

天命者

THE DESTINED



THE DESTINED

The Destined has a grand fate in store, something spiritual or otherworldly. Play the Destined if you want to shape your destiny and decide what becomes of you.

Aware, fated, strange, thoughtful. The Destined has been singled out by some strange circumstance surrounding them, be it otherworldly knowledge, a star atlas, the sensation of nature's pain, or a mark from a great spirit. Whatever separates them from their peers, no one contests that the Destined has a significant fate, to perform feats worthy of song and story. Or at least, so everyone believes; so far the Destined hasn't fulfilled any grand fate, but they still have a deep ingrained sense that their destiny awaits them down the line.

The Destined isn't afraid of their destiny, per se—they might be nervous about its arrival, what it really means, but their destiny is ultimately positive in bent. The Destined is important! They just don't fully understand their importance yet, or what they are fated to actually do. As a result, the Destined is torn between waiting patiently for their destiny to come to them—after all, it is fated to arrive—and seeking it out actively and determinedly.

STARTING STATS

Creativity 0, Focus -1, Harmony +2, Passion 0

DEMEANOR OPTIONS

Eager, Solemn, Haunted, Uncertain, Jocular, Watchful

HISTORY

- When did you realize you were marked by supernatural forces?
- Who envies your destiny and seeks to seize it from you? Why can't you let that happen?
- Who do you turn to for guidance when you feel overwhelmed by your destiny?
- What token or symbol do you carry that proves to any observer that you are chosen by fate?
- Why are you committed to this group or purpose?

CONNECTIONS

- I believe _____ will play a crucial role in my fulfillment of my destiny, for good or ill.
- Being around _____ helps me put my destiny out of my mind, for a time. Why?

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



PATIENCE VS DETERMINATION



The Destined's two principles reflect two ways of dealing with their fate. The Destined's Patience principle is all about waiting for the right moment. A Destined with a high Patience sees their destiny as coming to them, and they lie in wait instead of rushing forward to seek it out. They're thoughtful and introspective, and willing to take in the full details of a situation before deciding how to act. Patience should not be confused with inaction; a Destined with high Patience doesn't refuse to act, but instead waits for the perfect moment, when their actions will have the greatest effect.

The Destined's Determination principle is all about acting openly, aggressively, and often, seeking what the Destined wants and finding their destiny instead of waiting for it to come to them. A Destined with a high Determination is driven onward by their desire to act, to seek the things coming for them and meet challenges head-on. If you are playing a Destined highly interested in what your Destiny is, to the extent that you're looking for it, then you are likely playing into Determination.

The Destined's Moment of Balance is the instant they've been waiting for with Patience and searching for with Determination. This is the right time to act, to combine their serenity and their resolve. The Destined's Moment of Balance often acts as either an important step towards their full destiny, or the final step on that path; if at all possible, look at elements of your destiny to fully explore in the midst of your Moment of Balance.

⊕ MARKED BY FATE ⊕

You have been touched by something beyond—something spiritual and otherworldly. (See “My Destiny” on their playbook.) At character creation, fill in one detail and take one destiny sign below.

DESTINY DETAILS

Fill these in as your destiny is revealed to you, either in visions or through the insights of spiritually attuned NPCs. When you act to bring about one of these details, you may **live up to your Determination** without marking fatigue. When you and the GM agree one of the details is fully explored or fulfilled, mark growth.

- I will bring great change to _____
- I will weather betrayal by _____
- I will lose _____
- I will need the help of _____
- I will learn a crucial truth from _____
- I will defend or save _____

DESTINY TRACK □□□□□

Whenever you lose your balance, get taken out, or are otherwise instructed to, mark your Destiny Track. When your destiny track fills, clear it and take a destiny sign. If you have already taken the other five, you must take “meet your fate.”

DESTINY SIGNS

- Otherworldly Visions:** Mark your destiny track to have a vision about the situation at hand. Ask the GM one question and get an honest answer.
- Tremble Before Me:** Mark your destiny track and reveal a glimpse of your otherworldly aspect to intimidate an NPC as if you rolled a 10+. Afterward, their fear and mistrust of you knows no bounds; you cannot **guide and comfort** or **plead** with that NPC until you have earned their trust.
- Self-sacrificing:** Once per scene, mark your destiny track to supernaturally absorb an incoming blow aimed at an ally within view; cancel all fatigue, conditions, or balance shifts that would have been inflicted.
- Inner Strength:** Once per session, mark destiny twice to clear all conditions.
- Meet Your Fate:** Your destiny arrives and you are changed utterly by it. If you survive in human form, change playbooks.

THE DESTINED’S MARKED BY FATE

The Destined chooses from **My Destiny** on the back of their playbook, in the section directly above **History**. This is what little they know about their strange fate. All of these “destinies” are vague enough that their actual manifestation might take many forms. Try to keep to the list, widely interpreting the ideas there, but you can work with the GM to invent new options if none fit your concept.

Answer any questions the GM has about the destiny during character introductions, and add some details about the first part of the sentence while avoiding defining the second—the first part states how you know you were Destined, but the second part describes a general direction you should aim for. The **destiny details** help flesh out the second part during play.

Those destiny details are specific ideas of what your destiny entails, fleshed out as part of the **Marked by Fate** section. Each detail has a blank space for another character’s name, either a PC or NPC. You can choose when to fill in a name, usually as the result of visions or GM moves. You can’t erase a name unless you and the GM agree that the detail no longer makes sense.

