AVATAR LEGENDS

THE ROLE PLAYING GAME

QUICKSTART

VERSION 1.0

Valmö Býflugudóttir (Order #30822156)

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About This Quickstart

This quickstart is a preview of ***Avatar Legends: The Roleplaying Game***, including the basic mechanics of the game, information on how to create a character, guidelines on running the game, an adventure with six pre-generated characters tailored to the situation, six blank playbooks if you'd like to create your own character, and more. You'll find everything you need to start playing the game and run through the adventure we've included! These quickstart rules aren't final—we'll be updating and adjusting the mechanics as we work on the final version of the game.

Avatar Legends: The RPG is intended to be a family-friendly game, open to anyone who wants to journey across the Four Nations to restore balance to the world. However, safety is important; always use a safety tool when you play, such as the X-card by John Stavropoulos, and have conversations with the other players about what kind of content you want to see in the game before you start.

The goal for this quickstart is to provide an accessible experience for everyone from veteran roleplayers to *Avatar* fans who want to experience their first roleplaying game! ***Avatar Legends: The RPG*** is a Powered by the Apocalypse game like *Dungeon World*, *Masks: A New Generation*, or *Root: The RPG*, these games are a good reference if you want to learn more about how Powered by the Apocalypse works. If you have any questions, or want to give feedback, you can head on over to our Magpie Games Discord server (https://discord.gg/RUFWCbC) or email us at info@magpiegames.com

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Ready to Jump In?

Want to get a taste for ***Avatar Legends: The RPG*** without reading the entire quickstart? No problem! We've included an adventure and set of pre-generated characters at the end of the quickstart—you don't need to create characters or think of a scenario to play out to get started.

We suggest you still read *Playing the Game* and *Running the Game* so you understand the base mechanics before you start. If you're familiar with Powered by the Apocalypse games, these sections provide the basic moves you need to play, along with mechanics unique to ***Avatar Legends: The RPG***.

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THAT'S NOT THE PLAN

A crackling rainbow of sparks erupted into a dragon-shaped swarm, clawing across the sky above the awestruck crowd, marking the start of the weeklong Coronation Celebration in honor of Fire Lord Ozai. The feasts, the spectacles, the parades...Everything about today's festivities surpassed the crowd's wildest expectations.

But three attendees were missing the firecracker display. Instead, they stumbled their way down palace stairs while shedding their sunset-toned festival robes for the dimmer, stealthier hues hidden beneath.

"What?! The guards are still here. That's not the plan!" Aniki pressed herself against the marble column warmed by the Dragonbone Catacomb's massive braziers. She held out her arm to prevent her companions' shadows from dancing into view. "I knew I should have handled the distraction myself. We have to turn back."

"It's okay, Aniki!" Sunlin placed a hand on Aniki's shoulder as they snuck a quick peek around the corner. "There's only three guards, and together we're unstoppable!"

"Because we have truth and justice on our side?" Aniki rolled her eyes, but a reluctant smile revealed the comfort she took in those words.

"Hey, you *have* been listening to my pep talks! Exactly. The truth about the Fire Nation's history depends on us, and when you're fighting for what's right..."

"Your victory will shine bright," interrupted Teek, scratching at his neck.

"Yeah, yeah...Is anyone else itchy? Why am I itchy? Were the dancing dragon costumes dusty for anybody else? What did I mi—?"

Aniki and Sunlin—spotting one of the guards getting closer—slapped their hands over Teek's mouth simultaneously. "SHHHH!!!"

The three held their breaths for a tense moment, but luckily, the joyous roars of the coronation crowds rang through the palace, even here. They lifted their hands from Teek's face as the guard departed, and Teek continued in an apologetic whisper.

"So there are guards. Who cares? We've got the element of surprise...and water. If we're fast, we can get the scroll, get out, and hide in the crowd."

"We need a better plan than that," Aniki retorted. "I should probably go first."

"No way! I can take them!" Teek reached for the cork of the waterskin on his belt, as if to prove it.

"Teek," Sunlin gently put their hands on Teek's arms, a mild restraint. "We all know you're a great bender, but Aniki's right. Okay, Aniki, if you go first, you can lure the guards, and then..."

Teek leapfrogged over Aniki and Sunlin, smiling down at their shocked faces, as he raced toward the guards and wrenched the cork of the skin free.

"HEY GUARDS! EAT STEAM!"

Waving his arms in swift swirls, Teek pulled a whip of water from the skin and lashed it through every brazier he passed, filling the catacombs with a steamy fog.

"Teek!" Aniki's stern voice faltered as her friend disappeared into the mist, but only for a moment as she rolled her eyes and followed his lead. "Okay. Distraction handled. Let's go."

Aniki padded quietly and quickly through the steam, her soft gestures pushing the steam to the side and parting a clear pocket through the fog. Sunlin followed swiftly, reaching for the throwing clubs up their sleeves as they covered Aniki's approach. Flashes of crimson light lit the steam and sent it sizzling. Aniki moved faster. Somewhere in this mess, Teek was in trouble. She had to get the scroll before he got hurt.

There it was! Just sitting out on an altar. Aniki grabbed it and whispered loudly, "Teek! Let's move!"

"You don't have to tell me twice," Teek appeared abruptly, sprinting through the fog. He heard the familiar swoosh of Sunlin's throwing club fly past his ear and the equally familiar groan that followed from the guard dropping behind him.

Teek turned back to Aniki and Sunlin with a big grin, only to see a wall of guards behind them, backup for the ones Teek had already taken out. Aniki and Sunlin's faces fell as they followed his gaze.

"Maybe less yelling next time, Teek?" Aniki's expression was resolute, refusing once again to betray any weakness.

"You don't have to tell me twice." Teek's voice was quieter now. They all knew they couldn't fight this many guards at once...

"It isn't over!" Sunlin held their head high as the guards grabbed them by the arm. "You can't stop the truth! Our victory will shine bright..."

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THE WORLD OF AVATAR LEGENDS

SUMMARY

- ***Avatar Legends: The RPG*** is a heroic fantasy game set in the world of *Avatar: The Last Airbender* and *Legend of Korra* in which you play a hero from one of the Four Nations who is a force of change in the world. The game is about bravery, friendship, and doing what is right in the face of often insurmountable odds.
- In ***Avatar Legends: The RPG***, you all play young heroes who join together to fight for what's right in a complicated and nuanced world. Together with your companions you face devious foes and dangerous opposition, defeat them as a team, and learn what it means to be a hero in the process.
- This game focuses on stories of adventure and the personal journeys of heroes through the various trials in their lives. It's a game for people of all ages who want to look at the world beyond the scope of the existing shows, comics, and stories and explore the meaningful actions heroes take for the good of others.

A WORLD OF ADVENTURE

The world of ***Avatar Legends*** is a fantasy adventure setting **inspired by Asian and North American Indigenous cultures**, a land filled with breathtaking temples, majestic sky bison, and unique marvels of technology. Yet, it is also a world defined by struggle—there are no true villains or heroes—as people with complex motivations come into conflict with others to forge a future they believe is best.

Many people in the world of *Avatar* are **benders**, martial artists whose special abilities allow them mastery over one of the four elements—earth, fire, air, and water. Split across four nations, each devoted to one of the elements, the people of this world have faced centuries of trials, conflicts within and between nations, peoples, and even spirits!

For most of the world's history, **the Avatar**—a unique bender capable of bending all four elements—has been responsible for maintaining harmony among the four nations and serving as a bridge between the spirit world and the physical plane. Following a path through the elements from earth to fire, fire to air, etc., the Avatar is reborn into each nation over time in a cycle of reincarnation. While there is only one Avatar, many look to them for guidance and justice, hoping to see the most capable bender in the world address their problems. But the Avatar is not the only hero in this world...

THE HEROES

In ***Avatar Legends: The RPG*** you play one of the many heroes of the Four Nations. Your goal is to protect the world from harmful threats and stand up for those without the power to stand up for themselves. You fight on the side of what is right, even if that is the most difficult path to take, and you understand that to achieve peace there must be balance in all things.

Achieving true balance within yourself isn't easy. Whether you play a bender, martial artist, or technological tinkerer you're pulled between your most important principles. If you delve too deeply into one, it throws you off-balance and you're taken out of the action while you try to regain your composure and find balance within yourself.

The Four Nations

There are four nations in the world of *Avatar*: the Fire Nation, the Water Tribes, the Earth Kingdom, and the Air Nomads. Each nation has its own unique culture and history dating back over a thousand years.

The Fire Nation homeland is located on a series of volcanic islands to the west. Fire Nation citizens are tenacious, inventive people who embrace industriousness and progress. During the Hundred Year War, the Fire Nation government and military caused the genocide of the Air Nomads and invaded the Earth Kingdom and Water Tribes. After the defeat of Fire Lord Ozai by Avatar Aang, the Fire Nation and its people have worked to redefine themselves away from the terrible crimes of their past, without losing their traditions, heritage, and thirst for innovation.

The Water Tribes are primarily split between the north and south poles with a small group of Water Tribe members known as the Foggy Swamp Tribe located to the southwest of the Earth Kingdom. The tribes once lived in harmony, but—after a series of devastating naval defeats during the Hundred Year War— the Northern Tribe retreated behind an icy wall while the Fire Nation hunted down and wiped out many of the Southern Waterbenders. Living in the harsh conditions of the poles (and the swamp) has made the people of the Water Tribes resilient to hardship and respectful of the world around them. During the Hundred Year War, both Northern and Southern Water Tribes suffered greatly, but since the end of the War, they both substantially rebuilt and recovered—albeit with the Northern and Southern Tribes each taking very different paths into the future.

The Earth Kingdom is the largest nation geographically and traditionally one of the most stable. During the Hundred Year War, however, the Earth Kingdom was occupied and colonized by the Fire Nation, losing even the great walled city of Ba Sing Se. After the war, the Earth Kingdom recovered much of its land from the Fire Nation, but saw its people forever changed by colonization—especially in the Hu Xin Provinces and other places where Fire Nation and Earth Kingdom citizens lived side by side and formed their own unique traditions. Because the Earth Kingdom covers such a large area, it's home to a number of culturally diverse peoples who have their own sets of local laws and traditions. The peoples of the Earth Kingdom are thus wildly diverse, but the nation struggles with xenophobia nonetheless and never backs down from a conflict that can be grounded in national pride.

The United Republic

After the end of the Hundred Year War, many people chafed at national boundaries and sought a better life in the former Fire Nation colonies in the Earth Kingdom. Industry, trade, and innovation quickly expanded, most notably in a coastal town eventually dubbed Cranefish City. After a decade of rapid population growth and political struggles, Avatar Aang and Fire Lord Zuko founded The United Republic of Nations with Cranefish City as its capital, but under a new name—Republic City. The United Republic became a safe haven for those who wished to live together in a multicultural society and is home to millions of people from every nation, benders and non-benders alike. Republic City, in particular, has a unique, metropolitan culture not found anywhere else in the world!

Finally, **the Air Nomads** are a monastic people who wander the globe with no true home aside from the four air temples located on mountains across the world. At the beginning of the Hundred Year War, the Air Nomads suffered a mass genocide and only began to recover much later during Avatar Aang's era when a group known as the Air Acolytes continued their traditions, eventually forming a new incarnation of the Air Nation. After an event known as the Harmonic Convergence in Avatar Korra's era, airbending abilities saw a massive resurgence, developing in seemingly random people throughout the other nations and allowing the Air Nation itself to recover further. In the past, Air Nomads were known as a peaceful, egalitarian people who embraced a life of simplicity and environmental preservation. The new Air Nation adheres to many of the same values, but with a drive to act and be a part of the world.

Depending on the era you play in the game, each nation acts as a backdrop focusing on different conflicts with some consistent themes. For example, during the Hundred Year War Era, the Fire Nation is focused on colonization and technological advancement. By contrast, in Aang's era—after Fire Lord Ozai's defeat—the Fire Nation is focused on establishing new cultural and social reforms and healing from a century of relentless war. Throughout both eras, however, the heart of the Fire Nation remains dynamic, embracing the soul of flame for which it was named.

Playing Through the Eras

Each game of ***Avatar Legends: The RPG*** begins with your group picking an era as a backdrop. The eras are each tied to the span of an Avatar's life—except for the Hundred Year War era—and focus on distinct themes which define the type of game you play. Here's a quick list that describes the rough focus and details of each era:

- **Kyoshi's Era** covers the events after *The Shadow of Kyoshi* novel. Play in Kyoshi's Era if you want to fight in battles against rogues and bandits and deal with corruption as the nations defend and reinforce their borders.
- **Roku's Era** covers the time just before the arrival of Sozin's Comet and the beginning of the Hundred Year War. Play in Roku's Era if you want to deal with tensions between different nations and the trials of maintaining an uneasy peace.
- **The Hundred Year War Era** focuses on the time just before Avatar Aang's awakening at the beginning of *Avatar: The Last Airbender*. Play in the Hundred Year War Era if you want to rebel against unjust rule, protect the weak, and stand up to tyranny.
- **Aang's Era** is set after the events of the *Imbalance* graphic novel trilogy, some time after the end of *Avatar: The Last Airbender*. Play in Aang's Era if you want to heal the world after tragedy and help push it into a brighter future.
- **Korra's Era** covers a period that takes place after the events of the *Ruins of the Empire* graphic novel trilogy, some time after the end of *Legend of Korra*. Play in Korra's Era if you want to deal with the repercussions of imperialism and play in a modernized era.

This quickstart contains an adventure (page 24) set in The Hundred Year War Era, but you can create your own adventures in any era you like using this quickstart.

The Players

Each player in ***Avatar Legends: the RPG*** creates their own hero using a **playbook**. It's a kind of hero archetype—a set of abilities and details and story elements all wrapped together to help you make the coolest character possible. Each hero is known as a player character (PC) in contrast to characters not controlled by the players, called non-player characters (NPCs).

The GM

One person in your game of ***Avatar Legends: The RPG*** takes on a special role: the Gamemaster (GM). The GM is responsible for representing the conflicts and dangers of the world and plays all the non-player characters the PCs encounter. The GM doesn't play against the players; their job is to portray a vibrant setting, interesting NPCs, and obstacles that challenge the players and their characters.

New to RPGs?

If you're a fan of *Avatar: The Last Airbender* and *Legend of Korra*, but you've never played a roleplaying game before, we've got you covered! Make sure you read through this entire quickstart and—to make things easier on yourself—consider using the pregenerated characters on page 34 to play through the adventure included in this quickstart. Here's a quick summary of what roleplaying games are and how they work to get you started:

A roleplaying game is a storytelling game you play with a group of roughly three to six friends. One person takes on the role of the GM and the rest of the people at the table are players, as explained above. Like the *Avatar* television shows, you normally play through a season of episodes. Each episode is one session of the game in which you tell a story together; the season is the larger overarching story your characters are involved in across multiple episodes.

During the course of an episode, the GM presents the characters with a number of scenes and obstacles for the PCs to interact with. For example, if you're playing in Ba Sing Se, your characters might be invited to a soiree at the Earth King's palace. Your GM describes what the party looks like and the interesting people and events that may take place there, alongside obstacles like rivals or difficult social situations. It is up to the players to decide what their heroes do!

When you take difficult, exciting, or uncertain actions, you often trigger a move, which is the rules side of play. Triggering a move often means rolling the dice, and the outcome of the dice roll defines whether things go well for your character or get more complicated and dangerous. Your hero is better or worse at certain things based on their stats, but the dice always add an element of surprise to the game and pump up the action in the scene.

Most episodes echo a TV show in which the PCs are first introduced to a problem, figure out what they want to do, engage in some action, and then discover the resolution based on their choices. Unlike a TV show, nothing in a roleplaying game is scripted and you play to find out what happens. Your actions have a direct impact on the story being told.

All the concepts mentioned above are explained in more detail in this quickstart, providing nuance and clarity. If you haven't played any RPGs before you might not understand everything you read, but that isn't a reason to wait to start playing! What's most important in any RPG is that you and your friends have a good time playing; everything else, you'll learn along the way.

STARTING PLAY

GETTING STARTED

Getting ready to play means making decisions about the game as a group, then making decisions about the characters you want to play individually. Every player, including the GM, should have equal say in deciding your game's **scope**, **group focus**, and **inciting incident**. Make sure you hear everyone's opinion as you make each decision. Come to conclusions which leave everyone excited to play!

You can use the Campaign Creation Worksheet in the play materials to keep track of all of these decisions!

CHOOSE A SCOPE

The game's **scope** defines how much of the Four Nations you expect to explore over the course of the game. If your scope is broad, you might sail or fly on bison-back from destination to destination, solving problems which affect multiple states. If it's narrow, you might explore a single region or city in greater depth and detail, occasionally visiting outside locations but always returning to your original site of focus afterward.

For example, Avatar Kyoshi and Avatar Aang both had stories with extremely broad scopes, adventures that required them to travel the world. Avatar Korra had a narrower focus in Season 1 of *The Legend of Korra*, centering on Republic City's complex power politics.

It's possible for your group's scope to change over the course of play, but that's likely an indicator you're moving on to a new season of your show...

Scope: A Single Fire Sage Temple

The players could choose to establish a very narrow scope—a single Fire Sage temple. The game will revolve around the politics and drama of the temple and the monks there!

Scope: The Air Nomad Temples

The players could select a broader scope by selecting all of the Air Nomad temples as the location of their game, focusing the story around traveling back and forth between them and solving problems in many places!

Scope: Ba Sing Se

The players could prefer a very wide scope—something like the entire city of Ba Sing Se. Such a scope means the heroes will deal with all sorts of problems that arise, anything that could happen across an entire, massive city!

Scope: Everywhere the Seas Touch

Finally, the players could decide they want their story to cover the entire world! Obviously, each adventure will happen somewhere, but there won't be any limit to where the heroes might travel in the story.

Choose a Group Focus

Your **group focus** is the purpose which first brought your characters together to achieve a common goal. Your characters might disagree about how to achieve it, but they all agree that the goal is so important that it's worth risking danger and changing their futures. Choose one of the following verbs as your group focus, then determine the object of that verb's action:

- To defeat [villain]
- To protect [place, idea, culture, person, thing]
- To change [culture, society, place, person]
- To deliver [person, thing] to [place, culture, person]
- To rescue [person, thing]
- To learn [idea, culture, training, history]

The group focus is a problem too complicated to overcome in one episode—the kind of thing it takes an entire season of the show or volume of the comic series to solve. Consider some of the following questions to make sure your group focus is robust enough to push the story forward:

- What makes the villain powerful and compelling? What kind of followers or minions do they command? Why hasn't anyone taken them down yet?
- If you're trying to protect, deliver, or rescue someone or something, why are they important to a lot of people? What makes them vulnerable to danger if you don't get involved?
- If your group focus has to do with a whole culture or society, what has happened recently to convince your characters that now is the time for change?
- If you're trying to learn something, what makes that knowledge difficult or illegal to obtain? Who's trying to stop you from learning it, and why? Or, who else is trying to learn it at the same time, and will their efforts help or hinder yours?
- Is your group focus something you can tell everyone you meet, or must you keep it secret?

Again, your group's focus may evolve as you play, but big changes—like moving from protecting a place to defeating a villain capable of threatening the whold world—are likely a sign that it's time for a new season!

Outline the Inciting Incident

The inciting incident is the plot of your series' "pilot episode," the story of how the characters met one another and committed themselves to your group focus. Choose something interesting but open-ended, since you'll need to know your characters before you can fill in the details!

Start by picking a place within your scope where this incident happened. Then, as a group, choose three of the following—one for each act of your opening story:

Act 1:

- We befriended [ally] who gave us access to [valuable item]
- We discovered a secret hidden by [powerful figure]
- We did something fun, but drew the ire of [powerful figure] in the process
- We learned the frightening plans of [powerful foe]

Act 2:

- We stole [valuable item] from [powerful foe]
- We discovered a terrible truth about [location or powerful figure]
- We defended [ally or place] from [powerful foe]
- We destroyed [valuable item] and drew the ire of its owner, [powerful foe]

Act 3:

- We fought and barely defeated [powerful foe]
- We narrowly escaped capture by [powerful foe]
- We saved or rescued [ally] from [powerful figure]
- We were saved from [powerful foe] by [ally], to their own detriment

As you choose them, think of each of them as the start (Act 1), middle (Act 2), or end (Act 3) of that first episode, detailing whatever you need to construct the opening of your adventures! You can also invent new villains, items, allies, etc., as you need them. Just connect the three events to explains how your characters met...and where your adventure goes from here!

CHARACTER CREATION

YOUR HERO

Once you've settled the bigger questions, each player makes a character aligned with the group focus, a hero who can bring the world into balance. Everyone but the GM follows the steps of character creation individually, but don't be afraid to discuss your options. Bouncing ideas off the other players often helps people make decisions!

CHOOSE YOUR PLAYBOOK

Your character's playbook defines what kind of social role they fill in the group, and how that role relates to the conflicts that drive them. A playbook helps to define your character's personality, relationships, and even how they fight—though any playbook can bend any element, or bend no elements at all!

