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THE HAMMER



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The Hammer is strong, tough, and looking for a deserving face to punch. Play the Hammer if you want to grapple with what force can and can't solve.

Brash, daring, forceful, foolhardy. The Hammer is a powerful fighter, a dangerous enemy, and a blunt object—they don't really have that many additional strategies or approaches beyond "punch it hard." They constantly face the difficulty of wanting to make the world better, to serve real justice and protect the innocent...all without a particularly versatile toolset.

The Hammer is, at heart, a hero. They're trying to do good! They're not just a bully or a fighter—they serve a strong belief in right and wrong! They've just found punching a useful or appropriate response to badness, and they got real good at it! But now that they've joined this group and are pursuing an important, larger purpose, they are encountering problems they can't punch into submission—foes against whom combat isn't even an option, let alone the right option.

STARTING STATS

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

DEMEANOR OPTIONS

Playful, Blunt, Quiet, Loud, Excessive, Determined

HISTORY

- What injustice has driven you to use your strength for good?
- Who represents the kind of positive strength and force you want to embody?
- Who tried their best to teach you restraint, calm, and thoughtfulness?
- What fragile trinket or heirloom do you keep and protect?
- Why are you committed to this group or purpose?

CONNECTIONS

- _____ has a way to solve problems with words instead of fists—it's really impressive!
- I worry _____ won't be able to hold their own when things get tough. I'm going to toughen them up!

MOMENT OF BALANCE

You can knock down every wall in the world, but balance isn't found in conquest and destruction. You know some walls need to stand to keep people safe. Tell the GM how you put yourself directly in the path of an inescapable threat to completely protect someone or something from harm.

PRINCIPLES



FORCE VS CARE



The Hammer's struggle is between the principles of Force and Care. The Hammer is drawn between a desire to use overwhelming, direct force to enact change on the world, and a desire to be careful, to use the right application of will and strength at the right moment. Their Force principle is all about their desire to smash their way through problems and foes. Some obstacles can only be bulldozed! Some foes deserve to be destroyed! The Hammer is very good at punching their way to victory, and the Force principle represents that impulse.

Their Care principle is all about their belief that the world is worth saving, protecting, and serving... and their desire to pull their punches so they don't smash all of it. The use of Force has an unfortunate tendency to leave things broken and shattered—perhaps even to snap things when they could have been saved, redeemed, or rescued. Care is about the Hammer coming to understand and appreciate the need to prevent collateral damage, sometimes to give others a chance to make new decisions and better themselves instead of being broken.

The Hammer tries to balance these two principles by finding when it's time to hit hard, and when it's time to pull a punch. Their Moment of Balance is all about successfully finding that equilibrium—punching hard to act as a wall and protect something worth protecting. Breaking and destroying isn't the goal in that moment, so much as the goal is saving something they care about...but the Hammer is ready to hit harder than ever to do that.

⚔ BRINGING THEM DOWN ⚔

You always have an adversary, one who represents the things you're trying to smash through—tyranny, inequality, war; larger and more dangerous concepts that, to you at least, this one person embodies. Your adversary is someone significant and powerful—someone who actually deserves the amount of force you can bring to bear.

Name your adversary: _____

Choose a goal you have for your adversary:

- | | | |
|---|--|--------------------------------------|
| <input type="checkbox"/> Capture them | <input type="checkbox"/> Depose them | <input type="checkbox"/> Expose them |
| <input type="checkbox"/> Discredit them | <input type="checkbox"/> Restrain them | <input type="checkbox"/> Exile them |

Take -1 ongoing to **plead** with, **trick**, or **guide and comfort** your adversary.

CHANGING YOUR ADVERSARY

You can change your adversary any time you mark a condition, or at the end of each session. When you do, choose an appropriate goal, and the GM shifts your balance twice to match your new adversary and your new goal.

When you successfully accomplish your goal and defeat your adversary, take a growth advancement and choose a new adversary.

FIGHTING YOUR ADVERSARY

When you enter into a fight against your adversary, clear all fatigue and become *Inspired*. When you select any combat approach against your adversary, mark fatigue to roll with conditions marked instead of your normal stat.

