

Mei – Season 2

The Five Questions.

Humble Beginnings: Raised in a family of Fire Nation nobility with political ambitions, Mei was forced to conform to the ideal of delicate femininity as part of not disturbing her father's political ambitions, and so as to forge her into a tool for an eventual political marriage.

Follies of Youth: Friendship with Princess Azula gave Mei a doorway to freedom: she could ignore convention with Azula as a shield, and get access to the training given to Noble girls with the right backing. This experience meant she discovered something she actually *enjoyed*: combat. It also means that she's been trying to use Azula as a tool, since tolerating Azula's dictatorial nature unlocks her own ability to do whatever she wants. Mei remains in control of her own agency.

First Awakenings: Part of growing up around Azula meant growing up around Azula's brother Zuko. Their shared constraint within palace life meant that he is one of the few people who has made her happy, but their relationship is not exactly uncomplicated.

Great Failing: Mei shielded herself by detaching from the world, despising everything her parents valued and embracing ennui as a lifestyle choice. She keeps people at a distance with sarcasm and verbal barbs, and is for the most part completely impatient with other humans.

High Concept: Bleak and Gothic Ninja

Trouble: Princess Azula's Friend

Skills: (48 Skill Points: 30 Baseline + 3 X Skilled Gift + 3 from Advancement {See Note At End})

Great (+4): Knife-Throwing Ninja (S)

Good (+3): Fire Nation Nobility,

Fair (+2): Investigation,

Average (+1): Empathy

Unique and Strange Skills:

Knife-Throwing Ninja (23 Skill Points)

Power Tier: Supernatural (-2 Refresh)

Trappings: Dodge, Hide, Initiative [Physical], Leap, Move, Notice, Parry, Shoot + Spray + Zone, Skulk, Strike

Major Complication: (-2) Loves Zuko

Fire Nation Nobility (15 Skill Points)

Power Tier: Extraordinary (-1 Refresh)

Trappings: Convince, Esteem, Influence, Initiative [Mental], Menace, Stress Capacity [Composure], Willpower

Major Complication: (-2) The Restrictions of Rank

Gifts: (1 Free)

3 X Skilled Gift

Aspects:

High Concept: Bleak and Gothic Ninja

Trouble: Princess Azula's Friend

Major Complication: Loves Zuko

Major Complication: The Restrictions of Rank

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Has had few friends
The Thrill of Combat Breaks Through The Ennui
Secretly In Control Of Her Own Agency
1 Free Aspects

Stress Tracks:

Health: ()()
Composure: ()() ()()
 Armour 1
Reputation: ()()

Consequences:

Trifling:
Middling:
Grievous:

Refresh:

Base Refresh: 7
Power Tiers: -3
Gifts: -3
Adjusted Refresh: 1.

Note: Theoretically has access to 25 Skill Points of Advancement. I just can't think what to do with them at the moment.