In this quickstart, you can choose from these six playbooks:

- **The Bold** fights to live up to their self-image and earn others' trust and confidence. Play the Bold if you want to build your reputation and leadership skills.
- **The Guardian** defends someone close to them, steadfast and watchful. Play the Guardian if you want to be the first to see danger coming, and the last line of defense.
- **The Hammer** is strong, tough, and looking for a deserving face to punch. Play the Hammer if you want to grapple with what force can and can't solve.
- **The Icon** comes from an ancient tradition and inherited some serious standards to live up to. Play the Icon if you want to be torn between your heart and your destiny.
- **The Idealist** has a past, full of suffering and tragedy, that strengthened their beliefs. Play the Idealist if you want to awaken the hope in everyone around you.
- **The Successor** comes from a lineage of powerful but scary figures. Play the Successor if you want to struggle against your lineage as it threatens to draw you in.

If you want to play the pregenerated characters, you can find them on page 34 of this quickstart. Otherwise you can use the blank playbooks on page 46 to make your own heroes!

NAME YOUR CHARACTER

Earth Kingdom Names

Earth Kingdom syllables appear in the other three nations' nomenclatures as well, especially in the Fire Nation; feel free to use these names for Fire, Air, and Water characters as well. Use one or two syllables each for both given names and surnames.*

Syllables: *Ai, Chen, Guo, Huang, Ke, Ning, Pan, Rui, Song, Tian, Xu, Zeng*

**You can use names of precious stones (e.g. Garnet, Amethyst, Pearl), plants (e.g. Peony, Camellia, Willow), or concepts (e.g. Faith, Hope, Joy) as Earth Kingdom-style given names as well.*

Fire Nation Names

Fire Nation characters have given names and clan names. They don't usually mention their clan names when they introduce themselves, unless it's relevant to the situation or they're trying to show off for some reason.

Families in the Fire Nation often like to pass individual syllables in their names on to one another: a woman named Zaagar might pass one character in her name on to her child or nibling, naming them Daozaa or Garrun. Use one or two syllables below for each given name and clan name.

> **Syllables:** *Bu, Chae, Dai, Hing, Jian, La/Lan/Lon, Nao, Ran, Shur, Ty, Va, Zo*

Air Nomad Names

Air Nomads traditionally go by a single name with no surname, usually modified by "monk" for men or "sister" for women and referencing their Air Temple (e.g. Sister Dolma of the Eastern Air Temple). Monks live in the North and South Air Temples, while Sisters live in the East and West. Choose a single name from the list below.

> **Names:** *Chökyi, Dechen, Gyurme, Jamyang, Khenchok, Lekshe, Nyandak, Palden, Sangge, Ugyen, Wangchuk, Yonten*

Water Tribe Names

Water Tribe characters go by a single name without a surname, but introduce themselves as "[name] of [homeland]" (e.g. "Bato of the Southern Water Tribe"). Choose a single name from the list below.

> **Names:** *Aasivak, Aullaq, Changunak, Ipirvik, Kikkik, Maniilaq, Olayuk, Qannik, Qaunak, Ticasuk, Umiq, Uyaquq*

Training

All heroes in the world of *Avatar* can handle themselves in a fight. It's time to decide what kind of **training** your character has: whether they bend one of the four elements or if they're a non-bender with enough skill in the martial arts or the use of advanced technology that they equal benders in a fight. Your choice here also influences what you can call upon when you ***rely on your skills and training.***

Decide now whether your character specializes in waterbending, earthbending, firebending, airbending, hand-to-hand combat, or technology. Different characters don't necessarily need different trainings, but they can help make characters feel distinct from one another.

Also, decide what your character's signature **fighting style** is like, the thing about the way they fight that makes them different from other benders of the same element or other non-bending martial artists who use a similar approach.

> ***Examples:***
>
> *a Waterbender who creates clubs, spears, shields, and projectiles out of ice for themself and their non-bender companions to use*
>
> *a tech expert who grew up trapping monsters in the wilderness and constructs elaborate snares out of common items to catch their enemies*

Background

Choose up to two **backgrounds** to describe your character's upbringing. Your backgrounds affect social situations and tell us what kind of knowledge and practice you might draw on when you ***rely on your skills and training.*** Also write down the name of your character's hometown or homeland, either a favorite location from the show or one you've invented yourself.

Military

You trained to fight as a soldier in a military unit such as a mercenary company, a regional militia, or a state government's standing army. Are you a soldier, sailor, or spy? Do you still answer to your commanding officer, or have you gone rogue?

> **Examples:** *the Kyoshi Warriors, Iroh, Kuvira*

Monastic

You are or were a monk or nun devoted to finding enlightenment or helping others in a community with other like-minded devotees. What is your order's goal? What are its rules? In what ways did your upbringing agree with you, and in what ways did you long for something different?

> **Examples:** *Avatar Aang, Fire Sage Shyu, Long Feng*

Outlaw

You live outside the bounds of law and order as a criminal, insurrectionist, or pirate. Were you born into the lawless life, or did you come into it later on? Did you choose the outlaw life, or did the outlaw life choose you? Do you work alone or with a gang? Whom have you hurt just to stay alive?

> **Examples:** *the Flying Opera Company, Jet and the Freedom Fighters, Tokuga*

Privileged

You grew up in the lap of luxury, wealth, or prestige as a hereditary aristocrat, prominent merchant, or even the heir to a successful crime family. What advantages has your upbringing given you? Now that you're no longer surrounded by safety and ease, what do you miss—and what do you fear?

> **Examples:** *Asami, Zuko, the Beifong family*

Urban

You grew up running the streets of a big city like the Northern Water Tribe capital, Yu Dao, or Republic City. You rubbed shoulders with people from many different walks of life, and you might not feel so at home if your journey takes you to the wilderness. What unexpected skills and knowledge do you have from city life? Which urban amenities do you miss—and which hardships do you not miss?

Examples: *King Bumi, Bolin, Jargala*

Wilderness

You grew up in a town or household surrounded by nature, the elements in their most raw form, and developed advanced survival skills because of it. Which terrain makes you feel at home? What special skill are you most proud of—perhaps orienteering, herbalism, sailing, or animal training? What excites you, and what scares you, about big-city adventures?

Examples: *Lek, Katara, Tagaka*

Demeanors

Every playbook has six **demeanors,** ways your character might behave in social situations or when they're under pressure. Choose one or more, or make up your own if your vision of your character isn't covered there. Also, write down a line or two about what your character looks like.

History Questions

Under *History*, you'll find five questions about your character's story so far. Take a moment to think about them and come up with some answers for your character. Those answers fill in how your character came to be the person they are today, and why they belong to this playbook archetype instead of another. For most playbooks, the questions come in the following order (although some of them come in a slightly different order):

- The first question concerns your character's **motivation,** why they act as they do and what's most important to them.
- The next two questions are about **non-player characters** important to you. The GM plays these characters, so if you get stuck, ask them for suggestions.
- The fourth question is about an **object** or **symbol** your character carries or bears, something really important to them like Avatar Kyoshi's makeup or Katara's necklace.
- The fifth question is about **why you're committed to the group**, why you choose to be here, with these companions, pursuing the group's purpose.

Connections

These questions have to do with connecting the player characters together. Skip these for now; you come back to them once everyone has introduced their characters.

Stats

Your **stats** (short for "statistics") are numbers that describe how strong (if they're positive) or weak (if they're negative) your character is at actions based on their **Creativity**, **Focus**, **Harmony**, and **Passion**.

- **Creativity** measures your ability to think quickly and unconventionally, to come up with surprising plans or breathtaking art. Avatar Aang, Satoru, and Asami Satō all have strong Creativity.
- **Focus** measures your character's ability to perform difficult or precise tasks under pressure, to shut out distractions and work in a patient, disciplined, or stubborn manner. Rangi, Princess Azula, and Tenzin all have strong Focus.
- **Harmony** measures your character's social sensitivity, care, and empathy, their aptitude at taking into account the views and feelings of others and acting in an honest and compassionate way. Katara, Uncle Iroh, and Zaheer all have strong Harmony.
- **Passion** measures the intensity of your character's emotions and drive, and how good they are at listening to their feelings and turning them into decisive action. Mako, Prince Zuko, and Avatar Korra all have strong Passion.

Every playbook starts out with two stats rated +1, one rated +0, and one -1. Add +1 to one of those stats that's important to your character, either specializing in one of your strengths or offsetting one of your weaknesses. If you're not sure where to put your +1, look at the list of basic moves as well as your character's moves to figure out which ones look fun to you and important to your character concept, and what stats they require.

Fatigue

Your **fatigue track** has five boxes. When your character gets exhausted or injured, emotionally or physically, you mark fatigue by checking off one of those boxes. You don't have to worry about these just yet!

Conditions

A **condition** is an emotional state that makes trouble for your character, making certain actions harder to perform successfully. Stressful situations require you to mark a condition to indicate how you feel right now. You don't start out with any conditions marked.

Balance

Every PC has a balance track. On your playbook, you'll find each of the two poles marked with a **principle,** an idea about yourself or the world that matters to your character. However, these two ideas are in tension for your character. Your character isn't sure how to uphold one principle without denying the other principle, and their feelings about which one is more important change often during the course of a game session. The balance track looks like this:

At the start of play, your **balance** and your **center** are both in the middle of the track. Your balance represents where your mind and spirit are right now and shifts regularly throughout the game. Your center represents your "default" position, where you return to when not under duress and pressure from others. Your center may actually change over the course of the game, but it happens rarely.

Your balance always provides a pair of numbers, one for each of your principles. Those two numbers are your **principle scores**, or just your principles. Your two principle scores are always directly opposite each other, meaning that if your balance puts one principle at +2, then the other is -2, and vice versa.

> *The Bold's balance is between Loyalty and Confidence, they could have Confidence -2 and Loyalty +2, or Loyalty -2 and Confidence+2. The only exception is +0—they can have both principles at +0, the equilibrium point of their Balance track.*

Your balance determines how your character feels about one of the central conflicts of their identity, but it's also useful for calling upon as a strength when you act in accordance with your principles. You can read more about balance moves on page 15!

Moment of Balance

Your **Moment of Balance** is a move your character must unlock through advancement before it can be used. Once you've unlocked it, however, you can use it anytime your current balance is at your center. That doesn't necessarily mean you need to be at +0/+0. If your center has shifted (page 20), you have to get yourself in line with wherever it's been shifted!

A Moment of Balance is a powerful tool, a trump card for a conflict that resolves the scene and situation as your Moment of Balance describes:

> *Erik is playing Teek, the Bold, and he's unlocked his Moment of Balance as his very first advance. When his friends are threatened by Fire Sage Bai at the end of their adventure, Erik decides that he wants Teek to use his Moment of Balance right now to defeat the villain and save the day!*
>
> *Teek's center is still at +0/+0, so Erik knows Teek's balance has to be at +0/+0 to use his Moment of Balance. Thankfully, Teek's balance shifts back to +0/+0 at a crucial moment when he* **resists Fire Sage Bai shifting Teek's balance** *(page 19). Erik says "I'm totally using Teek's Moment of Balance (page 35)" and the GM asks him to read it aloud. Whatever the move says comes to pass...and Teek's going to be the hero at the center of it all!*

Playbook Moves and Features

While every character can make all the basic moves, **playbook moves** represent the special qualities which make your characters different from each other. You can't make a playbook move unless you have it checked on your sheet.

Each playbook requires you to make some choices about which playbook moves you want to start the game with. Later on, as your character learns and grows, you get access to more—sometimes even from other playbooks. Most playbooks also have **features**, a special kind of playbook move which other playbooks cannot take. Features often involve additional details and choices to further define your character, their backstory, and the fictional world around them.

> *The Bold has to choose two moves and a number of options from* **A Legacy of Excellence**, *a special feature just for the Bold. The options all center around amazing adventures and accomplishments the Bold wants to see happen, evidence that they've finally become the person they wanted to be all along. As they mark those off, they can clear conditions and advance, offering a mechanical advantage as they follow their story.*

Combat Technique

Each playbook includes a **combat technique,** unique to that playbook. In the full game, you choose to either take your playbook's special combat technique or a special combat technique based on your favored fighting style (water, earth, fire, air, hand-to-hand combat, or combat technology). There will be a list of such techniques in future versions of the game; for now, just stick to your playbook's special technique. Each technique gives your character a special choice they can make in a fight. For more on techniques and combat, see page 19.

> **The Bold's Combat Technique**
>
> **Tag Team** ***(advance and attack)***
>
> *Work with a companion against the same foe; mark 1-fatigue to inflict 2-fatigue on a foe targeted in this exchange by a companion using Strike, even if the Strike is blocked or doesn't land..*
>
> *If you're the Bold and you opt to take this technique, then whenever you choose to* ***advance and attack*** *in a fight, you add "Tag Team" to your list of options when you roll a hit. Of course, you can also choose to Strike, Seize a Position, or Smash as you would any time you* ***advance and attack****.*

Growth Question

At the end of every game session, the players discuss what their characters learned during the course of the episode. There are three questions everyone always answers—you can see those on page 20—but each playbook also has a question which only that character answers. Each "yes" answer allows you to check a growth box. When you mark the third growth box, you advance and choose one of the options under growth advancement.

Connections

Remember those **connections** from earlier? Now's the time to fill them out! But first, you have to get to know the other player characters. Go around the table and introduce your characters, telling us their name, appearance, training, background, demeanor, and answers to their history questions.

Once you've learned more about the other characters, fill out your connections to link your characters together. Fill them out one at a time, going around and giving everyone a chance to define your group's relationships as you set out on your adventure:

> *The Bold's first connection says "_____ scoffs at me and my plans; one day I'll show them what I can do." They can put any other PC's name in that slot, deciding that the PC in question is more than a little skeptical of the Bold's abilities.*

What About Bending?

You'll notice that aside from choosing which Training you want during character creation, very little of the process of making a character for ***Avatar Legends: The RPG*** is about bending. That's not an accident! Bending is a huge part of the game, but it might not show up in the way you're expecting...

In *Avatar: The Last Airbender* and *Legend of Korra*, most of the heroes are benders capable of amazing feats. The ones who aren't benders are often incredible masters of weapons or technology that rival bending itself, holding their own against capable benders in tough situations and sometimes even triumphing!

But regardless of their bending prowess—or other fantastic abilities–the stories of ***Avatar Legends*** characters aren't really about their bending. Instead, the characters use their bending to go on adventures in the service of their broader story—finding the role they have to fill in the world, exploring the drive inside their heart that moves them, caring for the people in their lives that matter.

Bending in ***Avatar Legends: The RPG*** works the same way—you use it constantly...but it's not your story. All of the Trainings, including bending, are tools your character uses to get stuff done, whether that's fighting to protect the innocent from immediate harm or attempting to convince the political leaders of a place to take the problems of ordinary people seriously.

What does that look like in the game? Trainings don't have a lot of limits, so you get a chance to say when and how your Training is useful. Sometimes, it's obvious—"I want to waterbend that boat back to us so we can save the people on it!"—but sometimes it's a bit more subtle—"I want to earthbend out little handholds all up the side of this building so we can climb it!"

Either way, the mechanics of ***Avatar Legends: The RPG*** are going to both support and challenge you as you use your powers. As you push yourself to accomplish great things with your Training, you'll find costs and complications that make those accomplishments meaningful; when things are easy—like lighting a small fire with your firebending—you won't need to invoke the mechanics at all.

Just remember...your Training is always real. You can't waterbend a boat to you if you can't waterbend; if youre a Firebender or Earthbender you'll have to swim to that boat instead. And there are special combat techniques that are only available to masters of bending, weapons, or technology—skills like lightning redirection or metalbending that must be learned from others on your journey...

PLAYING THE GAME

THE CONVERSATION

You play ***Avatar Legends: the RPG*** by having a conversation—the players describe their characters' actions and reactions, and the GM does the same for the environment and non-player characters. If you remember playing pretend with your friends as a little kid, it's kind of like that.

But playing make-believe wasn't all in your head: you'd use action figures to represent your characters, cool sticks as swords or wizard staves, and the features of the jungle gym on your playground as inspiration for your imaginary world. In a game like ***Avatar Legends: The RPG***, you use different tools! You have the the Four Nations and their history, to spark ideas for conflicts, villains, heroes, and more; you have playbooks, which provide support for creating characters; and you have the rules of the game itself, which guide you to surprising, interesting things to say.

In this quickstart, you'll find references to **the fiction**—the entire imaginary world you create by describing characters, their actions, and the world around them. At the **table** where you play (or over an online call), you roll dice, interpret the results, and jab the air with a pencil as you describe your PC's actions. But in **the fiction**, your Firebender PC channels lightning at a charging Earth Empire loyalist in a mech suit.

As with any conversation, you take turns speaking, not just talking over each other or talking so much you dominate the whole conversation. You say something, maybe ask a question, and wait for a reply; the other person says something, then waits for your reply. That back and forth makes up the whole of the game.

On top of that back and forth, the game is broken up into **sessions**—you and your friends getting together for a night to play is one session—and sessions are broken up into **scenes**, like in the TV shows. Scenes are sets of action within a given setting. When the heroes try to scale the fortress walls, sneak past the guards to get to the dungeons, and then get into a fight with the villain who catches them just before they free their friend from the cell, that might all be one scene. Then when the characters flee and wind up recuperating somewhere else, that's a whole new scene.

Every scene starts off being framed. To **frame a scene,** you say who's there, where it's happening, and maybe what you think the upcoming scene might (or should) be about. Often, the GM takes on the responsibility of scene framing: "So I wanna set the next scene in the locker rooms backstage before the Earth Rumble tournament, if that sounds good? Dae-hyeon and Cui Wuzhan, you're back there warming up for your upcoming tag team match when the Boulder comes looking for you in a panic. Ms. Shimabukuro, you're their manager—you wanna be hanging around, too?"

But it's everyone's responsibility to make sure others at the table are part of the story. If someone hasn't spoken in a while, turn to them and ask what their character is doing, then stop talking and make space for them to contribute. If you want to participate but you're not sure what to do, turn to a friend and ask for a suggestion, either out of character as yourself at the table, or in character as your PC.

Moves

One exciting thing about this kind of storytelling is that at certain moments, no one—not even the GM—knows what will happen next. Will Aang be able to fool the Fire Nation guards? Can Korra stop the rocks falling toward her friends?

At these exciting moments, the dice and the game's rules become part of the conversation at the table. You roll dice at the table and compare the results to the rules, then turn the outcome into a new part of the story which no one could have predicted.

The little package of rules text that tells you when to roll dice and how to interpret the results is called a **move.** Every move starts with a **trigger**, which is always something that happens in the fiction.

- When you ***rely on your skills and training*** to…
- When you ***plead with someone who cares what you think***…
- When you ***work out a plan with someone***…

You can't make a move happen just by saying "I want to ***trick an NPC***!" You have to narrate something in the fiction that matches the move. So if you want to ***trick an NPC***, describe your character creeping through the shadows while a guard is distracted, earthbending a stone hidden under one of a street scammer's three cups, or putting on a false beard and pretending to be the normal Fire Nation citizen Wang Fire.

Most moves ask you to roll the dice. Usually, they also ask you to roll with a stat listed on your playbook. That means you roll the dice, add the results together, and then add or subtract the stat named in the move.

If the final sum of that roll is less than or equal to 6, the result is a **miss**. Something unfortunate (but exciting!) happens, and the GM says exactly what occurs in the story (read more about misses on page 22).

If the final sum is greater than or equal to 7, that's a **hit**—you'll generally get what you wanted! A total of 7 to 9 is a soft hit, which might bring a troublesome complication or cost. A 10+ is a full hit, a complete success: you get all you want and maybe even a little more.

Fatigue

Your fatigue track has five spaces on it. When you mark fatigue, it represents getting physically, mentally, and/or emotionally tired, stressed, and worn down. Once you've marked all five spaces, you're on the verge of collapsing or passing out. Nearly everything risky you do is difficult and might put you out of action.

If you've marked all five fatigue boxes, then any time a game rule gives you the choice between marking fatigue or doing something else, you have to do something else. If a rule doesn't give you a choice, if it just says, "mark fatigue," then since you have no boxes left to check, you mark a condition instead. Read on to the next section to learn about conditions.

So, how do you get less fatigued? You can always ***comfort and support*** other PCs—and they can ***comfort and support*** you too!. Of course, getting some rest helps too.

- Sleeping rough, like a night spent under the open sky with rocks for a bed, clears 3-fatigue.
- A night's rest in a covered stable or barn might clear 4-fatigue.
- A night's rest in a comfortable space, like an actual house, with a mat underneath you and a blanket over you, clears 5-fatigue.
- A week's rest pretty much anywhere—even in the wilderness—also clears 5-fatigue.

You need food and water to get the benefits of rest as well—it's not the kind of thing you need to keep careful track of, but if you're trying to rest in the middle of the desert without any water at all, then you're not going to recover much fatigue, if any.

NPCs also have fatigue tracks: three fatigue boxes for most, five if they're moderately important, and ten if they're major—a stalwart ally or formidable villain. NPC fatigue works identically to PC fatigue—they mark it to activate techniques and must mark conditions if they must mark fatigue and their fatigue track is full.

Conditions

A **condition** is an emotional state which leaves you uncomfortable and vulnerable. Every character has five conditions they can mark when something particularly stressful happens to them: **Afraid**, **Angry**, **Foolish**, **Guilty**, and **Insecure**. If you don't have a condition marked, you might still feel that emotion, but it won't last long, or it's not intense enough to affect your actions. If a condition is marked, then it really worries you, the kind of thing you might feel upset about for days or even weeks.

