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THE PILLAR



# THE PILLAR

*The Pillar is an experienced team player and leader of famous group of warriors. Play the Pillar if you want to be a savvy tactician who binds the team together.*

Supportive, self-assured, quiet, tactical. The Pillar comes from a background in which they worked with, even led, a larger team. They know what it takes to work well with a group, and they bring that skillset to this new group of companions. Of course, they can't just take charge and demand everyone act the way they want...right?

The Pillar is exactly that to the group, a "pillar" to hold up the rest, to support, help, and guide them. Sometimes that means the Pillar can be a quiet presence in the background; other times, it means the Pillar moves to the forefront and takes charge. The difficulty for the Pillar comes in figuring out which time is which, and what this group needs from them!

## STARTING STATS

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

## DEMEANOR OPTIONS

Confident, Lighthearted, Critical, Stern, Gentle, Warm

## HISTORY

- How did you rise to lead a renowned squad or group?
- Who was your closest friend and confidant in the squad?
- Who never thought you deserved to lead the group?
- What uniform, heirloom, or symbol do you carry as a talisman of the group?
- Why are you committed to this group or purpose?

## CONNECTIONS

- \_\_\_\_\_ doesn't really respect my accomplishments; they probably need a lesson or two.
- \_\_\_\_\_ seems like they would've been a good candidate to be a part of my squad; I'll look after them.

## MOMENT OF BALANCE

You define yourself as a part of a larger group, and in this moment, the group defines itself by you. You rally them, move among them, saying the right things and providing the right guidance so your group works with perfect cohesion and confidence. Tell the GM what you say to each of your companions so that in this moment, you overcome an indomitable challenge, together.

## PRINCIPLES



### SUPPORT VS LEADERSHIP



The Pillar's two principles represent these two approaches to supporting the group. The Pillar's Support principle is all about intentionally moving into a supportive position, helping others in a quieter, subtler way. Expressing Support means that the Pillar is figuring out how to help others on their own path, with their own choices. A Pillar like this eases the burdens on others in less obvious, but no less important, ways.

The Pillar's Leadership principle, on the other hand, is all about directly and openly guiding others to the best versions of themselves. A Pillar committed to Leadership isn't just being quietly supportive, but tries directly to shape their companions for the better, telling them how they should act, what they should do, how they should respond to danger, etc. This kind of Pillar isn't going to sit on the sidelines—this kind of Pillar takes their position in the spotlight to lead by word and example.

The Pillar tries to be of most use for their friends and their group by balancing these two principles, acting in a leading role that supports others in their growth. Their Moment of Balance exemplifies this moment when the Pillar rallies the entire group around them. In that moment, the Pillar becomes the perfect support and the perfect leader for the whole group, helping everyone achieve their best selves all at once in perfect cohesion. Keep in mind that the Pillar's Moment of Balance needs the group to be present to really trigger—it's about the whole team, not the Pillar alone.

## ⊕ SQUAD LEADER ⊕

You were the leader of a small group of 10 or so well-trained warriors from a recognized and noble tradition.

Where does your squad call home? \_\_\_\_\_

Which are the most well known traits of your squad? (choose up to 3):  
*our weapons, our fighting style, our battle cry, our costumes, our legends, our purpose*

What does your squad value? (choose 2): *Excellence, Justice, Duty, Mercy, Tradition, Protection*

Despite being the leader, you chose to travel with your new companions for the time being, until you've achieved this group's purpose. **Choose where your team is without you:**

*protecting the team's home while you are away; protecting a powerful figure; temporarily disbanded or exiled; training and preparing for something important; journeying and doing good works throughout your scope; escorting important travelers; stationed at an important location; performing traditional or ceremonial duties*

Within any group, you serve a role both subtle and overt, sometimes leading the team, sometimes helping it glue itself together. You earn Team through your leadership style, and you spend Team through your support style. At the end of each session, you may change 1 style of leadership and 1 style of support.

Choose 2 styles of leadership.

Earn 1-Team when...

- Firm:** ...you openly call on a companion to live up to their principle.
- Inspiring:** ...you live up to your principle and roll a hit.
- Diplomatic:** ...you plead with an NPC for help and roll a 10+.
- Empathetic:** ...you guide and comfort a companion and they open up to you.
- Guidance:** ...you assess a situation and give a companion instructions based on the answers
- Indomitable:** ...you roll a hit when you resist shifting your balance or you deny a callout.

Choose 2 styles of support.

Spend 1-Team when...

- Comforting:** ...you spend time one-on-one in a quiet moment with a companion to clear a condition from them.
- Invigorating:** ...you rally a companion to action in a tense moment to clear 2-fatigue from them.
- Defending:** ...you are within reach of a companion in combat to clear a negative status from them.
- Bolstering:** ...you help another companion to give them a +1 to their roll, after the roll.
- Encouraging:** ...you openly endorse a friend living up to their principle to shift their balance toward that principle.
- Trusting:** ...you openly endorse a friend resisting shifting their balance to give them +2, after the roll.

