

叛者

THE RAZOR



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The Razor was cruelly hardened into the perfect implement of their masters' goals...until they broke free. Play the Razor if you want to fight for a path to redemption.

Hardened, sharp, guilty, regretful. The Razor was forged into a dangerous weapon by their masters. Those masters might've been the rulers of a nation, the commanders of a military group, bandit chiefs, even the Razor's own family. They taught the Razor to be tough, to act harshly, to do terrible things. But now, the Razor has moved away from that path and seeks redemption, finding forgiveness both externally and internally for the things they have done.

Crucially, the Razor is dangerous and powerful, but not always in an overt fashion like the Prodigy (see page 194 of the core book). Where the Prodigy is just plain exceptional at their training in all its forms, the Razor might only be good at destructive or harmful aspects of their training...or they might be defined by an indomitable will more than skill. Regardless, however, the Razor's restraint and disinterest in continuing to be a weapon both temper how they act more than anything—the Razor might be able to dispatch entire roomfuls of guards if they cut loose, but they try to hold themselves back to avoid harming anyone.

STARTING STATS

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

DEMEANOR OPTIONS

Childish, Fierce, Imperious, Overbearing, Proper, Strange

HISTORY

- Why were you chosen to be honed, perfected, and used by your masters?
- Who was the former master you were closest to?
- Who helped give you the will you needed to break with your masters and be something more?
- What totem of your masters can you not bring yourself to throw away?
- Why are you committed to this group or purpose?

CONNECTIONS

- _____ seems to be able to connect to other people openly, freely, and easily. I wish they would show me how.
- I see _____ as lacking control. Maybe I can help hone them, at least a little bit.

MOMENT OF BALANCE

You were taught to control yourself, and that to give of yourself, to connect, is to lose control. But now, you see that connection isn't weakness; it is a choice, a true way of controlling your self. You seize that now, choosing to embrace connection to others and spring yourself to impossible heights. Tell the GM how you save those you care about from an outrageously dangerous threat or problem.

PRINCIPLES



CONTROL VS CONNECTION



The Razor's principles of Control and Connection represent their two ways of approaching the world, one an aspect of the harsh past that defined them, and the other an aspect of the hopeful future they seek. The Razor's Control principle represents their desire to be in control, to never be weak or at someone else's mercy. The Razor who values Control might be a dangerous opponent, but they also have a hard time forming meaningful relationships with other people.

The Razor's Connection principle represents their desire for meaningful bonds with other people...and it represents the Razor's fears of making themselves vulnerable to others. The Connection the Razor hopes for is a true and positive relationship. But the more the Razor connects to others, the more out of control they feel—a Razor with a high Connection may be happier, but they are always on edge, aware that they might be hurt in a way they can't prevent.

The Razor's Moment of Balance represents them coming to see, in this one moment, that forming Connections is a kind of Control, not over the other person but over the self—that the Razor can choose who they care about, protect, help, and partner with. In that moment, the Razor can use all of their self-control and all of their devotion to others to save the people they care about from astonishing dangers.

MAKING AMENDS

You were once the weapon of powerful figures—your masters. In your time as your masters' weapon, you hurt people, even those who looked to you for friendship, leadership, protection, or support. You must make amends. Choose four mistakes you're trying to make up for (on the back of the sheet).

Once per session, **when you have tried your best to prove that you are a different, better person now through your actions**, roll, taking +1 for each "yes" to the following questions:

- Did you make amends directly to a person you harmed?
- Are you at your center?
- Did someone honestly thank you for your efforts or forgive you for your mistakes?

On a hit, you feel the spark of hope—you're making progress. On a 7-9, choose 1. On a 10+, choose 2 (you can choose the same option twice), or unlock the next Connection balance track space (see *Disconnected*).

- Clear a condition
- Shift your Balance toward Connection
- Mark growth

On a miss, something's off—you don't feel you've changed. Choose someone here to ask what more you can do—they will tell you, and the GM will shift your balance twice based on what they say.

DISCONNECTED

Your Balance begins play at +2 Control; you can still shift it by one step when you make your character.

Your Connection principle starts play locked—you cannot shift your balance higher than +0 Connection. If you would shift your balance to a locked value, you lose your balance, but your center cannot shift higher than the highest unlocked Connection value. When you unlock Connection +3, treat your balance track as normal.

When you shift your center to +1, +2, and +3 Connection for the first time, choose a companion to whom you have connected. They give you one move from their playbook (ignoring advancement limits).

HONED

When you **sublimate your feelings to be effective**, clear conditions equal to one plus your Control and cross off one unmarked condition—you can no longer mark that condition for any reason. When you shift your center toward Connection, you may restore all crossed off conditions.

You may **live up to your Control principle** by shifting balance toward Control instead of marking fatigue.

THE RAZOR'S MAKING AMENDS

The Razor did terrible things in their past. During character creation, the Razor must choose at least four mistakes that they made in the past, selecting from **Your Mistakes** on their sheet underneath **History**. For each choice you make, be sure to fill in the names and locations as needed; you have to say who you betrayed or destroyed, what place you tried to subjugate, etc. Use different names and places for each mistake—these are distinct mistakes, not the same mistake four times.

These mistakes have the most relevance to the Razor's growth question and the **Making Amends** move—a once per session move for when the Razor has taken significant action to try to prove they are a different, better person. The GM is the final arbiter of the answers to the questions. For the first question, to answer "yes" you must have made honest, real amends to someone you hurt during play or in your backstory. For the second question, to answer "yes" someone must have been either grateful to you or have forgiven you; that character doesn't have to be the same individual as in the first question.