If you try to bring one of these details to fruition in some way, you can **live up to your Determination** without marking fatigue. The GM is the final arbiter of whether you are acting to bring about one of your details. You always start play with one name already entered into one detail so you have something to work towards.

Your **destiny track** represents the advance of your destiny. Every time you **lose your balance** or get taken out, you mark your destiny track. When you mark the track the fifth time, you clear the track and take a new **destiny sign**. Each destiny sign is a new power or ability that represents your strange otherworldliness. You always start play with one destiny sign.

The most important destiny sign is **Meet your fate**, which means your destiny arrives. The exact way in which your destiny arrives is up to the GM, and up to how you respond when the GM presents your destiny, but it comes no later than the session immediately after you take this destiny sign. You can always choose to take this sign early, but you must take **Meet your fate** if you have taken every other destiny sign and you must take another. When all is said and done, after you meet your destiny, if you are still a part of the group, still alive, and still human, change playbooks. See more about changing playbooks on page 218 of the core book.

For your **Otherworldly visions** destiny sign, the GM can couch your answer in terms of your strange visions, but the actual answer has to be clear to you as a player. You can ask any question—including questions that reveal information you would have no other way of knowing—so long as the question relates to the current situation.

For your **Tremble before me** destiny sign, you should use this ability before you roll to **intimidate**. What you reveal to the person you **intimidate** is up to you, but it terrifies them; until they trust you again, you can’t **guide and comfort** or **plead** with them. The GM is the final arbiter of if and when they trust you again.

For your **Self-sacrificing** destiny sign, you can use this ability to aid any visible ally. You can’t use it to save yourself, and you can only use it once per scene.

For your **Inner strength** destiny sign, you can use the sign at any time as you summon up deep reserves of inner, supernatural strength. But you can only use it once per session, and you can’t use it at the moment that you have to mark another condition and can’t—in other words, you can’t use it to save yourself if you’re in the process of being taken out.

MOVES CHOOSE TWO

□ CALL FROM AFAR

When you reach out in mind or spirit to a far-away NPC, mark 1-fatigue and roll with **HARMONY**. On a hit, your message gets through to them; choose 1. On a 10+, it's loud and clear: choose 2.

- You cry for help; they hear you and rush to your location
- You whisper a question to them; they whisper an answer back
- You send a premonition of danger seeking them; they forearm and prepare themselves to face the worst
- You let them see something you see; they return memories and knowledge of that sight

On a miss, your reach extends beyond your original aim; you've attracted dangerous attention.

□ EYES OF THE SOUL

When you **assess a situation**, you can ask one of the following as an extra question, even on a miss:

- Who or what here has been touched by spirits?
- How can I bring about peace here?

□ PEACEMAKER

When you walk calmly into the middle of a fierce conflict and **plead** with the fighters to stop, mark fatigue to ensure that they care what you think and listen to you. On a miss, the conflict burns far hotter than you had imagined, and now you're dead in the crosshairs of the angry fighters; brace yourself.

□ MORE THAN FATE'S PLAYTHINGS

When you **call someone out** to live up to their principle by convincing them that their destiny is (or can be) different than they imagined, on a hit, they must do it or mark two conditions. On a miss, their demand hits all the harder. Mark two conditions or act as they request.

□ ECHOES OF LEGEND

Once per session, when you rely on your skills and training to mirror an act from a legend, myth, or story, treat it as if you had rolled a 10+. Then, no matter the result, the GM shifts your balance toward the principle best embodied by the lore and stories you're drawing on.

ANTICIPATE

EVASIVE AND OBSERVE

Study a nearby foe to learn where their momentum will take them next. Declare the approach they are tending towards. In the next exchange, that foe must use that approach or mark a condition.

For Anticipate, the special Destined technique, "foe" here can refer to a single group (opponent). The opponent is not required to select the approach you picked, but if they do not, they must mark a condition.

MOVES ADVICE

For **Call from Afar**, you are reaching out to a far-off NPC. This move allows you to receive information from them, to warn them, or to call for them. In all cases, the GM responds to this move as if the NPC was supernaturally compelled—someone who might normally hesitate to respond to your call for help responds fully and openly, for example.

For **Eyes of the Soul**, the question you ask is an extra, beyond whatever questions you get to ask through the move normally, and you can always ask one of these questions, even on a miss.

For **Peacemaker**, walking into the midst of the fighters and marking fatigue ensures that you get a chance to **plead** with them, even when normally they wouldn't care about what you say, but it does not guarantee special success.

For **More Than Fate's Plaything**, the move **calls someone out** as normal, but increases the cost imposed on the other person if you roll a hit, or the cost imposed on you if you roll a miss. Instead of marking one condition to ignore what you say, the cost becomes two conditions.

For **Echoes of Legend**, you have to be able to point to what story or legend you're mirroring. As a player, you can invent a new story or legend tied to one of your backgrounds in the moment. The GM can and will ask questions about the story, as any legend grand enough to spur you to greater success in the moment is worth noting and will become significant moving forward.

GROWTH QUESTION

Did you spend meaningful time with someone else focused on their concerns and troubles?

The Destined's growth question aims them at others' problems and issues. The Destined has plenty to think about with regard to their own life and problems. But they grow as they come to see that their destiny isn't the only trouble worth caring about.

