

降去神通
AVATAR

RELATIONSHIPS



PERSONALITY



PATHS



ABILITIES



ITEMS

NAME _____ AGE _____
 HOME _____ GENDER _____
 DESCRIPTION _____

INSPIRATIONS _____

CHANGES TO THE CAPES RULES ELEMENTS

Replace the *Drives* in Capes with Avatar's *Elements*. Hero and Villain alike have the same Elements: Water, Earth, Fire and Air.

Their *Drive Strengths* (*Element Strengths*) must be 4, 3, 2 and 1. Which Element has which Element Strength can be changed between scenes as appropriate.

TRAITS

Instead of the categories *Powers*, *Styles*, *Attitudes* and *Skills*, every character has *Abilities*, *Items*, *Personality* and *Relationships*.

Abilities are important personal skills, such as the bending arts and martial arts, but also, being 'the idea guy' and so on.

Items are important tools or symbols. Such as weapons, mementoes and so on.

Personality contains important personality traits, such as mannerisms, general attitudes, and so on.

Relationships are important connections to other people, friends or foes. Sometimes a relationship might be with a group of people, but usually its just one.

All traits are *Powered*, so they may be used multiple times in a scene, but gain debt by doing so.

Anything appropriate to the category can be listed in it. However, only a certain number of traits can be *rated* at a given time. Which traits those are can be changed between scenes.

- A trait can be rated 1 in each category.
- A trait can be rated 2 in each category.
- A trait can be rated 3 in three categories.
- A trait can be rated 4 in two categories.
- A trait can be rated 5 in just one category.

PATHS

Each character will have at least one Path, and major characters may have two or three Paths at the same time.

A Path is a goal for the character, something they consider to be part of their destiny, or some great mission they feel they must fulfil.

A character will never simply fulfil a Path, but they may fulfil something similar to it. Sometimes the Path changes over time so that it is radically different to how it started out. Sometimes a Path is abandoned in favour of what the character considers a more important calling. Modify the Path's wording between scenes at will.

STEPS

In working towards a Path, a character will be following a number of Steps. Each Step is an important but immediate goal that the character thinks will help their Path.

Each Step is written in an Element that is appropriate for it, and represents the character's primary motivation in a scene.

If at the end of a scene the Step was accomplished, then usually the next Step will be in the next Element clockwise.

If at the end of a scene, the Step was not accomplished because the character deliberately refused, or they were unable despite trying, then the Step is frustrated and the next Step will be in the Element anti-clockwise. If an opportunity to address a Step just never arose through the nature of the scene, then leave the Steps as they are.

In the new Element, think of a new Step that follows from the one before, addresses the character's Path and is appropriate for the Element. Erase the old Step if it is no longer relevant.

DEBT

When debt is gained, place it on whatever Element you like. But, when debt is staked it must be on a conflict that supports a Step in that particular Element.

If an Element is *overdrawn*, ie. it has more debt on it than its current Element Strength, then any Steps in that Element cannot be successfully accomplished, and so no new Steps can be created on the Element clockwise from it. If a character attempts to accomplish a Step, the result will always go awry regardless of the result of any conflict, and the next Step will be anti-clockwise.

PATH CYCLE (CLOCKWISE) WHEN ACCOMPLISHING STEPS WATER IS GIVING

Seeing the ideals of others changes you, or perhaps its a new appreciation of how the world works. Now, your personality and how you behave might change as a result. It might be as radical as a new identity, but *something* about how you view yourself changes.

EARTH IS STRONG

Because you realise what's important, and you must protect it and resist the change around you. Items might become important symbols of the things you are defending.

FIRE IS INTENSE

But ultimately, to protect what is important you need some control of it. So, you change your circumstances to make things better for you in some way. In your efforts, you might need new abilities.

AIR IS HARMONIOUS

Gaining power is fine, but you have to bring things to a whole. Change is going on around you anyway, so you go with it. You help the things and people that you agree with. In doing so, your relationships with people might change, or you might forge new relationships.

