



AVATAR

LEGENDS
THE ROLEPLAYING GAME



KORRA ERA



MOVERS & SHAKERS

QUICKSTART BOOKLET



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Avatar Legends: The Roleplaying

Game is based on the Powered by the
Apocalypse framework originally developed
by Meguey and Vincent Baker.

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ABOUT THIS BOOKLET

This booklet has two sections. The first is a guide and primer on the full rules of **Avatar Legends: The Roleplaying Game**. Here, you'll find the advice and tools you need to play through a couple of sessions of the game, but if you want to extend your game you should look into the full core book. The focus of this section is to get you playing as quickly as possible!

These rules might make more sense to those familiar with the Powered by the Apocalypse framework, but they are designed to be used by anyone. If you have any questions or want to give feedback, you can head on over to our Magpie Games Discord (<http://magpiegames.com/magpie-games-official-discord/>).

The second section of the booklet is a fully playable adventure scenario, ready for your game! It includes a situation, a cast of characters, guidance on what is likely to happen during play and what the GM might do, and a set of pre-generated characters for the players to use! Before turning to this adventure, make sure you're familiar enough with the game and the setting by reading the first part of this booklet.

OVERVIEW

If you've never played a tabletop roleplaying game before, welcome! Starting a new hobby can feel daunting, but everything you need to learn how to play is included right here in this book, including how to make your heroes and tell amazing stories in the Avatarverse. Don't be afraid to jump in and get started; the best way to learn how to roleplay is to try it out for yourself!

Avatar Legends: The Roleplaying Game is a heroic adventure game set in the world of *Avatar: The Last Airbender* and *The Legend of Korra*. This world is a fantasy setting inspired by Asian and North American Indigenous cultures, a land filled with breathtaking landscapes, majestic hybrid beasts, and unique marvels of technology and industry. Yet, it is also a world defined by struggle in which there are no absolute villains or perfect heroes—only people with complex motivations who come into conflict with others while striving to forge a future they believe is best.

In this game, you and your friends tell a story about a group of young heroes—the player characters, or PCs—who join together to fight for what's right in a complicated and nuanced world. One of your friends acts as the gamemaster (GM), describing the problems the heroes face and the people they meet along the way; the rest of you take on the roles of your own PCs, seeking to make the Avatarverse a better place.

This game focuses on stories of adventure and the personal journeys of heroes through the various trials in their lives. If you have ever wanted to throw yourself into the Avatarverse and craft your own adventures alongside your closest friends, then **Avatar Legends: The Roleplaying Game** is for you!

WHAT IS AN RPG?

A tabletop roleplaying game (sometimes abbreviated to TTRPG or RPG) is a storytelling game for three to six people played at a table—or online—with pen, paper, and dice. The game plays out as if you and your friends were cooperatively telling a story together. Over a few hours, your collective tale evolves and changes, going to new and unexpected places based on the characters' actions.

Most players take on the role of a character in the setting of the game, called a PC, but often referred to in this text as a hero or a companion. Alongside your friends—who play their own characters—you describe what your character looks like and what they do. You say what they say, either describing their words (“I say something intimidating and glower at the guard!”) or speaking them verbatim (“I say, ‘I’ll never forgive the Fire Nation!’”). You think about how your character thinks and feels, and you guide all their actions.

One of your friends plays a special role—the gamemaster (GM). They portray the rest of the world, including all the other characters. They describe what every other character does or says and fill in any holes in the setting so that everyone at the table shares the same imaginary world in their heads. In a game focused on an existing property, like **Avatar Legends: The Roleplaying Game**, the GM also helps to productively introduce existing story elements like major characters or events from the setting.

The GM isn't playing against the other players. They're here to try to represent the world faithfully while building out a set of interesting conflicts—to say what happens and what exists in a way that makes the fictional world make sense.

YOUR HEROES

In **Avatar Legends: The Roleplaying Game** you play one of the many heroes of the Four Nations. Your goal is to protect the world from harm 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.

In the full game, each player creates their own hero using a **playbook**, 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)**.

In this booklet, you'll find pre-generated characters, ready to play and get into the action. They have some pre-selected elements, but they also have plenty of space for you to determine more about them. As you play, you'll make them your own!

