

Gateway of Redemptive Principles

A way to bring change to another's heart, though at the potential cost of your own.

Core Virtues

You have a set of Core Virtues, which comprise your basic ideals. The number of Core Virtues you can have is equal to the average of your Charisma and Resolve plus your Tao (round in your favor). Note that these virtues may be damaged/corrupted if people you are trying to redeem defeat you in argument.

1. Courage!
2. Compassion (includes forgiveness/mercy)
3. Positivity (aka Hope – "When you expect the best of people, you often get it.") (**1 damage**)
4. Humility (not taking yourself too seriously)
5. Honesty
6. Loyalty (general dependability and trustworthiness)
7. Self Sacrifice (risking self to protect others, generosity)
8. Peace (this is a matter of valuing and striving for peace and fair, nonviolent resolutions of conflict)

Step One: Understanding the Adversary

The person you are trying to convince will have a set of Tenets. These are their own virtues, or perhaps "evil virtues", though they may not all be explicitly bad (such as loyalty, but to a bad liege), or they may be more complex. Bigger villains are likely to have more tenets (also in the ballpark of $\frac{\text{Charisma} + \text{Resolve}}{2} + \text{Tao}$)

After you have talked to someone for a while, you can make a guess at what their tenets are. Each one that you guess more or less right will give you bonuses later. (Note that you can have Kibo eat one of their tenets, in which case it is no longer in effect, but it also cannot be replaced with a "good" version. A yumekui-nibbled character may be less villainous, but at least for a time, they are less complex and interesting as well.) If you don't guess them right, you can use "Why do you do this?" to figure them out, but you don't get the bonuses.

Step Two: Constructing Replacement Tenets

For each tenet of theirs, you must come up with a countering "good" tenet, which should be one, strongly related to one of your virtues, and two, a good aesthetic opposition. A couple of examples:

Tenet: You can manipulate someone more easily with a lie than with the truth.

Counter: You can inspire someone more easily with the truth than with a lie.

(This counter could come from a virtue of Honesty)

Tenet: Given the smallest of pretexts, people will turn on each other.

Counter: Given an opportunity, people will help one another.

(This counter could come from a virtue of Positivity, or Loyalty)

It is possible that there will be villains who have tenets that you really don't have anything in direct opposition to, in which case you won't be able to persuade them out of it (though as your stats go up, the range of your own virtues will increase); others may have motives which are facts rather than opinions; we will mention these but you can't replace them via this mechanic (for example, "Kali gets to claim my soul when I die, and she will punish me" can't be made untrue just via persuasion.)

Step Three: Persuasion

Try to convince them of the rightness of your tenet versus theirs, with some sort of speech or argument. (It doesn't have to be long, but you should give us at least a brief precis). This starts as a Charisma roll with Persuasion/Inspire/Be Good, with additional modifiers for you:

- For every tenet of theirs that you got right, +2 skill
- If you have used one of the particular Virtues that you are battling with in the conflict with them, +1 die.
- If you write a particularly good speech, we may give you bonuses as well.

They get to make a Resolve roll, with some additional modifiers:

- If their fate will not be affected by how this goes (for example, if they're going to hang tomorrow either way), +1 die.
- If your side behaved in a way as to support their tenet or contradict yours, +2 skill (for example, if your side broke a truce, and you're arguing about honesty).
- If you write a particularly awful speech, they may get bonuses.

If your Persuasion beats their Resolve, then their position shifts towards yours. If their Resolve ties or wins, then your position shifts towards theirs.

Consider them to start at a -2, and you, initially, at a +2. As long as you are above 0, you can keep arguing; if you get to 0, then the adversary may get to make Persuasion rolls to try and bring you farther towards their point of view.

Step Four: Damage

If you get *below* 0, then the virtue you are arguing with is replaced with a virtue more in line with their tenet, and you can no longer argue against them on that point.

If you are at 0 or 1, then your confidence in that virtue is rattled but not destroyed. However, this "damage" will stick around until you demonstrate to yourself the rightness of this virtue, often by doing some sort of mini-quest having to do with it. So, if you argue with someone who rattles you, and then you try to redeem someone else using those same virtues, you'll start at more of a disadvantage.

If you get them up to 0, then they're no longer convinced by the rightness of their own belief, but they haven't been brought to your point of view yet. 1 means they see some merit to what you're saying; 2 means they're convinced.

A Warning

If you redeem someone and then betray them - especially if you betray them in a way that contradicts a virtue/tenet you have convinced them of - then they will turn back to evil, (usually even worse than before), and no persuasion of yours will ever affect them again.