

承人

THE ICON



THE ICON

The Icon comes from an ancient tradition and inherits some serious standards to live up to. Play the Icon if you want to be torn between your heart and your duty.

Torn, fun-loving, anxious, dutiful. The Icon was raised to fulfill a particular duty and role in their society—an important role, an honored role, a role that so many others, from adults to children, envy. But the Icon isn't sure they want the role. They weren't given any real choice in the matter; it's their role according to destiny, tradition, prophecy, or some other impulse that guided the hands of their parents, mentors, or guardians.

The Icon's role is tied to some culture or tradition, so be sure to think about exactly what their role is and how it connects to them when making the character. Tying the Icon into the scope of your game is a good idea—if your scope is the whole of the world, then the Icon's role and associated cultural tradition can be world-spanning, but if the scope of your game is Republic City, the Icon's role can be much more restricted to the city's limits.

The Icon has had the massive import of their role impressed upon them from a young age; they have always known how important the duties were. Now, they have all of that responsibility foisted upon them, and where once they could be themselves and live their life, everyone expects them to be something else now.

STARTING STATS

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

DEMEANOR OPTIONS

Naive, Playful, Needy, Sad, Haughty, Grave

HISTORY

- What tradition do you represent as its icon?
Why can't you set down the role?
- Who was your chief mentor, teaching you the nature of your burden and its value?
- Who showed you that even with the weight of your burden, you could still find ways to play?
- What token of your burden and tradition do you always carry?
- Why are you committed to this group or purpose?

CONNECTIONS

- _____ seems to not fully understand what it means that I'm the icon of my tradition... and I kind of like feeling free around them.
- _____ makes me feel better about my responsibilities and my burden with a smile and a few kind words.

MOMENT OF BALANCE

Others have laid a path for you that you cannot escape, but balance means you understand the limits of their vision. You make the role your own in this moment, charting a new path for yourself and your tradition. Tell the GM how your new understanding of your burdens forges a new way forward for everyone.

PRINCIPLES



ROLE VS FREEDOM



The Icon is split between the two principles of their Role and their Freedom. The Icon's Role principle represents their commitment to and belief in all the duties and meaning of their role. The higher their Role, the more they believe in those duties and the greater their adherence to that job. An Icon with a high Role integrates their sense of identity with the role; they begin to see the world through the eyes of someone fulfilling a duty first and foremost, long before they think of their own needs.

The Icon's Freedom principle represents their desire to be free to make their own choices, act as they want, and just have fun. It's the freedom other people enjoy—at least, those people who are not defined by such a rigid set of important responsibilities. An Icon with a high Freedom tries to avoid their role and its duties, often with significant consequences. They may try to foist their work off on other people or institutions, or just let the work go completely undone to pursue their own fun adventures.

The Icon tries to find a balance between these two principles by defining themselves and their role all at once. Their Moment of Balance reflects them not simply assuming the role as others have described it, but remaking the role on their own—exerting the freedom to choose the role and to define it their own way. They may end up rejecting the role as others conceive it...but they may also reinvent the role itself in ways that inspire others to commit to the idea of the role even further.

⊕ BURDEN AND TRADITION ⊕

You are an icon of your burden and tradition. You are expected to be its exemplar, its single most important representative, trained up from a young age and saddled with the weight of history. You have been told that you are vital to the world.

Choose **3 responsibilities** of your burden and tradition you are expected to assume:

Protecting humanity from natural disasters and dark spirits; destroying dangerous creatures; overthrowing tyrants; serving and defending rightful rulers; performing rituals; providing aid and succor to the downtrodden; searching for hidden histories and artifacts; guarding nature from threats and destruction; safekeeping records and relics

Choose **3 prohibitions** of your burden and tradition:

Never refuse an earnest request for help; never express great emotion; never run from a fight; never start a fight; never deny someone knowledge or truth; never use your role for gain or profit; never intervene in a community without invitation; never withhold forgiveness; never steal or cheat

LIVE UP TO YOUR ROLE

When you live up to your Role through the responsibilities of your burden and tradition despite opposition or danger, shift your balance toward Role instead of marking fatigue, and clear fatigue equal to your Role (minimum 0-fatigue).

BREAK TRADITION

When you directly and openly break a prohibition of your burden and tradition, mark a condition, shift your balance twice towards Freedom, and mark growth.

END OF SESSION

At the end of each session, answer these after your standard growth questions.

- **Did I uphold a responsibility?**

If yes, shift balance toward Role and clear a condition.

- **Did I break a prohibition?**

If yes, shift balance toward Freedom. Underline one prohibition you broke during the session. If it's already underlined, cross it out—it doesn't mean anything to you to break it again.

THE ICON'S BURDEN AND TRADITION

The Icon's **Burden and Tradition** feature defines the particulars of the role they're expected to fulfill. Every role has three major responsibilities and three major prohibitions; there might be countless minor duties and prohibitions, but the Icon had these ones drilled into them. Their responsibilities are jobs the Icon is expected to perform, for their society, their culture, or the world as a whole. Their prohibitions are actions meant to be avoided at all times.

Whichever responsibilities and prohibitions you choose, make sure you're interested in those aspects of play. By making them a responsibility or a prohibition, you ensure these actions matter to your game. For example, if you choose "never refuse an earnest request for help," you're saying you want to get into situations to do just that. If you can't see yourself ever refusing an earnest request for help—or you're not interested in the GM making moves that push you into situations where you might refuse—then don't pick that prohibition.

