

理想者

THE IDEALIST



THE IDEALIST

The Idealist has a past, full of suffering and tragedy, that strengthened their beliefs. Play the Idealist if you want to awaken the hope in everyone around you.

Noble, pained, kind, committed. The Idealist has suffered some tragedy in their past, something terrible that left them with pain and anger...but also, with hope. Even in the face of tragedy, they felt and pursued a belief that people could be great, that the world could be better. The Idealist pursues that belief, taking action to help people, connect them, and solve problems.

The Idealist still has an edge to them, however, and a capacity for unforgiveness. After all, something terrible happened to them, and it can be hard not to crave vengeance against those responsible. At their best, the Idealist can turn that drive into a push to change the world for the better. At their worst, it can drive the Idealist to extreme, dangerous action.

STARTING STATS

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

DEMEANOR OPTIONS

Lonely, Compassionate, Joyful, Grieving, Earnest, Resolute

HISTORY

- What tragedy befell you at a young age?
- Who do you hold most responsible for the tragedy? Why?
- Who helped you through your grief? What did they teach you?
- What symbol, heirloom, or mark do you carry to remind you of what you lost?
- Why are you committed to this group or purpose?

CONNECTIONS

- I recognize some of the pain I have felt inside of _____; I'm going to try to help them.
- _____ frustrates me so much when they act without thinking about the consequences!

MOMENT OF BALANCE

The pain of the world can be overwhelming, but balance brings peace. You bring everything around you to a stop—villains, arguments, disaster—and set the world right. Tell the GM how your compassionate actions end a conflict utterly and completely.

PRINCIPLES



FORGIVENESS VS ACTION



The Idealist's two principles of Forgiveness and Action represent these two poles. Their Forgiveness principle is all about their desire and ability to forgive, to move on past transgressions and offenses through empathy, understanding, and emotional catharsis. Forgiveness doesn't mean the Idealist offers it to everyone, unambiguously—it just means the Idealist is committed to resolving and moving on from past pain and injury. Sometimes it needs someone repentant on the other side; other times, the Idealist expressing forgiveness is more important than the perpetrator asking for it.

The Idealist's Action principle, on the other hand, drives them to take action, to do things and change the world directly. Sometimes, Action expresses itself as vengeance, attempts to punish those responsible for wrongdoing. Other times, it expresses itself as using the drive toward justice to directly act and make things better, destroying dangers, protecting the innocent, and making real, immediate change.

The Idealist tries to balance these two principles by finding a way to both take action and make change...and to be compassionate, merciful, and forgiving. Their Moment of Balance signifies finding this perfect equilibrium. The Idealist stops the actions of others, whether through their skills and training or through their words, and finds a way to fix a major problem through compassionate action.

⊕ NEVER TURN MY BACK ⊕

You've seen sadness and grief. You're no stranger to loss and pain. But you know the world can be a better place. And nothing happens without good people fighting for what's right...

You have a code—choose three ideals from the list to define it:

- | | |
|---|--|
| <input type="checkbox"/> Always speak the truth | <input type="checkbox"/> Never strike the first blow |
| <input type="checkbox"/> Always stand up to bullies | <input type="checkbox"/> Never deny a request for help |
| <input type="checkbox"/> Always keep your promises | <input type="checkbox"/> Never leave a friend behind |

When you live up to your ideals at a significant cost, someone who witnessed (or hears about) your sacrifice approaches you to affirm their allegiance to your group's purpose; write their name down on the list of allies below.

ALLIES

You can always **plead** with these allies—they always care what you think; they always open up to you if you **guide and comfort** them; and you can **call on them to live up to their principles** as if you had rolled a 10+ by erasing their name from your list of allies.

THE IDEALIST'S NEVER TURN MY BACK

The Idealist's code isn't binding the way that the Icon's prohibitions and responsibilities might be. The code doesn't represent rules that another has imposed on the Idealist, so much as the very ideals that they picked for themselves, the things they strive for to be the best version of themselves.

When you pick your **ideals**, make sure you pick things you are interested in doing in the face of difficulty. For example, if you pick "never strike the first blow," you're saying that you want conflicts in which you might want to strike first. Maybe you'll face off against obnoxious, terrible enemies who try to provoke you into attacking; maybe you'll encounter foes skilled at oblique threats, so they can do you harm without ever "striking the first blow." If you *don't* pick "never strike the first blow," however, you're saying you're disinterested in conflicts about provocation and foes who can't or shouldn't be targeted directly.