How should a character act when they're Afraid or Insecure? That's entirely up to you—an angry Kyoshi and an angry Aang are very, very different creatures! The one thing pre-defined about each condition is how it affects specific moves you make, giving you a -2 penalty on those rolls. As long as you're ...

- **Afraid**, take -2 to ***intimidate*** and ***call someone out***
- **Angry**, take -2 to ***comfort and support*** and ***assess a situation***
- **Foolish**, take -2 to ***trick***, and ***resist shifting your balance***
- **Guilty**, take -2 to ***push your luck*** and ***deny a callout***
- **Insecure**, take -2 to ***plead*** and ***rely on your skills or training***

If you've already marked all five conditions and you must mark another, you're **taken out.** You become unconscious, injured, distraught, or trapped. Your actions can't trigger moves or affect the scene anymore. You're at the mercy of the other characters in the scene and might be disarmed, captured, or otherwise limited. It's not until after the scene ends that you recover, after you've had some time off or your opposition frees you. When you recover, clear all marked fatigue, but keep all your conditions marked.

Clearing Conditions

You can remove a marked condition in a few ways. One of the other PCs might try to ***comfort and support*** you; or you might do something risky or unproductive to clear a specific condition. To clear...

- **Angry**: break something important or put others in danger.
- **Afraid**: run from danger or difficulty.
- **Foolish**: take foolhardy action without talking to your companions.
- **Guilty**: make a personal sacrifice to absolve your guilt.
- **Insecure**: offer aid or support to someone competent.

Though they don't roll dice, NPCs can have conditions as well—one if they're minor, three if they're moderately important, and five if they're really important.

Balance

Each principle of balance affects your character's whole worldview, manifesting as part philosophy and part feeling. When they appear on your character sheet, that means they're both important to your character and in tension with another important principle, placing your character in a state of inner conflict. Over the course of the story, your character's thoughts and experiences push and pull them towards one idea or the other.

When you start play, your playbook tells you your principles. You track how you feel about them at any given time on the balance track. Your balance may shift as a result of several moves, or it may shift as a result of an NPC ***shifting your balance***—that is, an NPC trying to shift your balance towards one principle or the other by how they speak and behave toward you. When you're told to shift your balance toward one principle or the other, move your balance (and however you track it, be it with a stone or a penciled-in circle) toward the end of that track where that principle is written.

When you're told to shift your balance towards your center, you shift your balance towards wherever your center is currently.

Here's an example of the Idealist's balance track at one point in the story:

If the Idealist has to shift toward Forgiveness, her marker goes one space to the left, so she's at Forgiveness +3. If she has to shift toward Action or toward her center, it goes one space to the right, putting her at Forgiveness +1.

NPCs can have balance, but only if they are important. NNPC balance tracks only have a single principle that ranges from 0 to +1 (minor NPCs), +2 (moderately important NPCs), or +3 (major NPCs).

Balance Moves

In addition to tracking your character's commitment to their principles, the balance track is also used in four balance moves, which every PC can trigger:

- ***Resist shifting your balance*** is the move with which you resist an NPC shiting your balance. If an NPC tries to tip your balance and you go along with it, you can just shift the way they want you to; if not, then your resistance triggers this move.
- ***Live up to your principle*** is the move for calling upon the strength of your convictions to boost you; PCs use it when they take an action in line with one of their principles and they call on that belief to help.
- ***Call someone out*** is the move for getting someone else to act according to their principle, to actually live up to that belief. It can be used by a PC on another PC; it can be used by a PC on an NPC; or it can be used by an NPC on a PC. When a PC uses it, they roll to ***call someone out***, when an NPC uses it on a PC, then the PC can choose to roll to ***resist a callout*** (kind of like ***resisting an NPC shifting your balance***). You don't need to know the exact principle to ***call someone out*** with it—the GM just needs to know you have a good sense of what motivates that character!
- ***Lose your balance*** is a very specific move explaining what happens when you're asked to shift your balance toward a principle, but you're already at +3 with that principle.

Resist Shifting Your Balance

When you ***resist an NPC shifting your balance***, roll. On a hit, you successfully maintain your current balance in spite of their words or deeds. On a 10+, choose two. On a 7-9, choose one.

- *Either clear a condition or mark growth by immediately acting to prove them wrong*
- *Shift your balance towards the opposite principle*
- *Learn what their principle is (if they have one); if you already know, take +1 forward against them*

On a miss, they know just what to say to throw you off balance. Mark a condition, and the GM shifts your balance twice.

Live Up to Your Principle

When you ***take action in accordance with the values of a principle***, mark 1-fatigue to roll with that principle instead of whatever stat you would normally roll.

If you would normally roll with one or the other principle to make a move, you can't apply this move to it—you're already living up to that principle!

Call Someone Out

When you ***openly call on someone to live up to their principle***, name and roll with their principle. On a hit, they are called to act as you say; they must either do it or mark a condition. On a 7-9, they may change your own mind in turn; mark a fatigue or they shift your balance as they choose. On a miss, they can demand you act in accordance with one of your principles instead; mark a condition or act as they request. **Each PC can only trigger this move once per session.**

Deny A Callout

When you ***deny an NPC calling on you to live up to your principle***, roll with that principle. On a hit, act as they say or mark a fatigue. On a 7-9, you must also shift yofur balance towards the called-on principle. On a miss, you stand strong; clear a condition, clear 1-fatigue, or shift your balance, your choice.

Lose Your Balance

If your balance shifts to the end of the track, and then would shift past the end of the track, you lose your balance. You obsess over that principle to a degree that's not healthy for you or anyone around you. Choose one of the following:

- *Give in or submit to your opposition*
- *Lose control of yourself in a destructive and harmful way*
- *Take an extreme action in line with the principle, then flee*

Afterward, when you've had some time to recover and recenter yourself, re-enter play with all your conditions and fatigue cleared and your center shifted one step towards the principle you exceeded. Reset your balance to your new center.

ROLL WITHOUT STATS?

If a move instructs you to roll without including a stat—"When you resist an NPC tipping your balance, roll"—then you just roll 2d6 without adding a stat to your total. You may still have other modifiers to the roll that aren't stats, like gaining a +1 ongoing from ***assess the situation*** (page 17), but you don't add a stat unless the move explicitly directs you to do so!

Basic Moves

These are the most common moves throughout the game and handle most basic uncertainty. They are available at almost all times, except directly in the middle of a combat exchange—though they can be used in between combat exchanges when the fight slows for a moment.

Sometimes, moves tell you a specific thing that happens when you roll a miss. For these basic moves, whenever you roll a miss, the GM gets to make a **move**, driving the scene forward in an exciting and interesting way.

When a rule tells you to **take +1 forward**, add one to your very next roll, and only your next roll, that fulfills the conditions. If it says to **take +1 ongoing**, you add one to any roll that fulfills the conditions until circumstances change.

Plead

When you ***plead with an NPC*** who cares what you think for help, support, or action, roll with Harmony. On a 7-9, they need something more—evidence that this is the right course, guidance in making the right choices, or resources to aid them—before they act; the GM tells you what they need. On a 10+, they act now and do their best until the situation changes.

Intimidate

When you ***intimidate an NPC*** into backing off or giving in, roll with Passion. On a hit, they choose one. On a 10+, first, you pick one they cannot choose:

- *They run to escape or get backup.*
- *They back down but keep watch.*
- *They give in with a few stipulations.*
- *They attack you, but off-balance; the GM marks a condition on them.*

Trick

When you ***trick an NPC***, roll with Creativity. On a hit, they fall for it and do what you want for the moment. On a 7-9, pick 1. On a 10+, pick 2.

- *They stumble; you take +1 forward when acting against them.*
- *They act foolishly; the GM tells you what additional opportunity they give you.*
- *They overcommit; they are deceived for some time.*

Rely on Your Skills and Training

When you ***rely on your skills and training*** to overcome an obstacle, gain new insight, or perform a familiar custom, roll with Focus. On a hit, you do it. On a 7-9, you do it imperfectly—the GM tells you how your approach might lead to unexpected consequences; accept those consequences or mark fatigue.

Push Your Luck

When you ***push your luck*** in a risky situation, say what you want to do and roll with Passion. On a hit, you do it, but it costs you to scrape by; the GM tells you what it costs you. On a 10+, your boldness pays off despite the cost; the GM tells you what other lucky opportunity falls in your lap.

Assess a Situation

When you ***assess a situation***, roll with Creativity. On a 7-9, ask 1 question. On a 10+, ask 2. Take +1 ongoing when acting on the answers.

- *What here can I use to _____?*
- *Who or what is the biggest threat?*
- *What should I be on the lookout for?*
- *What's my best way out/in/through?*
- *Who or what is in the greatest danger?*

Comfort or Support

When you ***comfort or support*** another person, roll with Harmony. On a hit, they must decide if they open up to you. If they don't, mark a condition and take +1 forward against them; if they do, ask them any question. On a 10+, they can ask a question of you as well. Anyone who answers a question honestly may choose to clear a condition or 2-fatigue.

Combat Moves

All the moves and rules you've seen so far cover a wide variety of situations, from trying to sneak into places, to convincing NPCs to take your side, to using bending to change your environment. But at some point, you'll almost certainly find yourself in a full-on fight, when you and one or more foes are throwing punches, blasting fire, dodging incoming blows, and more. In fights like this—in combat—new moves come into play to handle the push-pull of the dynamic situation.

Combat takes place in **exchanges**, sets of blows, blocks, and dodges that combine into a single fluid sequence. Imagine two foes circling each other, and then closing in, one throwing a fireball and then a leg sweep, the other dodging both attacks before responding with a blast of air. That whole series of blows covers one exchange.

Exchanges can include dueling combatants—focusing in on those two fighters battling with each other—or can include every combatant in a scene, creating a chaotic, frenetic feel of rolling action. Make sure everyone is clear about who is involved in any given exchange; "surprise attacks" happen before engaging in combat, and once engaged in combat, participants have a general idea of whom they are fighting with and against.

Combat exchanges don't have to happen right after each other—characters can talk to one other or take other actions between exchanges. You might even trigger and roll moves in these moments. But as soon as one character comes back at another and are both ready to fight, they are engaging in combat again.

Approaches and Techniques

In each combat exchange, every character (or group) in the fight chooses an approach to use. An approach is a general stance, a way of being prepared mentally and physically to act in that exchange. Choosing an approach doesn't mean you choose exactly what you do in that exchange, but it does limit your options to the techniques tied to that approach.

A **technique** is a trained attack, block, dodge, or other individual action. Most techniques are tied to a specific approach and can only be used when you take that approach in an exchange.

There are two overarching kinds of techniques—**basic techniques** and **special techniques**. Basic techniques are available to everyone. Anyone trained enough to participate in a fight is trained enough to use all the basic techniques for every approach.

Special techniques, on the other hand, require particular training, knowledge, and experience. NPCs might have special techniques to represent their own particular training and abilities, especially if they are potent or dangerous. PCs start with at least one special technique from their playbook or from a specialized form of bending. They can learn more special techniques by training with NPCs.

The full game will have more information on training and learning techniques, but for now, the most important ideas to have in mind:

- Basic techniques don't require any special training to know or use; all PCs can use them equally. A PC can use up to one basic technique if they get a 7-9 on their combat approach, or two basic techniques if they get a 10+ on their combat approach.
- A special technique is **learned** when you've trained with your teacher enough to master its basics. A PC can use one learned technique if they get a 10+ on their combat approach, but to do so, they must mark fatigue in addition to any other costs.
- A learned special technique becomes **practiced** when you've actually used a learned technique in combat successfully. A PC can use one practiced technique if they get a 10+ on their combat approach, with no other extra costs.
- A practiced special technique becomes **mastered** when you fulfill the quest for mastery set to you by your teacher. Each quest for mastery is special, suited to that character and what they must do to truly learn the lessons needed to master the technique. A PC can use one mastered technique if they get a 7-9 on their combat approach, or two mastered techniques if they get a 10+.

What Happens in an Exchange?

To begin an exchange, the GM frames it like a little scene, saying who's fighting, where the battlefield is, and what it looks like. If it's the second or third exchange in a row, you might go ahead and skip that step if everyone knows that stuff already. After that, follow this order:

1. NPCs choose approaches in secret
2. PCs choose approaches in public
3. Everyone reveals their choices
4. Resolve all ***defend and respond*** approaches
5. … then all ***advance and attack***
6. … then all ***evade and observe***

Think First, Before You Move

Each combatant chooses their approach for this exchange: ***defend and respond***, ***advance and attack***, or ***evade and observe***.

First, the GM secretly sets an approach for every NPC or group of NPCs in the fight. When they're ready, the other players choose for their PCs. They can discuss their choices out loud if they want.

Once the PCs are sure about their choices, the GM reveals what each NPC chose. Now it's time to find out whose plans worked and whose didn't! In the fiction, all the actions happen more or less at the same time; but at the table, you go through them in a certain order—***defend and respond***, followed by ***advance and attack***, followed by ***evade and observe***.

When it's time for an NPC to resolve their chosen approach, most NPCs choose one technique listed under their approach, but...

- NPCs fighting together in a group get to choose additional techniques based on their group size: +1 for small groups of 5 to 10 NPCs, +2 for medium groups of 10-20, +3 for large groups of 21 or more fighters.
- Significant NPCs who have balance scores start out just choosing one technique like anyone else, but as their balance shifts up, they get tougher and tougher to beat. These NPCs choose additional techniques equal to their current balance score.

When it's time for a PC to resolve their approach, roll with the appropriate stat. On a 7-9, choose one basic technique, or one mastered special technique. On a 10+, you may choose one learned or practiced special technique, or two basic or mastered special techniques.

As described above, a **technique** is a single option, a single effect, as described below. Every approach has three basic techniques that all characters—including NPCs—have access to at all times. Many characters also have special techniques they have learned over the course of their training. You can't use the same technique twice in the same round!

The Aftermath

Once all techniques are resolved, the exchange is over. You might have a moment to catch your breath, turn and run, talk trash, or do something else. But as soon as someone tries to stop you taking that action with their fists or weapons or bending—or as soon as you use your fists or weapons or bending to stop someone else's action—another exchange begins.

Basic Techniques

Every character, including NPCs, has access to these basic techniques. In general, defend and respond techniques tend to focus on avoiding conflict, while advance and attack techniques inflict conditions or reshape the enviornment and evade and observe techniques adjust balance and expose your foe's plans.

Defend and Respond

If you ***defend and respond***, roll with Focus.

Defend and respond basic techniques:

- Retaliate. *Each time a foe inflicts fatigue, a condition, or shifts your balance in this exchange, inflict 1-fatigue on that foe.*
- Block. *Choose one **advance and attack** technique. For the rest of this exchange, mark fatigue to block an enemy within reach who uses that technique unless they mark an additional fatigue.*
- Retreat. *Leave the fight to safety. Any foe engaged with you can mark fatigue to block this technique.*

Advance and Attack

If you ***advance and attack***, roll with Passion.

Advance and attack basic techniques:

- *Strike. Mark fatigue to inflict a condition on a foe in reach.*
- *Seize a position. Advance to a new location—engage new foes, avoid an obstacle or danger, or establish an advantageous position.*
- *Smash. Destroy or destabilize something in the environment.*

Evade and Observe

If you ***evade and observe***, clear 1-fatigue & roll with Creativity or Harmony.

Evade and observe basic techniques:

- Test Balance. *Mark fatigue to question a foe as you fight with them. Ask what their principle is; they must answer honestly. If you already know their principle, you may instead shift their balance.*
- Show off. *Mark fatigue to impress or intimidate a foe. They must either allow you to shift their balance or they may only use a single technique in the next exchange.*
- Watch a foe. *Choose an engaged foe to carefully observe. In your next exchange with them, before anyone else makes any choices, they must announce what approach they choose and one technique of that approach they will use in that exchange.*

Helping Other Characters

The rules for helping other characters are simple—there's a move for helping each other out!

Helping

When you take appropriate action to ***help a companion***, mark 1-fatigue to give them a +1 to their roll (after the roll). You cannot help in a combat exchange in this way.

Like any other move, ***helping*** requires you to both do it in the fiction and follow the move's instructions—you've got to have some action you're taking in the fiction that helps the other PC and you've got to mark 1-fatigue. If you can't think of some way to help or can't mark 1-fatigue, you can't ***help***. You're out of ideas or too tired!

> *Teek, the Bold, is trying to swim to safety after the boat he was on with Aniki, the Guardian, was destroyed by a Fire Nation ship. Teek rolls to* **rely on his skills and training***—he's from the Southern Water Tribe and knows how to swim!—but only rolls a total of a 6. The GM says, "You swim hard, Teek, but your vision is getting blurry. The force of the explosion must have dazed you a bit."*
>
> *Anika jumps in—"Can I* ***help*** *him?" The GM nods. Anika marks 1-fatigue and says, "I see him slipping below the surface of the water, and I swim back for him. 'Come on, Teek! This is a terrible time for one of your famous water naps!'"*
>
> *The GM says, "Great! That brings your roll up to a 7, Teek. Let's take a look at* **rely on your skills and training** *to find out what happens on a 7."*

You can't ***help*** multiple times with the same roll, even if you have enough fatigue to ***help*** multiple times. You can only help once on each roll, although more people than just you might still make the difference...

Helping as a Group

Usually, you can only ***help*** someone who has rolled a 6 or a 9 as their total, the two points at which your +1 would actually make a difference. However, your team is much stronger together than they are apart—multiple PCs can ***help*** on the same roll, provided they all have a way of ***helping*** and mark 1-fatigue each.

Helping in Combat Exchanges

The only place you absolutely cannot help your companions is during a combat exchange. It's assumed you're doing all you can to fight together in an exchange, so aiding each other is tied up in selecting the right combat techniques to support your companions, like Blocking your foe's Strikes directed at your friend so your friend can Strike back effectively!

Bending

Any playbook can have any kind of bending by picking it under *Training* during character creation. Bending is a constant part of how you act and solve problems—it's always available to you, and when you ***rely on your skills and training***, or ***push your luck***, or ***advance and attack***, etc., you're likely using your bending. That said, no character can have more than one type of bending!

Having bending as your training means you use it capably—you may still have plenty to learn, but you do all of the basics fairly consistently. Use the moves and their triggers to dictate when you go to the dice—if you're waterbending some water to make fun shapes to delight a kid, you might be ***comforting or supporting***. If you're waterbending to create a flashy distraction, you might be ***tricking an NPC***.

Growth & Advancement

At the end of each game session, each player answers the following questions:

- Did you learn something challenging, exciting, or complicated about the world?
- Did you stop a dangerous threat or solve a community problem?
- Did you guide a companion towards balance or end the session at your center?

In addition to these three, they also answer their playbook's unique personal growth question. For each "yes" answer, mark one of the three growth boxes on the advancement track. When you have marked all three growth boxes, clear the track and take a **growth advancement**.

The different growth advancements you can take are:

- Take a new move from your playbook (up to a maximum of four moves from your playbook)
- Take a new move from another playbook (up to a maximum of two moves from other playbooks)
- Raise a stat by +1 (up to a max of +2 in any given stat)
- Shift your center one step (you may only take this growth advancement twice)
- Unlock your Moment of Balance (you may only take this growth advancement twice)

In the full game, you can also advance by learning new techniques from teachers around the world. If you learn the basics, you get a new technique at "learned" level. If you use a learned technique in combat successfully, it goes to "practiced" level. If you fulfill the mastery condition for a technique—chosen by the GM—you move the technique to "mastered" level.

RUNNING THE GAME

THE GM'S ROLE

Much of the information in *Playing the Game* (page 13) applies to running ***Avatar Legends: The RPG*** as a GM too. However, there are a few additional details you need to keep in mind as a GM—your agendas, guidelines, and moves.

The **agendas** are the goals you have as a GM, the targets you're trying to hit that you always keep in the back of your mind. **Guidelines** are the golden rules which help you to make the Avatarverse come alive for your characters and create an immersive experience. The **moves** are what you can do as a GM to keep the game exciting and the fiction moving.

AGENDAS

- Make the world feel real
- Make the companions' stories meaningful and important
- Play to find out what happens

GUIDELINES

- Describe a wondrous world with a deep history
- Address the characters, not your players
- Be the companions' biggest fan
- Ask questions and let your players answer
- Treat companions equally
- Remember the history of the world and characters
- Emphasize lessons throughout
- Give NPCs drives, fears, and hopes
- Make conflicts moral choices
- Use imbalance instead of evil
- Seek consequences besides death

MOVES

A large part of your job as a GM surrounds moves. When you're not helping a player with one of their moves, you're performing your own. GM moves don't require you to roll dice, they just happen when you say they do—they're what you, the GM, say as your part of the conversation.

As a GM you use your moves to drive the fiction forward. You're constantly asking the players what they're doing, knowing their actions can activate any of the player-facing moves, or you're responding to PC actions and moves with one of your own. You make a GM move generally when:

- You get a golden opportunity—the situation makes a particular GM move obvious and inevitable
- The conversation slows down or stops—you make a GM move to incite action and keep the conversation going
- A PC rolls a miss—you make a GM move to respond to their missed move, following your agendas and guidelines

Basic GM Moves

- Inflict fatigue or a condition
- Shift their balance
- Reveal a hidden truth
- Twist loyalties with tempting offers
- Escalate to violence
- Offer a risky opportunity
- Threaten a loved one
- Shift the odds, suddenly
- Exploit a weakness in their history
- Provide wisdom in unlikely places
- Turn a move back on them
- Put someone in danger

Making GM Moves

You make GM moves when the conversation slows or stops—and things get boring—or when the PCs give you a golden opportunity like turning their back on a villain or ignoring a problem. But the most common time you make a move is when the players roll a miss. The GM move you make can be as hard or as soft as you like, but it should always make the PCs' situation more complicated and interesting.

