

Avatar: The Last Airbender

Hundred Year War Settlement Committee





Long ago, the four nations lived together in harmony. Then, everything changed when the Fire Nation attacked...



The devastating Hundred Year War is over. Avatar Aang, alongside his small band of friends, has defeated the villainous Firelord Ozai and brought an end to destructive conflict wrought by the Fire Nation. Yet even in the shadow of this great victory, peace has not yet been achieved. There remains great unrest throughout the nations. This committee of great representatives of all nations has been called under the oversight of Avatar Aang to establish a lasting peace throughout the world, but many challenges lie on the way to achieving a balance among the nations. Your task will be to decide how best to reestablish global balance after a century of destruction. Forces are moving in the shadows that seek to stoke the flames of conflict, and you must be wary of your colleagues, whose agendas may not always be as they appear...

World History

Our world is one of balance. For time immemorial, the four nations have lived in harmony on this earth. When war rears its head, it is the Avatar's duty to bring back balance to the world. A being of immense power, the Avatar is the only one able to master all four elements: Water, Earth, Fire, and Air. The Avatar is born once a generation, with each successive Avatar being born into the next nation of the cycle. The Avatar is the bridge between the Spirit and Human worlds, and is able to access the memories of their past lives to draw on their wisdom and power. With this power,

the Avatar is the strongest and most influential bender in the world, and has long guided the four nations through times of both peace and strife.

The four nations are vastly different in their cultures as well as values. The most important nation in this story is the Fire Nation. The Fire Nation is a culture of aggression and driven by conflict. Like the fire they wield, Fire Benders are often passionate and hot-headed, quick to anger and aggression. Unlike other benders, Fire Benders have the ability to generate their element without needing any form of it to be present (although they can manipulate and enhance existing sources of flame). They do this via their chi, meaning that the more a Bender has the ability to control their chi, the higher their capability as a bender will be. The Fire Nation culture is one that fosters incredible technological progression, though it is this same creative spirit that also gives the Fire Nation its sense of intense pride and hubris. The Fire Nation began during the era of Raava when the fire lion turtle bestowed upon the people of the city he guarded the power of energy bending and with it, the ability to control the element of fire. Although the power of energy bending was initially only available in the Spirit Wilds, with time and the help of dragons, the people were able to hone their abilities and began to be able to control fire as an extension of themselves. The first group of Fire Benders to learn their craft were the Sun Warriors, who worked to understand the connection between their craft, the dragons and the sun, bringing forth the true meaning of firebending; energy and life (a concept that was lost during the Hundred Year War). Firebenders tap into energy from the sun, comets and the core of the planet for the source of their power and, as such, are strongest in daylight and weakest in times of darkness (such as a solar eclipse, which has the power to completely negate a Bender's ability to firebend). Firebending and water bending are opposing arts, both requiring similar forms strength, self-control and variations. Similarly, both forms of bending are strongly connected to the bender's emotions and their abilities and capabilities will react and perform accordingly. While Firebenders are often extremely strong, they do possess several weaknesses such as extremely cold temperatures, a full moon, the lack of défense afforded by their craft, rain or other circumstances that would extinguish a flame, reliance on inner chi and the need for immense amounts of self control. To learn more about the Fire Nation, read here: https://avatar.fandom.com/wiki/Firebending

The Earth Kingdom is resolute, unbending, and proud like the earth their benders shape. The city of Ba Sing Se stands resolute as the pinnacle of Earth Kingdom achievement, having never been taken by an invading force, even during General Iroh's Six-Hundred Day Siege of the city. Holding the most landmass of any nation, the Earth Kingdom has been a titanic military power for its entire history. Yet despite this, civil unrest has been a prominent feature of Earth Kingdom history. Income inequality is the source of much tension throughout the kingdom, but most notably in Ba Sing Se itself. Despotic rulers and insurrections are semi-frequent occurrences, which have led to the rise in power secretive organizations such as the Dai Li. Despite these sources of turbulence, the Earth Kingdom was the most formidable opponent of the Fire Nation's quest for global dominance. Earth bending originated during the era of Raava when the lion turtles ended their role as protectors of mankind and two star-crossed lovers from warring villages travelling through the mountains, Oma and Shu, learned the craft of Earthbending from the badgermoles. Oma and Shu created an elaborate labyrinth of tunnels that only they could navigate so that they could meet in secret while the war between their two villages waged. After one of the lovers died as a consequence of the war, the remaining lover used their earthbending powers in a devastating shock to the two villages and declared the war over. The two villages, no longer at war, collaborated to create the city of Omashu in their honour and named the pathways through the mountains the Cave of Two Lovers. Earthbending revolves around the utilisation of a neutral jing, meaning that benders wait for precisely the right moment to strike and do so decisively and in swift movements. It is a bending style designed to endure attacks with fortitude until the bender senses the right moment to counterattack. Arguably the most stylistically diverse of the bending styles, Earthbending can be rigid or fluid and can be a collective movement or an individual effort. The most common form of earthbending is the style of the Dai Li but, as with all bending styles, the bending itself is ultimately a reflection on the bender and their techniques and personalities. Unlike other bending styles, Earthbending shows a distinct difference between its offensive and defensive tactics and capabilities and focuses on the perfect balance of strength and dēfense to overwhelm opponents. While some bending styles stress positive jing (when one chooses to fight) and others stress negative jing (when one chooses to evade), Earthbending stressed neutral jing (with focus on listening, waiting and choosing the

