

Katara.

The Five Questions:

Humble Beginnings: Ever since she was small, Katara has worked for her tribe. There were too few people, too much to do, and the antarctic is an unforgiving protector. The daughter of the chief has more responsibilities than most, labours of empathy and the interpersonal, as well as the endlessly physical needs of hauling nets and mending boats.

Follies of Youth: Being the only Water Bender of a tribe living through an endless war is something that will be noticed... and your mother pays the price, though you don't know that yet.

Great Failing: In your heart of hearts, you have not forgiven your father for leaving you and your brother behind, and abandoning the two of you (and, as an afterthought, the tribe) to go fight the war. You understand, but that is not the same thing as forgiveness, and your understanding just makes you more twisted up inside. If you cannot quite forgive your own father, whose mistakes are not unreasonable, what hope do your enemies have?

High Concept: Last Waterbender in the South Pole.

Trouble: Quick-tempered, and holds grudges dear to her.

Skills: (38 Skill Points: 30 baseline, 2 X Skilled Gift, 2 left over)

Great (+4): Social Fu (E)

Good (+3): Athletics, Alertness

Fair (+2): Investigation, Endurance, Survival [Arctic]

Average (+1): Waterbending, Stealth, Brawn, Deceit, Arms

Strange and Unique Skills:

Social Fu: (18 Skill Points)

Power Tier: Extraordinary (-1 Refresh)

Trappings: Conversation, Convince, Influence, Information, Initiative [Mental], Insight, Inspire, Menace, Willpower

Waterbending: (1 Skill Points)

Power Tier: Mundane (0 Refresh)

Trappings: Parry, Strike.

Snag: (-1) Only works where water or ice are available.

Conviction (-2): I will become strong enough to defend what needs defending.

Gifts: Skilled X 2 (1 Free, -1 Refresh)

Aspects:

Archetype: Last Waterbender in the South Pole

Social Class: Chief's Daughter

Conviction: I will protect myself, those dear to me, and the helpless from harm... regardless of the cost.

Conviction: I will become strong enough to defend those who need defending.

3 Free Aspects to be sorted out in play.

Stress Tracks:

Health: ()() ()()

Composure: ()()()

Reputation: ()()()

Consequences:

Trifling:

Middling:

Grievous:

Refresh:

Base Refresh: 6

Power Tiers: -1

Gifts: -1

Adjusted Refresh: 4.