Sometimes a miss means the PCs don't get what they wanted, but it can also mean they get what they wanted in exactly the wrong way. For example, if a character rolls a miss while ***relying on skills and training*** to pick a lock, you could **escalate to violence** as guards see them before they can finish picking the lock... or you could **offer a risky opportunity** by saying their lockpicks break in the lock, but they think the door is flimsy enough they could break it down, even though that would make a lot of noise.

> *Aniki tried to* **trick** *the guard, by lying to him and telling him she was on the guest list for the party. Aniki's player rolled a 1 and 2, with Creativity (-1), for a total of 2—a miss. The GM* **escalates to violence**—*the guard realizes she's lying and grabs her shoulder as she tries to stroll by.*

A simple GM move that often makes sense in most situations is **inflicting fatigue or a condition**. This means if a character goes through an experience that makes them feel one of the following emotions—Afraid, Angry, Foolish, Guilty, or Insecure—you can ask them to mark the condition on their playbook as one of your moves. Or if a hero goes through an exhausting experience, you should inflict fatigue on them, usually 1- or 2-fatigue. Similarly, you should look for opportunities to **shift their balance**. When an NPC can respond to a PC by saying something to them that changes how they think or see themselves or the world, it's a great opportunity to shift that PC's balance.

Amping up the scene with a fictional consequence and asking a player to mark fatigue, mark a condition, or shift balance aren't punishments—it's a way to stay true to the fiction, to make the world seem real, to highlight the consequences of the heroes' actions in a way that honors their choices.

"Look, Sokka, you're going to fail a lot before things work out. Even though you fail over and over again, you have to try every time. You can't quit because you're afraid you'll fail." —Prince Zuko

If You Get Stuck

Target Their Relationships

The heroes care about one another and their loved ones. Manipulate the people they care about and the bonds they have to bring them into the action and make their decision-making more difficult. If the PCs ever get too comfortable, show how their current course of action is going to complicate an existing relatinship!

Make It Fun

The world of ***Avatar Legends*** can be a delightful place and heroes need opportunities to relax and get into shenanigans. Offer the heroes a bit of fun and escalate the situation from there—the more they're out and about doing stuff in the world, the more likely they are to get into trouble.

Take the Fight to Them

If they're unwilling to join the action, there is an NPC out there happy to take the action to them. This NPC is likely bringing backup and sees this as the perfect opportunity to take the PCs down once and for all so they never meddle in the NPC's plans again.

Introduce NPCs Targeting Their Principles

Each PC's balance track is a story waiting to happen, a tension that you can exploit by introducing NPCs that pull on those strings and draw the PCs into the action. NPCs who share a PC's principle are wonderful for this, but it's also equally valuable to have NPCs who demand the PCs consider a new perspective.

Offer a Mystery

The world of ***Avatar Legends*** is filled with mysteries and secrets, old myths and hidden histories. Give the PCs something odd to explore and learn about and they're likely to follow it, like adventurers in the swamps following glowflies deeper into the dense trees, water up to their waists as they try to learn the truth!

Let Them Talk!

Avatar: The Last Airbender and *Legend of Korra* are amazing shows because they balance humor and heartfelt relationships against tragedy, sacrifice, and loss. Give the players time to create those moments of goofy fun for themselves! Don't always have the next thing happen right away, without leaving some moments empty for them to bounce off each other and laugh and smile.

THE FORBIDDEN SCROLL

AN ADVENTURE

The night before the coronation ceremony of Fire Lord Ozai, Fire Sage Bai arrested several intruders trying to steal a historical scroll from the Dragonbone Catacombs in Royal Caldera City (also known as Hari Bulkan). These brave heroes hoped to save a bit of the undoctored Fire Nation history from Ozai's wrath, but they now face a lifetime of incarceration! Luckily, an elderly Fire Sage, Niuan, has freed the heroes and given them the scroll they sought, promising to help them if they agree to smuggle him out of the city during their escape. But can Fire Sage Niuan be trusted? How will our heroes escape from the city? And what will Fire Sage Bai do when he realizes they have escaped with the scroll...and Niuan?

Valmö Býflugudóttir (Order #30622156)

Using this Adventure

The contents of this adventure create a sandbox for your PCs, a setting in which they can choose any path they'd like to move the story forward. Some of the tools you can find here are listed here:

- The *Summary* (page 25) provides an outline of the adventure—even if the PCs don't trust Fire Sage Niuan, they must find a way out of the city to avoid further incarceration.
- *The Clock* (page 26) explains the pressure the PCs are under to escape, including what happens as day moves into night and the search for the PCs intensifies.
- *The Introduction* (page 28) brings the PCs into the story and sets up your group to undertake the adventure using pregenerated characters or brand-new PCs.
- *Important Characters* (page 28) provides information on NPCs the heroes might meet, including three major factions in Hari Bulkan who can get the PCs out of the city.
- *Important Locations* (page 31) features different areas for the PCs to explore during the adventure and explains how the PCs might leave the city with the scroll.
- *GM Advice* (page 33) contains additional guidance for this adventure just for the GM!

Your players can either create their own characters using the character creation instructions starting on page 8, or they can use the pregenerated characters provided at the end of this adventure (page 34). If your players use the pregenerated characters, histories for their characters and an inciting incident are both included in the *Introduction* of this adventure.

No Path to the End?

If you are used to running adventures with heavily detailed encounters and prepared NPCs, it might come as a surprise that there are few mechanics or predefined plot beats written into this adventure, beyond the clock and some information about various NPCs. ***Avatar Legends: The RPG*** relies on PCs triggering moves based on the actions they take during play instead of asking players to make any specific checks for specific actions required by the adventure. Thus, every significant action a PC takes drives the game forward.

There is also no prescribed order of events. Instead, the adventure puts the PCs in a messy starting situation that demands immediate action from the heroes! You can read more about playing and running ***Avatar Legends: The RPG*** in the previous sections of this quickstart.

Summary

The adventure starts with the PCs in a Fire Nation prison—they tried to steal an important scroll of Fire Nation history the prior night, but they were caught in the act (and captured) by Fire Sage Bai. In the *Introduction*, players fill in a few additional details about how they've become imprisoned, but they're always freed by Fire Sage Niuan in the early hours of the morning, before the city is truly awake. He knows they tried to steal a scroll and gives it to them (along with any items they had on them) as a sign of trust, asking them to smuggle him out of the city.

Niuan knows he is in trouble. The old Fire Sage has grown disillusioned with the Fire Nation—after some deep self-reflection, Niuan has realized his actions contributed to a number of atrocities during the War. He expressed his regrets to his fellow Fire Sages upon the death of the last Fire Lord...and they confined him to his room pending a post-coronation "discussion."

Niuan managed to escape his room—thanks to a friendly guard he'd known for years—but just sneaking from the temple to the prison was almost too much for the old man. Seeing that the PCs clearly oppose the Fire Nation's expansionist empire, Niuan believes they might be the perfect people to smuggle him out unnoticed now that he's a wanted man. He knows he cannot escape alone!

After they're released, the players can choose how they want to smuggle Niuan out of the city, or if they want to even try to smuggle him out at all. Yet no matter what they decide to do about the old Fire Sage, they must get out of the city before they're recaptured—Fire Sage Bai knows that the scroll Niuan gave them is missing, and Bai is certain that the PCs are responsible. As the day of celebrations continues in the city, the prison guards, led by General Gong and Fire Sage Bai, close in on the characters, tightening the noose until the PCs have no choice but to fight their way out.

There are a few ways the PCs can escape the city, beyond any plan they may engineer themselves:

- Niuan has a friend, Sun Po, who is the head of a merchant fleet. She could smuggle the PCs and Niuan out of the city on one of her ships, but Niuan thinks her offices are likely being watched by Fire Sage Bai's forces...and she never takes such a risk without sufficient payment. Sun Po's ships dock directly in the city's main harbor; one is leaving this evening heading for one of the Fire Nation colonies in the Earth Kingdom.

- A well-known band of street kids called the Fire Finches know all the ins and outs of the city and could most likely get the PCs out of the city if they earn the Finches' trust. Any PC familiar with the street kids has heard the Finches have tunnels leading out of the city to the other side of the island, where the PCs could hire a boat to escape.
- The infamous Burning Ember Gang—led by a rough man named Fai Lan—are notorious in the city for flaunting the rule of law; it's likely they have no qualms with smuggling the PCs out over the nearby mountains, provided the PCs are willing to do things their way and do a favor in return. Of course, favors for men like Fai Lan are very rarely innocent errands...

The passing of time is represented in this adventure by a **clock**, which is explained in greater detail in the next section (*The Clock*). In short, the PCs have a limited amount of time to make it out of the city before Fire Sage Bai confronts them...leaving them no choice but to fight their way out.

If the players do nothing to help Niuan, it won't be long before he's captured by Bai and thrown in jail to live out the few years he has left in darkness and misery. Niuan would never tell Bai where the scroll went, determined to take no further actions which could harm another person, but Bai would continue to hunt the PCs!

What's on the Scroll?

This adventure doesn't specify what's on the scroll because you should tailor the content to your game and players. During the Hundred Year War, the Fire Nation's leadership rewrote some of its history to justify its violent, expansionist actions to its people. Fire Nation children weren't taught other perspectives in school, only what the Fire Lord wanted them to know, and many people lived in ignorance about what truly happened outside their borders.

Knowledge is power and thus the idea that the PCs could get their hands on a scroll containing an un-redacted, unchanged piece of history is powerful. If the PCs can smuggle the scroll out of Hari Bulkan, it means they can preserve a piece of history and perhaps later use it to their advantage. That's something worth risking your neck for! In the *Introduction,* you'll find a few questions you can ask your players about the scroll, allowing them to craft its meaning and making it relevant to their characters.

The Clock

Just like the heroes in *Avatar: The Last Airbender* and *The Legend of Korra*, the PCs in this adventure must use their own creativity and wit to accomplish their goals, specifically smuggling Niuan (and the scroll) out of the city.

The pressure to get Niuan out of the city is represented by a four-part clock. When the game starts out, it's early morning in Hari Bulkan. **Every time a part of the clock is filled, the time of day changes and an event happens**, applying pressure on the PCs to get themselves and Niuan to safety. If the entire clock is filled, Bai shuts down the city and the PCs must fight their way out past the guards and soldiers of the Fire Nation.

At the start of your game, draw a blank four-part clock on a piece of paper and place it on the table you're playing on. Explain what the clock means to your players:

The clock represents time passing and the time of day changing. The more ticks on the clock, the later in the day it is, and the closer the PCs are to getting caught and locked up again!

Mark a tick of the clock when the characters take a significant amount of time to do something. The ticking of the clock represents a part of the day passing and the pressure mounting on the PCs. Some examples of when to add a tick to the clock would be when the PCs:

- Hide from an enemy for more than a few moments
- Construct an elaborate distraction or clever plan
- Take a long, but safe, path through the city
- Do anything else which requires a significant amount of time

Ticks as a GM Move

If the players roll a miss, remember that you can make as hard or as soft a move as you like...including ticking the clock. Advancing the time during this adventure is a fairly hard move, but it can be a great way to keep the story exciting! Just remember to give the players an understanding of what's happening in the fiction while you make your move—"By the time you manage to recover your senses, you can see that it's gotten a bit later in the day..."—instead of just saying "Okay, I'm going to tick the clock now..."

Events

Each time you mark a tick on the clock, the time of day visibly changes, and an event occurs that brings the PCs' enemies closer to catching them:

Event 1—Change from Early Morning to Morning—Sun bathes the city in a bright, warm light; people take to the street for a day of celebrations. Fire Sage Bai realizes Niuan, the prisoners, and most importantly the scroll are missing, so he starts his search. He personally goes to the various guard outposts throughout the city asking around about the PCs and Niuan; any time the PCs near a guard outpost, they have a chance to spot Fire Sage Bai moving from post to post, asking the guards if they have seen the missing prisoners or Fire Sage Niuan.

Event 2—Change from Morning to Afternoon—The morning ends with the sun high in the sky beating down on joyful celebrations in full swing. Giant dragons made of wood and fabric held aloft by skilled dancers snake their way through the crowded streets shooting gouts of fire into the sky to the onlookers' delight. Word of the missing scroll has spread from Bai to all the soldiers in the city; they start looking for Niuan and the PCs as well. If the PCs aren't careful, they'll be spotted by guards. The city guards also show sketches of the PCs' likenesses—hastily drawn things with a few hilarious inaccuracies—to the public, and the PCs could be sold out by anyone who isn't truly loyal to them. If the PCs have made any missteps with NPCs, one of them could betray the PCs—for example, Fai Lan has no qualms about seeing the PCs go down for a crime if it means he comes out ahead.

Event 3—Change from Afternoon to Evening—The scent of delicious spices warmed by fire wafts through the streets. The celebration-goers head to their homes in the fading sunlight under the eyes of watchful guards, ready to fill their bellies with a delicious feast in honor of the Fire Lord. As the coronation celebration ends and the streets empty, it is easier than ever for the foes to conduct their search. General Gong (page 29), if she hasn't been encountered already, becomes an active participant in the search—organizing the guards and ensuring things go smoothly. Guards remain on the street in active, organized patrols closing in on the PCs. The PCs must dodge the patrols or face them in a fight if they want to make their way through the city.

Event 4—Change from Evening to Night—Explosions ring overhead as hundreds of fireworks shoot into the night sky. Families watch awe-struck from their homes as the darkness of night is beaten back by the power of fire in brief moments of violently beautiful illumination. The city locks down and Bai is ready for the PCs to try to flee; no matter how the PCs decide to leave the city, Bai is there waiting for them. His extensive network of intimidating guards and sneaky spies ascertain where the PCs go and he is there to stop them. The players must face Bai, and most likely fight him (and his guards), in order to escape.

Introduction

The episode starts with Fire Sage Niuan freeing the PCs from jail and giving them the scroll, as explained in the *Summary* (page 25). Before Niuan frees them, however, give the players a moment to introduce their characters, if they haven't already, and let them decide exactly how they ended up in jail and why the scroll is so important.

How you got here

If your group is creating their own characters: the PCs broke into the Dragonbone Catacombs to steal a scroll containing a piece of the Fire Nation's history. They were caught by Fire Sage Bai and some guards and sent to jail, which is where the adventure begins. Ask the group the following questions to give context to their imprisonment:

- How did you find out about the scroll?
- Why was your group captured? Did someone make a grievous misstep, was there overwhelming opposition, etc.?

The capture of the group could act as **the inciting incident** for a new group of heroes, but your group might also choose to construct an inciting incident that occurred long before their capture in the Catacombs using the rules on page 7.

If you're using the pregenerated characters: the PCs broke into the Dragonbone Catacombs to steal a scroll containing a piece of the Fire Nation's history. Maybe they didn't start the robbery together, but they ended up together. They were caught by Fire Sage Bai and some guards and sent to jail, which is where the adventure begins.

This failed heist is your **inciting incident**. Players should select their connections as normal after everyone introduces their characters, but you may also choose to ask the players, *"How did you find out about the scroll?"* to give them further context for the adventure, if they don't answer that question already during framing out the inciting incident.

The Scroll

After everyone has introduced their characters, ask your players to take a moment and consider what's so important about the scroll they tried to steal. Ask the group the following questions:

- What piece of history does the scroll describe?
- Why is it important?
- (Each player answers) Why are you personally committed to seeing the scroll get out of Hari Bulkan?

If the players get stuck, here are some ideas for the scroll you can use to make it an important artifact of Fire Nation history:

- A detailed record of the plans for the genocide of the Air Nomads, recorded by Fire Nation military commanders and approved by Fire Lord Sozin.
- A signed treaty from before the War—overseen by Avatar Roku—between the Fire Nation and the Earth Kingdom, pledging neutrality and mutual support.
- Technical plans and records that reveal many Fire Nation technologies—like their ships—were actually the product of collaborations with rogue members of the Southern Water Tribe.

Important Characters

There are a number of important characters in this adventure. These characters are:

- **Fire Sage Niuan**, a new ally to the heroes
- **Fire Sage Bai**, the primary antagonist to the heroes
- **General Gong**, head of security in the city
- **The Burning Ember Gang**, a violent gang led by Fai Lan
- **Fai Lan**, leader of the Burning Ember Gang
- **The Fire Finches**, a gang of street kids led by Rini
- **Rini**, the head of the Fire Finches
- **Sun Po**, an untrustworthy ally of Fire Sage Niuan

The following two pages contain information on these NPCs along with stats you can use for them in game—a principle (when appropriate), combat techniques, conditions, and fatigue are all listed for each character.

NPCs tied to a faction or group that come into play in the adventure are listed after the faction itself. In a combat, the gang and the leader would act separately in regards to exchanges and choosing techniques.

Fire Sage Niuan

MAJOR NPC

Niuan has lived a sheltered life for most of his seventy years. He grew up in Hari Bulkan and became a Fire Sage without a second thought, but self-doubt set in when he received a tour of the nation's colonies as a reward for his years of loyal service. During the tour he saw how people suffered under a regime he'd supported and empowered, and he began doubting his choices. Now disillusioned with the Fire Nation, Niuan wants to retire away from the capital and leave behind the hard questions of morality or guilt inherent in his position. There's a chance he could turn on the PCs if offered the freedom he prizes so dearly or if his life is threatened, but Niuan is a man trying to do the right thing. Despite Niuan's status as a Major NPC he refuses violence, even if his own life is in danger. He's caused enough suffering and does not want to contribute any more. It would take a significant threat to convince him to stand and fight.

Drive: Escape the darkness and guilt of Hari Bulkan

Principle: Freedom

0 +1 +2 +3

Technique

Take Cover
defend and retreat
Swerve and maneuver into cover. In this exchange, the first attack on you strikes your cover, damaging it but leaving you unharmed.

Conditions

- ☐ Angry
- ☐ Afraid
- ☐ Foolish
- ☐ Guilty
- ☐ Insecure

Fatigue ☐☐☐☐☐|☐☐☐☐☐

General Gong

MODERATE NPC

General Gong, a woman in her late thirties, grew up in Harbor City and managed to rise in the ranks of the city guard to her current position. She's in charge of the soldiers guarding Harbor City and has her hands full with the coronation celebration! At her heart, however, Gong is a family woman who enjoys her job because she keeps people in the city safe. She's utterly in love with her dashing husband who cares for their five children and proudly calls Harbor City her home, even when she could easily afford an estate in Hari Bulkan. General Gong always picks her family first and then the safety of others, even if her decisions chafe against what her superiors want; it's possible she could be persuaded to help the PCs if Fire Sage Bai is endangering people with his quest to recapture the heroes.

Drive: Keep safe her family and innocent citizens, in that order

Principle: Safety

0 +1 +2

Technique

None

Conditions

- ☐ Foolish
- ☐ Guilty
- ☐ Insecure

Fatigue ☐☐☐☐☐

Fire Sage Bai

MAJOR NPC

Unlike Niuan, Bai had no illusions about the Fire Nation as he came into adulthood. He understands the truth behind the Fire Nation's genocide of the Air Nomads and has decided the atrocities are justifiable for the greater good. Bai doesn't believe he's a bad person, just pragmatic—the Fire Nation, its culture, and its people are superior to others and thus it is their natural state to conquer. In that vein, Bai will do nearly anything to maintain the integrity of the lies the Fire Lord and his minions have spun to the masses about the war and the other nations. It's better for the common folk if they don't think too much about what the truth is and more about how they can serve their county. His main concern is retrieving the scroll; if he can't contain it, he'll destroy it and anyone with knowledge of it.

Drive: Protect the Fire Nation and its citizens from the truth

Principle: Tradition

0 +1 +2 +3

Technique

Fire Pinwheel
advance and attack
Throw a spinning disc of pure flame. Mark fatigue to inflict two conditions on a foe engaged with you. If your target blocks, dodges, or otherwise avoids this attack, it sets everything around them aflame.

Conditions

- ☐ Angry
- ☐ Afraid
- ☐ Foolish
- ☐ Guilty
- ☐ Insecure

Fatigue ☐☐☐☐☐|☐☐☐☐☐

The Burning Ember Gang

MODERATE NPC GROUP

The Burning Ember Gang is a violent street gang led by the vicious Fai Lan. They operate all over Harbor City, and their headquarters is located underneath Ma's steamed bun business. The gang was once run by Ma herself, but she retired to play the role of senile bao maker, letting her son take over the operation while she keeps a watchful eye on her gang. The gang could help smuggle Niuan out of the city, but it means creating a possibly dangerous firework "accident" in the middle of a town square. They'd use the distraction to get the PCs to safety through carts heading out of the city through a little-known mountain pass where pirates could carry them the rest of the way from the capital. The gang would want to be paid well for their assistance or request the PCs help them shake down some of the local merchants for protection money.

