

傳人

THE SUCCESSOR



# THE SUCCESSOR

*The Successor comes from a powerful, tarnished lineage. Play the Successor if you want to struggle against your lineage as it threatens to draw you in.*

Prestigious, redemptive, pigeonholed, rebellious. The Successor comes from a powerful family, group, order, or lineage—they're the inheritor of real power, in one way or another, and everyone in the group believes the Successor belongs to it. But the lineage of the Successor is mired in corruption, or tragedy, or dark rumors. It's not an unequivocally noble inheritance; it's characterized by a tradition of destructive or cruel decisions and practices.

The Successor is a bit like the Icon; this identity has been foisted upon them. But unlike the Icon, this isn't some specific, honored role that the Successor faces; it has the weight of an entire legacy with its own enemies, allies, responsibilities, and benefits. What's more, nearly every NPC knows of the lineage, because the lineage holds power over or changed the the scope in a significant way. If the scope of the game is the Northern Water Tribe, then the lineage is one of the most important families in the entire Northern Water Tribe, a name known to every Waterbender and ice fisher alike. Getting out from under that name, its weight, and its borne assumptions is quite the challenge for the Successor.

## STARTING STATS

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

## DEMEANOR OPTIONS

Perky, Intense, By-the-book, Casual, Arrogant, Oblivious

## HISTORY

- Who is the current head of your lineage? How do you love and frustrate each other?
- What close member of your lineage wants to revolutionize it?
- What do you carry that reminds you of the place most associated with your lineage?
- What part of your lineage's identity is most important and valuable to you as a person?
- Why are you committed to this group or purpose?

## CONNECTIONS

- \_\_\_\_\_ has major concerns, fears, or grievances with my lineage—and with me, by proxy.
- \_\_\_\_\_ seems free of their past in a way I wish I could let go of mine; hearing them talk about the future feels amazing!

## MOMENT OF BALANCE

You may never escape the legacy of your family, but balance allows you to learn from them without defining yourself in their image. You call upon a resource of your family to innovate a new solution to an intractable problem, never forgetting who you are in the face of incredible danger. Tell the GM how you knock down obstacles that seem impossible to overcome and save the day.

## PRINCIPLES



## TRADITION VS PROGRESS



The Successor's split between their desire to uphold the greatness of their lineage and their desire to forge their own path is represented in their two principles. The Successor's principle of Tradition represents their commitment to the lineage, both its heritage and its practices and power. A Successor with a high Tradition cares about their lineage and seeks to uphold it. A high Tradition Successor may not be happy with the darker elements of their lineage, but they aren't out-of-hand opposed and disgusted. Instead, they see the value and power of the lineage and the way it has done things and seek to respect and honor their forebears.

The Successor's Progress principle, on the other hand, represents their desire to find new ways, different from the ways of their lineage. They don't have to be outright disrespectful or disdainful of their lineage, but they certainly aren't deeply rigid about it or refraining from making changes on the grounds that "this is how it's always been done." A Successor with high Progress very often wants to make amends for the worst excesses of their lineage but might also be looking for other non-traditional changes to their lineage.

The Successor finds a way to combine these two paths in their Moment of Balance. When they use their Moment of Balance, they both appreciate and value their lineage and everything it has given them, while also finding a new and better way to actually apply that power. They innovate while drawing on their lineage's resources to solve an unsolvable problem.

## ⊕ A TAINTED PAST ⊕

You hail from a powerful, infamous lineage—one with an impressive and terrible reputation. Your lineage has had a massive impact on the world within the scope of your story—its reach extends over the whole scope, and everyone in the scope knows of it. Choose one domain that is the source of your lineage’s power—the area in which they affected the world—and another into which they’re now beginning to extend their reach.

- |   |  |
|---|--|
| <input type="checkbox"/> high society           | <input type="checkbox"/> state politics        |
| <input type="checkbox"/> military command       | <input type="checkbox"/> business and industry |
| <input type="checkbox"/> arts and entertainment | <input type="checkbox"/> elite academics       |
| <input type="checkbox"/> land ownership         | <input type="checkbox"/> vigilante militias    |
| <input type="checkbox"/> organized crime        | <input type="checkbox"/> media and news        |
| <input type="checkbox"/> spiritual authority    | <input type="checkbox"/> vital supply chains   |

### LINEAGE RESOURCES

You have access to your family’s extensive stores of two of the following resources:

- |   |   |
|---|---|
| <input type="checkbox"/> obscure or forbidden knowledge | <input type="checkbox"/> servants or muscle           |
| <input type="checkbox"/> introductions and connections  | <input type="checkbox"/> high technology              |
|   | <input type="checkbox"/> cold hard cash               |
|   | <input type="checkbox"/> spiritual artifacts or tomes |

Spend resources during the session to establish a boon you had previously asked for or obtained, something that your lineage’s unique position and stores could provide: a vehicle, an invitation, a chest of jade coins, etc.