Living up to your Role triggers the core balance move **live up to your principle**. But whereas that move only requires you to take action in accordance with the values of a principle, for your special benefits to apply, you must do so "despite opposition or danger," meaning that you don't trigger the effects unless you actually adhere to the responsibilities of your **Burden and Tradition** in the face of opposition or danger. The benefit is that you can shift your balance twice toward Role instead of marking fatigue, and you get to clear fatigue equal to your Role after shifting. Because you shift your Role first, you get to use your improved Role both for the clearing of fatigue and for the substitute stat. You can still **live up to your principle** normally without triggering this effect.

Breaking tradition means directly and openly violating a prohibition of your **Burden and Tradition**. It should be clear when you do so, and it should be observable to others—if you break a prohibition secretly or known only to you, it doesn't trigger this effect. If you're unsure whether or not you're directly and openly violating a prohibition of your **Burden and Tradition**, ask the GM what they think. And the GM should do their part to warn you when they think you're about to do that, in case you don't know. "Directly and openly" means that you can't stumble, accidentally, into breaking a tradition—you have to do so intentionally.

When you do break tradition, you mark a condition to represent the toll of violating the rules so ingrained in you, but then you shift your balance twice toward Freedom and clear fatigue equal to your new Freedom score.

In both cases, the minimum fatigue you clear is 0—if your Role or Freedom aren't positive after the shift, you don't clear anything, but you don't mark fatigue for a negative principle, either.

For your end of session questions, you and the GM should work together to have the same answer to the questions. You are the final arbiter—the answers represent your internal understanding of your responsibilities and prohibitions—but the GM can push you on whether or not you really acted as you should have. In both cases, remember that any balance shift can't cause you to lose balance off-screen. If you shift your balance at the end of the session and you would **lose your balance**, you instead stay at +3 in the appropriate principle.

MOVES CHOOSE TWO

□ USE THEIR MOMENTUM

When you are engaged with a large or powerful foe, mark fatigue to **advance and attack** with **FOCUS** instead of **PASSION**. If you do, you become *Prepared* and may also choose to use Retaliate as if it were an **advance and attack** technique.

□ BONZU PIPPINPADDLEOPSICOPOLIS... THE THIRD

When you **trick an NPC** by assuming a silly disguise or fake identity, mark Insecure to treat your roll as if it was a 12+. If Insecure is already marked, mark 2-fatigue instead.

□ CONCENTRATION

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

□ OTTER-PENGUINS, UNAGI, AND HOT SPRINGS

When you visit a new inhabited location you might know about, roll with **HARMONY**. On a 7–9, ask 1. On a 10+, ask 2. PCs who interact with one of the answers clear 1-fatigue or mark growth.

- What's the best local pastime?
- What interesting locations are nearby?
- Who is the most famous person here?
- What special tradition is prized by locals?
- What's the most interesting legend locals recount about this place?

On a miss, tell the GM what you expected to find; they will tell you how this place is different!

□ YIP YIP!

You have an animal companion large enough to ride. Name them and choose their species:

Sky bison, polar bear-dog, eel-hound, cat-gator, elephant-mandrill, gemsbok-bull, shirshu, komodo-rhino, sabertooth moose-lion, flying boar, walrus-yak, flying fish-opotamus

- When you fight beside your animal companion, mark 1-fatigue to become *Favored* for an exchange
- When something hurts your animal companion, mark a condition
- When you and your friends travel via your animal companion, everyone clears all fatigue

WALL OF PERFECTION

DEFENSE & MANEUVER

Create a perfect wall of defense around yourself and any allies directly next to you; mark 1-fatigue to block a single attack towards the wall or keep an enemy at bay who tries to penetrate the wall.

For Wall of Perfection, the Icon's playbook advanced technique, "block a single attack toward the wall" means that you prevent any inflicted fatigue, conditions, or balance shifts from that attack—but only if the wall could actually block that kind of attack. A wall of ice would have a tough time blocking angry words, for example.

MOVES ADVICE

For **Use Their Momentum**, you become *Prepared* after you roll to **advance and attack**. You may use Retaliate as if it were an **advance and attack** technique the same exchange that you trigger this move.

For **Otter-Penguins, Unagi, and Hot Springs**, "a new inhabited location you might know about" is a place that you haven't been to during the game yet, but your character might've heard about sometime in the past. "PCs who interact with one of the answers clear 1-fatigue or mark growth" include all PCs, though you should tell them about the interesting features first. Furthermore, if you roll a 10+, any given PC can interact with each answer independently—so they can clear 1-fatigue once each for both answers, or clear 1-fatigue when interacting with one answer and mark growth when interacting with the other, or even mark growth once each for both answers. On a miss, what you recall or what you heard about the place is incorrect, and the GM reveals how.

For **Yip Yip!**, you can choose an animal species not listed if you want. In order to travel via your animal companion, you have to journey for at least a few hours or overnight; riding them across a small village won't clear a condition.

GROWTH QUESTION

Did you accomplish a feat worthy of your burden and tradition?

The Icon's growth question points them at building upon the foundation of their role in a similar way. What matters is if they did something worthy of their burden and tradition, whether or not it adhered to any of their prohibitions or responsibilities.

