

Ty Lee – Season 2.

The Five Questions.

Humble Beginnings: Being seventh daughter of a family of Fire Nation nobility meant that Ty Lee was lost amid a sea of people who looked just like her, and for whom the family had the same goals. She was part of a matched set, and felt like she had no identity of her own.

Follies of Youth: Friendship with Princess Azula allowed Ty Lee to break out of that mould and distinguish herself via proximity, and via the training provided to Noble girls with the right backing.

First Awakenings: The most peaceful time in Ty Lee's life was where she used her skills to escape the Fire Nation court and find work as a simple gymnast in a circus... until Azula brought her back to heel.

Great Failing: Despite her otherwise relaxed attitude to the world, Ty Lee is manipulative and vain. She becomes enraged by the thought that anyone might feel they were prettier than her or her friends, and uses her looks to become the centre of attention in a sea of teenage boys when the opportunity presents itself... even when doing so risks drawing Azula's envy.

High Concept: Cheerful Hippie Gymnast Ninja

Trouble: Princess Azula's Friend

Skills: (42 Skill Points: 30 Baseline + 3 X Skilled Gift. 3 Skill Points Left Over)

Great (+4): Chi-Blocking Kung Fu Gymnast (S)

Good (+3): Empathy, Presence

Fair (+2): Deceit, Resolve

Average (+1): Alertness, Endurance

Unique and Strange Skills:

Chi-Blocking Kung Fu Gymnast (26 Skill Points)

Power Tier: Supernatural (-2 Refresh)

Trappings: Climb, Dexterity, Dodge, Hide, Information, Initiative [Physical], Leap, Move, Networking, Parry, Skulk, Strike + Spray + Zone, Treatment + Unusual + Spray + Zone (Nerve Strikes and Chi Blocking)

Major Complication: (-1) Beautiful and Vain.

Gifts: (1 Free)

Skilled X 3

Aspects:

High Concept: Cheerful Hippie Gymnast Ninja

Trouble: Princess Azula's Friend

Conviction: Mellow, and Avoids Inter-Personal Conflict

Major Complication: Beautiful and Vain

Observant but Easily Distracted

Circus Freak

Has Had Few Friends

1 Free Aspect

Stress Tracks:

Health: ()() ()
Composure: ()()
Reputation: ()()

Consequences:

Trifling:
Middling:
Grievous:

Refresh:

Base Refresh: 7
Power Tiers: -2
Gifts: -2
Adjusted Refresh: 3.

Note: Theoretically has access to 28 Skill Points of Advancement. I just can't think what to do with them at the moment.