

I Love You But We Must Fight



by Mr Zech

<https://mrzech.itch.io/>

Published by FFT Online Solutions

*There is still good in him. . . I can't kill my
own father.*

—Luke Skywalker

This work is based on Sentinel (located at <http://meghanlynnftw.itch.io/sentinel>) which was created by Meghan Cross and Siren's Song games, and licensed for use under the Creative Commons Attribution 4.0 International license. (<https://creativecommons.org/licenses/by/4.0>)

Art by David L. Johnson.

This work is licensed under a Creative Commons Attribution 4.0 International License.

Setting Up the Game

To play this game you require the following:

- these rules,
- a deck of playing cards,
- a six-sided die,
- and RPG Safety Tools of your choice.

Optional: A journal or other recording tool to record your gameplay.

Prepless

This game may be played prepless, ie. without any prior preparation beyond assembling the items required. If playing in a group, just read the rules aloud beginning with the next chapter. They will direct you every step of the way.

Overview

I Love You But We Must Fight is a role-playing game where you play a **single** Hero tasked with defeating the Great Villain threatening the world. You've fought hard, sacrificed much, and now you are preparing for the final showdown. There's only one hiccup: you love the Villain, and you wish to defeat them without destroying them. This game aims to tell stories like Star Wars and Naruto.

What to Expect

The game guides you in creating your Hero and defining their relationship with the Great Villain. Then the cards and dice provide random prompts that guide your Hero's preparation for the Final Showdown. Finally the game ends with a narration of the Final Showdown and the ultimate fate of your Hero, the Villain, and the world at large.

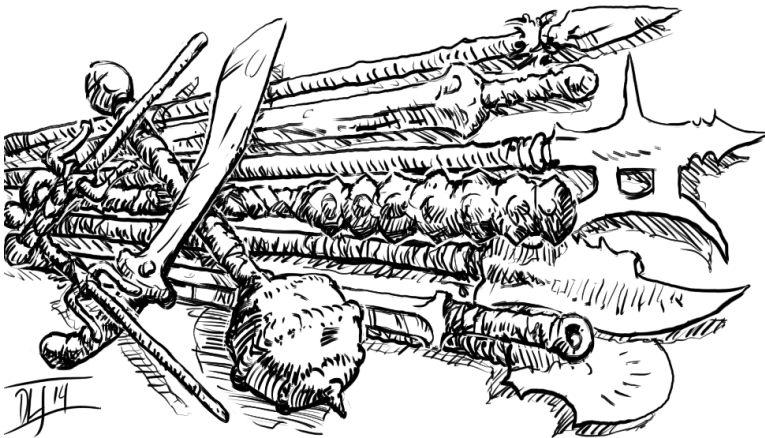
Tone and Theme

The tone of the game is serious and introspective. Your Hero has the weight of the world upon their shoulders. The Hero is also torn between the justice the Villain deserves for their grave sins and their desire for mercy. Finally, at its core this game is about a broken and potentially toxic relationship that the Hero hopes to mend.

A Note on Safety Tools

As the subject of the game may get challenging, in order to ensure everyone's fun, RPG safety tools are recommended. At this point, the host will explain the different safety tools that are available to the table. The author of this game prefers Lines & Veils and the X-card, but you should use whatever your group is comfortable with.

Even if you are playing the game solo, you should still be mindful of your own safety. If the game becomes overwhelming, step away from it. You **may always modify** any prompt to better suit your comfort level and the story you are telling.



Character Creation

Answer all of the following.

The Hero

- What was their life like **before the Conflict**?
- Why did they leave home to **join the Conflict**?
- What is their **fighting style**?
- List down three traits about their **appearance**.
- What is their **name**?

The Villain

- How is the Villain **related** to the Hero? Draw a card from the deck and refer to Table [3.1](#), or just use the table for inspiration.
- What is one trait that the Villain **shares** with the Hero based on their relationship?

Table 3.1: The Villain's Relation with the Hero

A	parent	6	former lover	10	childhood friend
2	sibling	7	mentor	J	former hero
3	rival	8	former partner	Q	uncle / aunt
4	spouse	9	best friend	K	twin
5	crush				

- What is one trait the Villain has that highlights how **different** they are from the Hero?
- What is their **fighting style**?
- What is their **name**?

The Final Showdown

- What is the Villain's plot?
- Why is this the final chance to stop them?
- Where will the Final Showdown occur?
- Why is the Hero going there alone?

