

Toph – Season 1

The Five Questions.

Humble Beginnings: Born as the blind heir of a wealthy house of Earth Kingdom nobility, Toph was considered helpless and hidden away behind the walls of her home.

Follies of Youth: She found alternatives to traditional sight: her innate talent with Earthbending and some training she received from badger-moles – the inventors of the form – have meant she can cope Just Fine.

First Awakenings: Being Toph, she used her talents to sneak out of the family home in order to find a context where she can hone her skills – and incidentally gain glorious victory over her bruised and ruined opponents at the same time: as recurring champion of Shen Fu’s Earthbending Wrestling Confederation, the ‘Blind Bandit.’

Great Failing: The fact her parents consider her helpless has installed a massive chip on Toph’s shoulder, at the same time as estranging them from her. She has been very much alone, and lacks any practiced skill for dealing with other people apart from hurling rocks at them, or them at rocks.

High Concept: Greatest Earthbender In The World

Trouble: Fiercely Independent

Skills: (34 Skill Points: 30 Baseline + 1 X Skilled Gift)

{1 Skill Point Unspent, saving it for later}

Great (+4): Earthbending (E) (11), Earthsense (E) (8)

Good (+3): House of Bei-Fong (E) (7), Endurance,

Fair (+2): Stealth, Resolve,

Average (+1): Intimidation, Survival

Unique and Strange Skills:

House of Bei-Fong (4 Skill Points)

Power Tier: Extraordinary (-1 Refresh)

Trappings: Guile, Convince, Esteem,

Major Complication (-2): My family wants me back

Toph's Earthbending: (7 Skill Points)

Power Tier: Extraordinary (-1 Refresh)

Trappings: Strike, Parry, Shoot, Physical Force, Craft + Unusual (Rough Structures Made of Stone),

Extras: Range

Major Snag: (-2) Only works where earth and/or stone are available.

{I am fudging something here. The cost should be more than twice what anyone else is paying for a Bending skill. This may be a problematic point – I’m eying it.}

Toph's Earthsense. (4 Skill Points)

Power Tier: Extraordinary (-1 Refresh)

{Toph is a low-Refresh character, and when she's introduced she's already phenomenal at this.}

Trappings: Notice, Information, Examine, Insight, Information, Environment [Geology/All Ground], Initiative [Physical]

{Geology as an environment is meant to show that Toph's innate sense of the earth would be a great advantage for finding water or anything else ground related, along with making shelter, but isn't associated with her automatically being a skilled survivalist}

Extras: Range X 3, Psychic,

Drawbacks: Major Complication (-2): Blind; Major Snag (-2): Only effects objects, actions, entities and information in contact with the ground, a structure that connects to it, or whatever the user is on at the time; Major Snag (-2): If not in contact with properly stable ground or structure (ie, deep sand, ice, other edge-cases, etc), lose access to Power Tiers and Range Extras; Minor Snag (-1): User must be barefoot and/or in skin-contact with the ground/stable-surface.

{No, Toph is **not** psychic. However, it's an extra that lets the skill's Trappings work without normal human senses, so it's a good fit. This would let her ignore lines of sight providing things are connected to the ground, and any problems due to darkness etc. The alternative approach for those who think that's too cost-effective for what the skill does is to attach each Trapping to an Unusual extra specifying that it ignores lines of sight and penalties due to vision, etc. This would add 4 skill points to the total, or 3 if you were losing Psychic from the listing.}

Gifts:

Skilled (Free)

Aspects:

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Trouble: Fiercely Independent

Major Complication: My Family Wants Me Back

Rude, Crude, and Dangerous to Know

A Frontal Assault On The World

Never Had Friends

1 Free Aspect

Stress Tracks:

Health: ()() ()()

Composure: ()() ()()

Reputation: ()()()

Consequences:

Trifling:

Middling:

Grievous:

Refresh:

Base Refresh: 6

Power Tiers: -3

Gifts: -0

Adjusted Refresh: 3.