

智者

THE ELDER





# THE ELDER

*The Elder has spent many years living and learning, making mistakes and growing from them. Play the Elder if you want to teach (and be taught by) your companions.*

Experienced, esteemed, studious, guiding. The Elder is distinct from most other playbooks and PCs in **Avatar Legends: The Roleplaying Game** because they are always mid-30s or older, and they are experienced, successful, and even respected. Whereas most other PCs are proving themselves, establishing themselves, *becoming* heroes for the first time, the Elder has already seen and done so much. But crucially, the Elder has not finished learning, growing, or changing. They can guide others along the path with their own hard-won experience, but they will never stop walking down that very same road of learning and being a student.

The Elder has achieved much that earns them praise and respect throughout the scope of your game, but they are not currently in a position of power. To be a PC in the game, working and traveling with the companions, the Elder has moved away from their static position. Once, they might have been an important general or the leader of a monastic order; now, they have set that position aside, if only temporarily, to join the other PCs.

## STARTING STATS

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

## DEMEANOR OPTIONS

Diligent, Kindly, Bemused, Dour, Distant, Irascible

## HISTORY

- What great legacy did you inherit decades ago and recently relinquish?
- Who has never forgiven you for decisions you made years ago?
- Who is still your ally and confidante, despite the tense history you've shared?
- What outfit or uniform do you wear to remind yourself of your former duties?
- Why are you committed to this group or purpose?

## CONNECTIONS

- I care about \_\_\_\_\_ more than they know... even though they are probably my most frustrating student.
- \_\_\_\_\_ is not to be underestimated.  
In fact, they may have something to teach me!

## MOMENT OF BALANCE

You will always be anchored to the past—unable to escape the painful lessons you have learned—but now you can hold the weight of that experience with the humility true wisdom brings. You look upon the current situation with unbiased eyes to see the truths roiling beneath the surface. Tell the GM how you wipe away whatever conceals the truth so no one can see things as they once thought they were.

## PRINCIPLES



### EXPERIENCE VS HUMILITY



The Elder's two principles reflect their current position, caught between being learner and teacher. The Elder's Experience principle reflects their adherence to what they have learned during their time shaping the world. All of that experience puts them in a position to see the world differently. At their best, the Elder can provide new insight and guidance to the companions; at their worst, the Elder can discount the companions and see things rigidly through a lens of past experience.

The Elder's Humility principle reflects how the Elder understands that for all they have done and learned, they don't know everything and have plenty left to learn. The time to change who they are, what they believe, and how they act in the world is never truly over. An Elder overly committed to Humility can discount the wealth of their experience, however, and fail to intervene when they see a friend making a terrible mistake.

The Elder's Moment of Balance is all about seeing the world as it is, truthfully. What's more, they can share that understanding with others in perfect clarity. In their Moment of Balance, the Elder guides everyone around them to honest understanding, all deception and confusion stripped away; they all come to a new understanding of the situation, of others, and of the world, and anyone who once sought to conceal the truth finds their work exposed.



## ⊕ WISDOM OF THE AGES ⊕

You've lived longer than the other companions, long enough to have mastered your training many times over...and perhaps long enough to think you don't have much left to learn.

In addition to your normal playbook technique, you start with four other mastered techniques. You don't have to name these techniques at character creation; you can instead choose them whenever you like, even in the middle of a combat exchange. You can train other PCs in your mastered techniques using the standard training move.

Until you open up a new slot for another technique, you cannot learn new techniques. When you shift your center to +1, +2, or +3 Humility for the first time, you open up a new slot; you may learn and develop a new technique to fill that slot as normal.

You do not earn growth. When a PC embraces your guidance and comfort, you may shift toward Experience to declare them a protégé; write their name and one of their principles below. When that PC shifts their center toward that principle, clear their name and take an advancement; you may add them to your list again in the same way.

### PROTÉGÉS

#### YOUR CONDITIONS

You have different conditions; they offer bonuses as well as penalties. You cannot take moves from other playbooks that reference conditions you don't have. You can clear your special conditions through moves or by undertaking the following actions:

- **FRUSTRATED** [-2 to **push your luck** and +1 to **intimidate**]: lash out at someone or act decisively without consulting anyone
- **JADED** [-2 to **plead** and +1 to **trick**]: give in or give up in the face of meaningful opposition
- **REMORSEFUL** [-2 to the stance move and +1 to **call someone out**]: attempt to make genuine amends for past wrongs
- **SHAKEN** [-2 to **guide and comfort** and +1 to **assess a situation**]: seek guidance from an old friend or mentor
- **WORRIED** [-2 to **deny a callout** and +1 to **rely on skills or training**]: take control in a situation in which another should lead

## THE ELDER'S WISDOM OF AGES

The Elder operates differently than most other PCs with regard to learning techniques and earning growth, to represent all that they have already achieved and learned. At the start of play, the Elder begins with the normal, single mastered technique—usually the playbook technique, although as always the Elder can swap it out if they so choose (see page 122 of the core book for more on this). They also start with four additional mastered techniques, but they do not have to choose those techniques immediately. During play—even in the midst of a combat exchange—the Elder can select a technique as one of their four, and reveal that they have had the technique mastered the whole time. Once they have selected a technique, the player records it on their character sheet as normal, and they cannot change the technique.

The Elder cannot learn new techniques at all until they open up new slots to do so. They open up new slots by shifting their *center*—not just their balance—toward Humility. When the Elder's center shifts to Humility +1, they unlock a new slot. The same thing happens when they shift to Humility +2, and Humility +3, but only the very first time their center shifts to those values. When a slot opens up, the Elder may learn a new technique to fill it as normal to a maximum of eight mastered techniques.