MOVES CHOOSE TWO

☐ FUELED BY ANGER

Mark Angry to use an additional basic or mastered technique when you **advance and attack**, even on a miss. While Angry is marked, take +1 ongoing to **intimidate** others.

☐ WALLS CAN'T HOLD ME

When you **rely on your skills and training** to dangerously smash your way through walls or other obstacles, roll with **PASSION** instead of **FOCUS**.

☐ PUNCH WHERE IT MATTERS

When you **assess a situation**, you can always ask, "Who or what here is most vulnerable to me?", even on a miss. Remember to take +1 ongoing to act in accordance with the answer.

☐ COMPREHEND YOUR FOE

When you **defend and maneuver** against a foe whose balance principle you know, you may mark fatigue to roll with **CREATIVITY** instead of **FOCUS**.

☐ STAND AND FIGHT!

When you provoke an NPC opponent into attacking you, roll with **PASSION**. On a hit, they're coming at you specifically. On a 10+, you're ready for them; clear a condition or become *Prepared*. On a miss, they take advantage of your provocation to strike a blow where you least expect it.

THE HAMMER'S BRINGING THEM DOWN

Part of why the Hammer encounters such difficulty at the start of your campaign is that they are up against an **adversary**, a real foe who deserves to be defeated but who cannot be struck down like all the rest. The adversary represents an even larger, even more invulnerable force—tyranny, inequality, war, and so on—but this person, you can face and fight.

Your goal for your adversary is one that you can't achieve just by punching, for whatever reason. If your goal is to capture your adversary, then they're elusive and incredibly hard to find and reach. If your goal is to depose them, then the very system that props your adversary up is invested in their continued rein. If your goal is to restrain them, then they can weasel out of whatever restraints you impose.

Changing your adversary when you mark a condition almost always means that your new choice of adversary is tied to whatever caused you to mark that condition. Changing your adversary at the end of the session is a good chance to realign when the events of the session had changed your goals. If you do change at the end of a session, remember that you can't lose your balance off-screen (see page 141).

"Successfully accomplishing your goal and defeating your adversary" should be pretty clear to everyone, including yourself and the GM. If there's any dissent about whether you really defeated your adversary, then you most likely haven't yet.

Entering a fight against your adversary means they must be present and active—they don't have to be the primary opposition, but you're not entering a fight against them if it's just their minions, for example. When you roll with conditions marked instead of your normal stat, your maximum bonus is +5.

MOVES ADVICE

For **Fueled by Anger**, remember that you can't mark Angry if it's already marked.

For **Walls Can't Hold Me**, "dangerously smashing your way through walls or other obstacles" means that the most likely additional consequence of your action is collateral damage to others, or unintended additional destruction to your environment.

For **Punch Where It Matters**, "Who here is most vulnerable to me?" doesn't always have to refer specifically to combat. The GM might give you an answer pointing out other vulnerabilities—for example, someone might be most vulnerable to you because you know their secret.

For **Comprehend Your Foe**, you can name their balance principle in the moment, much like when you **call them out**; as long as you're close enough, and the principle you name contains the same overarching idea as their principle, the move can trigger.

For **Stand and Fight!**, you can use the move to start a whole new fight, or you can use it between exchanges to try to get an opponent to pay attention to you, first and foremost. On a miss, the GM will tell you where they strike the blow, and how.

OVERWHELM

ADVANCE & ATTACK

Throw a punch with all your weight behind it; mark 3-fatigue to inflict *Stunned* on an engaged foe.

For Overwhelm, the Hammer's playbook advanced technique, you have access to one of the best ways to instantly and easily inflict *Stunned* on a foe. Remember that you can't choose to mark 3-fatigue if you don't have three empty boxes to mark.

GROWTH QUESTION

Did you make progress towards your goal against your adversary?

The Hammer's growth question drives them to always aim themselves at their adversary. "Make progress toward your goal" means they took some step to achieve their goal against their adversary, whether or not the end is in sight.

