

Aang.

The Five Questions.

Humble Beginnings: Aang was raised in a monastery of Air Nomad monks, who taught him to value all life and the balance of the world.

Follies of Youth: As well as training him in the ways of the Airbenders, Monk Gyatso helped to instill Aang with an irreverent sense of humour, and became a father-figure to the boy.

First Awakenings: The first person Aang saw when he woke up from a cocoon of ice was a young Water Tribe girl, who Aang almost immediately developed a crush on.

Great Failing: Aang ran away from his destiny when he learned that the other monks planned to remove him from Gyatso's care in order to train him for war. He became trapped under the ice in stasis for a hundred years. Without him, the Air Nomads were wiped out as a people, and the entire world has endured a century of terrible warfare.

High Concept: Avatar and Last Airbender

Trouble: Terminally conspicuous goof-ball.

Skills: (35 Skill Points; 30 Baseline, 1 X Skilled Gift)

Great (+4): Avatar (Airbending) (E)

Good (+3): Alertness, Athletics,

Fair (+2): Empathy, Loveable Airbender Kid (E)

Average (+1): Investigation, Stealth

Unique and Strange Skills:

Avatar (Airbending): (11 Skill Points)

Power Tier: Extraordinary (-1 Refresh)

Trappings: Leap, Dodge, Move, Move + Unusual (Flight), Physical Force, Parry.

Major Complication: (-2) The Last Airbender

Minor Snag (-1): 'Physical Force' and 'Move + Unusual (Flight)' Trappings require use of Aang's Staff, as will 'Strike' when he gets it.

Loveable Airbender Kid: (8 Skill Points)

Power Tier: Extraordinary (-1 Refresh)

Trappings: Willpower, Inspire, Convince, Conversation, Transport, Information, Research, Languages, Craft, Repair.

Conviction (-2): Pacifism and friendship.

Minor Snag (-1): All cultural knowledge and history is out of date by 100 years.

The Avatar State: See Below.

Gifts: (-1 Refresh)

Skilled (Free)

Companion: Appa.

Aspects:

High Concept: Avatar and Last Airbender

Trouble: Terminally conspicuous Goofball

Conviction: Pacifism and Friendship

Craves links to the past

Feelings for Katara

The world has moved on... because I abandoned it

1 Free Aspect to be sorted out in-play

Stress Tracks:

Health: ()()

Composure: ()()

Reputation: ()()

Consequences:

Trifling:

Middling:

Grievous:

Refresh:

Base Refresh: 6

Power Tiers: -2

Gifts: -1

Adjusted Refresh: 3.*

*: The Adjusted Refresh is a guide to show whether Aang, as himself, could be created during normal character-gen rules. In practice, the character will have a Refresh of 1 to balance out the power package that is 'The Avatar State.'

The Avatar State:

Skills:

Divine (+10): Avatar.

Unique and Strange Skills:

Avatar:

Power Tier: Godlike

Trappings: Initiative [Physical], Physical Force, Leap, Move, Climb, Dodge, Dexterity, Strike, Parry, Shoot, Menace, Willpower, Craft + Unusual (Building things out of elemental matter), Variable + Unusual (Anything that can conceivably be done with a huge amount of power and utter control over all the elements).

Extras: Range X 3, Impact, Spray, Zone

Minor Transformation (-1): Takes a Full Action/a Few Moments to transform, during which Aang's tattoos and eyes glow.

Major Complication (-2): The transformation is out of Aang's control...

Major Complication (-2): Aang's ability to control the actions of the Avatar State is far from perfect.

Aspects: (These replace existing Aspects... or at least are designed to put them into serious conflict)

Conviction: Defend myself and those dear to me with Extreme Prejudice

Conviction: Restore the world to balance

Conviction: Flavoured by surface emotions

Most Powerful Being On The Planet

Aang Is In There Somewhere