

Player: Don

Name: Gang

Age: 17

Adjusted Refresh: 3

Fate Points: 5

Main Aspect: Unlocked firebender

Destiny: Gonna be the very best that no one ever was

Trouble: Proving he is the best no matter what his parents think

Gear: Ruined Golden sash

Relationship: Outcasts together

Stress

Physical: O O O

Social: O

Resource: O O

Karma: O O

Consequence:

-2 (mild):

-4 (moderate):

-6 (severe):

-8 (Extreme):

Skills

Great(+4):

Good(+3): Trickery, Physique, Martial Arts

Fair(+2): Willpower, Endurance, Adaptation, Sense,

Average(+1): Luck, Sense, Flexibility, Weapons, Instinct

Poor(-1): Allure, Knowledge

Powers

Required Power: [-2] **Fire Bending** – You may use fire bending. When fire bending, you may invoke any of your character aspects (still paying a fate point) to enhance your fire bending. If you do, increase self-inflicted stress by 1.

Primary Skill: Willpower

- Fire Bending – Fire Benders are self-made and self-powered.
- Bonus: They can tap all of their own aspects for bending
- Hindrance: Control or burn other aspects
- Advanced Bending: Lightning Bending
- Typical Advancements: Attack power, creating destructive advantages, seeing

Stunts

- Shut it, Nerd: Once during a scene, when making a social check, you may use Physique instead of Allure.

Aspects

- Folding boomerang

<https://docs.google.com/document/d/1GQL2esWYL0m8G5EsT4-zls26hilBwUs01GlyYi8wNMA/edit>