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THE ADAMANT



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The Adamant will fix the world, even if it means breaking all the rules. Play the Adamant if you want to contend with what “doing right” means in a complicated world.

Pragmatic, fervent, dangerous, self-sacrificing. The Adamant is deeply committed to a cause, to the point that they may break all the rules to achieve their end. Sometimes, they might even go a bit too far in their drive—they have no hesitation to push and push and push when it comes to the causes they think are just. That’s why the Adamant needs a **lodestar**, the one person they listen to who can rein them in, let them know that maybe they should cool it and hold off a bit.

The Adamant can sometimes be dismissive of others, especially if those others stand in the way of the Adamant’s goals... but they’re also aware of their tendency to go too far, and to make sure they listen to the right voices telling them to hold back. The distinction between heroism and villainy can be a fine line for the Adamant, with their focus on results over means. They want to stay on the right side of that line, and they need their friends to find the right path forward.

STARTING STATS

Creativity 0, Focus +1, Harmony -1, Passion +1

DEMEANOR OPTIONS

Above-it-all, Perfectionist, Chilly, Rebellious, Flippant, Standoffish

HISTORY

- What experience of being deceived or manipulated convinced you to steel yourself against being swayed by other people?
- Who was your first lodestar, and why were they an exception? Why aren’t they your lodestar anymore?
- Who earned your grudging respect by teaching you pragmatism?
- What heirloom or piece of craftsmanship do you carry to remind you to stay true to yourself?
- Why are you committed to this group or purpose?

CONNECTIONS

- _____ takes issue with my methods—perhaps they have a point, but I certainly can’t admit that to them!
- _____ is my lodestar; something about them makes them the one person I let my guard down around.

MOMENT OF BALANCE

You’ve held true to a core of conviction even while getting your hands dirty to do what you deemed necessary. But balance means appreciating that other people are just as complex as you are, not merely obstacles or pawns. Tell the GM how you solve an intractable problem or calm a terrible conflict by relating to dangerous people on a human level.

PRINCIPLES



RESTRAINT VS RESULTS



The Adamant’s two principles reflect their self-awareness and their attempt to manage their best and worst impulses. The Adamant’s Results principle is all about their drive to change things for the better and have it stick. An Adamant with a high Results principle cares more about getting results than what it might cost. They’re pragmatic to a fault, willing to make sacrifices and tough choices to achieve the things they deem worth it.

The Adamant’s Restraint principle, on the other hand, is all about their desire to hold back and be careful, to think and comprehend and plan instead of bulling ahead. An Adamant with a high Restraint principle still wants to achieve the same ends, but they’re not doing so at any cost. They consider different paths and are more willing to compromise or accept imperfect solutions if it means avoiding other terrible consequences.

The Adamant’s Moment of Balance pushes them to manage their principles to pursue Results without giving up Restraint. They find that place of equilibrium in seeing other people as people, not just as pawns to achieve an end...but then understanding that those people can still help achieve results, perhaps more so if they’re treated equally. The Adamant’s Moment of Balance has them treating other dangerous people empathetically and humanely, and achieving their results anyway.

THE LODESTAR

There's only one person you often let past your emotional walls.

Name your lodestar (choose a PC to start): _____

You can shift your lodestar to someone new when they **guide and comfort** you and you open up to them, or when you **guide and comfort** them and they open up to you. If you do choose to shift your lodestar, clear a condition.

When you **shut down someone vulnerable to harsh words or icy silence**, shift your balance toward Results and roll with Results. On a hit, they mark a condition and you may clear the same condition. On a 10+, they also cannot shift your balance or **call you out** for the rest of the scene. On a miss, they have exactly the right retort; mark a condition and they shift your balance. You cannot use this on your lodestar.

When your lodestar **shifts your balance** or **calls you out**, you cannot resist it. Treat an NPC lodestar calling you out as if you rolled a 10+, and a PC lodestar calling you out as if they rolled a 10+.

When you **consult your lodestar for advice on a problem** (or permission to use your preferred solution), roll with Restraint. On a 10+ take all three; on a 7-9 they choose two:

- You see the wisdom of their advice. They shift your balance; follow their advice and they shift your balance again.
- The conversation bolsters you. Clear a condition or 2-fatigue.
- They feel at ease offering their opinion. They clear a condition or 2-fatigue.

On a miss, something about their advice infuriates you. Mark a condition or have the GM shift your balance twice.

THE ADAMANT'S LODESTAR

As the Adamant, your lodestar is the person you listen to and rely on to set you straight. You let them in and keep others at bay. Make sure your lodestar is another PC when you create your character.

Shutting someone down, as described within your lodestar feature, represents the way that your Adamant character tends not to let people besides the lodestar into their heart. Shutting someone down can be useful for you to inflict conditions and sometimes clear them, but it's important to note that you can never use it on your lodestar. When your lodestar tries to **call you out** on your principle, it's treated in the worst possible way for you—you have no way to resist it without cost.