You and your fellow PCs are the main characters; your decisions matter the most to the tale you're telling together. As you play, the GM presents the PCs with locations, situations, and characters that create new, interesting choices and events. You decide what your heroes do to respond to the situations they encounter!

THE RULES

For the most part, a **tabletop roleplaying game plays like a conversation**—you take turns speaking, describing the action or sharing dialogue, reacting to each other, switching back and forth between in-character and out-of-character speech. The conversation leads to places of uncertainty, times when no one knows what happens next. When one character tries to jump from a burning building to safety—across a ten-foot gap—no one knows for sure what happens: do they make the jump or come crashing down?

In those moments, you turn to the game's rules; they help you to figure out what happens in times of **tense uncertainty**, guiding the conversation forward into new, interesting, and surprising outcomes.

What's more, the GM also acts as a kind of impartial judge, helping the table determine when the rules come into play. If there's ever doubt about whether or not the rules apply, the GM acts as the final arbiter and decision maker. If a character is jumping from a burning building, the GM might look at the rules and the situations in which they're supposed to come into play, and then decide that, yes, there *absolutely is uncertainty here*. Time to go to the rules!

If, on the other hand, a character is jumping from one building to another when there's no fire and the two buildings are practically touching, the GM might look at the rules, look at the situations in which they're supposed to come into play, and decide that there's no real uncertainty here. There's no tension. The character just does it.

When the rules do apply, they guide you to what happens next in your particular game and story. The GM will help to interpret the results, as well, to make sure they fit the game and the story. Through this system, the rules will lead to interesting and surprising outcomes for everyone involved!

THE STORY

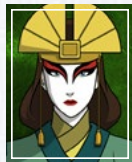
Telling a story together through **roleplaying** isn't like writing a screenplay, in which a sole **writer** is in complete and total control over the narrative. Instead, the **GM** offers **problems** for the players to confront while making **room** to be surprised by how the PCs respond to the conflicts at hand, and the players make choices about what their characters do, playing off each other and finding out what happens together.

Thus, each individual story of **Avatar Legends: The Roleplaying Game** is like an **episode** of your own television show—the heroes learn about **problems**, figure out what they want to do, engage in some action, then discover the resolution of those **problems** through their choices. But unlike those shows, nothing is scripted, and you play to find out what happens!

You can play an individual session of play, featuring exciting conflicts and tense moments, almost like a movie. And you can play an ongoing set of sessions, a campaign, experiencing ongoing story arcs and character development. In both cases, though, this game depends upon you playing to find out what happens so everyone at the table can be surprised and excited!

THE AVATARVERSE

In the full game of **Avatar Legends: The Roleplaying Game**, you begin by picking an era as the backdrop for your game. The eras are each tied to the span of an Avatar's life—except for the Hundred Year War Era during which Avatar Aang was frozen—and **focus** on distinct themes which define the type of game you play. The five eras included in the core book of the game are:



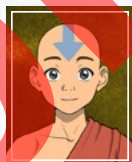
The Kyoshi Era, which covers the events right after *The Shadow of Kyoshi* novel. Play in the Kyoshi Era if you want to fight in battles against rogues and bandits and deal with governmental corruption as the nations establish their borders.



The Roku Era, which covers the time right after Sozin became Fire Lord and before Roku married. Play in the Roku 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.



The Aang Era, which is set immediately after the events of the *Imbalance* comics trilogy, some time after the end of *Avatar: The Last Airbender*. Play in the Aang Era if you want to heal the world after tragedy and help push it into a brighter future.



The Korra Era, which covers a period that takes place after the events of the *Ruins of the Empire* comic trilogy, sometime after the end of *The Legend of Korra*. Play in the Korra Era if you want to deal with the repercussions of imperialism and play in a modernized era.

Each adventure is set in a different era. The era you're playing in and the plot-relevant era information are provided in the adventures themselves.

THE FOUR NATIONS

For centuries, the world has been split into four distinct nations each with their own cultures and customs. While individuals from these nations often form lifelong bonds of friendship and love, the nations themselves are often in conflict.

Not every nation or people will show up in every session of play, but here's a short summary of each of the Four Nations, their history, and some of the most important issues surrounding them, to give you a grounding in the setting.