

"A sword needs a hand. A man needs a place."
- Hakiro Amasu

The Vigil

You protect. You are the vigil, the constant watch that never wavers. Whether bound by sacred oath, solemn contract, or unbreakable duty, you ensure those under your watch survive another day. Your body stands between danger and those too valuable, too fragile, or too important to lose.

You know violence intimately, it is your tool, deployed with precision when words and presence fail. Some stay vigilant through honor, while others through grim necessity. Loyalty defines you. Failure haunts you. And you will bear any cost to ensure those you guard do not fall.

Motivation

Honor- Loyalty and the strength of your vows shape your purpose and meaning.

Darkness

Violence- The smell of blood and war never left you. It is still in your hands.

Complication

Temperance: Like a sword, Hakiro's character is tempered between heat and cold. Through the sword he trains his mind, body, and spirit, willing himself to transform from a soldier of the Dragon Army into the teacher of a young lord. Yet the memories of violence remain, and he uses herbs and alcohol to dull their edge and quiet his fears. The sights and sounds of war sometimes return unbidden in the form of horrific flashbacks, giving Hakiro an **Environment (Senses) Flaw**.

Significant Items

Noragata(Weapon): Forged to serve Lord Dorfas, this sword symbolizes Hakiro's transformation from wandering deserter to sworn retainer. Its name means "stray-no-more."

This weapon is Oathbound granting the following:

- +1 **Bonus** when defending Lord Dorfas's interests,
- 1 **Penalty** when fighting for personal gain.

Pot-Puffer (Keepsake): The pot-puffer is a matchlock mechanism that was taken out of a broken pistol and has been fashioned into a tobacco and herb smoking device as a gift from Edric, his half-brother.

- When Hakiro uses it, he ignores his **Environment (Senses) Flaw** for the Scene and increases his **Surreality** by 1. His flashbacks recede, clearing his perception enough to glimpse things that should remain unseen.

Focus Abilities

Counter-Attack, Weapon of Choice
(Martial Ability): **Passive**

When an enemy in **Close Range** attacks you and fumbles (critically misses), you may immediately attack them with your melee Weapon of Choice (Noragata) for free. This does not cost an action.

En Garde (Martial Ability): Passive

Spend a Simple Action to enter a defensive stance with a melee weapon. While in this stance, melee attacks against you must succeed at **Formidable Difficulty (3 successes)** to hit you. You can make **ATTACK** actions while in stance. The stance ends when you take a **CHARGE**, or **RUN** actions (you can still **MOVE**). Firearm **ATTACKS**, **GRAPPLE**, and **TACKLE** are unaffected by this stance and can hit you normally.

Metallurgist, Master Artisan

(Innovation Ability): **Once Per Scene**

Your chosen craft type is: Metallurgy. When making a Crafts Undertaking Action to create items of your chosen type, gain +2 **Impact** to determine if the item is of superior quality. Superior quality requires Heroic Difficulty (4 Successes)



Noragata