## THE PILLAR'S SQUAD LEADER

The Pillar is the leader of a **squad**, a team of ten or so well-trained warriors, identifiable within the scope of your game—if you're playing an Earth Kingdom-scope game, then they're known at least throughout the Earth Kingdom, while if you're playing a world-scope game, then they're known throughout the world.

For the moment, the Pillar is traveling with this group of companions, having chosen to take a leave of absence from their other team. The Pillar's squad still exists, and they can easily show up during play. But the Pillar has still chosen to be with these companions (the other PCs) for now, helping them with their worthy goals and giving them the support and leadership they need. If the Pillar would rather depart from the PCs and go back to their other team, then it's likely time for the Pillar to exit play. If the Pillar is NEVER going back to their other team, then it's likely time for the Pillar to change playbooks!

The Pillar has two styles of leadership, ways to earn **Team**—a Pillar-only special resource—that they can then spend to help their companions through their two styles of support. There is no limit to the amount of Team that the Pillar can accrue, and they keep their Team until they spend it.

To earn 1 Team, trigger a move—like **openly calling on a companion to live up to their principle** for Firm, or **assessing a situation** and giving a companion instructions based on the answers you receive for Guidance—you can only earn 1 Team for each move rolled.

When you spend Team for a style of support, you can't spend multiple times for the same trigger—once per move or triggered moment, only!

Remember that you can change one style of leadership and one style of support at the end of each session, to make sure the triggers for each match your current view of how you support and lead.

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## SLIDE AROUND THE BLOW

### EVASIVE & OBSERVE

You move perfectly, slipping past strikes and demanding an opponent's attention; a foe you are engaged with must remain engaged with you and can only use techniques against you in the next exchange. If no foe is engaged with you, you may slip through the fight to engage a new foe (no foe may mark fatigue to stop you).

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For Slide Around the Blow, the Pillar's playbook advanced technique, you ensure that a foe can't go after another target, or you slip through the fight to engage a new foe without being hindered.

## MOVES CHOOSE TWO

### □ UNDERSTANDING MIEN

Take +1 to **HARMONY** (max +3).

### □ A WARRIOR'S HEART

When you **live up to your principle** while you have 3+ conditions marked, ignore your condition penalties. When you **live up to your principle** while you have 5 conditions marked, don't mark fatigue.

### □ OUT OF UNIFORM

When you put on a disguised or physically altered persona to fool a community into thinking you're two different people, roll with **CREATIVITY**. On a hit, people mostly unfamiliar with you won't connect your two personas. On a 7–9, this is the last time you can pull this trick without them cottoning on. On a miss, someone misidentifies you when you switch in a way that causes more trouble for you.

### □ FIGHTING LIKE DANCING

When you **advance and attack** against a group of foes—or a foe who has previously defeated you—roll with **HARMONY** instead of **PASSION**.

### □ TAKING CARE OF BUSINESS

When you **lose your balance** in a battle, instead of choosing one of the normal options, you may instead sacrifice yourself for your companions. If you do, your companions have a chance to get away without issue, and you are taken out (and possibly captured). You also choose 1:

- Leave a clue your companions can follow
- Throw your companions one vulnerable object
- Provoke an opponent, shifting their balance twice

## MOVES ADVICE

For **Out of Uniform**, you're most likely using your specialized squad costume to essentially have two different identities. It's a good way to take actions and not be held to the consequences later. You roll the move every time you switch your uniform to fool a specific group, but on a 7–9, this is the last time you can switch without someone actually putting it together.

For **Taking Care of Business**, you have a chance to turn a loss into a self-sacrificing move on behalf of your friends. You can only trigger this move when you **lose your balance**. You'll always be taken out, and likely captured by your foes—though if the GM strongly believes they wouldn't take you captive, they don't have to; you're simply left at their mercy, and they take whatever actions make sense. In exchange, you give your friends the chance to get away without making any other moves, and have one final chance to take some significant action before you're taken out. Keep in mind that if you don't leave a clue for your companions to follow, they will have a hard time finding you wherever your captors take you or leave you.

For **A Warrior's Heart**, both effects can stack, allowing you to both ignore your condition penalties and avoid marking fatigue when you have five conditions marked.

For **Fighting like Dancing**, “a single foe who has previously defeated you” can mean any kind of defeat, so long as you feel like you were defeated. You always gain the benefits against any group.

## GROWTH QUESTION

Did you help a companion find a significant success with their issues, or lead the group in finding a significant collective success?

The Pillar's growth question leads them to become involved in their companions' issues directly. They grow when they help a companion achieve a success with one of their own issues, or when the group as a whole achieves a significant success. So the Pillar should expect to always get involved with other PCs' business!

