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THE PRODIGY



# THE PRODIGY

*The Prodigy not only excels at their training, but has taken it even beyond their masters' teachings. Play the Prodigy if you want to stretch the limits of your training and abilities.*

Arrogant, extraordinary, stubborn, masterful. The Prodigy is more than just capable or skilled—they are truly extraordinary, and their skillset blows others—even with equivalent age or training—out of the water. They can do things that some believe are straight-up impossible. And what's more...they know it.

The Prodigy excels at their skills and training, to an extent that likely drove any number of their teachers or peers to hate them. The Prodigy has at least one teacher who genuinely helped them find the full extent of what they could do, but they've had to become tough developing their abilities. They know how capable they are and they know what they can do; they have grown tired of being told what they can or can't do. They find it tough to form a connection with others, especially when no one else can keep up with them.

## STARTING STATS

Creativity -1, Focus +2, Harmony 0, Passion 0

## DEMEANOR OPTIONS

Curious, Proud, Defensive, Resolute, Direct, Stubborn

## HISTORY

- When did you first accomplish something your teachers thought would be impossible for you?
- Who gave you the lessons and support you needed to discover your incredible abilities?
- Who cares for you greatly but doesn't understand your talent?
- What strange talisman or detail of your clothing plays a role in your talents?
- Why are you committed to this group or purpose?

## CONNECTIONS

- \_\_\_\_\_ could use training from someone who knows what they're doing; I suppose I am up to the task.
- I'm not sure if the overtures of friendship from \_\_\_\_\_ make me happy, mad, or both.

## MOMENT OF BALANCE

You've always struggled to rely on other people—it feels like it makes you weak. But in this moment, connection to others is the very source of your strength. You call upon your commitment to the group to push yourself beyond your limits and do the impossible. Tell the GM how you accomplish a feat no one ever has before to help or save your friends.

## PRINCIPLES



## EXCELLENCE VS COMMUNITY



This struggle between their own innate abilities and their ability to bond with others is at the heart of the Prodigy's two principles. Their principle of Excellence emphasizes how much they believe in themselves and their own abilities, and their commitment to being the best. The Prodigy, already incredibly capable, knows they can get better still, and they know that they deserve recognition from others as being the greatest. A Prodigy with a high Excellence is both determined to be the best...and to be seen as the best.

Their principle of Community, on the other hand, emphasizes how lonely it can be at the top, and how the Prodigy comes to desire connection with others—a community. Because they excel so much, they've likely had difficulty connecting with anybody, but a Prodigy committed to Community still tries to make those connections, to find friends or mentors or even students. After all, one of the best ways the Prodigy can connect with others is to make them excellent too. A Prodigy with a high Community is less concerned with beating everyone than they are with forming meaningful bonds with the people around them, lifting them up in the process.

The Prodigy tries to balance this desire for community with their desire to be the best. Their Moment of Balance is when they find that perfect equilibrium, realizing that they became better because of their community and their friends, that saving or helping their friends can drive them to greater lengths than just a selfish sense of superiority ever could.

## ⊕ EXTRAORDINARY SKILL ⊕

You aren't just capable in your area of skill and training; you're astonishing. A true prodigy, excelling and learning far more quickly than anyone would expect. You start play with one additional mastered technique.

Choose two areas in which your mastery is particularly impressive:

- |                                  |                                      |                                   |
|----------------------------------|--------------------------------------|-----------------------------------|
| <input type="checkbox"/> Shaping | <input type="checkbox"/> Maneuvering | <input type="checkbox"/> Breaking |
| <input type="checkbox"/> Sensing | <input type="checkbox"/> Forcing     | <input type="checkbox"/> Guarding |

When you **rely on skills and training**, use a combat stance, or otherwise trigger a move while using your mastery, ignore penalties from conditions or statuses.

When you see someone use an unknown technique, if it is available to your skills and training, you may mark fatigue to shift your balance towards Excellence and take the technique as learned. **You can only do this if your balance is at +1 Excellence or higher.** You must still get a mastery condition from a master of the technique in order to move the technique from practiced to mastered.

When you study with a teacher to learn a new technique, shift your balance towards Community and automatically learn the technique at the practiced level (skipping learned). **You cannot learn techniques by studying with a teacher if your Balance is +0 Community or lower.**

When you spend time teaching a fellow companion a technique available to their skills and training, roll with Community. On a hit, you teach well enough; they learn the technique. On a 7–9, you get impatient or frustrated; choose to either take it out on them and inflict 2 conditions, or take it out on yourself and suffer 2 conditions. On a miss, you get too frustrated with their inadequacies; both of you suffer 2 conditions, and you can never try to teach them this technique again.

## THE PRODIGY'S EXTRAORDINARY SKILL

The Prodigy starts with one more mastered technique than normal. If playing with the full rules, that means the Prodigy starts with two mastered techniques and one learned technique.

The Prodigy's **extraordinary skill** lives in particular areas of their training. They're so skilled in those areas that whenever they do something using those general foci, they can ignore penalties from conditions or negative status effects.