On the other hand, you can gain advice from your lodestar that can actually help you accomplish your goals...when you have a high enough Restraint to take the time to actually talk to them. Note that only the first option—they *shift your balance; follow their advice and they shift your balance again*—produces an effect that depends upon you actually following their advice.

You can change who your lodestar is over the course of play. If you **guide and comfort** someone and they open up to you, you can make that person your new lodestar. If someone **guides and comforts** you and you open up to them, you can make that person your new lodestar. In either case, if the person being **guided and comforted** doesn't open up, you can't switch. When you do switch, make sure to clear a condition above and beyond any you might clear for the **guide and comfort**.

MOVES CHOOSE TWO

THIS WAS A VICTORY

When you reveal that you have sabotaged a building, device, or vehicle right as it becomes relevant, mark fatigue and roll with **PASSION**. On a hit, your work pays off, creating an opportunity for you and your allies at just the right time. On a 7-9, the opportunity is fleeting—act fast to stay ahead of the consequences. On a miss, your action was ill-judged and something or someone you care about is hurt as collateral damage.

TAKES ONE TO KNOW ONE

When you verbally needle someone by finding the weaknesses in their armor, roll with **FOCUS**. On a hit, ask 1 question. On a 7-9, they ask 1 of you as well:

- What is your principle?
- What do you need to prove?
- What could shake your certainty?
- Whom do you care about more than you let on?

Anyone who lies or stonewalls marks 2-fatigue. On a miss, your attack leaves you exposed; they may ask you any one question from the list, and you must answer honestly.

NO TIME FOR FEELINGS

When you have equal or fewer conditions marked than your highest principle, mark fatigue to push down your feelings for the rest of the scene and ignore condition penalties until the end of the scene. When you **resist an NPC shifting your balance**, mark a condition to roll with conditions marked (max +4). You cannot then choose to clear a condition by immediately proving them wrong.

I DON'T HATE YOU

When you **guide and comfort** someone in an awkward, understated, or idiosyncratic fashion, roll with **PASSION** instead of **HARMONY** if you mark Insecure or Insecure is already marked.

DRIVEN BY JUSTICE

Take +1 to **PASSION** (max +3).

MOVES ADVICE

For **I Don't Hate You**, you must have Insecure marked to represent how awkwardly you act. If you don't have it marked, you can choose to mark it.

For **This Was a Victory**, you reveal your sabotage after you could have performed it. You mark fatigue not at the moment you engaged in sabotage, but at the moment it actually matters and comes into play, like revealing that you weakened a bridge just as the soldiers chasing you start to cross it. On a 7–9, your sabotage only creates a quick opportunity. On a miss, your sabotage now causes different, worse, or more expansive problems than you anticipated.

For **No Time for Feelings**, there are two discrete effects to this move that both point to how you try to resist your feelings, even when others push you on them. Whenever you **resist an NPC shifting your balance**, you can mark a condition to roll with conditions instead of rolling without any bonus. The condition you mark immediately helps you, but you can't roll with higher than a +4. If you choose to do this, however, you can't choose to clear a condition by immediately acting to prove them wrong—you're stuck with whatever condition you marked, at least for a bit. You can, however, choose to mark growth by immediately acting to prove them wrong.

For the other part of the move, you can only internalize your conditions and ignore their penalties when you have conditions marked up to your highest principle—so if your Restraint is at +3, and you have four conditions marked, you can't ignore the penalties by marking fatigue. Otherwise, though, you can do it at any time, and you ignore penalties for the rest of the scene you're in.

For **Takes One to Know One**, make sure you actually needle your target, saying things that pick at them and mess with them! Be aware that doing so can reveal something of your own character at the same time, as on a 7–9 they get to ask you a question as well. This move is different from most question-centered moves in that the other party doesn't have to answer the question, even out of character. They can instead mark 2-fatigue to stonewall and try to hide the answer. On a miss, however, you don't get the option of stonewalling, and must answer honestly.

PINPOINT AIM

DEFEND & MANEUVER

Take the time you need to line up a perfect shot; become *Prepared*. In the next exchange, if you **advance and attack**, roll with **FOCUS** or **PASSION**, your choice. If you use Strike, you do not have to mark fatigue to choose what you inflict.

For Pinpoint Aim, the Adamant's playbook advanced technique, you are preparing a more powerful shot in the next exchange. You don't have to choose any particular option—you can try to use this as a bluff, and just take the *Prepared* status! But if you do **advance and attack**, you get to roll either **FOCUS** or **PASSION**, your choice, and if you do use Strike, you get to choose what you inflict without marking fatigue.

GROWTH QUESTION

Did you seek support or guidance from others?

The Adamant's growth question is all about learning to see other people as sources of wisdom and understanding. When the Adamant seeks support or guidance from others, they learn to temper their own drive with the ideas of others.