Drive: Fill their coffers and grow their territory

Principle: Independence

0 +1 +2

Technique

None

Conditions

- ☐ Angry
- ☐ Afraid
- ☐ Insecure

Fatigue ☐☐☐☐☐

Fai Lan

MAJOR NPC

Like his mother, Fai Lan is cunningly smart...but unlike Ma he's not a Firebender, a position which has made him terrifyingly vicious in order to ensure no one in the gang dare cross him. Most of the time, he plays the quiet and mysterious leader, but those closest to him know he's prone to bouts of violence if someone questions his authority. Any deal made with Fai Lan always comes at a price, whether that be something he requests right away or a favor he demands down the line. Despite his vicious nature, Fai Lan has managed to keep the loyalty of the people he protects (and extorts) by keeping the guards well bribed and dealing swiftly with anyone who crosses the people he protects.

Drive: Gain more and stronger control over his gang and Hari Bulkan

Principle: Control

0 +1 +2 +3

Technique

Chi blocking
advance and attack
Pinpoint weapon or hand strikes to block a foe's chi. Mark fatigue to block a foe's chi with your strikes, inflicting a condition and rendering a limb useless (and blocking bending with that limb). An enemy with one fewer useful limb chooses one fewer technique to use each exchange.

Conditions

- ☐ Angry
- ☐ Afraid
- ☐ Foolish
- ☐ Guilty
- ☐ Insecure

Fatigue ☐☐☐☐☐|☐☐☐☐☐

Rini

MODERATE NPC

Rini is one of the eldest Fire Finches—she's 14 years old and knows every inch of the streets of Hari Bulkan. When her parents died quashing an uprising in the colonies and her grandmother passed away, there was no one to take care of Rini, so she took care of herself. She was alone for two years before the Finches found her, and she quickly became one of its most trusted members, eventually ascending as their leader after their previous one "became old and boring." Rini is self-confident, charismatic, and dynamic, making her beloved by most Finches. She never gives up and would fight to the death for any Finch if she had to...but Rini would never be that stupid. Better to run away from a fight and live to be with those you love, than die for a cause.

Drive: Protect the Fire Finches

Principle: Loyalty

0 +1 +2

Technique

Momentum Throw
defend and retreat
Prepare to use a foe's attack momentum to throw them. When you Block a foe's technique, instead of marking fatigue to stop its use, mark fatigue to turn it back on them, inflicting appropriate fatigue, conditions, or balance shifts on them.

Conditions

- ☐ Afraid
- ☐ Guilty
- ☐ Insecure

Fatigue ☐☐☐☐☐

Fire Finches

MODERATE NPC GROUP

The Fire Finches are a group of street kids who commit petty crimes to defend and feed themselves. They're led by a sharp-witted, sassy Firebender girl named Rini who is one of the eldest Finches and responsible for keeping them all safe. They grift, pick pockets, and know all the ins and outs of the city. The Finches could help the PCs, but are loyal to other Finches above all else; if the PCs want their help, they have to win over several of the Finches to get access to Rini. For example, a PC could help a Finch play a particularly good prank on a guard or hustle them a number of exotic festival treats. The Finches have tunnels leading out of the city (see *Important Locations: City Exits*) to the other side of the island, where the PCs could hire a boat to escape.

Drive: Survive, physically and spiritually

Principle: Self-Reliance

0 +1 +2

Technique

None

Conditions

- ☐ Afraid
- ☐ Guilty
- ☐ Insecure

Fatigue ☐☐☐☐☐

Sun Po

MODERATE NPC

Sun Po, a calculating woman in her late forties who wears lavish silken robes, built her merchant fleet from the ground up. The biggest boon of her career has been using Fire Nation nobility to bankroll her exploits, carving out enough power for herself in the process that most people can't touch her. She's a friend of Niuan—she met him at a party while wooing a wealthy patron into paying for an expedition and decided to keep him as a friend. The two play pai sho with one another every Sunday! She's clever but petty and could be convinced to smuggle the PCs out of the city on one of her vessels... if the players help her humiliate a rival merchant Liva (page 31) who slighted her first. She enjoys her games with Niuan, but there's no way she's helping the heroes unless she gets something in return.

Drive: Drive off threats to her power

Principle: Power

0 +1 +2

Technique

None

Conditions

- ☐ Angry
- ☐ Afraid
- ☐ Insecure

Fatigue ☐☐☐☐☐

Important Locations

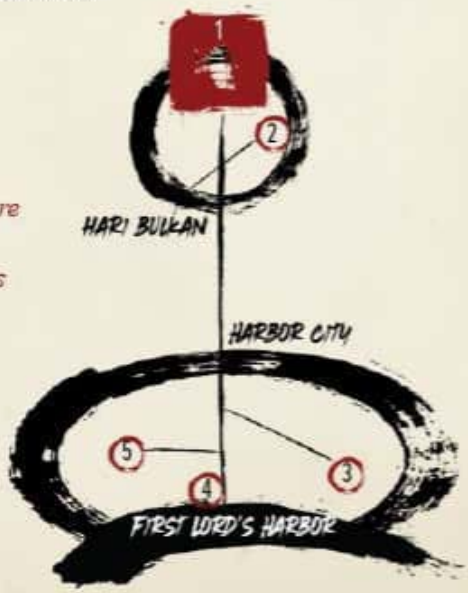
The entire adventure takes place during the coronation ceremony of Fire Lord Ozai in the Fire Nation Capital, itself divided into Hari Bulkan and Harbor City. While a grand ceremony takes place in the palace with the Fire Lord and many of the Fire Sages, the common folk celebrate in the street in a giant festival in honor of their new ruler. The cracks of fireworks rattle off at all times of day and the delicious smell of food from street vendors floods the streets.

The festival is the perfect cover to sneak Niuan out of the city. However, there are also plenty of soldiers patrolling, the PCs are known criminals, and Niuan is a Fire Sage, so they have to be careful if they want to get him (and the scroll out) without raising suspicion.

The Fire Lord's palatial residence is located on a barren hill in **Hari Bulkan**, a city built in the crater of a dormant volcano. On the lower slopes of the volcano overlooking First Lord's Harbor is **Harbor City**. The Fire Lord and the majority of the Fire Stages stay in the palace for the length of the adventure. The PCs are imprisoned in a jail in Hari Bulkan and must make it to Harbor City if they want to escape.

The important locations for this adventure are broken down into three main categories: **Festival Sights**—sights PCs may see during the course of the day; **NPC Locations**—places where the PCs could encounter the *Important Characters* listed after this section; and **City Exits**—different ways people can leave the city. These locations are not the only important places in the city, but provide useful backdrops for the events and situations the PCs can likely encounter.

1/Royal Palace
2/Players start here
3/Ma's Baos
4/Sun Po's Offices
5/Zoryu Park



Festival Sights

The coronation celebrations reach every part of the city from rich neighborhoods to impoverished slums. You can experience nearly anything during the coronations, but here are a few festival sights your PCs might experience. Each of these sights has an NPC connected to them, which either allows them to get in contact with a faction that can smuggle them out of the city or complete a task required by the faction to be smuggled out.

Flaming Fire Flake Competition—People in the city test their luck against one another seeing who can consume the most flaming fire flakes before tapping out to the intense heat. People gather from all around near a crowded stage where the competitors eat their way through progressively hotter rounds. Keoin, a Fire Finch (page 30), darts through the crowd picking pockets and laughing at people getting sick from the competition. He could be convinced to take the PCs to Rini if they help him get out of trouble with any guards lurking about…or win him over by joining the competition themselves and impressing him directly.

Firebending Dancers—Firebending artists twist and contort in beautiful leaping dances of firebending skill and acrobatics. Members of the audience are pulled into the act, asked to stand in various places around the dance while fire shoots around them and the performers flip around executing daring stunts. Kila, Fai Lan's (page 30) second in command, is there watching her girlfriend perform. Everyone knows if you want to speak to Fai Lan, you have to go through Kila first—she's the only one in the gang as tough as him, which earns her a begrudging respect from the leader.

Azulon's Legacy—A troupe of skilled performers in lavish costumes act out a play dedicated to the late Fire Lord Azulon. They speak of his great prowess as a conqueror and his infinite wisdom as the (former) ruler of the Fire Nation. The play ends with the magnificent Ozai taking the mantle of blessed Fire Nation ruler, the spitting image of his great father. Sun Po's rival, Liva, is in attendance at the performance of *Azulon's Legacy*. Liva's most recent hobby has been as a patron of the arts and this troupe is her most recent investment. She's invited friends and family to witness this amazing performance of the troupe in the quaint, rustic backdrop amongst the commoners.

NPC Locations

Zoryu Park—Zoryu Park is a sprawling park located in the west of Harbor City nestled next to one of the largest open-air markets in the city. Like most Fire Nation parks, Zoryu Park is bursting with life and laughter. People spend their leisure time here, playing outdoor games with one another, catching up with friends, or enjoying a delicious treat from the market nearby. The park is also HQ for the Fire Finches and their leader Rini who conduct their business out of the aviary by day. Locals know the Finches' tricks well and keep a close eye on their bags of ban (currency) or are savvy enough to bring a sweet treat from the market for the numerous street kids hanging around the park. Over the years guards have tried to clear the Finches out of the park, but like a good flock they scatter to the wind the moment a guard comes around, almost as if they have wings themselves.

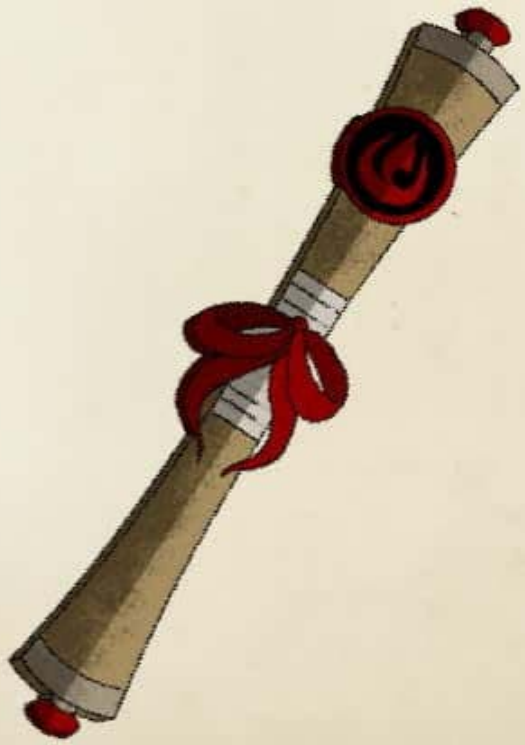
Ma's Baos—Ma's Baos is a bao stall attached to a small home in the southeast of Harbor City. It's a strange little stall with an ancient woman everyone calls Ma tending her steamers at what seems like all times of day. Unlike many places of ill repute, people line up around the street every lunch to purchase bao from Ma...always wary to steer clear of the back entrance, which the Burning Ember Gang use to get to their HQ. Beneath the home attached to Ma's Baos is a giant, dingy cellar with numerous rooms where the Burning Ember Gang and their leader Fai Lan meet. Aside from the back entrance, which the gang pays off the local city guard to ignore, they also have a secret entrance for emergencies in the back of the cellar, which leads out to a house down the block that they control.

Sun Po's Offices—Sun Po's lavish offices look out over the First Lord's Harbor, set high enough in the outer wall of Hari Bulkan so she never has to look out her window and see dock workers...just ships leaving the harbor in beautiful blue waters. Her offices are constantly kept at the height of Fire Nation fashion, to the point where they step over the border between taste and gaudy. Within her offices, numerous places provide privacy with a host of staff too terrified of their employer to question her.

City Exits

First Lord's Harbor—First Lord's Harbor is one of the most obvious ways to escape the city. Just one day before the PCs' ill-fated attempt to steal the scroll, a giant rally celebrating the Fire Lord took place here, with the nation's finest vessels shooting bouts of glorious fire over a procession of the royal guard. On the day of the heroes' escape, various stages are set-up in the plaza connected to the harbor to entertain the people of Harbor City with performers from all over the globe. In the harbor itself, many shipping companies maintain normal working hours, as trade amongst the islands and colonies must continue despite the grand week of celebrations. Sun Po's ships are docked here—if the PCs decide to work with her, this is where those ships depart. PCs could also try to stow away on one of the numerous merchant vessels leaving the dock, but it's tough to get past all the Fire Nation guards without an ally trying to actively hide them.

Underground Tunnels—A network of decrepit underground tunnels exists below Harbor City, forgotten by the gentry years ago. The Fire Finches use these forgotten tunnels to hide from guards and as a safe place to sleep when they've been kicked out everywhere else. The tunnels have multiple entrances over the city and the Finches know of a tunnel leading outside the city to a beach used by smugglers. The tunnels aren't without their dangers as most were built centuries ago and are not maintained. Cave-ins and tremors from volcanic activity pose real dangers in these forgotten places, as do other bandits and smugglers not affiliated with the Finches.



GM Advice

This adventure is fairly directed, which means that your players should have a good set of goals—get out with the scroll!—right as play starts. Here are some tips for making sure things go smoothly.

Breaking Them Out

Start the adventure with the introduction of Fire Sage Niuan! The elderly Fire Sage has decided to risk his life to mount a dramatic escape before Fire Lord Ozai takes power, and he presents both freedom and the scroll to the PCs in the hopes they help him.

Be transparent and straightforward as Niuan—he's finally admitting that he aided a tyrannical and cruel regime, and he'd like to do something about it, even if he knows he must inevitably flee his home. Niuan knows that Sun Po would be willing to help the heroes get away from the capital, but...he also knows that Sun Po is no fool. She will demand a price!

If the heroes get stuck between all their options, have some guards come check on the prisoners and raise the alarm. Once their prison break has attracted some attention, the PCs have to stay on the move, and you always have an excuse for someone to raise the stakes of a scene by noticing or recognizing them.

Getting Out of the City

If you're using the pregenerated characters, Wenli and Sunlin both have connections to factions that can get the PCs out of the city. Remind them as you introduce the situation that they know of someone who might be able to help the group escape, people willing to help them at some cost.

If those characters aren't in play or you're using original characters, tie the Burning Embers Gang and the Fire Finches to at least one of the PCs. You can use questions like these to set up those connections:

- You once had a run-in with the Burning Embers, and you know how much power they wield in Harbor City. What did they take from you?
- You have someone important to you who ran off to join the Finches. Why haven't you been able to convince them to come back home?

Either way, don't try to push the PCs toward one method or another. Let them decide which path they choose. In fact, they may come up with an idea to get out of the city that you haven't even considered! Roll with their plan and use your GM moves (page 21) to keep things interesting.

Additional Questions

Below are a few common questions you may and some guidance on what to do about them.

How does this adventure end? The ending of this adventure is largely up to the players and what they decide to do. Think of it as the resolution of an episode of *Avatar: The Last Airbender* or *The Legend of Korra*—it could end with *the heroes confronting Fire Sage Bai*, *the heroes sailing off into the sunset on one of Sun Po's vessels*, or *on a cliff-hanger as the heroes are captured by General Gong*. Because the game is led by player action, you can't know where you're going to end up when you start. Instead, focus on making sure the end of the adventure is exciting no matter what ends up happening!

What if my players ditch Niuan? Depending on how the players feel about Niuan's role as a Fire Sage, they may decide he is more trouble than he's worth. That's fine! No matter the PCs' reasoning, the adventure works with or without Niuan; they were caught trying to steal the scroll—and now they have the scroll—so Fire Sage Bai is looking for them no matter what they do. Use the clock to put pressure on your players to leave the city and spark dramatic events they need to address, like guards who notice them and pursue with vigor. But in the end, the PCs get to choose how they handle Niuan and his desire to leave the capital.

What if the scroll is lost or destroyed? If the heroes decide to abandon or destroy the scroll in the hopes of throwing Fire Sage Bai off their trail, he certainly pursues whomever he thinks is carrying the item before following the other characters. But he's after them as much as the scroll itself—once Fire Sage Bai knows the scroll has been destroyed, he needs to kill all the heroes who read the scroll as well.

Pregenerated Characters

The pregenerated characters on the following pages are tailored to this adventure, including details about their inciting incident. Each player should read their character's history and select their connections to the other PCs; the group can figure out why the PCs ended up together!

Inciting Incident

Your group broke into the Dragonbone Catacombs to steal an unabridged copy of the Fire Nation's history. Maybe you didn't start out the robbery together, but you ended up together. You were caught by Fire Sage Bai and his guards and sent to jail; this is where the adventure begins!

BASIC MOVES

Plead

When you **plead with an NPC** who cares what you think for help, support, or action, roll with Harmony. On a 7-9, they need something more—evidence that this is the right course, guidance in making the right choices, or resources to aid them—before they act; the GM tells you what they need. On a 10+, they act now and do their best until the situation changes.

Push Your Luck

When you **push your luck** in a risky situation, say what you want to do and roll with Passion. On a hit, you do it, but it costs you to scrape by; the GM tells you what it costs you. On a 10+, your boldness pays off despite the cost; the GM tells you what other lucky opportunity falls in your lap.

Rely on Your Skills & Training

When you **rely on your skills and training** to overcome an obstacle, gain new insight, or perform a familiar custom, roll with Focus. On a hit, you do it. On a 7-9, you do it imperfectly—the GM tells you how your approach might lead to unexpected consequences; accept those consequences or mark 1-fatigue.

Assess a Situation

When you **assess a situation**, roll with Creativity. On a 7-9, ask 1 question. On a 10+, ask 2. Take +1 ongoing when acting on the answers.

- What here can I use to _____?
- Who or what is the biggest threat?
- What should I be on the lookout for?
- What's my best way out/in/through?
- Who or what is in the greatest danger?

Intimidate

When you **intimidate an NPC** into backing off or giving in, roll with Passion. On a hit, they choose one. On a 10+, first, you pick one they cannot choose.

- They run to escape or get backup
- They back down but keep watch
- They give in with a few stipulations
- They attack you, but off-balance; the GM marks a condition on them

Trick

When you **trick an NPC**, roll with Creativity. On a hit, they fall for it and do what you want for the moment. On a 7-9, pick 1. On a 10+, pick 2.

- They stumble; take +1 forward to acting against them
- They act foolishly; the GM tells you what additional opportunity they give you
- They overcommit; they are deceived for some time

Comfort or Support

When you **comfort or support another person**, roll with Harmony. On a hit, they must decide if they open up to you. If they don't, mark a condition and take +1 forward against them; if they do, ask them any question. On a 10+, they can ask a question of you as well. Anyone who answers a question honestly may choose to clear a condition or 2-fatigue.

Helping

When you take appropriate action to **help a companion**, mark 1-fatigue to give them a +1 to their roll (after the roll). You cannot help in a combat exchange in this way.

BALANCE MOVES

Live Up to Your Principle

When you **take action in accordance with the values of a principle**, mark fatigue to roll with that principle instead of whatever stat you would normally roll.

Call Someone Out

When you **openly call on someone to live up to their principle**, shift your balance away from center, then name and roll with their principle. On a hit, they are called to act as you say; they must either do it or mark a condition. On a 7-9, they challenge your view of the world in turn; mark a fatigue or they shift your balance as they choose. On a miss, they can demand you act in accordance with one of your principles instead; mark a condition or act as they request.

Deny A Callout

When you **deny an NPC calling on you to live up to your principle**, roll with that principle. On a hit, act as they say or mark 1-fatigue. On a 10+, their words hit hard; you must also shift your balance towards the called-on principle. On a miss, you stand strong; clear a condition, clear 1-fatigue, or shift your balance, your choice.

Resist Shifting Your Balance

When you **resist an NPC shifting your balance**, roll. On a hit, you maintain your current balance in spite of their words or deeds. On a 10+, choose two. On a 7-9, choose one.

- Clear a condition or mark growth by immediately acting to prove them wrong
- Shift your balance towards the opposite principle
- Learn what their principle is (if they have one); if you already know, take +1 forward against them

On a miss, they know just what to say to throw you off balance. Mark a condition, and the GM shifts your balance twice.

Lose Your Balance

If your balance shifts past the end of the track, you **lose your balance**. You obsess over that principle to a degree that's not healthy for you or anyone around you. Choose one of the following:

- Give in or submit to your opposition
- Lose control of yourself in a destructive and harmful way
- Take an extreme action in line with the principle, then flee

Afterward, when you've had some time to recover and recenter yourself, shift your center one step towards the principle you exceeded and clear all your conditions and fatigue. Reset your balance to your new center.

Personal Growth

At the end of each session, each player answers the following questions:

- Did you learn something challenging, exciting, or complicated about the world?
- Did you stop a dangerous threat or solve a community problem?
- Did you guide a companion towards balance or end the session at your center?

Each player also answers their playbook's unique personal growth question.

For each yes, mark growth. When you have marked 3 growth, you take a growth advancement.

AVATAR LEGENDS
THE ROLE PLAYING GAME

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COMBAT MOVES

When you **engage in combat**, NPCs choose one of the following approaches in secret, followed by the PCs—as a group—deciding on their approaches:

- **defend and respond**
- **advance and attack**
- **evade and observe**

Combatants announce their approaches, then resolve each exchange's approaches in that order by rolling with the appropriate stat.

For PCs

On a 7-9, use one basic or mastered technique. On a 10+, choose one from this list instead:

- mark 1-fatigue to use a learned technique
- use one practiced technique
- use two basic or mastered techniques

On a miss, you stumble, but you can shift your balance away from center to use one basic technique.

For NPCs

The GM chooses one technique tied to that approach, plus additional techniques equal to the NPC's current principle score.

