

Sokka.

{Sokka is an interesting case: he's not a cheat/bodge like Aang – though I do think that worked pretty well – so much as a cipher to start with. He begins very much as the Designated Buttmonkey, and has a great deal of background overlap with Katara. FATE is the best system to have that character and have it sing, but it doesn't give as much to work with as some of the others from a character-gen perspective. So his skills are a little more smeared across Season 1 rather than being able to point at Episode 1 and use that as the core. As such, different folks might want to adjust this depending on personal viewpoint on the character.}

The Five Questions.

Humble Beginnings: Sokka is the son of the Chief of the Southern Water Tribe, and trained in all of the skills necessary to survive in the harsh arctic environment. He aspires to be a warrior like his father, but was left behind when the adults went to war.

Follies of Youth: The responsibility of being the Eldest Male left in the tribe and only thing approximating a warrior weighs heavily on Sokka. From the outside it makes him behave like a conservative and authoritarian arrogant wonk, but he's trying to do right by the job while being completely out of his depth.

Great Failing: His brain is Sokka's greatest asset and worst enemy: he's a fountain of ideas and impulse-control problems, and as an additional issue, he doesn't acknowledge that's where his strengths lie: it's not connected to what he *thinks* being a warrior means...

High Concept: Tactical Warrior Engineer In-Training

Trouble: Says And Does The Wrong Things

Skills: (35 Skill Points: 30 Baseline + 1 x Skilled Gift)

Great (+4): Engineering (11)

Good (+3): Boomerang (9), Athletics,

Fair (+2): Alertness, Endurance, Survival, Arms

Average (+1): Investigation, Stealth, Fisticuffs, Seamanship

Unique and Strange Skills:

Engineering: (7 Skill Points)

Power Tier: Mundane (-0 Refresh)

Trappings: Craft, Repair, Dismantle, Research, Information, Examine

Major Delay: (-2) Takes time to figure things out

Gifts: Impact

[indent]{This combines Science and Craftsmanship so that – when it gets raised in Tier later – it'll be more cost-efficient. If you can't be bothered or want to spend the extra 4 SP you'd save by having the individual skills at Great instead, split them up.}[/indent]

Boomerang: (6 Skill Points)

Power Tier: Mundane (-0 Refresh)

Trappings: Shoot, Shoot + Unusual (Can attack around obstacles), Shoot + Unusual (Attacks twice in the process of returning.)

Extras: Range

Minor Snag: (-1) Range extra only grants the skill one extra Zone, for a total of 2 Zones effected.

Minor Snag: (-1) Second attack only occurs at less than the maximum Zone effected by the skill.

{ This lets people attack around the edge of obstacles and returns to sender. This allows for two attacks, one on the outward curve, and one coming back in. The way I'd run it is that the PC makes an attack, and that attack stands for the next round as well - even if the PC is doing something else by then. However, then it could be a Simple Action to go fetch the thing, and there might be opposition. If appropriate, a Scene Aspect of 'Augh! My boomerang!' might be appropriate. If the target is at the maximum range of the skill, then you get one attack, since the boomerang isn't looping back through the same space.}

Gifts: (-1 Refresh)

Skilled (Free)
Engineering (Impact)

Aspects:

{I confess to being a little stuck for ideas here, but if there's ever a character who can fit generating Aspects in-play, it's Sokka}

High Concept: Tactical Warrior Engineer In-Training

Trouble: Says And Does The Wrong Things

Conviction: Hey, I'm In Charge!

{I'm guessing this doesn't last long, but hey, Season 1 Episode 1...}

The Greatest Warrior Left In The Southern Water Tribe... But That's Not a High Bar

2 Free Aspects to be sorted out in-play

Stress Tracks:

Health: ()() ()()

Composure: ()()()

Reputation: ()()()

Consequences:

Trifling:

Middling:

Grievous:

Refresh:

Base Refresh: 6

Power Tiers: -0

Gifts: -1

Adjusted Refresh: 5.

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{Here I present a Unique Skill Sokka does not have at the start of Season 1, but does have at a low level at the start of Season 2. He'll work towards it, then improve it from there.}

Tactics. (30 Skill Points – 22 if it's concluded that all of the Unusals aren't necessary)

Power Tier: Extraordinary (-1 Refresh)

Trappings: Examination, Information, Research, Influence + Unusual, Networking + Unusual, Esteem

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+ Unusual, Insight + Unusual, Convince + Unusual, Menace + Unusual, Guile + Unusual, Disguise + Unusual.

Extras: Range X 3, Zone, Psychic

{It's not *\*actually\** psychic, but it's an Extra that lets you influence people without direct contact}

Major Delay (-2), Major Snag (-2): Does not work on individual people, but at a broader scope on machine systems or groups of people: an army or army base, *perhaps* a squad of people, but not individual interactions.)

Minor Complication (-1): 'The Man With The Plan.'

{ My basic scheme with this is to try creating a way for Sokka to use Social Conflict at a broad, meta scale. He can convince people that a force is doing one thing when they're doing something else, persuade them to do something stupid, lie and threaten en-mass ("Pentapox!"), etc, while also making positive movements for his own side. He can declare tactical facts to be true, and then use them as an advantage later on.}