### HUMBLE YOURSELF

When you politely and obediently humble yourself before a powerful member of your lineage, roll with your Tradition. On a hit, you earn some credit; hold 3-resources. On a 7–9, their resources don’t come without strings; you’ll need to promise to fulfill some other obligation of your lineage, or let them shift your balance. On a miss, they’re dissatisfied with your display; they’re cutting you off until you fulfill some task they set to you.

### RAID YOUR LINEAGE’S RESOURCES

When you raid your lineage’s resources without their consent or knowledge, mark a condition and roll with your Progress. On a hit, hold 1-resource. On a 7–9, choose 1. On a 10+, choose 2.

- You obtain an additional 1-resource
- You nab your goodies quietly; your lineage is none the wiser
- You steel yourself for what you’re doing; avoid marking a condition

On a miss, you’re caught red-handed by a powerful member of your lineage who saw you coming.

## THE SUCCESSOR’S TAINTED PAST

The Successor’s **lineage** is always powerful in at least one area and attempting to gain power in another. The area in which your lineage is powerful is their base of strength, what they’re known for throughout the scope of your game, and the way that they exert power and influence at large. The area in which they are extending their reach describes where they focus their efforts to gain influence most, and where they likely find opposition.

The Successor has access to two extensive stores of resources from their lineage. Keep in mind that these aren’t meant to be perfectly transferable; having access to cold hard cash doesn’t mean you can easily just spend that cash to gain access to obscure or forbidden knowledge, for example.

You can spend **resources**, a special Successor-only game currency, to establish useful boons from your lineage. You gain resources when you humble yourself or when you raid your lineage’s resources. In either case, you don’t have to define everything you get at that moment; you can hold your resources and spend them as you need to establish something you might have gotten, asked for, or set up earlier. For example, you can spend 1-resource to have a car when you need it if you had previously humbled yourself to your high-technology lineage.

Humbling yourself does mean you have to go to a powerful member of your lineage; make sure you have someone in mind when you go, as it influences what requests and balance shifts they give you.

When you raid your lineage’s resources, make sure it’s clear where or how you do so, be it by breaking into your family’s safe or heading down to the family factory to fill your pockets. The move covers everything else about the raid; you’re only caught if you roll a miss.

---

## BREAK

### EVADE & OBSERVE

Target a foe’s vulnerable equipment; render it useless or broken—possibly inflicting or overcoming a fictionally appropriate status (ex: *Impaired*).

---

For Break, the Successor’s playbook advanced technique, you can essentially smash a piece of equipment with the **evade and observe** stance. No one can stop your use of Break, but it can only be used against equipment. The GM decides if breaking the equipment inflicts any status.

## MOVES CHOOSE TWO

### □ WAY OF THE FUTURE

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

### □ BLACK KOALA-SHEEP

When you behave in a way that shocks and unsettles people from one of your backgrounds, roll with **CREATIVITY** to **intimidate** them or **push your luck**.

### □ A LIFE OF REGRET

When you **guide and comfort an NPC** by apologizing and honestly promising to make amends for the harm they have suffered, roll with **FOCUS** instead of **HARMONY**. If they choose not to open up to you, you do not take +1 forward against them. If they choose to open up to you, take +1 ongoing to attempts to take action to make amends.

### □ WALK THIS WAY

When you make over, disguise, and/or coach your friends to fit in with a specific crowd appropriate to one of your backgrounds, roll with **CREATIVITY**. On a 10+, the performance is flawless; you gain access to wherever you wanted to fit in while attracting little suspicion. On a 7–9, you fool nearly everyone; there's only a single gatekeeper who asks any questions or stands in your way. On a miss, the only way to get the access you desired is for one of your friends to take on a uncomfortable, dangerous, or attention-grabbing role.

### □ WORLDLY KNOWLEDGE

Your upbringing expanded your horizons, skillsets, and contacts. Choose another training and another background.

## MOVES ADVICE

For **Black Koala-Sheep**, the GM is the final arbiter of whether or not you behaved in a way that shocks or unsettles people from one of your backgrounds. That said, you are familiar with your backgrounds, and can ask the GM what would be shocking if you're ever unsure. In cases with some real uncertainty, you might **rely on your skills and training** for that insight.

For **A Life of Regret**, you can apologize and honestly promise to make amends for harm that you did not personally inflict—especially if that harm was inflicted by your lineage.

For **Walk This Way**, the makeover or disguise is only useful to get your friends past suspicion or observation. Make sure you know your destination when you use this move. It's not for simply passing indefinitely while in that environment, for example.

For **Worldly Knowledge**, you cannot choose a second form of bending, but you can always choose Weapons or Technology, or your first form of bending. If you take this move as an advance, you should work with the GM to advance time a bit to give you the chance to actually acquire the relevant skills.

## GROWTH QUESTION

Did you learn something meaningful or important about your lineage, its members, or its effects on the world and others?

The Successor's growth question is all about coming to learn more, discover more, and better understand their own lineage. They can grow by learning direct secrets or by learning about the lineage's effects on the world. Because the Successor's lineage should be well-known throughout the scope of your game, it shouldn't be hard to find out something about them nearly anywhere the Successor goes.