The GM is the ultimate arbiter of whether or not you live up to your ideals at a significant cost—the question isn't about the Idealist's own belief in their actions, but about whether others have heard of the sacrifice and have been impressed. The GM determines the person approaching the Idealist, who should approach sooner than later. They don't need to have witnessed the act immediately, however—they might just have heard about it and approach later. Either way, they are impressed with the Idealist and they appreciate their group's purpose.

When you **call on an ally to live up to their principles** as if you had rolled a 10+ by erasing their name from your list of allies, it means you're pushing your relationship with them. You're using up some of the goodwill you've earned to get them to act appropriately, according to their beliefs. You can still earn that goodwill back if you again live up to your ideals at a significant cost; at the GM's discretion, a former ally can always approach and let you write their name down again!

MOVES CHOOSE TWO

☐ THE STRENGTH OF YOUR HEART

When you use Seize a Position, foes must mark 2-fatigue to block your movement.

☐ WHATEVER I CAN

When you spend time talking to the locals about their problems, roll with **HARMONY**. On a hit, you hear about the most significant and serious problem at hand; the GM will tell you who it affects and what is the cause. On a 10+, you can ask a follow up question about the problem or cause; you take +1 ongoing when you act on the answer. On a miss, you wind up creating a whole new problem with your questions and ideas.

☐ YOUR RULES STINK

When you stand up to an adult by telling them their rules are stupid, roll with **PASSION**. On a hit, they are surprised by your argument; they must shift their balance or offer you a way forward, past the rules. On a 10+, both. On a miss, your efforts to move them only reveal how strongly they believe in the system—mark a condition as their resistance leaves you reeling.

☐ IT DOESN'T BELONG TO YOU!

When you secretly pocket something owned by someone undeserving, roll with **HARMONY**. On a hit, you swipe something from them (your choice) without them noticing you took it. On a 7–9, the thing you took isn't exactly what you thought it was; the GM will tell you how. On a miss, you grab the goods, but they notice—and pursue—as soon as you exit the scene.

☐ CAN'T KNOCK ME DOWN

When you are engaged in combat with superior opposition and openly refuse to back down or flee, roll with **HARMONY** for the rest of the battle whenever you **defend and maneuver**; you cannot choose to escape the scene by using Seize a Position for the rest of the fight.

MOVES ADVICE

For **The Strength of Your Heart**, foes must mark 1-fatigue beyond the normal amount to block your movement. Most of the time, that means they'll mark 2-fatigue, but, for example, a foe who has an advanced technique that lets them block your movement at no fatigue cost has to mark 1-fatigue.

For **Whatever I Can**, you gain a better sense of the overall problem by talking to the locals who open up to you a bit. The problem you hear about genuinely is the most significant and serious problem, and you know it—even if the people you're talking to don't quite frame it that way.

For **Your Rules Stink**, you do have to stand up to an adult, specifically, even if you too are a young adult. You can't call out a kid's rules as stupid in the same way. If they offer you a way forward, past the rules, then they remove an obstacle in your path or otherwise retreat, giving you what you were after.

For **It Doesn't Belong to You!**, be sure to ask for any interesting things around you when you think you've found a good target—someone undeserving of those things. You can always **assess a situation** to try to get some guidance, but there are almost always some baubles or interesting artifacts the GM can point out. In the worst case, on a hit, you swipe *something*, even if you aren't paying close attention to what, and the GM can tell you exactly what you grabbed. Of course, on a 7–9, you grabbed something different from even what you might have intended.

For **Can't Knock Me Down**, you trigger the change when you make clear, to everyone watching, how you won't back down in the face of this obviously superior opposition. If the opposition is equal to you, but not superior, then you don't trigger the effect. If you only internally decide not to back down, then you don't trigger the effect. Once the effect is triggered, you cannot choose to escape the scene by using *Seize a Position*—you're in it until someone loses their balance or is taken out, or until your opposition flees.

DISORIENT

ADVANCE & ATTACK

Pummel an engaged foe with quick blows; mark 1-fatigue to shift their balance away from center.

For *Disorient*, the Idealist's playbook advanced technique, you are using your blows to drive your opponent to greater, more intense commitment and belief. They get thrown off balance and recommit in a way that might make them momentarily more powerful, but ultimately makes it easier to get them to lose their balance. Think of it like goading or infuriating attacks.

GROWTH QUESTION

Did you improve the lives of a community of average citizens or help an ordinary person with their problems?

The Idealist's growth question points them always toward helping people, wherever they go. Be it a whole community of average citizens or an ordinary person, the Idealist grows when they aid the innocent, the less powerful, or the needy. Their growth question won't drive them to help the powerful or the mighty, of course.