PATH CYCLE (ANTI CLOCKWISE) WHEN FRUSTRATING STEPS WATER IS GIVING

But any new order you create crumbles around you, and you have to hide in these difficult circumstances. For your own survival you have to abandon what is important to you to fit in.

AIR IS HARMONIOUS

But you can't change inside, so you fall back on comfortable ways and relationships. You follow orders, you stick by your old friends. Maybe if you can just help them, or get them on your side, you'll be able to change, but not now.

FIRE IS INTENSE

But the people around you aren't good enough. Their ideals are not your own, and you are powerless to stop them. You need power and abilities to forge your own destiny. You can't follow them any longer.

EARTH IS STRONG

But your circumstances just don't allow you to control your own destiny. You and what is important to you is being undermined, and that must be stopped. The things you hold dear are becoming symbols of ideals that will never be fulfilled.

MATCHING A STEP TO AN ELEMENT

The Elements are deliberately vague to allow a wide variety of Steps. Whatever action the player decides their character will take will probably be compatible with the Element their Path is on, but the important thing is that they will accomplish the Step for different reasons. The idea is that the characters will change and grow and will do things for definite reasons.

For an example, attacking the Fire Nation might be your duty (Air), or you might be defending your honour (Earth). You could do it for glory or profit (Fire), or just as a personal challenge (Water).

WHEN A CHARACTER IS MADE

Write a long term goal, a Path, that defines their behaviour.

Think of a short term goal, a Step, that supports the Path and write it in the element that best matches it.

BETWEEN SCENES

If the character successfully accomplishes a Step, and they are not overdrawn on its Element, move clockwise to the next Element along.

If they deliberately do not follow a Step, or are frustrated in their attempts, or they accomplish the Step but they are overdrawn on its Element, then move them to the next Element, anti-clockwise.

In the new Element, write another new Step that attempts to further their Path.

Erase the old Step if it is no longer relevant.

Modify the Path's wording, if it appears to have changed.

Modify the character's traits and trait ratings, if they appear to have changed.

DURING GENERAL PLAY

When framing a scene, try to think of circumstances that will allow characters to address or challenge their current Steps.

When creating conflicts, address not only your own character's Steps, but others. This will get them invested and allow you to reap resources from them.

EXAMPLES

Paths are like, "Get it on with Katara", "Prove I'm as good as a stupid 'bender", "Regain my honour", "Protect and help my poor nephew", "Stop the Fire Nation", "Rid this land of the Fire Nation".

Steps are like, "Get Katara to take me seriously", "Protect everyone without help", "Stop Zhou, so I can capture the Avatar myself", "Follow my nephew unseen", "Get to the Fire Nation on the Solar Eclipse", "Destroy the Fire Nation village".

Characters are like,

Admiral Zhou midway through Book One.

Personality: 4 Confident. 3 No Self-Control. 2 Sneering Cruelty. 1 Ambitious.

Items: 2 Boats. 1 Catapults.

Abilities: 5 Cunning plans. 3 Fire-bender. 2 Powerful commander. 1 Secret Knowledge.

Relationships: 4 Fire Nation Army. 3 Yu Yan Archers. 2 My pathetic master, Jeong Jeong. 1 The Fire Lord.

Paths: "Gain Power in the Fire Nation"

Elements

Water 1.

Earth 2. "Regroup my forces."

Air 3. ~~"Humiliate the banished prince"~~

Fire 4. ~~"Capture the Avatar."~~

So, Zhou starts by trying to humiliate Zuko in Air (bullying is a form of relationship), but fails. Frustrated to Fire he ambitiously attempts to capture the Avatar himself, but repeatedly fails. Each time he fails he goes back to Earth, where he succeeds in defending his dignity against a random minor character and gains new power and forces and moves on to fight the Avatar again in Fire for his ambition.

When he does capture the Avatar, he may be overdrawn on debt, or it may just be for story reasons that Aang eventually escapes (enforced by the Comics Code). Theoretically, if he ever did capture the Avatar, he'd move on to Air and just follow the Fire Lord's orders or forge alliances with the other major players in the Fire Nation (Azula perhaps).