

守護者

THE GUARDIAN



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The Guardian defends someone close to them, steadfast and watchful. Play the Guardian if you want to be the first to see danger coming and the last line of defense.

Tough, cynical, protective, devoted. The Guardian is a protector of one other person—their **ward**—utterly determined to keep them safe and sound against all threats and dangers. Whether or not that person wants protection is not always as important to the Guardian as it should be!

The Guardian knows how dangerous the world can be and is determined to keep someone else safe from that danger. It's an altruistic impulse and a selfish one at the same time—they want to help someone, protect them...but that desire comes from feeling no one else is trustworthy except the Guardian.

STARTING STATS

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

DEMEANOR OPTIONS

Harsh, Serious, Polite, Quiet, Suspicious, Cautious

HISTORY

- What pushed you to assume responsibility for the people you care about?
- Whom have you protected for so long... but maybe doesn't need you anymore?
- Who used to be in your circle of trust before they betrayed you?
- What tattered garment or adornment reminds you of those you protect...or failed to protect?
- Why are you committed to this group or purpose?

CONNECTIONS

- _____ is my ward—they need me to have their back, end of story.
- _____ looks like they're more than capable without my help; I'm glad some of us can take care of ourselves.

MOMENT OF BALANCE

You've sworn to protect the people you care about, but balance is about finding your own place in the world as well. You know what you're capable of accomplishing, and you step up to show the world your unique strength. Tell the GM how you put your own life on the line to defeat a villain or danger that seems unstoppable.

PRINCIPLES



SELF-RELIANCE VS TRUST



The Guardian's struggle is between the principles of Self-Reliance and Trust. Their Self-Reliance principle is all about a mistrust of others and the world. The Guardian knows they can handle problems on their own...but they have a hard time trusting other people to handle themselves. It's not just about the Guardian's own confidence; it's about their difficulty letting others help or handle things on their own. A Self-Reliant Guardian is very capable and confident, but also likely cynical, doubting others and liable to handle any problem by themselves.

Their Trust principle is about putting faith in others, letting them handle problems without the Guardian's presence or aid. As Trust goes up, the Guardian comes to believe in a greater and stronger connection to others, their companions especially, and comes to rely on them. A Trusting Guardian knows their companions have their back, but might trust to the point of complacency, missing important details or warning signs that a more Self-Reliant Guardian would pick up on.

The Guardian tries to balance these two principles by finding a place where they are acting, working to keep the people they care about safe, but also trusting those people to live their own lives and keep themselves safe most of the time. The Guardian's Moment of Balance exemplifies this; they act to defeat some dangerous villain or threat, putting their own life on the line and relying on themselves, but putting enough trust into others that they don't need to hold back.

⊕ PROTECTOR'S BURDEN ⊕

You take it upon yourself to protect the people around you in general, but you have someone in particular you keep safe.

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

When they mark a condition in front of you, mark fatigue or a condition. Your ward can always **call on you to live up to your principle**—without shifting their balance away from center—and they take +1 to do it.

At the beginning of each session, roll, taking +1 for each yes:

- Do you believe your ward listens to you more often than not?
- Have you recently protected them or helped them with a problem?
- Is there an immediate threat to your ward that you are aware of?

On a 7–9, hold 1. On a 10+, hold 2. At any time, spend the hold to:

- Take a 10+ without rolling on any move to defend or protect them
- Track them down even if they are hidden or avoiding you
- Figure out what they're up to without them knowing

On a miss, hold 1, but...you're drifting apart on different paths. By the end of the session, you must choose one:

- Decide you're the only one who can keep them safe; shift your balance twice toward Self-Reliance and keep them as your ward
- Decide they can handle life without your protection; shift your balance twice toward Trust and switch your ward to a new person

You may also switch your ward if they leave play or are no longer present for some reason. When you switch your ward, you can switch to an NPC (if the GM agrees).

THE GUARDIAN'S PROTECTOR'S BURDEN

Your ward is the person you have committed yourself to keeping safe. Remember that when your ward marks a condition in front of you, you feel it and must mark a fatigue or a condition as well. This only matters if it happens in front of you, however—if they mark either in your absence, you aren't required to mark anything.

For the start of session roll, you are the final arbiter of the answers; if you believe that a particular NPC is a threat, then you take +1 for the third question, even if others disagree. On a miss, you must choose to recommit to guarding your ward or trust them enough to let them go. You must decide by the end of the session and shift your balance accordingly. The decision is ultimately yours—being a Guardian can be an overbearing role and doesn't require you to take your ward's opinion into account...although you should check in with the other player!

