

# The Elder

NAME: **Zeck**



## YOUR TRAINING



FIGHTING STYLE:

Bursts

## STATUSES

POSITIVE

- ☐ Empowered
- ☐ Favored
- ☐ Inspired
- ☐ Prepared

NEGATIVE

- ☐ Doomed
- ☐ Impaired
- ☐ Trapped
- ☐ Stunned

## STATS

Add +1 to one stat

- 1 CREATIVITY
- 0 FOCUS
- 2 HARMONY
- 0 PASSION

## FATIGUE



## BALANCE

At character creation, shift your balance once if you like



## CONDITIONS

### ☐ AFRAID

-2 to intimidate and call someone out

### ☐ ANGRY

-2 to guide and comfort and assess a situation

### ☐ GUILTY

-2 to push your luck and +2 to deny a callout

### ☐ INSECURE

-2 to trick and resist shifting your balance

### ☐ TROUBLED

-2 to plead and rely on your skills or training

See the back of this sheet for more on clearing conditions

## NOTES

- **Past:** Zeck is a firebender with a glorious past as a soldier. But she is also a former gang member, who repented in the army before becoming a guard.
- **Physique:** An elderly woman with angular features, short black hair with red highlights, and piercing amber eyes. She is of medium height with a dry musculature.
- **Personality:** Impulsive and passionate, Zeck feels shame over the injuries inflicted on her allies.
- **Pockets:** The key to her room with a label with her name.
- **Bedroom** (unlocked): Total messy chaos, a drawer of old medals and war rewards, a general's uniform on a mannequin, a small leather pouch containing a set of rigged dice, and a cloth mask with a red handprint (a souvenir from her gang).

## MOVES

### ☐ 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).

## FIGHTING TECHNIQUES

### PATIENCE

EVADE 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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### BREATH OF FIRE

ADVANCE AND ATTACK



Breathe fire in a massive gout. Mark fatigue to set alight as much or as little of your surroundings as you choose and try to set aflame any foes within reach. Those foes must either retreat and disengage with you, becoming *Impaired*, or suffer 2-fatigue and become *Doomed* as they catch fire.

### CHARGE

ADVANCE AND ATTACK

Advance straight at an enemy to strike them full force. Mark fatigue to close the distance and engage with an enemy you aren't currently engaged with, inflicting one condition or 2-fatigue (their choice). Become *Favored* for next exchange.

## WISDOM OF THE AGES

In addition to your normal playbook technique, you start with four other mastered techniques