Exchange

Combat takes place in **exchanges**—sets of blows, blocks, dodges, and moves that combine into a single fluid sequence.

Make sure everyone is clear about who is involved in any given exchange; "surprise attacks" happen before engaging in combat, and once engaged in combat, participants have a general idea of whom they are fighting with and against.

Combat exchanges don't have to happen right after each other—characters can talk to each other or take other actions between exchanges. But as soon as one character comes back at another, ready to fight, they are engaging in combat again.

Techniques

A **technique** is a single option, a single effect. Every approach has three **basic techniques** that all characters have access to, including NPCs. Many characters will also have **special techniques** that they have learned over the course of their training. A PC can have a special technique at either learned, practiced, or mastered level.

- **Learned:** they know the core ideas and basics, but can't easily perform the technique at will.
- **Practiced:** they have used it effectively in a real situation and have a greater grasp on it and facility of use.
- **Mastered:** they can use it easily and at will, just like any of the basic techniques.

Every time you master a technique, take a growth advancement as well.

COMBAT APPROACHES

DEFEND & RESPOND

ROLL WITH FOCUS

Defend and respond basic techniques:

Retaliate

Each time a foe inflicts fatigue, a condition, or shifts your balance in this exchange, inflict 1-fatigue on that foe.

Block

Choose one **advance & attack** technique. For the rest of this exchange, mark 1-fatigue to block an enemy within reach who uses that technique unless they mark an additional fatigue.

Retreat

Leave the fight to safety. Any foe engaged with you can mark 1-fatigue to block this technique.

ADVANCE & ATTACK

ROLL WITH PASSION

Advance and attack basic techniques:

Strike

Mark 1-fatigue to inflict a condition on a foe in reach.

Seize a Position

Advance to a new location—engage new foes, avoid an obstacle or danger, or establish an advantageous position.

Smash

Destroy or destabilize something in the environment.

EVADE & OBSERVE

CLEAR 1-FATIGUE & ROLL WITH CREATIVITY OR HARMONY

Evade and observe basic techniques:

Test Balance

Mark 1-fatigue to question a foe as you fight with them. Ask what their principle is; they must answer honestly. If you already know their principle, you may instead shift their balance.

Show Off

Mark 1-fatigue to impress or intimidate a foe. They must either allow you to shift their balance or they may only use a single technique in the next exchange.

Watch a Foe

Choose an engaged foe to carefully observe. In your next exchange with them, before anyone else makes any choices, they must announce what approach they choose and one technique of that approach they will use in that exchange.

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CAMPAIGN CREATION WORKSHEET

CHOOSE AN ERA:

❑ Kyoshi's Era

❑ Roku's Era

❑ The Hundred Year War

❑ Aang's Era

❑ Korra's Era

CHOOSE A SCOPE:

CHOOSE A GROUP FOCUS:

- ❑ To defeat [villain]
- ❑ To protect [place, idea, culture, person, thing]
- ❑ To change [culture, society, place, person]
- ❑ To deliver [person, thing] to [place, culture, person]
- ❑ To rescue [person, thing]
- ❑ To learn [idea, culture, training, history]

GROUP FOCUS DETAILS:

DETAIL YOUR INCITING INCIDENT:

ACT 1:

ACT 2:

ACT 3:

LOCATION: _____

ACT 1:

- ❑ We befriended [ally] who gave us access to [valuable item]
- ❑ We discovered a secret hidden by [powerful figure]
- ❑ We did something fun, but drew the ire of [powerful figure] in the process
- ❑ We learned the frightening plans of [powerful foe

ACT 2:

- ❑ We stole [valuable item] from [powerful foe]
- ❑ We discovered a terrible truth about [location or powerful figure]
- ❑ We defended [ally or place] from [powerful foe]
- ❑ We destroyed [valuable item] and drew the ire of its owner, [powerful foe]

ACT 3:

- ❑ We fought and barely defeated [powerful foe]
- ❑ We narrowly escaped capture by [powerful foe]
- ❑ We saved or rescued [ally] from [powerful figure]
- ❑ We were saved from [powerful foe] by [ally], to their own detriment

ALLIES & ENEMIES

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TEEK, THE BOLD

Teek fled his Southern Water Tribe village—with his friend Aniki (the Guardian) and her baby brother Minaq—when Fire Nation troops attacked his home and sought to kill the benders like himself who lived there. During his travels to the Fire Nation Capital, Teek has often thought of his great uncle who was off fighting in the war. The young bender aspires to be a powerful Waterbender like his uncle—he has to be! The Fire Nation must be stopped and Teek knows he can be instrumental in ending its domination...The only problem is he hasn't yet been able to prove how great he can be. Teek heard about the Fire Nation hiding a valuable scroll in the Dragonbone Catacombs and sees stealing it as an opportunity to show he hasn't squandered his gifts.

Background: Outlaw, wilderness Demeanor: Impatient

Look: Scrawny, but acrobatic with unkempt clothes and bright eyes

Hometown: Grey Wolf Village

TRAINING

Waterbending

FIGHTING STYLE

Water whips

FATIGUE

LEGACY OF EXCELLENCE

You have dedicated yourself to becoming worthy of the trust others place in you. Choose four drives to mark at the start of play. When you fulfill a marked drive, strike it out, and clear a condition. When your four marked drives are all struck out, choose and mark four new drives.

- ☒ successfully lead your companions in battle
- ☐ kiss someone dangerous
- ☒ punch someone you probably shouldn't punch
- ☐ help a friend when they most need you
- ☐ take down a threat all on your own
- ☐ openly outperform an authority figure
- ☒ pull off a ridiculous stunt
- ☐ save a friend's life
- ☐ pet a fantastic beast
- ☐ get a fancy new outfit
- ☐ earn the respect of an adult you admire
- ☐ call out a friend's bad behavior to their face
- ☐ form a deep relationship with someone new
- ☐ stop a fight with calm words
- ☐ tell someone your true feelings for them
- ☐ travel to an incredible place
- ☐ stand up to someone who doesn't respect you
- ☒ restrain a friend from making a bad choice
- ☐ forgive someone for their previous wrongdoing
- ☐ stand up to someone abusing their power

武 FIGHTING TECHNIQUE 術

TAG TEAM

ADVANCE & ATTACK L⊗ P⊗ M⊗

Work with a companion against the same foe; mark fatigue to inflict 2-fatigue on a foe targeted in this exchange by a companion using Strike, even if their Strike is blocked or doesn't land.

CONNECTIONS

_____ scoffs at me and my plans; one day I'll show them what I can do.

_____ has a pretty good head on their shoulders; they're a great sounding board for my ideas.

MOVES

HERE'S THE PLAN

When you work out a plan with someone, roll with Creativity. On a 10+, hold 3. On a 7-9, hold 2. You can spend your hold 1-for-1 while the plan is being carried out to:

- Aid someone; add +1 to their roll (choose after rolling)
- Call out a warning or a command; reduce the fatigue they mark by 1
- Rally someone with invigorating words; negate a condition they would otherwise suffer

On a miss, hold 1, but your plan encounters some disastrous opposition right from the start.

STRAIGHT SHOOTER

When you tell an NPC the blunt, honest truth about what you really think of them and their plans, roll with Focus. On a hit, they'll look upon your honesty favorably, and they'll answer a non-compromising question honestly or grant you a simple favor. On a 7-9, they return the favor and give you an honest assessment of yourself; mark a condition. On a miss, you're a bit too honest—they're either furious or genuinely hurt.

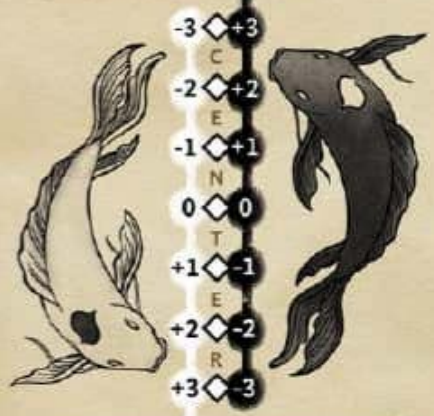
AVATAR LEGENDS
THE ROLE PLAYING GAME

STATS

- +1 CREATIVITY
- +1 FOCUS
- 0 HARMONY
- 0 PASSION

BALANCE

LOYALTY



CONFIDENCE

CONDITIONS

- ☐ **AFRAID**
  -2 to **intimidate** and **call someone out**
- ☐ **ANGRY**
  -2 to **comfort or support** and **assess a situation**
- ☐ **FOOLISH**
  -2 to **trick** and **resist shifting your balance**
- ☐ **GUILTY**
  -2 to **push your luck** and **deny a callout**
- ☐ **INSECURE**
  -2 to **plead** and **rely on your skills or training**

CLEARING CONDITIONS

- **Angry**: break something important or put others in danger.
- **Afraid**: run from danger or difficulty.
- **Foolish**: take foolhardy action without talking to your companions.
- **Guilty**: make a personal sacrifice to absolve your guilt.
- **Insecure**: offer aid or support to someone competent.

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ANIKI, THE GUARDIAN

Aniki was a child when she had to flee her Southern Water Tribe village with her friend Teek and her baby brother, Minaq, strapped to her back. Her home was attacked by Fire Nation forces looking for Waterbenders, and Minaq had shown a proficiency for bending at an early age. Aniki knew she could never return home, otherwise she'd lose her brother and endanger her family, so the only thing she could do was keep moving. Teek told Aniki about a scroll that could expose the Fire Nation for what it is and even though Aniki thinks it's a terrible idea to break into the Dragonbone Catacombs, she's decided to do it anyway, to protect Teek and to get something she's wanted so desperately for herself—revenge on the villains which have taken so much from her.

Background: Outlaw, wilderness Demeanor: Cautious

Look: Always put together, broad shoulders, and a warm smile

Hometown: Grey Wolf Village

TRAINING

Weapons

FIGHTING STYLE

Cable-backed bow

FATIGUE

PROTECTOR'S BURDEN

You take it upon yourself to protect the people around you in general, but you have someone in particular you keep safe.

Name your ward (choose a PC to start):

_____

When they mark a condition in front of you, mark fatigue or mark a condition. Your ward can always **call on you to live up to your principle**—without shifting balance toward center—and they take +1 to do it.

At the beginning of each session, roll, taking +1 for each yes:

- Do you believe your ward listens to you more often than not?
- Have you recently protected them or helped them with a problem?
- Is there an immediate threat to your ward that you are aware of?

On a 7-9, hold 1. On a 10+, hold 2. At any time, spend the hold to:

- take a 10+ on any move to defend or protect them
- track them down even if they are hidden or avoiding you
- figure out what they're up to without them knowing

On a miss, you're drifting apart on different paths; switch your ward to a new person or take -1 ongoing to all moves made towards your ward until next session, including defending them.

You may also switch your ward if they leave play or are no longer present for some reason. When you switch your ward, you can switch to an NPC (if the GM agrees).

CONNECTIONS

_____ is my ward—they need me to have their back, end of story.

_____ looks like they're more than capable without my help; I'm glad some of us can take care of ourselves.

MOVES

SUSPICIOUS MIND

When you watch a person carefully to figure them out, roll with Focus. On a 7-9, hold 1. On a 10+, hold 2. Spend your hold, 1-for-1, to ask their player questions while you observe or interact with them; they must answer honestly.

- Are you telling the truth?
- What are you truly feeling?
- What do you really want right now?
- What are you worried about?
- What are you about to do?

On a miss, you tip your hand, but you can shift your balance away from center to ask 1 question right now.

MARTYR COMPLEX

When you have a total of 8 between conditions marked, highest principle, and fatigue marked, take +1 ongoing to all moves.

武 FIGHTING TECHNIQUE 術

DIVERT

DEFEND & RESPOND L⊗ P⊗ M⊗

Step into the way of blows intended for allies; when any ally within reach suffers a blow this exchange, you can suffer it for them. If you also retaliate this exchange, deal an additional 1-fatigue each time.

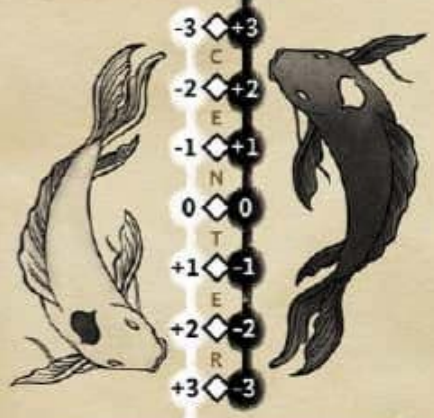
AVATAR LEGENDS
THE ROLE PLAYING GAME

STATS

- +1 CREATIVITY
- +2 FOCUS
- 0 HARMONY
- +1 PASSION

BALANCE

SELF-RELIANCE



TRUST

CONDITIONS

- ☐ **AFRAID**
  -2 to **intimidate** and **call someone out**
- ☐ **ANGRY**
  -2 to **comfort or support** and **assess a situation**
- ☐ **FOOLISH**
  -2 to **trick** and **resist shifting your balance**
- ☐ **GUILTY**
  -2 to **push your luck** and **deny a callout**
- ☐ **INSECURE**
  -2 to **plead** and **rely on your skills or training**

CLEARING CONDITIONS

- **Angry**: break something important or put others in danger.
- **Afraid**: run from danger or difficulty.
- **Foolish**: take foolhardy action without talking to your companions.
- **Guilty**: make a personal sacrifice to absolve your guilt.
- **Insecure**: offer aid or support to someone competent.

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WENLI, THE HAMMER

Wenli grew up in the poorest part of Harbor City where the strong exploit the weak and the authorities did nothing to stop it. Trying to protect the weak from bullies landed Wenli in a number of brutal fights, but she kept picking them, despite her sweet father trying to teach her restraint. True tragedy struck when Wenli's father was beaten to an inch of his life by some of Fai Lan's enforcers. They stole his daily wages while he was walking home in the early hours of the morning. Rather than investigate, the lazy police laughed off her father's injuries, which left him infirm and unable to work. Wenli knows no matter how hard she tries, she'll never change the system by playing by their rules, so she's decided to sneak into the Dragonbone Catacombs and steal from the people who take the most—the Fire Nation's ruling class.

Background: Urban Demeanor: Blunt

Look: Short and striking, long braided hair and practical attire

Hometown: Harbor City

TRAINING

Firebending

FIGHTING STYLE

Fiery Flying Fists

FATIGUE

BRINGING THEM DOWN

You always have an adversary, one who represents the things you're trying to smash through—tyranny, inequality, war; larger and more dangerous concepts that, to you at least, this one person embodies. Your adversary is someone significant and powerful—someone who actually deserves the amount of force you can bring to bear.

Your adversary: Fire Sage Bai

The goal you have for your adversary:

☐ Capture them ☐ Depose them ☐ Expose them
☐ Discredit them ☐ Restrain them ☒ Exile them

Take -1 ongoing to **plead** with, **trick**, or **comfort or support** your adversary.

CHANGING YOUR ADVERSARY

You can change your adversary any time you mark a condition, or at the end of each session. When you do, choose an appropriate goal, and the GM shifts your balance twice to match your new adversary and your new goal.

When you successfully accomplish your goal and defeat your adversary, take a growth advancement and choose a new adversary.

FIGHTING YOUR ADVERSARY

When you enter into a fight against your adversary, clear all fatigue. When you select any combat approach against your adversary, mark fatigue to roll with conditions marked instead of your normal stat.

CONNECTIONS

_____ has a way to solve problems with words instead of fists—it's really impressive!

I worry _____ won't be able to hold their own when things get tough. I'm going to toughen them up!

MOVES

FUELED BY ANGER

Mark Angry to use an additional basic or mastered technique when you **advance and attack**, even on a miss. While Angry is marked, take +1 ongoing to **intimidate** others.

PUNCH WHERE IT MATTERS

When you **assess a situation**, you can always ask, "Who or what here is most vulnerable to me?", even on a miss. Remember to take +1 ongoing to act in accordance with the answer.

武 FIGHTING TECHNIQUE 術

OVERWHELM

ADVANCE & ATTACK L⊗ P⊗ M⊗

Throw a punch with all your weight behind it; mark up to 3 fatigue or conditions in any combination to force your opponent to mark the same number of conditions (but not fatigue).

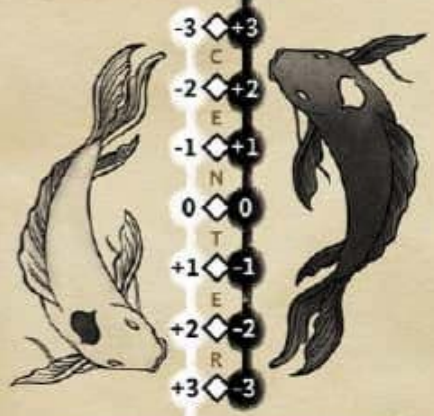
AVATAR LEGENDS
THE ROLE PLAYING GAME

STATS

- +1 CREATIVITY
- -1 FOCUS
- 0 HARMONY
- +2 PASSION

BALANCE

CARE



FORCE

CONDITIONS

☐ **AFRAID**
-2 to **intimidate** and **call someone out**

☐ **ANGRY**
-2 to **comfort or support** and **assess a situation**

☐ **FOOLISH**
-2 to **trick** and **resist shifting your balance**

☐ **GUILTY**
-2 to **push your luck** and **deny a callout**

☐ **INSECURE**
-2 to **plead** and **rely on your skills or training**

CLEARING CONDITIONS

- **Angry**: break something important or put others in danger.
- **Afraid**: run from danger or difficulty.
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XAIPAN, THE ICON

Xaipan grew up in the Fire Nation, but she's always been part of the earth. Her parents told her they were guests of the Fire Nation; unfortunately as Xaipan grew older she realized they were actually glorified prisoners. After her mother's death in captivity, Xaipan is the last of the "earth dancers," a skilled group of Earthbenders brought to the Fire Nation Capital as a curiosa from the colonies—something to admire and eventually watch go extinct. Xaipan decided to escape her captivity entertaining Fire Nation gentry and managed to convince General Gong, who was in charge of watching her, to let her go. She fled to the Dragonbone Catacombs thinking there was a hidden exit out of Hari Bulkan there and met her new friends when guards closed in on her location.

Background: Priviledged, urban Demeanor: Sad

Look: Slender and lithe with powerful muscles and flowing clothes

Hometown: Hari Bulkan

TRAINING

Earthbending

FIGHTING STYLE

Dancing with the earth

FATIGUE

BURDEN & TRADITION

You are an icon of your burden and tradition. You are expected to be its exemplar, its single most important representative, trained up from a young age and saddled with the weight of history. You have been told that you are vital to the world.

You have **3 responsibilities** of your burden and tradition you are expected to assume:

providing aid and succor to the downtrodden, guarding nature from corruption, safekeeping records and relics

You have **3 prohibitions** of your burden and tradition you are expected to uphold:

never refuse an earnest request for help, never seek fame or glory, never force your will upon another

LIVE UP TO YOUR ROLE

When you **live up to your Role** through the responsibilities of your burden and tradition despite opposition or danger, shift your balance twice toward Role instead of marking fatigue, and clear fatigue equal to your Role.

BREAK TRADITION

When you directly and openly break a prohibition of your burden and tradition, mark a condition, shift your balance twice towards Freedom, and clear fatigue equal to your Freedom.

CONNECTIONS

_____ seems to not fully understand what it means that I'm the icon of my tradition...and I kind of like feeling free around them.

_____ makes me feel better about my responsibilities and my burden with a smile and a few kind words.

MOVES

USE THEIR MOMENTUM

When you are engaged with a large or powerful foe, mark fatigue to **advance and attack** with Focus instead of Passion. If you do, you don't have to mark fatigue to use Strike, and you may also choose to use Retaliate as if it were an **advance and attack** technique.

BONZU PIPPINPADDLEOPSICOPOLIS... THE THIRD

When you **trick an NPC** by assuming a silly disguise or fake identity, mark Foolish to treat your roll as if it was a 12+. If Foolish is already marked, mark 2-fatigue instead.

武 FIGHTING TECHNIQUE 術

WALL OF PERFECTION

DEFEND & RESPOND L⊗ P⊗ M⊗

Create a perfect wall of defense around yourself and any allies directly next to you. Mark fatigue to block any attack towards the wall or keep at bay any enemy who tries to penetrate the wall.

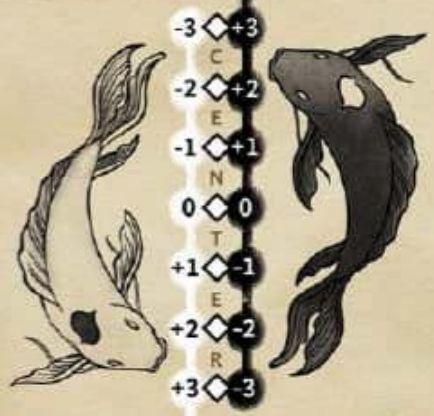
AVATAR LEGENDS
THE ROLE PLAYING GAME

STATS

- 0 CREATIVITY
- +1 FOCUS
- +1 HARMONY
- 0 PASSION

BALANCE

ROLE



FREEDOM

CONDITIONS

- ☐ **AFRAID** -2 to **intimidate** and **call someone out**
- ☐ **ANGRY** -2 to **comfort or support** and **assess a situation**
- ☐ **FOOLISH** -2 to **trick** and **resist shifting your balance**
- ☐ **GUILTY** -2 to **push your luck** and **deny a callout**
- ☐ **INSECURE** -2 to **plead** and **rely on your skills or training**

CLEARING CONDITIONS

- **Angry**: break something important or put others in danger.
- **Afraid**: run from danger or difficulty.
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SUNLIN, THE IDEALIST

Sunlin grew up as an orphan on the streets of Harbor City after their parents died in an accident mining ore to build warships for the Fire Nation. That terrible accident taught Sunlin the true price of war, and they committed themselves to find a way to bring meaning to their parents' deaths. Luckily, Sunlin didn't grow up embittered and alone, but was found by the Fire Finches, a child gang of low-level street criminals in the capital. Sunlin may have lost their parents, but learned there is always hope in the world after gaining a new family in the Finches. Unfortunately, a disagreement with Rini over the Finches' goals led to Sunlin leaving the group, hoping to find some way to do more good than merely survive on the streets of the city. When Wenli told Sunlin about a scroll hidden in the Dragonbone Catacombs, Sunlin know they had found a way to do some real good...

