

## Zuko.

### **The Five Questions:**

Humble Beginnings: Zuko was always raised to be apart, to be better, to be nobility in a context that takes such things deathly serious.

Follies of Youth: Outraged at the callous disregard for the soldiers under a general's command, Zuko challenged his leadership... only to find himself challenging his own father in a fire-duel. He was publicly defeated, humiliated, burned, scarred and exiled.

Great Failing: Zuko genuinely believes that what happened to him was his own fault, and that he must atone by capturing the Avatar - something he must know was set for him as an insult, and to underline that he would never be allowed home...

High Concept: Exiled and Disgraced Fire Nation Prince

Trouble: I will capture the Avatar and restore my honour.

Skills: (49 Skill Points; 30 baseline, 4 X Skilled Gift, 1 left over)

Great (+4): Firebending, Blue Spirit,

Good (+3): Investigation, Fire Nation Prince,

Fair (+2): Alertness, Endurance,

Average (+1): Seamanship, Survival

### Unique and Strange Skills:

Firebending (5 Skill Points)

Power Tier: Mundane (-0 Refresh)

Trappings: Strike, Parry, Shoot

Extras: Spray

Conviction (-2): I will capture the Avatar and restore my honour.

Blue Spirit (19 Skill Points)

Power Tier: Mundane (-0 Refresh)

Trappings: Examine, Information, Security, Dexterity, Skulk, Hide, Strike, Parry, Move, Dodge, Climb, Leap

Minor Complication (-1): Wanted outlaw.

Fire Nation Prince: (5 Skill Points)

Power Tier: Mundane (-0 Refresh)

Trappings: Willpower, Inspire, Menace, Convince

Major Snag (-2): Inspire, Convince and Menace less effective on those aware of Zuko's status as an Exiled Prince, raising the Difficulty by +2

### Gifts: (-5 Refresh)

Impact: Firebending (Free)

Impact: Blue Spirit

Skilled X 4

Aspects:

Archetype/Social Class: Exiled and Disgraced Fire Nation Prince.

Conviction: I will not be weak again.

Conviction: I will capture the Avatar and restore my honour.

Ill-tempered and impatient

Uncle Iroh's genial attention

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: -5

Adjusted Refresh: 1.