The Elder can also train other PCs in the techniques they have mastered. To do so, the other PC uses the standard training move, with the Elder filled in as the teacher. The Elder answers any training questions about the teacher or the teacher's beliefs. The Elder may help select the mastery condition for the technique based on what they think the PC needs to learn, but the GM has final say and must agree—the mastery condition must still reflect a lesson the PC actually has to learn.

The Elder never earns growth for any reason. Any time they are instructed to mark growth, they simply ignore that effect. Instead, they advance by helping their protégés to grow. Any time the Elder **guides and comforts** another PC and that PC then embraces the Elder's guidance, the Elder can write the PC's name down as one of their protégés. There is no limit to the number of protégés the Elder can have—if you run out of space, just write them somewhere else.

When a PC becomes one of the Elder's protégés, the Elder writes down which of that PC's two principles the Elder hopes they move towards. When a protégé shifts their center toward the chosen principle, the Elder clears their name as a protégé and takes a growth advancement.

If the GM agrees, the Elder's player can erase a protégé's name without them shifting their center, or can change the principle the Elder is guiding them toward. In both cases, the change must reflect a new understanding or relationship between the two and does not grant a growth advancement.

The Elder has their own set of conditions, unique to their playbook. Each of the Elder's conditions inflicts -2 on some basic moves, but grants +1 to another. The Elder clears their conditions as normal, through new, specific actions keyed to their particular conditions. The Elder cannot take new moves that reference conditions they don't have, and if they ever suffer a specific condition—for example, because an enemy's technique inflicts Angry specifically—the GM selects an appropriate alternate condition for the Elder to suffer instead.



## MOVES CHOOSE TWO

### □ CUT THE GARBAGE

When you openly confront someone to get the truth, roll with **HARMONY**. On a hit, ask 2; the character can say or do what they like, but their player will answer honestly. On a 7-9, their player gets to ask a question you must answer honestly as well.

- Are you telling the truth?
- What are you really feeling?
- What do you intend to do next?
- What do you really think about \_\_\_\_\_?
- How could I get you to \_\_\_\_\_?

On a miss, the confrontation goes awry; they inflict a condition on you and ask one question from the list of you; you must answer honestly.

### □ AN OPEN HEART

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

### □ AS LONG AS I'M BREATHING

When you try to intimidate someone in order to protect the vulnerable or weak, roll with **HARMONY** instead of **PASSION**.

### □ LIFE'S TRUE DELIGHTS

When you pursue a genuine moment of respite, roll with **HARMONY**. On a hit, shift your balance as you choose. On a 10+, you also gain some new insight; ask the GM a question and they will answer honestly. On a 7-9, your self-indulgence creates an opportunity for your enemies or rivals; the GM will tell you how. On a miss, you fixate on your past with disastrous results; tell the GM what old conflict mars your peace and shift your balance twice away from center.

### □ AROUND HERE SOMEWHERE

When you go looking for help from an old friend in the area who you haven't seen recently, name them and roll with **HARMONY**. On a hit, you find them and they can assist you. On a 7-9, pick 1. On a 10+, both.

- they aren't caught up in their own problems
- you don't owe them a favor or apology

On a miss, your old enemies were looking for you too; the GM will tell you how you know they are near.

## GROWTH

The Elder has no growth question, nor does the Elder earn growth like the other playbooks. Instead, the Elder earns growth advancements as they aid chosen protégés to achieve their full potential and move towards their own principles; see the Elder's "Wisdom of Ages."

## MOVES ADVICE

For **Cut the Garbage**, the Elder can ask the questions in the fiction, but doesn't have to. The answers come from the other player, and are always truthful. The same goes for the question that you have to answer on a 7-9 or miss; you have to answer truthfully.

For **Life's True Delights**, "*pursuing a genuine moment of respite*" means that you must be doing something designed to give you peace and the opportunity for reflection and contemplation. "*Your self-indulgence creates an opportunity for your enemies or rivals*" means exactly that, with the GM telling you exactly what happens and when.

For **Around Here Somewhere**, you can nearly always have "*an old friend in the area who you haven't seen recently*." You've been around and experienced a lot, forming connections everywhere. You do have to name your friend and answer any questions the GM might have for you about your past friendship...and keep in mind, you haven't seen them for some time. "*On a hit, you find them and they can assist you*" means they can provide useful favors to you...but it doesn't automatically mean that they do. If you choose "*they aren't caught up in their own problems*," then they aren't busy—otherwise, some issue facing them demands their attention right now. If you choose "*you don't owe them a favor or apology*," then you're on fairly good terms with them—otherwise, they're unlikely to provide you aid until you give them what you owe them. On a miss, your old enemies draw close but they don't have to be here yet—the GM decides what clues tip you off that they are around.

For **As Long as I'm Breathing**, whether or not you are **intimidating someone** "*in order to protect the vulnerable or weak*" is ultimately up to the GM to determine.

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## PATIENCE

### EVASIVE AND OBSERVE

You wait until the perfect moment to act. Mark 1-fatigue to gain **Prepared** and use an **advance and attack** technique, paying all its costs as normal. Mark another fatigue to allow a companion engaged with that same foe to also use an **advance and attack** technique against them as well, also paying all costs as appropriate.

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For Patience, the special Elder technique, the Elder may mark 1-fatigue to gain **Prepared** and use an **advance and attack** technique even while using a different approach. They still have to pay all costs of the **advance and attack** technique. If the Elder marks another 1-fatigue, they can allow an ally to immediately use an **advance and attack** technique against the same target, although the ally must then pay all costs of the technique.

