

Basic Moves

Speak Honorably (+Natural)

When you speak honorably to persuade, convince, or manipulate an NPC, tell the MC what you want and roll +Natural. On a 10 or greater, you get what you want and can Tag the NPC as long as you promise them something they'll get in return. On a 7, 8, or 9, you get what you want but there are immediate and troublesome strings attached.

When used against another player character, roll +nothing. If they Respect you, add +2. On a 10 or greater, both of the following apply. On a 7, 8, or 9, choose just one:

- ~ If they promise to do what you want, they gain a point of Chi.
- ~ They must Stand Fast to deny you.

Meditate (+Natural)

When you spend time in uninterrupted contemplation, say what you're thinking about and roll +Natural. On a 10 or greater, declare a detail about that subject to be true. On a 7, 8, or 9, the MC declares a relevant detail about the subject.

Act Dishonorably (+Hot)

When you act in a threatening way to get what you want, roll +Hot. On a 10 or greater, they need to choose whether to give in or face your wrath. On a 7, 8, or 9, you might not get what you want, but you've pushed them to: (MC chooses 1)

- ~ Escalate with a counter-proposal,
- ~ Flee in cowardice,
- ~ Provide what they think you want.

Commit Open Violence (+Hot)

When you strike out violently with intent to kill or incapacitate, roll +Hot. On a 10 or greater, your attack is successful; Tag the target appropriately. On a 7, 8, or 9, choose one:

- ~ You don't Tag them,
- ~ You're left in a disadvantageous position,
- ~ You're left open to their counterattack.

Stand Fast (+Solid)

When you act in reaction or under pressure, roll +Solid. On a 10 or greater, you do it, no problem. On a 7, 8, or 9, the MC will offer you a tough choice, hard bargain, or dangerous outcome.

Help

When you help another player character's Move, roll +nothing. If they Respect you, add +2 to the roll. On a 10 or greater, add +2 to the other player characters' Move. On a 7, 8, or 9, the same but you get yourself in trouble in the process.

Observe Carefully (+Keen)

When you observe something carefully, whether it be a person or a situation, roll +Keen. On a 7 or greater, ask questions from the list below. On a 10 or greater, ask 3 questions. On a 7, 8, or 9, ask only 1. After you hear the answers, you can add a Tag or Environment Tag describing the situation.

- ~ What do I need to do to be at an advantage here?
- ~ What here is not as it appears to be?
- ~ What is about to happen?
- ~ What should I be watching for?
- ~ Who is in control here?

Move With Intention (+Fluid)

When you move deliberately to gain a position of strength, roll +Fluid. On a 10 or greater, choose 2 of the following. On a 7, 8, or 9, only choose 1.

- ~ Add +1 to your next roll,
- ~ Add an Environment Tag to the scene,
- ~ Place a Tag on the target you're gaining a position on,
- ~ You're safe from imminent attack.

If used against another player character, add this option to the list:

- ~ The target needs to Stand Fast to act against you.

Chi and Oath Moves

When you take advantage of a Tag or Environment Tag when triggering a move, after seeing the roll you may give 1 Chi to the MC to upgrade the result to the next tier of results.

When an NPC Respects you and you make a Move against them, spend that Respect to upgrade the result to the next tier of results.

When you fulfill an Oath to someone, they now Respect you and you gain 1 Chi.

When you break an Oath to someone, roll +nothing. If they Respect you, add +2 but they no longer Respect you. On a 10 or greater, nothing more than that happens, though you aren't exempt from the personal consequences of going back on your word. On a 7, 8, or 9, choose 1:

- ~ They intuitively know you broke the Oath, regardless of where they are, and immediately act on that knowledge.
- ~ You must make a new Oath to them to try and redeem yourself.
- ~ You also lose the Respect of someone else who knows you broke your promise.

Player Rules Reference

Making Moves

When something you do in the fiction matches up with the trigger to a move, roll two six-sided dice and add the indicated stat.

Character Creation and Introductions

Select a playbook.

On the front of the playbook, choose one Look from each list and two Chakras. Make any necessary Gear choices. Name your character.

On the inside of the playbook, choose a stat array. Fill in your maximum Fortune. Choose a number of moves as the playbook instructs.

Go around and do character introductions. On the first time around the group, read your playbook's italicized text. On the second time around, introduce your character by name, look, chakras, and whatever else the MC asks. On the third time around, fill out your character Backstories, found on the back of the playbook.

Chi

Chi comes from a variety of places. Players can:

- ~ Roll a 6 or less on a move.
- ~ Fulfill an Oath.
- ~ Roleplay how one of their Chakras leads to trouble for them or another player character.
- ~ Some playbook moves have other ways to gain Chi.

Chi can be spent in two main ways. Players can:

- ~ Give 1 Chi to the MC to upgrade a move result from a "6 or less" result to a "7, 8, or 9" result, or upgrade from a "7, 8, or 9" result to a "10 or greater" result, so long as they are taking advantage of one of the target's Tags or a relevant Environment Tag.
- ~ Spend 5 Chi to pick an option from their playbook's Improvement list.

MCs use their own pool of Chi to further the schemes and plots of their own characters, making spending Chi to upgrade results an immediate benefit that will allow long-term consequences in the future.

Tags

Tags are small descriptive phrases that are applied to characters, and Environment Tags are phrases describing the state of a location. While Tags are exclusively negative, or at least complicating, Environment Tags are simply descriptive. Many moves apply Tags, and using Chi to improve move results relies upon them.

Player Tags

When a player character would get a Tag, whether inflicted by the MC or as the result of a move, it must be of a degree appropriate to the figure. For example, a fresh player character's first Tag is Mild in scope, their second Moderate, and their third Severe. Mild Tags should not greatly restrict the sorts of actions a character can take. Severe Tags can be powerful enough to remove a character from a fight. However, the MC should never kill a player character unless the player consents to it as the most interesting and dramatic thing.

Fortune

At any time that a player character would be Tagged, they can reduce their Fortune value by 1 to ignore it. Whatever action was happening still happens, but they aren't bound by the Tag and can narrate around it however they find interesting.

Fortune is restored to maximum at the beginning of each session.

Oaths and Respect

Characters in Legend of the Elements are bound to each other by Oaths, promises to other characters to do things. A few Oaths are established at the end of character creation when players fill out their Backstory, and they will make other Oaths in play as a result of moves or in conversation.

When Oaths are fulfilled, the person the Oath was made to gains Respect for the fulfilling character. Respect is a binary state; you either have someone's Respect or you do not. When a character Respects another, it makes it easier for them to work together with each other.

Having the Respect of a non-player character gives a player powerful leverage over that character.

Sub-playbooks

A sub-playbook is in many ways simply another type of playbook. It represents another character archetype in the genre and has moves to allow players to represent that archetype mechanically. However, they have a few key differences.

Sub-playbooks are either minor archetypes or dependent archetypes. Each of the core eight playbooks is a major type of character in the genre, but the sub-playbooks feature those archetypes that are not so important as to be fully written up as a playbook. The sub-playbooks are also home to a number of archetypes that don't exist on their own but are important enough to warrant expanding upon, such as the advanced forms of bending.

Because of this, sub-playbooks are not allowed to be taken on their own. Every character embodies their playbook first, but may take moves from a sub-playbook they qualify for to expand on that part of their identity.