steady and mark experience as normal; act as you please. On a hit, immediately give into temptation. On a 7-9, increase that attachment by one.

- ☸ *Drive: Secure the aid, admiration, or sympathy of a NPC who shares your Drive*
- ☸ *Bond: Grant the object of your Attachment a re-roll on a move they just attempted (or force one)*
- ☸ *Self: Draw power from pain to perform one physical action normally beyond you. If you apply this benefit to an act of violence, pick an extra option on a hit; but if it targets a PC, they get to mark experience as the target of an Attachment move*

BETRAY YOUR ATTACHMENT 取

Up to once per game session, when you dramatically betray an Attachment—acting in contravention of your values (Drive), backstabbing a lover (Bond), or pushing yourself to self-destructive action (Self)—you seize control of the game's conversation for a moment. Narrate freely how your sudden, dramatic, course change propels you to unexpected success and victory. Afterwards, change your attachment to something else.

WITHDRAW FROM THE WORLD

地水火風空

When you absent yourself from the stress of the world for a period of rest, study or recovery, name your mode of contemplation and roll with its matching ring. On a hit, reduce by one an Attachment appropriate to your means of withdrawal. On a 10+ also choose one:

- ☸ *You feel free: reduce a different Attachment by one*
- ☸ *You made something beautiful as part of the process: as a 7-9 on create art*
- ☸ *You gained insight: tell us what you learned and take +1 forward to act on it*