

## Azula – Season 1

{This is how Azula would appear at the same point as Zuko, at the start of Season 1, and thus an immediately playable character.}

### **The Five Questions.**

Humble Beginnings: Azula's beginnings were never humble. She grew up in the royal household surrounded by servants and intrigue.

Follies of Youth: She has always seen the currents of power and the points of leverage in other people, and been called to command. At a prodigiously young age, she saw how her family could supplant her idiot uncle as heirs to the throne, and stayed behind to watch her Grandfather and Father argue over the plan... Soon, her mother – the woman who had never trusted her, and always loved her brother more – was missing, and her father was Firelord...

First Awakenings: At long last, Azula's time has come. Her brother is a failure, her uncle is a traitor, and she finally has all of the authority she needs to prove herself and earn her father's respect on the road to ruling the world.

Great Failing: Fear. Fear is the weapon and tool that Azula has been applying her entire life. She used it to shape the friends she had as a child into extensions of her will, regardless of what they wanted. Without fear to control the world, she honestly has no idea how to function... in part because of her own fear, and refusal to acknowledge the feelings of love and betrayal towards her mother that have been buried deep, deep down.

High Concept: Ruthless, Perfect and Deadly Fire-Nation Princess

Trouble: Fear, and Proving She Has None

Skills: (40 Skill Points: 30 Baseline + 2 x Skilled Gift)

Great (+4): Firebending (E)

Good (+3): Lightning (E), Invested Royal Trouble-Shooter (E)

Fair (+2): Athletics, Stealth, Alertness,

Average (+1): Endurance, Investigation, Survival

### Unique and Strange Skills:

Azula's Firebending: (8 Skill Points)

Power Tier: **Extraordinary (-1 Refresh)**

{Azula's blue fire always seemed nastier than that of other Firebenders, and here's a simple way to represent how.}

Trappings: Strike, Parry, Shoot

Complication: (-2) Sociopath.

Invested Royal Trouble-Shooter (12 Skill Points)

Power Tier: Extraordinary (-1 Refresh)

Trappings: Willpower, Inspire, Menace, Convince, Guile, Insight, Esteem

Conviction: (-2) I will prove I am better than my brother or tear down the world trying.

Azula's Lightning (1 Skill Point)

Power Tier: Extraordinary (-1 Refresh)

**{She's at least as good with this as she is her fire}**

Trappings: Shoot

{Yep, just shoot. That's *all this does*. No defence, just crackling murderbeams.}

Extras: Range

{It's longer range than her fire, but not "can shoot at anything in eyeline." She has to move closer to target at the end of Season 2, for example. Yes, I am being vague.}

Gifts: Deadly X 3.

Drawbacks: Minor Snag (-1): Can be redirected. Minor Snag (-1): Impossible to miss (Shiny lights telegraphing Crackling Doom). Major Delay: (-2) Requires a Full-Action/A Few Moments to activate every time it's used. Taxing (-2): Requires a FP for each use.

{This is an interesting one. It's cheap to get it on the table in terms of skillpoints, but it's another big Refresh sink for Azula since it's a separate skill. I've added on Taxing as a Drawback to make it a tactical nuisance, which might explain why Azula doesn't use it as much as she could. Alternatively, we could cut that if people want, and just rely on the Delay plus the fact that its only value is Megadamage without any ability to use manoeuvres or anything indirect to balance that out.}

{It has a big bonus to damage that doesn't make people easier to hit, but when it does hit, *whammo*}

Gifts: (-2 Refresh)

Equipment: Deadly X 3 (Free)  
Skilled x 2

Aspects:

High Concept: Ruthless, Perfect and Deadly Fire-Nation Princess

Trouble: Fear, and Proving She Has None

Conviction: I will prove I am better than my brother or tear down the world trying.

Major Complication: Sociopath

My Loyal and Deadly Childhood Friends

2 Free Aspects

Stress Tracks:

Health: ()() ()

Composure: ()() ()

Reputation: ()() ()

Consequences:

Trifling:

Middling:

Grievous:

Refresh:

Base Refresh: 6

Power Tiers: -3

Gifts: -2

Adjusted Refresh: 1.