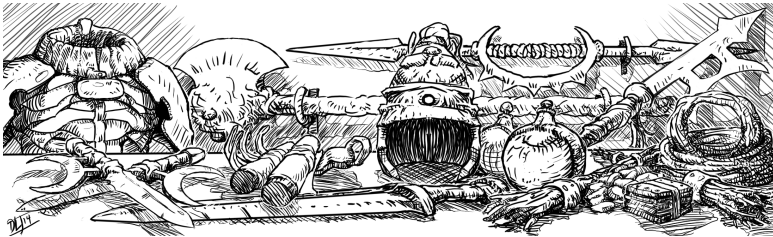


The Hero's Journey

Remove the jokers from the deck of cards. Shuffle it, then place a Joker about a quarter of the way into the deck.

Game Play Loop

1. Draw a card, and look up the card's suit on the following pages.
2. Roll the six-sided die, and answer the prompt on that page that correspond to the result.
3. If you did not draw the Joker, return to Step 1.



Diamonds: Your Preparations

1. As you prepare your **weapon**, reflect on how you obtained it and on your confidence in it.
2. You have a powerful **final** technique. Give it a name. Why will you only use it as a last resort?
3. The Villain has a **weakness** that they guard fiercely. How did you obtain this intel? How do you plan to exploit it?
4. The Villain has an **advantage** that they pressed in previous battles to drive you back. What is it? How do you plan to neutralize it?
5. You are preparing a **speech** that you hope will change the Villain's mind. What do you plan to say? Why do you believe they will respond to it?
6. What preparations have you made to **ensure the Villain's safety** in the aftermath if they are redeemed?

Hearts: Your Yearning for Them

1. The Villain made a **promise** to you that they still keep to this day. Reflect on the day this promise was made, and why the promise is important to you both.
2. The Villain still **treasures** a gift from you. What is this gift? Where do they store it safely? How did you learn of it?
3. The Villain tried to **tempt** you to their side. What did they offer that was so enticing? Why did you turn it down?
4. You saw the Villain visiting a **place** that holds sentimental value to you both. Where is this place? What were they doing there?
5. The Villain had you at their **mercy**, but chose to let you go. What excuse did they make, and how do you know they actually did it out of love?
6. Reflect on a time when you appealed to the Villain's love for you, and they **reciprocated** by sacrificing a goal for you.

Spades: The Villain's Darkness

1. Reflect on the day that the Villain left you for their current path. What were their **parting words** that still haunt you?
2. Reflect on a time you tried to appeal to the Villain but they brushed you aside. Describe the **rejection** that you felt.
3. Reflect on a time you arrived at a scene too late to stop the Villain. Describe the **pain and destruction** left in their wake.
4. The Villain has **sacrificed** something of mutual importance to you both. What was it? Why was it important to both of you?
5. The Villain once attacked someone to '**discipline**' you. Who did they attack? Why do they think you would be better without them?
6. Reflect on a time that the Villain became **jealous** of someone in your current life, and how they lashed out against them.

Clubs: Society's Reinforcement

1. Reflect on an **ally's heroic sacrifice** earlier in the conflict, and how they entrusted the villain's destruction to you.
2. When you defeated another villain, they **revealed** something about the Villain. What was it? Why did it shake you?
3. You heard a **dark rumor** about the Villain. What is it? Why do you refuse to outright dismiss it?
4. Reflect on a time when a loved one of someone whom the villain killed came to you begging for **vengeance**. How did you respond?
5. You examine a piece of **propaganda** that the villains have disseminated. How does it try to sway public opinion towards the Villain? Why does it enrage you instead?
6. Your **leader(s)** is adamant about destroying the Villain. How did they try to change your mind before you left?



The Joker: The Final Showdown

Compare the number of red cards and the number of black cards drawn. If they are equal, draw one more card. Then roll the dice and find the corresponding result below.

More Red cards, dice 4–6: The Hero's love prevails, and the Hero saves both the World and the Villain.

More Red cards, dice 1–3: The Hero's love gets through, but the Villain has to sacrifice themselves to save the World and/or the Hero.

More Black cards, dice 4–6: The Villain rejects the Hero's love, so the Hero is forced to destroy the Villain.

More Black cards, dice 1–3: The Villain rejects the Hero's love and destroys the Hero instead.

Narrate the Final Showdown

With these results and your preparation in mind, narrate the Final Showdown. Then end the game with a quick epilogue of the survivors.