When you spend your hold to take a 10+ to defend or protect your ward, the most important idea here is again your belief. If you believe what you are doing protects your ward, then spending the hold is warranted.

Spending a hold to track your ward down indicates your general understanding of them, and your overarching skeptical, watchful nature. You always have a lead on your ward...spending a hold just means you follow it quickly.

Spending a hold to figure out what they're up to also applies your understanding of them to find answers, asking around, looking at evidence, checking where they've been, etc. You firm up a pretty clear picture, all without ever needing to directly ask your ward what they've been doing.

MOVES CHOOSE TWO

☐ SUSPICIOUS MIND

When you watch a person carefully to figure them out, roll with **FOCUS**. On a 7–9, hold 1. On a 10+, hold 2. Spend your hold, 1-for-1, to ask their player questions while you observe or interact with them; they must answer honestly.

- Are you telling the truth?
- What are you truly feeling?
- What do you really want right now?
- What are you worried about?
- What are you about to do?

☐ BADGE OF AUTHORITY

You have some badge or symbol of authority from your background, something that makes you someone to be listened to, if not well-liked or entirely respected. When you give an NPC an order based on that authority and their recognition of it, roll with **PASSION**. On a hit, they do what you say. On a 7–9, they choose 1:

- They do it, but in lackluster fashion
- They say they need something first to be able to do it
- They do it, but they're going to talk to your superiors

On a miss, the authority of your badge doesn't sway them; they do as they please and you take -1 forward against them.

☐ CATCH A LIAR

When you are suspicious of someone, write their name here: _____

You cannot write another until you have made them admit their guilt and misdeeds in front of an audience, or until you no longer seek to uncover their secrets. When they admit their guilt and misdeeds in front of an audience, clear their name from this move. When you no longer seek to uncover their secrets, you may mark a condition to clear their name from this move. When you expose that person's lies or wrong-doing, clear all your fatigue and up to two conditions. When you try to **intimidate** them into admitting their real crimes by using actual evidence, you can eliminate one additional option from the list on any hit before they choose.

☐ FURROWED BROW

Take +1 **FOCUS** (max +3).

☐ MARTYR COMPLEX

When you have a total of 8 between conditions marked, highest principle, and fatigue marked, take +1 ongoing to all moves.

MOVES ADVICE

For **Suspicious Mind**, you get hold, which you can spend to ask questions from the list throughout your interaction or observation—but once you stop talking to them or watching them, for example if the scene changes, you lose your remaining unspent hold.

For **Badge of Authority**, make sure to pick what your badge is physically and who recognizes it. It doesn't have to be a law officer's badge at all—it could be a beautiful blue rose, symbol of your criminal organization, or it could be a ring made of pure garnet, symbol of your military squad. Either way, it has to be one thing—you can't have your general look or demeanor represent your authority. In all cases, you can only trigger this move if they recognize your authority; someone who doesn't care about your criminal blue rose won't listen to your orders!

On a 7–9, remember that they still follow your command on all options, but it always comes with a complication, be it that they need a prerequisite fulfilled first, they're going to check-in with your superiors, or they're going to do a poor job of it.

For **Catch a Liar**, if the line is blank, you can always write in a name as soon as you decide you're suspicious of them. Once you have a name there, though, you can only erase it and write a new name if they admit their guilt or misdeeds, or if you mark a condition and give up your pursuit of their secrets. "Exposing that person's lies or wrong-doing" means that you're providing evidence to a third party—but it doesn't guarantee that the person you're suspicious of will admit their guilt. That's where **intimidating** them with real evidence can come in handy.

For **Martyr Complex**, remember that you take a +1 ongoing to everything—but you must have a total of eight between your highest principle, marked conditions, and marked fatigue. To really take advantage of this move, you've got to live on the edge of catastrophe!

DIVERT

DEFEND & MANEUVER

Step into the way of blows intended for allies; when any ally within reach suffers a blow this exchange, you can suffer it for them. If you also use Retaliate this exchange, deal an additional 1-fatigue each time.

For Divert, the Guardian's advanced playbook technique, you can take the hits that your allies would take. Those allies have to be within reach—as in, your training and abilities allow you to actually reach them and intervene very quickly. You suffer the blow for them, which means they don't suffer anything—they don't mark any conditions or fatigue from the blow—but you suffer the blow in full instead. If you match this technique with Retaliate, then you inflict an additional 1-fatigue each time you are struck (usually meaning you inflict 2-fatigue).

GROWTH QUESTION

Did you pursue a desire or goal of your own, outside of protecting others?

The Guardian's growth question is about edging toward a place of self-development, self-awareness—not just self-reliance, but a belief that takes the Guardian past only protecting people and toward making decisions for themselves.