On a 10+, instead of choosing any option, you may unlock the next space, starting with +1 and moving up to +3, on the Connection side of your balance track.

On a miss, you don't feel redeemed or successful in your attempts to prove you're different. You feel a need to have someone else tell you what to do—they will tell you, and the GM shifts your balance twice accordingly, even if you chose a PC.

For **Disconnected**, half your balance track is locked at the start of play. When you create your character, you start with your center at +0 Connection/+0 Control, and your balance at +2 Control (although you can still push that one step in either direction as you choose). Your Connection principle is locked, and you cannot shift your balance to anything higher than +0 Connection. Shifting your balance higher than +0 Connection is the same as **losing your balance**. Your center cannot go farther toward Connection than the highest unlocked Connection value.

Your Connection becomes unlocked as you roll 10+ on the once per session move in **Making Amends**. When you unlock another part of your Connection track, that box becomes available as normal—your balance and your center can move to that new box. The first time your center moves to each of +1, +2, and +3 Connection, you choose a fellow PC you have grown connected to and they choose one move from their playbook for you to gain. They do not have to choose a move they have; the move only has to be listed on their playbook. Those moves are all in addition to any other growth advancements you earn. You may choose the same PC for more than one of these connections. You do not lose these moves if your center shifts away.

For **Honed**, first you clear your conditions, and then you choose one to cross off. You may cross off a condition you just cleared. A crossed-off condition cannot be marked for any reason—treat it as if it doesn't exist. If something specifically inflicts that condition upon you, the GM selects a different appropriate condition to inflict. "*When you shift your center toward Connection*" does not mean that your center has to reach a positive Connection value—shifting your center from Connection -2 to Connection -1 still counts. When you restore the conditions, they are available for use again, and they start unmarked.

MOVES CHOOSE TWO

□ AIR-CUTTING EDGE

Take +1 **FOCUS** (to a max of +3).

□ MIND OF STEEL

When you advance & attack or evade & observe with fewer conditions marked than your highest principle, you can roll with **FOCUS** instead of the normal stat.

□ I'M A PEOPLE PERSON

When you watch someone interact with another person, roll with **FOCUS**. On a 7-9, ask 1. On a 10+, ask 2. Take +1 ongoing to act on the answers.

- Are you lying right now?
- What are you most afraid of?
- How are you vulnerable to me?
- How can I get you to mark the condition _____?

On a miss, you can't get a good read on them; mark a condition in frustration.

□ COME AND GET IT

When you trick someone by provoking them through their conditions, roll with their conditions marked instead of **CREATIVITY**.

□ WINNING IS EVERYTHING

When you choose to use dirty tactics—targeting an innocent your foe is trying to protect, throwing sand in their face, etc.—at the start of a combat exchange, instead of using one of the standard approaches say what you do and take a 10+ instead of rolling the stance move; you become *Favored* for this exchange and may choose your techniques from any approach. At the end of the exchange, your opponent may call out your disgraceful behavior and lack of integrity to shift your balance twice.

GROWTH QUESTION

Did you try to make amends for past mistakes, or prove you're a different person now?

The Razor's growth question is two questions in one, but both questions are also oriented around the same core idea—trying to be better. "*Making amends for past mistakes*" is all about some attempt to make up for past misdeeds, repairing damage, or apologizing. "*Proving you're a different person now*" is about showing how they consistently make different, better choices than they once might have. Using the once per session move in **Making Amends** is a good way to be certain that the Razor has earned a "yes."

MOVES ADVICE

For **Mind of Steel**, just remember that the cap is "*fewer conditions than your highest principle*." So, if your highest principle is +3, then you must have two or fewer conditions marked to use **FOCUS** to **advance and attack** or **evade and observe**.

For **I'm a People Person**, the move does not trigger when you interact with someone; you have to watch someone *else* interact with the target of this move in order to trigger it. Their player must answer the questions honestly. "*How can I get you to mark the condition _____?*" lets you fill in the blank with any condition of your choice. If you take the appropriate action, then they mark the condition without you needing to trigger another move.

For **Come and Get It**, "*provoking someone through their conditions*" means that you must take action that plays on that emotion, getting them to fall into your trap because they're Afraid, Angry, Insecure, etc. "*Roll with their conditions marked*" means you roll, adding the number of conditions they have marked instead of any stat.

For **Winning is Everything**, first you must take some ignoble action to get a leg up in the fight—the kind of action that most opponents see as unworthy and disreputable. Then, you become *Favored*, take a 10+ on the **stance move** without needing to roll, and you choose your techniques from any approach. Resolve your techniques at the top of the entire exchange, before **defend and maneuver**. At the end of the exchange, if any opponent is still standing, they can call out your unworthy actions to shift your balance twice as they choose.

LURE

DEFEND AND MANEUVER

You put a foe off-balance by luring them in. Name a foe you lure; if they don't attempt to either inflict fatigue, conditions, balance shifts, or negative statuses on you by the end of this exchange, they must mark 2-fatigue. If they do attempt to harm you this exchange, you become *Favored* for the next exchange.

For Lure, the Razor's special technique, the Razor can push an opponent to take particular actions. You can use Lure on foes you are not currently engaged with. If they come after you, then you become *Favored* for the next exchange, when they're likely now closer and in reach. If they don't, then they have to mark 2-fatigue.