Background: Urban Demeanor: Joyful

Look: Tall and curvy with a striking gaze Hometown: Harbor City

TRAINING

Weapons

FIGHTING STYLE

Dual throwing clubs

FATIGUE

NEVER TURN MY BACK

You've seen sadness and grief. You're no stranger to loss and pain. But you know the world can be a better place. And nothing happens without good people fighting for what's right...

You have a code, with three ideals that define it:

- Always stand up to bullies
- Never deny a request for help
- Never leave a friend behind

When you live up to your ideals at a significant cost, someone who witnessed (or hears about) your sacrifice approaches you to affirm their allegiance to your group's purpose; write their name down on the list of allies below.

ALLIES

You can always **plead** with these allies—they always care what you think; they always open up to you if you **comfort or support them**; and you can **call on them to live up to their principles** as if you had rolled a 10+ by erasing their name from your list of allies.

_____

_____

_____

_____

_____

_____

_____

CONNECTIONS

I recognize some of the pain I have felt inside of _____; I'm going to try to help them.

_____ frustrates me so much when they act without thinking about the consequences!

MOVES

WHATEVER I CAN

When you spend time talking to the locals about their problems, roll with Harmony. On a hit, you hear about the most significant and serious problem at hand; the GM will tell you who it affects and what is the cause. On a 10+, you can ask a follow up question about the problem or cause; you take +1 ongoing when you act on the answer. On a miss, you wind up creating a whole new problem with your questions and ideas.

YOUR RULES STINK

When you stand up to an adult by telling them their rules are stupid, roll with Passion. On a hit, they are surprised by your argument; they must shift their balance or offer you a way forward, past the rules. On a 10+, both. On a miss, your efforts to move them only reveal how strongly they believe in the system—mark a condition as their resistance leaves you reeling.

武 FIGHTING TECHNIQUE 術

DISORIENT

ADVANCE & ATTACK L⊗ P⊗ M⊗

Pummel them with blows; mark fatigue to shift their balance

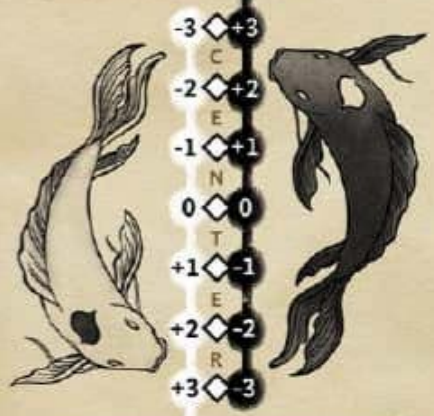
AVATAR LEGENDS
THE ROLE PLAYING GAME

STATS

- +1 CREATIVITY
- +1 FOCUS
- 0 HARMONY
- 0 PASSION

BALANCE

FORGIVENESS



ACTION

CONDITIONS

☐ **AFRAID**
-2 to **intimidate** and **call someone out**

☐ **ANGRY**
-2 to **comfort or support** and **assess a situation**

☐ **FOOLISH**
-2 to **trick** and **resist shifting your balance**

☐ **GUILTY**
-2 to **push your luck** and **deny a callout**

☐ **INSECURE**
-2 to **plead** and **rely on your skills or training**

CLEARING CONDITIONS

- **Angry**: break something important or put others in danger.
- **Afraid**: run from danger or difficulty.
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- **Insecure**: offer aid or support to someone competent.

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YINZIN, THE SUCCESSOR

Yinzin grew up on a picturesque outer island of the Fire Nation owned by his family for generations. He learned to read from the unabridged history of the Fire Nation written by his mother Zinlai, who inherited the title of National Historian from her mother and so on. Yinzin was set to inherit the title—he trained for the position his entire life—but a visit from his aunt threw his life into turmoil. He overheard a fight between his aunt and mother, where his aunt claimed everything his mother ever wrote was a lie. Now, Yinzin searches for answers; he can't become a National Historian until he knows for sure—are the words his mother penned a beautiful lie obscuring a horrid truth?

Background: Priviledge, urban Demeanor: Intense

Look: Well-dressed young man with an air of arrogance betrayed by a kind smile

Hometown: Dizin Island

TRAINING

Technology

FIGHTING STYLE

Smoke bombs

FATIGUE

A TAINTED PAST

You hail from a powerful and infamous lineage—often a family, though it might also be another close-knit group which passes status and clout down from generation to generation. **Elite academics** are the original source of your lineage's power, but they're now beginning to extend their reach into **high society**.

LINEAGE RESOURCES

You have access to your family's extensive stores of two of the following resources:

- obscure or forbidden knowledge
- introductions and connections

Spend resources during the session to establish a boon you had previously asked for or obtained, something that your lineage's unique position and stores could provide: a vehicle, an invitation into a private event or powerful chamber, a chest of jade coins, etc.

PAY HOMAGE

When you pay obeisance and homage to a powerful member of your lineage, roll with your Tradition. On a hit, you earn some credit; hold 3-resources. On a 7-9, their resources don't come without strings; you'll need to promise to fulfill some other obligation of your lineage, or let them shift your balance right now. On a miss, they're dissatisfied with your display; they're cutting you off until you fulfill some task they set to you.

RAID YOUR LINEAGE'S RESOURCES

When you raid your lineage's resources without their consent or knowledge, mark a condition and roll with your Progress. On a hit, hold 1-resource. On a 7-9, choose 1. On a 10+, choose 2.

- You obtained an additional 1-resource.
- You nabbed your goodies quietly and quickly; your lineage will be none the wiser.
- You steel yourself for what you're doing; avoid marking a condition.

On a miss, you're caught in the act by a powerful member of your lineage.

CONNECTIONS

_____ has major concerns, fears, or grievances with my lineage—and with me, by proxy.

_____ seems free of their past in a way I wish I could let go of mine; hearing them talk about the future feels amazing!

MOVES

BLACK KOALA-SHEEP

When you behave in a way that shocks and unsettles people from one of your backgrounds, roll with Creativity to **intimidate** them or **push your luck**.

A LIFE OF REGRET

When you **comfort or support an NPC** by apologizing and honestly promising to make amends for the harm they have suffered, roll with Focus instead of Harmony. If they choose not to open up to you, you do not take +1 forward against them. If they choose to open up to you, take +1 ongoing to attempts to take action to make amends.

式 FIGHTING TECHNIQUE 術

BREAK

EVADE & OBSERVE L⊗ P⊗ M⊗

Target a foe's vulnerable equipment; mark fatigue to render it useless or broken.

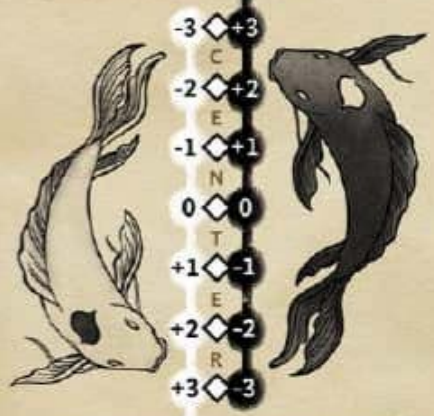
AVATAR LEGENDS
THE ROLE PLAYING GAME

STATS

- +1 CREATIVITY
- +2 FOCUS
- -1 HARMONY
- 0 PASSION

BALANCE

TRADITION



PROGRESS

CONDITIONS

- ☐ **AFRAID**
  -2 to **intimidate** and **call someone out**
- ☐ **ANGRY**
  -2 to **comfort or support** and **assess a situation**
- ☐ **FOOLISH**
  -2 to **trick** and **resist shifting your balance**
- ☐ **GUILTY**
  -2 to **push your luck** and **deny a callout**
- ☐ **INSECURE**
  -2 to **plead** and **rely on your skills or training**

CLEARING CONDITIONS

- **Angry**: break something important or put others in danger.
- **Afraid**: run from danger or difficulty.
- **Foolish**: take foolhardy action without talking to your companions.
- **Guilty**: make a personal sacrifice to absolve your guilt.
- **Insecure**: offer aid or support to someone competent.

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THE BOLD

NAME:

AVATAR LEGENDS
THE ROLE PLAYING GAME

Background

- ☐ Military
- ☐ Outlaw
- ☐ Urban
- ☐ Monastic
- ☐ Privileged
- ☐ Wilderness

Demeanors

- ☐ Impatient
- ☐ Affable
- ☐ Talkative
- ☐ Sensitive
- ☐ Enthusiastic
- ☐ Impetuous

Training

Waterbending | Firebending | Earthbending | Airbending | Weapons | Technology

Fighting Style:

Stats

Add +1 to one stat.

- ○ Creativity [+1]
- ○ Focus [+1]
- ○ Harmony [0]
- ○ Passion [-1]

Fatigue

Balance

At character creation, shift your balance once if you like.

Loyalty — Confidence

+3	+2	+1	0	-1	-2	-3
◇ C	◇ E	◇ N	◇ T	◇ E	◇ R	◇
-3	-2	-1	0	+1	+2	+3

Conditions

See the back of this sheet for more on clearing conditions.

☐ **Afraid**
-2 to **intimidate** and **call someone out**

☐ **Angry**
-2 to **comfort or support** and **assess a situation**

☐ **Foolish**
-2 to **trick** and **resist shifting your balance**

☐ **Guilty**
-2 to **push your luck** and **deny a callout**

☐ **Insecure**
-2 to **plead** and **rely on your skills or training**

Legacy of Excellence

You have dedicated yourself to accomplishing great, exciting deeds and becoming worthy of the trust others place in you. Choose four drives to mark at the start of play. When you fulfill a marked drive, strike it out, and mark growth or clear a condition. When your four marked drives are all struck out, choose and mark four new drives. When all drives are struck out, change playbooks or accept a position of great responsibility and retire from a life of adventure.

- ☐ successfully lead your companions in battle
- ☐ kiss someone dangerous
- ☐ punch someone you probably shouldn't punch
- ☐ help a friend when they most need you
- ☐ take down a threat all on your own
- ☐ openly outperform an authority figure
- ☐ pull off a ridiculous stunt
- ☐ save a friend's life
- ☐ pet a fantastic beast
- ☐ get a fancy new outfit
- ☐ earn the respect of an adult you admire
- ☐ call out a friend's bad behavior to their face
- ☐ form a deep relationship with someone new
- ☐ stop a fight with calm words
- ☐ tell someone your true feelings for them
- ☐ travel to an incredible place
- ☐ stand up to someone who doesn't respect you
- ☐ restrain a friend from making a bad choice
- ☐ forgive someone for their previous wrongdoing
- ☐ stand up to someone abusing their power

Moves — Choose Two

☐ Best Friend

Your best friend is small, fuzzy, and dependable. Unlike all your other relationships, this one is simple and true. You can understand and communicate with your small companion and although they may give you a hard time now and again, they are always there when you need them most. Whenever your pal could help you **push your luck**, mark fatigue to roll with Creativity instead of Passion. If your pet ever gets hurt, mark a condition.

☐ Here's the Plan

When you work out a plan with someone, roll with Creativity. On a 10+, hold 3. On a 7-9, hold 2. You can spend your hold 1-for-1 while the plan is being carried out to:

- Aid someone; add +1 to their roll (choose after rolling)
- Call out a warning or a command; reduce the fatigue they mark by 1
- Rally someone with invigorating words; negate a condition they would otherwise suffer

On a miss, hold 1, but your plan encounters some disastrous opposition right from the start.

☐ Not Done Yet!

Once per session, when you are taken out, shift your balance towards center to stay up for one more exchange of a conflict. After that exchange ends, you become helpless, unconscious, or otherwise incapable of continuing on, and are taken out as normal.

☐ You Missed Something

When you evaluate a friendly NPC's plan to get something done, roll with Focus. On a hit, the GM tells you how you can drastically improve the chances of success; get it done, and they're sure to come through on top. On a 7-9, the problems inherent in the plan are fairly serious; the NPC will be resistant to making the changes necessary. On a miss, something about the plan throws you for a loop; the GM tells you what obvious danger the NPC is ignoring...or what they're hiding about their intent.

☐ Straight Shooter

When you tell an NPC the blunt, honest truth about what you really think of them and their plans, roll with Focus. On a hit, they'll look upon your honesty favorably, and they'll answer a non-compromising question honestly or grant you a simple favor. On a 7-9, they return the favor and give you an honest assessment of yourself; mark a condition. On a miss, you're a bit too honest—they're either furious or genuinely hurt.

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YOUR CHARACTER

Look:

Home Town: _____

History

- Why do you feel the need to prove yourself so badly?
- Who epitomizes the kind of big, bold figure you hope to be?
- Whose approval do you think you will never attain?
- What token or symbol do you wear to prove you are serious?
- Why are you committed to this group or purpose?

Connections

_____ scoffs at me and my plans; one day I'll show them what I can do.

_____ has a pretty good head on their shoulders; they're a great sounding board for my ideas.

Clearing Conditions

- **Angry**: break something important or put others in danger.
- **Afraid**: run from danger or difficulty.
- **Foolish**: take foolhardy action without talking to your companions.
- **Guilty**: make a personal sacrifice to absolve your guilt.
- **Insecure**: offer aid or support to someone competent.

⊕ Moment of Balance ⊕

The greatest heroes of your age may have overwhelming confidence, but balance isn't about pursuing greatness for the sake of greatness. You find a way to stand with your companions like no one else ever could. Tell the GM how you strike down an impossibly strong enemy or obstacle to protect your friends from harm as the best version of yourself.

GROWTH ☐☐☐

Growth Question

At the end of each session, answer this question with the other growth questions:

- Did you express vulnerability by admitting you were wrong or that you should have listened to someone you ignored?

Growth Advancements

- Take a new move from your playbook ☐☐
- Take a new move from another playbook ☐☐
- Raise a stat by +1 (maximum of +2 in any given stat)
- Shift your center one step ☐☐
- Unlock your Moment of Balance ☐☐

武 FIGHTING TECHNIQUES 術

Tag Team

ADVANCE & ATTACK — L⊗ P⊗ M⊗

Work with a companion against the same foe; mark 1-fatigue to inflict 2-fatigue on a foe targeted in this exchange by a companion using Strike, even if their Strike is blocked or doesn't land.

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

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THE GUARDIAN

NAME:

AVATAR LEGENDS
THE ROLE PLAYING GAME

BACKGROUND

- ☐ Military
- ☐ Outlaw
- ☐ Urban
- ☐ Monastic
- ☐ Privileged
- ☐ Wilderness

DEMEANORS

- ☐ Harsh
- ☐ Polite
- ☐ Suspicious
- ☐ Serious
- ☐ Quiet
- ☐ Cautious

TRAINING

Waterbending | Firebending | Earthbending | Airbending | Weapons | Technology

FIGHTING STYLE:

STATS

Add +1 to one stat.

- ○ CREATIVITY [-1]
- ○ FOCUS [+1]
- ○ HARMONY [0]
- ○ PASSION [+1]

FATIGUE

BALANCE

At character creation, shift your balance once if you like.

SELF-RELIANCE

TRUST

CONDITIONS

See the back of this sheet for more on clearing conditions.

- ☐ **AFRAID**
  -2 to **intimidate** and **call someone out**
- ☐ **ANGRY**
  -2 to **comfort or support** and **assess a situation**
- ☐ **FOOLISH**
  -2 to **trick** and **resist shifting your balance**
- ☐ **GUILTY**
  -2 to **push your luck** and **deny a callout**
- ☐ **INSECURE**
  -2 to **plead** and **rely on your skills or training**

PROTECTOR'S BURDEN

You take it upon yourself to protect the people around you in general, but you have someone in particular you keep safe.

Name your ward (choose a PC to start): _____

When they mark a condition in front of you, mark fatigue or mark a condition. Your ward can always **call on you to live up to your principle**—without shifting balance toward center—and they take +1 to do it.

At the beginning of each session, roll, taking +1 for each yes:

- Do you believe your ward listens to you more often than not?
- Have you recently protected them or helped them with a problem?
- Is there an immediate threat to your ward that you are aware of?

On a 7-9, hold 1. On a 10+, hold 2. At any time, spend the hold to:

- take a 10+ on any move to defend or protect them
- track them down even if they are hidden or avoiding you
- figure out what they're up to without them knowing

On a miss, you're drifting apart on different paths; switch your ward to a new person or take -1 ongoing to all moves made towards your ward until next session, including defending them.

You may also switch your ward if they leave play or are no longer present for some reason. When you switch your ward, you can switch to an NPC (if the GM agrees).

MOVES CHOOSE TWO

☐ SUSPICIOUS MIND

When you watch a person carefully to figure them out, roll with Focus. On a 7-9, hold 1. On a 10+, hold 2. Spend your hold, 1-for-1, to ask their player questions while you observe or interact with them; they must answer honestly.

- Are you telling the truth?
- What are you truly feeling?
- What do you really want right now?
- What are you worried about?
- What are you about to do?

On a miss, you tip your hand, but you can shift your balance away from center to ask 1 question right now.

☐ BADGE OF AUTHORITY

You have some badge or symbol of authority from your background, something that makes you someone to be listened to, if not well-liked or entirely respected. When you give an NPC an order based on that authority and their recognition of it, roll with Passion. On a hit, they do what you say. On a 7-9, they choose 1:

- They do it, but in lackluster fashion
- They say they need something first to be able to do it
- They do it, but they're going to talk to your superiors

On a miss, the authority of your badge doesn't sway them; they do as they please and you take -1 forward against them.

☐ CATCH A LIAR

When you are suspicious of someone, write their name here: _____

You cannot write another until you have made them admit their guilt and misdeeds in front of an audience, or until you no longer seek to uncover their secrets.

When they admit their guilt and misdeeds in front of an audience, clear their name from this move. When you no longer seek to uncover their secrets, you may mark a condition to clear their name from this move.

When you expose that person's lies or wrong-doing, clear all your fatigue and up to two conditions. When you try to **intimidate** them into admitting their real crimes by using actual evidence, you can eliminate one additional option from the list on any hit before they choose.

☐ FURROWED BROW

Take +1 Focus (max +3).

☐ MARTYR COMPLEX

When you have a total of 8 between conditions marked, highest principle, and fatigue marked, take +1 ongoing to all moves.

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YOUR CHARACTER

Look:

Home Town: _____

History

- What pushed you to assume responsibility for the people you care about?
- Whom have you protected for so long...but maybe doesn't need you anymore?
- Who used to be in your circle of trust before they betrayed you?
- What tattered garment or adornment reminds you of those you protect...or failed to protect?
- Why are you committed to this group or purpose?

Connections

_____ is my ward—they need me to have their back, end of story.

_____ looks like they're more than capable without my help; I'm glad some of us can take care of ourselves.

Clearing Conditions

- **Angry**: break something important or put others in danger.
- **Afraid**: run from danger or difficulty.
- **Foolish**: take foolhardy action without talking to your companions.
- **Guilty**: make a personal sacrifice to absolve your guilt.
- **Insecure**: offer aid or support to someone competent.

Moment of Balance

You've sworn to protect the people you care about, but balance is about finding your own place in the world as well. You know what you're capable of accomplishing, and you step up to show the world your unique strength. Tell the GM how you put your own life on the line to defeat a villain or danger that seems unstoppable.

GROWTH ☐☐☐

Growth Question

At the end of each session, answer this question with the other growth questions:

- Did you pursue a desire or goal of your own, outside of protecting others?

Growth Advancements

- Take a new move from your playbook ☐☐
- Take a new move from another playbook ☐☐
- Raise a stat by +1 (maximum of +2 in any given stat)
- Shift your center one step ☐☐
- Unlock your Moment of Balance ☐☐

武 FIGHTING TECHNIQUES 術

Divert

DEFEND & RESPOND — L⊗ P⊗ M⊗

Step into the way of blows intended for allies; when any ally within reach suffers a blow this exchange, you can suffer it for them. If you also Retaliate this exchange, deal an additional 1-fatigue each time.

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

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THE HAMMER

NAME:

AVATAR LEGENDS
THE ROLE PLAYING GAME

Background

- ☐ Military
- ☐ Outlaw
- ☐ Urban
- ☐ Monastic
- ☐ Privileged
- ☐ Wilderness

Demeanors

- ☐ Playful
- ☐ Quiet
- ☐ Excessive
- ☐ Blunt
- ☐ Loud
- ☐ Determined

Training

Waterbending | Firebending | Earthbending | Airbending | Weapons | Technology

Fighting Style:

Stats

Add +1 to one stat.