right moment to attack). It was this focus on neutral jing that allowed the Earthbenders to be so resistant to the Fire Nation and King Bumi stressed and embodied its importance upon his voluntary imprisonment by the fire nation wherein he waited for the right moment to strike against his captors in NewOzai on the Day of Black Sun. While Earthbenders do not have as many weaknesses as other benders, the two main weaknesses that they do have can be detrimental in a fight. They are incredibly reliant on the earth and can typically be negated entirely by a metal barrier (as very few Earthbenders have the ability to metalbend and even then benders cannot bend purified metals) and they cannot be as strong or as capable without the use of their lower body (ideally with their feet directly in contact with the ground). The focus that Earthbending places on neutral jing in conjunction with the decisiveness and lack of self-questioning that must be practiced during Earthbending make it the least spiritual craft as its user is in direct contact with the earth from which their power originates. To learn more about Earthbending, read here: https://avatar.fandom.com/wiki/Earthbending

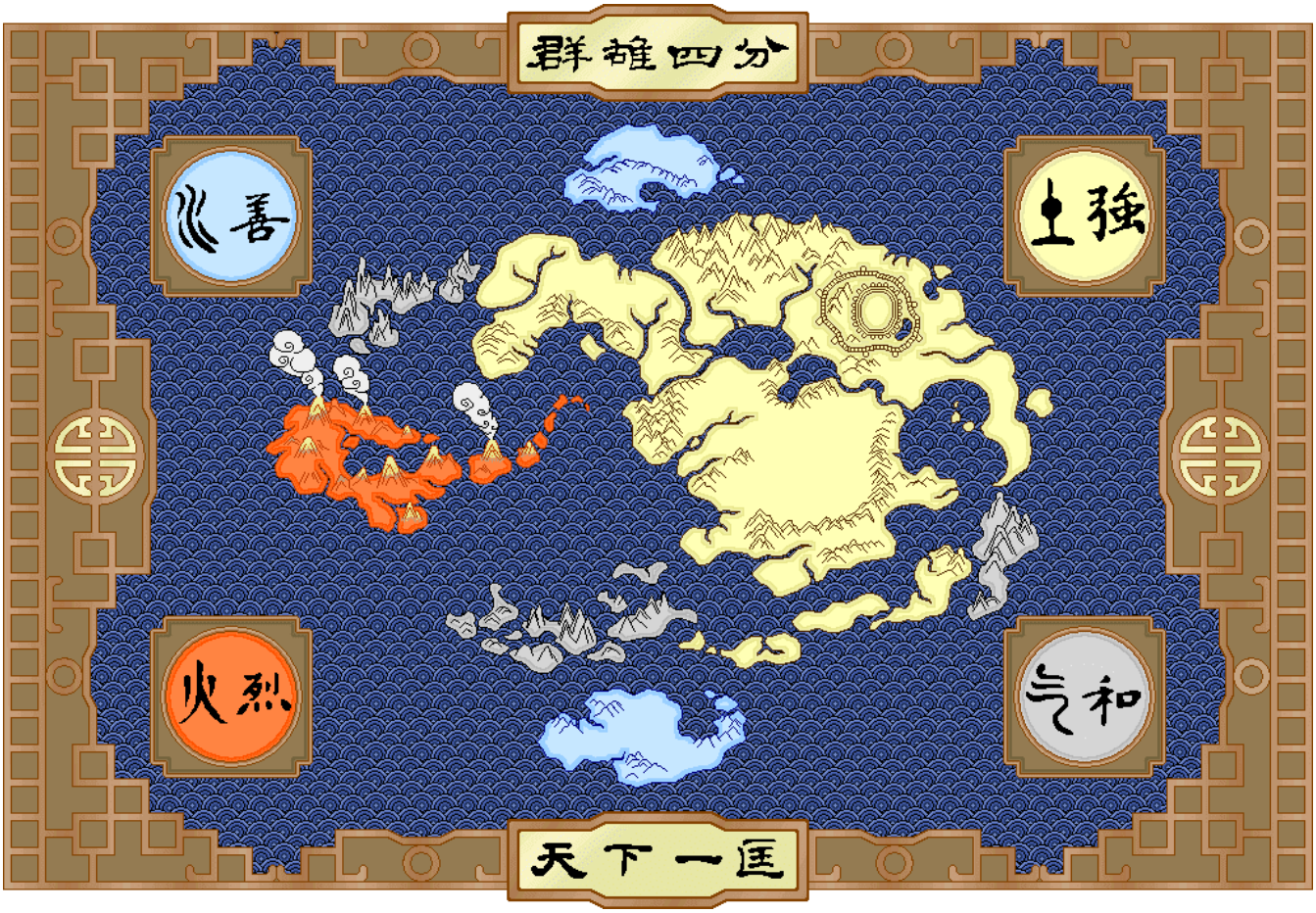
The Water Tribes have long lived isolated from the other tribes. Residing in the bitter cold of the North and South poles, the two tribes have built their society in a land of snow and ice. With total control over their environment, the two Water Tribes have built amazing structures with robust infrastructure despite their isolation. In addition to the sophistication of the Northern and Southern water tribes, water benders can also be found in the lesser known Foggy Swamp tribe. In contrast to Firebending, Waterbending draws its power from the moon as the original water benders learned their craft from watching how the moon pulled and pushed the tides of the water (making water benders the only benders who did not learn their craft from an animal). In the era of Raava, the water lion turtle granted the power of water as temporary protection for those bold enough to dare to venture into the Spirit Wilds. Once the lion turtles renounced their role as protectors of mankind, the people were deprived of the power of water but learned it once again with the help and guidance of the Moon and Ocean Spirits, who would later take the physical form of koi fish in the mortal world to be near the benders. This connection to spirits as the source of the power for Waterbending lends itself to a dangerous power as any harm that befalls the spirits will negatively impact water benders. Waterbending is typically fluid and graceful and flows with the environment that the bender finds themselves