What's more, the Prodigy can learn and master new techniques with a rapidity beyond nearly anyone else. They can learn techniques just by seeing others use them, as long as they have +1 Excellence or higher. On the other hand, when they actually do study with a master, they can learn new techniques beginning at practiced level, skipping learned, as long as they have at least +0 Community.

In addition, the Prodigy can actually teach their fellow companions new techniques. Remember that the techniques you teach them have to be available to their skills and training, and that if you get a miss, you can never teach them that technique again. For more on teaching techniques, see page 212.

## MOVES CHOOSE TWO

### JUDGING A RIVAL

When you size someone up, roll with **FOCUS**. On a 7–9, ask one. On a 10+, ask two.

- what are your weaknesses / strengths?
- how can I show you dominance / submission?
- what do you intend to do next?
- what do you wish I'd do right now?

On a miss, they notice you watching them; they may ask you 1 question from the list.

### AN OPEN MIND

You can learn techniques from other skills and trainings, as long as you have a teacher. You can learn up to three such techniques, total. Take a +1 on the training move to learn such techniques.

### CHALLENGE

When you throw a boastful challenge at an opponent before a fight, roll with **PASSION**. On a hit, the challenge lands; if you win the fight, choose 1 from below. But your challenge goads them to impressive heights; they may choose 1 extra technique in every exchange for the duration of the fight. On a 10+, clear all fatigue at the end of the fight if you are victorious.

**If you win, choose 1: your opponent must...**

- teach you a technique of theirs, or help you master one you already know.
- give you answers or an item of your choice.
- acknowledge your superiority; shift your balance twice towards Excellence.
- take your side in a future conflict.

On a miss, they dismiss your challenge and refuse to fight; they inflict a condition on you.

### WAIT AND LISTEN

When you **assess a situation** while taking the time to use your extraordinary skills to absorb hidden or deep information, mark 1-fatigue, roll with **FOCUS** instead of **CREATIVITY**, and become *Prepared*.

### SURPRISING ENTRANCE

When you **trick someone** by using your skills to disappear and reappear somewhere else within the same scene, roll with **FOCUS** instead of **CREATIVITY**.

## MOVES ADVICE

For **Judging a Rival**, you can size up a foe much like **assessing a situation**. The answers you receive are always true, and if you take associated actions—like showing superiority after the character explicitly tells you what it takes to do so—you can avoid the need to trigger another move.

For **An Open Mind**, you can learn versions of techniques associated with other skills and training but adapted for your own. Remember that you need a teacher—you can't just learn the technique by watching it—and you can only learn three total techniques this way.

For **Challenge**, you can essentially challenge a foe to set stakes for the fight. You might make the fight harder on yourself, but you can guarantee certain results. On a hit, they always uphold their end of the challenge as long as you win. On a miss, though, they won't fight you for the challenge. If you attack them first, they'll defend themselves, but they make it clear they don't think you're worth the effort.

For **Wait and Listen**, make sure to describe how you are using your exceptional skills and abilities to gain special information. You always become *Prepared* after marking 1-fatigue, even on a miss.

For **Surprising Entrance**, your skills allow you to move in some surprising way, disappearing and reappearing within the same scene. When you use these skills, you're **tricking** opponents with **FOCUS** instead of **CREATIVITY**—the point is to use them to force your foes to lose track of you, and then reappear somewhere unexpected, but within the same scene. Misdirection is important to this move—this isn't just for smashing through walls, but for suddenly disappearing into the earth and reappearing on the other side of the wall. You must reappear somewhere within the same scene, meaning you can't use this move to straight up escape...but you can definitely use this move to put yourself in position to escape.

## GROWTH QUESTION

Did you express gratitude to a companion for their presence, support, or teaching?

The Prodigy's growth question encourages them away from out-and-out arrogance and solitude. Whether the Prodigy emphasizes Excellence or Community, they don't have to be annoying about how awesome they are! The Prodigy who is still able to connect with individuals, who is able to find excellence in others, is the Prodigy who grows and develops as a person.

## STEADY STANCE

### DEFEND & MANEUVER

Assume a strong, steady stance; any foes engaged with you who chose to **advance and attack** this exchange must mark 1-fatigue. Negate the first condition or negative status inflicted on you in this exchange. If no conditions or negative statuses were inflicted on you in this exchange, become *Empowered* for the next exchange.

For Steady Stance, the Prodigy's playbook advanced technique, you are assuming a strong stance, prepared to be struck and absorb the hit. Any and every foe engaged with you who **advanced and attacked** this exchange must mark 1-fatigue—and because Steady Stance is a **defend and maneuver** technique, it might use up their fatigue before they get to make their choices. You negate the first condition or negative status inflicted on you in this exchange, but only the first—so if you would mark a condition, but then someone else inflicts *Impaired* on you, you only ignore the condition. If no conditions or negative statuses were inflicted on you this exchange, then you become *Empowered* for the next exchange—the *Empowered* status taking effect and aiding you all throughout the next exchange. If you ignore the only condition or negative status that would be inflicted on you, then that counts as “no conditions or negative statuses were inflicted.”