- ○ Creativity [+1]
- ○ Focus [-1]
- ○ Harmony [0]
- ○ Passion [+1]

Fatigue ◇◇◇◇◇

Balance

At character creation, shift your balance once if you like.

Conditions

See the back of this sheet for more on clearing conditions.

☐ **Afraid**
-2 to **intimidate** and **call someone out**

☐ **Angry**
-2 to **comfort or support** and **assess a situation**

☐ **Foolish**
-2 to **trick** and **resist shifting your balance**

☐ **Guilty**
-2 to **push your luck** and **deny a callout**

☐ **Insecure**
-2 to **plead** and **rely on your skills or training**

Bringing Them Down

You always have an adversary, one who represents the things you're trying to smash through—tyranny, inequality, war; larger and more dangerous concepts that, to you at least, this one person embodies. Your adversary is someone significant and powerful—someone who actually deserves the amount of force you can bring to bear.

Name your adversary: _____

Choose a goal you have for your adversary:

- ☐ Capture them
- ☐ Depose them
- ☐ Expose them
- ☐ Discredit them
- ☐ Restrain them
- ☐ Exile them

Take -1 ongoing to **plead** with, **trick**, or **comfort or support** your adversary.

Changing Your adversary

You can change your adversary any time you mark a condition, or at the end of each session. When you do, choose an appropriate goal, and the GM shifts your balance twice to match your new adversary and your new goal.

When you successfully accomplish your goal and defeat your adversary, take a growth advancement and choose a new adversary.

Fighting Your adversary

When you enter into a fight against your adversary, clear all fatigue. When you select any combat approach against your adversary, mark fatigue to roll with conditions marked instead of your normal stat.

Moves — Choose Two

☐ Fueled by Anger

Mark Angry to use an additional basic or mastered technique when you **advance and attack**, even on a miss. While Angry is marked, take +1 ongoing to **intimidate** others.

☐ Walls Can't Hold Me

When you **rely on your skills and training** to dangerously smash your way through walls or other obstacles, roll with Passion instead of Focus.

☐ Punch Where It Matters

When you **assess a situation**, you can always ask, "Who or what here is most vulnerable to me?", even on a miss. Remember to take +1 ongoing to act in accordance with the answer.

☐ Comprehend Your Foe

When you **defend and respond** against a foe whose balance principle you know, you may mark fatigue to roll with Creativity instead of Focus.

☐ Stand and Fight!

When you provoke an NPC opponent into attacking you, roll with Passion. On a hit, they're coming at you specifically. On a 10+, you're ready for them; clear a condition or clear 2-fatigue. On a miss, they take advantage of your provocation to strike a blow where you least expect it.

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YOUR CHARACTER

Look:

Home Town: _____

History

- What injustice has driven you to use your strength for good?
- Who represents the kind of positive strength and force you want to embody?
- Who tried their best to teach you restraint, calm, and thoughtfulness?
- What fragile trinket or heirloom do you keep and protect?
- Why are you committed to this group or purpose?

Connections

_____ has a way to solve problems with words instead of fists—it's really impressive!

I worry _____ won't be able to hold their own when things get tough. I'm going to toughen them up!

Clearing Conditions

- **Angry**: break something important or put others in danger.
- **Afraid**: run from danger or difficulty.
- **Foolish**: take foolhardy action without talking to your companions.
- **Guilty**: make a personal sacrifice to absolve your guilt.
- **Insecure**: offer aid or support to someone competent.

Moment of Balance

You can knock down every wall in the world, but balance isn't found in conquest and destruction. You know some walls need to stand to keep people safe. Tell the GM how you put yourself directly in the path of an inescapable threat to completely protect someone or something from harm.

GROWTH ☐☐☐

Growth Question

At the end of each session, answer this question with the other growth questions:

- Did you make progress towards your goal against your adversary?

Growth Advancements

- Take a new move from your playbook ☐☐
- Take a new move from another playbook ☐☐
- Raise a stat by +1 (maximum of +2 in any given stat)
- Shift your center one step ☐☐
- Unlock your Moment of Balance ☐☐

武 FIGHTING TECHNIQUES 術

Overwhelm

ADVANCE & ATTACK — L⊗ P⊗ M⊗

Throw a punch with all your weight behind it; mark up to three fatigue or conditions in any combination to force your opponent to mark the same number of conditions (but not fatigue).

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

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THE ICON

NAME:

AVATAR LEGENDS
THE ROLE PLAYING GAME

Background

- ☐ Military
- ☐ Outlaw
- ☐ Urban
- ☐ Monastic
- ☐ Privileged
- ☐ Wilderness

Demeanors

- ☐ Naive
- ☐ Needy
- ☐ Haughty
- ☐ Playful
- ☐ Sad
- ☐ Grave

TRAINING

Waterbending | Firebending | Earthbending | Airbending | Weapons | Technology

FIGHTING STYLE:

STATS

Add +1 to one stat.

- ○ CREATIVITY [0]
- ○ FOCUS [+1]
- ○ HARMONY [+1]
- ○ PASSION [-1]

FATIGUE

BALANCE

At character creation, shift your balance once if you like.

ROLE — FREEDOM

+3	+2	+1	0	-1	-2	-3
◇ C	◇ E	◇ N	◇ T	◇ E	◇ R	◇
-3	-2	-1	0	+1	+2	+3

CONDITIONS

See the back of this sheet for more on clearing conditions.

☐ **AFRAID**
-2 to **intimidate** and **call someone out**

☐ **ANGRY**
-2 to **comfort or support** and **assess a situation**

☐ **FOOLISH**
-2 to **trick** and **resist shifting your balance**

☐ **GUILTY**
-2 to **push your luck** and **deny a callout**

☐ **INSECURE**
-2 to **plead** and **rely on your skills or training**

BURDEN & TRADITION

You are an icon of your burden and tradition. You are expected to be its exemplar, its single most important representative, trained up from a young age and saddled with the weight of history. You have been told that you are vital to the world.

Choose **3 responsibilities** of your burden and tradition you are expected to assume:

Protecting constructed sacred sites, destroying dangerous creatures, overthrowing tyrants, defending rightful rulers, performing rituals, providing aid and succor to the downtrodden, searching for ancient artifacts, guarding nature from corruption, safekeeping records and relics

Choose **3 prohibitions** of your burden and tradition:

Never fall in love; never refuse an earnest request for help; never run from a fight; never start a fight; never share the secrets of your tradition; never seek fame or glory; never intervene without being asked to; never betray someone's trust; never force your will upon another

Live Up to Your Role

When you **live up to your Role** through the responsibilities of your burden and tradition despite opposition or danger, shift your balance twice toward Role instead of marking fatigue, and clear fatigue equal to your Role.

Break Tradition

When you directly and openly break a prohibition of your burden and tradition, mark a condition, shift your balance twice towards Freedom, and clear fatigue equal to your Freedom.

End of Session

At the end of each session, answer these additional questions along with your standard growth questions.

Did I generally uphold my responsibilities?

- If yes, shift balance toward Role.
- If no, mark a condition and shift balance toward Freedom.

Did I generally maintain my prohibitions?

- If yes, clear a condition and shift balance toward Role.
- If no, shift balance toward Freedom.

MOVES CHOOSE TWO

☐ Use Their Momentum

When you are engaged with a large or powerful foe, mark fatigue to **advance and attack** with Focus instead of Passion. If you do, you don't have to mark fatigue to use Strike, and you may also choose to use Retaliate as if it were an **advance and attack** technique.

☐ Bonzu Pippinpaddleopsicopolis... the Third

When you **trick an NPC** by assuming a silly disguise or fake identity, mark Foolish to treat your roll as if it was a 12+. If Foolish is already marked, mark 2-fatigue instead.

☐ Meditation

Take +1 Focus (max +3).

☐ Otter-Penguins, Unagi, and Hot Springs

When you visit a new inhabited location you learned about in the past, roll with Harmony. On a 7-9, ask 1. On a 10+, ask 2. You and your friends each clear fatigue when you interact with the answers.

- What's the best local pastime?
- What interesting locations are nearby?
- Who is the most famous person here?
- What special tradition is prized by locals?
- What's the most interesting legend locals recount about this place?

On a miss, tell the GM what you expected to find; they will tell you how this place is different!

☐ Yip Yip!

You have an animal companion large enough to ride. Name them and choose their species:

Flying bison, polar bear dog, eel-hound, catgator, elephant-mandrill, gemsbok-bull, shirshu, komodo-rhino, sabertooth moose-lion, flying boar, walrus-yak, flying fishopotamus

When you and your animal companion fight together, mark 1-fatigue to use an additional technique from your approach, even on a miss. When something hurts your animal companion, mark a condition. When you and your friends travel via your animal companion, everyone clears 1-fatigue.

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YOUR CHARACTER

Look:

Home Town: _____

History

- What tradition do you represent as its icon? Why can't you set down the role?
- Who was your chief mentor, teaching you the nature of your burden and its value?
- Who showed you that even with the weight of your burden, you could still find ways to play?
- What token of your burden and tradition do you always carry?
- Why are you committed to this group or purpose?

Connections

_____ seems to not fully understand what it means that I'm the icon of my tradition...and I kind of like feeling free around them.

_____ makes me feel better about my responsibilities and my burden with a smile and a few kind words.

Clearing Conditions

- **Angry**: break something important or put others in danger.
- **Afraid**: run from danger or difficulty.
- **Foolish**: take foolhardy action without talking to your companions.
- **Guilty**: make a personal sacrifice to absolve your guilt.
- **Insecure**: offer aid or support to someone competent.

⊕ Moment of Balance ⊕

Others have laid a path for you you cannot escape, but balance means you understand the limits of their vision. You make the role your own in this moment, charting a new path for yourself and your tradition. Tell the GM how your new understanding of your burdens forges a new way forward for everyone.

GROWTH ☐☐☐

Growth Question

At the end of each session, answer this question with the other growth questions:

- Did you accomplish a feat worthy of your burden and tradition?

Growth Advancements

- Take a new move from your playbook ☐☐
- Take a new move from another playbook ☐☐
- Raise a stat by +1 (maximum of +2 in any given stat)
- Shift your center one step ☐☐
- Unlock your Moment of Balance ☐☐

武 FIGHTING TECHNIQUES 術

Wall of Perfection

DEFEND & RESPOND — L⊗ P⊗ M⊗

Create a perfect wall of defense around yourself and any allies directly next to you; mark 1-fatigue to block a single attack towards the wall or keep an enemy at bay who tries to penetrate the wall.

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

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THE IDEALIST

NAME:

AVATAR LEGENDS
THE ROLE PLAYING GAME

Background

- ☐ Military
- ☐ Outlaw
- ☐ Urban
- ☐ Monastic
- ☐ Privileged
- ☐ Wilderness

Demeanors

- ☐ Lonely
- ☐ Joyful
- ☐ Earnest
- ☐ Compassionate
- ☐ Grieving
- ☐ Resolute

Training

Waterbending | Firebending | Earthbending | Airbending | Weapons | Technology

Fighting Style:

Stats

Add +1 to one stat.

- ○ Creativity [0]
- ○ Focus [-1]
- ○ Harmony [+1]
- ○ Passion [+1]

Fatigue

Balance

At character creation, shift your balance once if you like.

Conditions

See the back of this sheet for more on clearing conditions.

☐ **Afraid**
-2 to **intimidate** and **call someone out**

☐ **Angry**
-2 to **comfort or support** and **assess a situation**

☐ **Foolish**
-2 to **trick** and **resist shifting your balance**

☐ **Guilty**
-2 to **push your luck** and **deny a callout**

☐ **Insecure**
-2 to **plead** and **rely on your skills or training**

Never Turn My Back

You've seen sadness and grief. You're no stranger to loss and pain. But you know the world can be a better place. And nothing happens without good people fighting for what's right...

You have a code—choose three ideals from the list to define it:

- ☐ Always speak the truth
- ☐ Always stand up to bullies
- ☐ Always keep your promises
- ☐ Never strike the first blow
- ☐ Never deny a request for help
- ☐ Never leave a friend behind

When you live up to your ideals at a significant cost, someone who witnessed (or hears about) your sacrifice approaches you to affirm their allegiance to your group's purpose; write their name down on the list of allies below.

Allies

You can always **plead** with these allies—they always care what you think; they always open up to you if you **comfort or support them**; and you can **call on them to live up to their principles** as if you had rolled a 10+ by erasing their name from your list of allies.

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Moves — Choose Two

☐ The Strength of Your Heart

When you use Block, enemies must mark 2-fatigue instead of 1 to overcome your defenses.

☐ Whatever I Can

When you spend time talking to the locals about their problems, roll with Harmony. On a hit, you hear about the most significant and serious problem at hand; the GM will tell you who it affects and what is the cause. On a 10+, you can ask a follow up question about the problem or cause; you take +1 ongoing when you act on the answer. On a miss, you wind up creating a whole new problem with your questions and ideas.

☐ Your Rules Stink

When you stand up to an adult by telling them their rules are stupid, roll with Passion. On a hit, they are surprised by your argument; they must shift their balance or offer you a way forward, past the rules. On a 10+, both. On a miss, your efforts to move them only reveal how strongly they believe in the system—mark a condition as their resistance leaves you reeling.

☐ It Doesn't Belong to You!

When you secretly pocket something owned by someone undeserving, roll with Harmony. On a hit, you swipe something from them (your choice) without them noticing you took it. On a 7-9, the thing you took isn't exactly what you thought it was; the GM will tell you how. On a miss, you grab the goods, but they notice—and pursue—as soon as you exit the scene.

☐ Can't Knock Me Down

When you are engaged in combat with superior opposition and openly refuse to back down or flee, roll with Harmony for the rest of the battle when you use the **defend and respond** approach; you cannot choose to Retreat for the rest of the fight.

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YOUR CHARACTER

Look:

Home Town: _____

History

- What tragedy befell you at a young age?
- Who do you hold most responsible for the tragedy? Why?
- Who helped you through your grief? What did they teach you?
- What symbol, heirloom, or mark do you carry to remind you of what you lost?
- Why are you committed to this group or purpose?

Connections

I recognize some of the pain I have felt inside of _____; I'm going to try to help them.

_____ frustrates me so much when they act without thinking about the consequences!

Clearing Conditions

- **Angry**: break something important or put others in danger.
- **Afraid**: run from danger or difficulty.
- **Foolish**: take foolhardy action without talking to your companions.
- **Guilty**: make a personal sacrifice to absolve your guilt.
- **Insecure**: offer aid or support to someone competent.

⊕ Moment of Balance ⊕

The pain of the world can be overwhelming, but balance brings peace. You bring everything around you to a stop—villains, arguments, disaster—and set the world right. Tell the GM how your compassionate actions end a conflict utterly and completely.

GROWTH ☐☐☐

Growth Question

At the end of each session, answer this question with the other growth questions:

- Did you improve the lives of a community of average citizens?

Growth Advancements

- Take a new move from your playbook ☐☐
- Take a new move from another playbook ☐☐
- Raise a stat by +1 (maximum of +2 in any given stat)
- Shift your center one step ☐☐
- Unlock your Moment of Balance ☐☐

武 FIGHTING TECHNIQUES 術

Disorient

ADVANCE & ATTACK — L⊗ P⊗ M⊗

Pummel them with blows; mark fatigue to shift their balance.

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

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THE SUCCESSOR

NAME:

AVATAR LEGENDS
THE ROLE PLAYING GAME

Background

- ☐ Military
- ☐ Outlaw
- ☐ Urban
- ☐ Monastic
- ☐ Privileged
- ☐ Wilderness

Demeanors

- ☐ Perky
- ☐ By-the-book
- ☐ Arrogant
- ☐ Intense
- ☐ Casual
- ☐ Oblivious

Training

Waterbending | Firebending | Earthbending | Airbending | Weapons | Technology

FIGHTING STYLE:

Stats

Add +1 to one stat.

- ○ CREATIVITY [+1]
- ○ FOCUS [+1]
- ○ HARMONY [-1]
- ○ PASSION [0]

FATIGUE

Balance

At character creation, shift your balance once if you like.

TRADITION

PROGRESS

Conditions

See the back of this sheet for more on clearing conditions.

☐ **AFRAID**
-2 to **intimidate** and **call someone out**

☐ **ANGRY**
-2 to **comfort or support** and **assess a situation**

☐ **FOOLISH**
-2 to **trick** and **resist shifting your balance**

☐ **GUILTY**
-2 to **push your luck** and **deny a callout**

☐ **INSECURE**
-2 to **plead** and **rely on your skills or training**

A Tainted Past

You hail from a powerful and infamous lineage—often a family, though it might also be another close-knit group which passes status and clout down from generation to generation. Choose one domain from below that is the source of your lineage's power, and another into which they're now beginning to extend their reach.

- ☐ high society
- ☐ land ownership
- ☐ state politics
- ☐ vigilante militias
- ☐ military command
- ☐ organized crime
- ☐ business and industry
- ☐ media and news
- ☐ arts and entertainment
- ☐ spiritual authority
- ☐ elite academics
- ☐ vital supply chains

Lineage Resources

You have access to your family's extensive stores of two of the following resources:

- ☐ obscure or forbidden knowledge
- ☐ servants or muscle
- ☐ cold hard cash
- ☐ introductions and connections
- ☐ high technology
- ☐ spiritual artifacts or tomes

Spend resources during the session to establish a boon you had previously asked for or obtained, something that your lineage's unique position and stores could provide: a vehicle, an invitation into a private event or powerful chamber, a chest of jade coins, etc.

Pay Homage

When you pay obeisance and homage to a powerful member of your lineage, roll with your Tradition. On a hit, you earn some credit; hold 3-resources. On a 7-9, their resources don't come without strings; you'll need to promise to fulfill some other obligation of your lineage, or let them shift your balance right now. On a miss, they're dissatisfied with your display; they're cutting you off until you fulfill some task they set to you.

Raid Your Lineage's Resources

When you raid your lineage's resources without their consent or knowledge, mark a condition and roll with your Progress. On a hit, hold 1-resource. On a 7-9, choose 1. On a 10+, choose 2.

- You obtained an additional 1-resource.
- You nabbed your goodies quietly and quickly; your lineage will be none the wiser.
- You steel yourself for what you're doing; avoid marking a condition.

On a miss, you're caught in the act by a powerful member of your lineage.

Moves — Choose Two

☐ **Way of the Future**
Take +1 Creativity (max +3).

☐ **Black Koala-Sheep**
When you behave in a way that shocks and unsettles people from one of your backgrounds, roll with Creativity to **intimidate** them or **push your luck**.

☐ **A Life of Regret**
When you **comfort or support an NPC** by apologizing and honestly promising to make amends for the harm they have suffered, roll with Focus instead of Harmony. If they choose not to open up to you, you do not take +1 forward against them. If they choose to open up to you, take +1 ongoing to attempts to take action to make amends.

☐ **Walk This Way**
When you make over, disguise, and/or coach your friends to fit in with a specific crowd appropriate to one of your backgrounds, roll with Creativity. On a 10+, the performance is flawless; you gain access to wherever you wanted to fit in while attracting little suspicion. On a 7-9, you fool nearly everyone; there's only a single gatekeeper who asks any questions or stands in your way. On a miss, the only way to get the access you desired is for one of your friends to take on a uncomfortable, dangerous, or attention-grabbing role.

☐ **Worldly Knowledge**
Your upbringing expanded your horizons, skillsets, and contacts. Choose another training and another background.

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YOUR CHARACTER

Look:

Home Town: _____

History

- Who is the current head of your lineage? How do you love and frustrate each other?
- What close member of your lineage wants to revolutionize it?
- What do you carry that reminds you of the place most associated with your lineage?
- What part of your lineage's identity is important and valuable to you as a person?
- Why are you committed to this group or purpose?

Connections

_____ has major concerns, fears, or grievances with my lineage—and with me, by proxy.

_____ seems free of their past in a way I wish I could let go of mine; hearing them talk about the future feels amazing!

Clearing Conditions

- **Angry**: break something important or put others in danger.
- **Afraid**: run from danger or difficulty.
- **Foolish**: take foolhardy action without talking to your companions.
- **Guilty**: make a personal sacrifice to absolve your guilt.
- **Insecure**: offer aid or support to someone competent.

Moment of Balance

You may never escape the legacy of your family, but balance allows you to learn from them without defining yourself in their image. You call upon a resource of your family to innovate a new solution to an intractable problem, never forgetting who you are in the face of incredible danger. Tell the GM how you knock down obstacles that seem impossible to overcome and save the day.

GROWTH ☐☐☐

Growth Question

At the end of each session, answer this question with the other growth questions:

- Did you learn something meaningful or important about your lineage, its members, or its effects on the world and others?

Growth Advancements

- Take a new move from your playbook ☐☐
- Take a new move from another playbook ☐☐
- Raise a stat by +1 (maximum of +2 in any given stat)
- Shift your center one step ☐☐
- Unlock your Moment of Balance ☐☐

武 FIGHTING TECHNIQUES 術

Break

EVADE & OBSERVE — L⊗ P⊗ M⊗

Target a foe's vulnerable equipment; mark fatigue to render it useless or broken.

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

Name: _____ L○ P○ M○

☐ DEFEND & RESPOND ☐ ADVANCE & ATTACK ☐ EVADE & OBSERVE

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