in. Consequently, Foggy Swamp bending tends to stray from the gracefulness typically attributed to Waterbending as it is a more rigid form of bending as that is how the flow of energy in the environment guides the Foggy Swamp Benders. Waterbending works to capitalise on an opponents' own forces; using their offences against them in most cases rather than taking an offensive or defensive stance themselves. Of course, there are circumstances in which a water bender will take offensive actions but these cases still showcase how water benders' movements flow together. The water benders are known for their healing capabilities by redirecting energy paths in the body using water and a similar technique can be used to calm angered spirits. Discipline, breath control and external forces are as vital to Waterbending as they are to Firebending as the two act as opposing forces., The slow and elegant movements of Waterbending act in contrast to the swift and forceful movements found in Firebending with a notable difference between the two being waterbenders' tendency to wait before attacking thereby letting their opponent do most of their work for them. However, even though the two bending styles are in stark contrast to one another, they both have the capability to alter external thermal energy and impact the environment around them if the bender loses control. Given the spirituality of Waterbending, its weaknesses tend to focus mainly on the spiritual aspects of the art and can generally be mastered and controlled with time and practice. Water benders are reliant on the presence of an external water source and the strength of their attacks will depend on its quantity. Waterbending is also reliant on the use of the benders' arms almost completely meaning that if the flow of chi is blocked in the benders' arms or if the arms are bound then their bending capabilities are negated. A lunar eclipse will completely eradicate a Water bender's power, as they draw their powers from the moon's presence. Additionally, Water benders are incredibly vulnerable to lightning strikes when bending impure water (a natural conductor of electricity) and their ability to bend and connection to their power is determined by their emotional state and ability to control their chi. Many of these weaknesses can be overcome with training and masters of waterbending can even pull water molecules from clouds, air or even living organisms (which will then wither and die). Water benders use their movements and chi to mimic the Earth's gravitational pull. Their powers are enhanced in cold environments and in the winter, hence the settlements on the Northern and Southern poles, and they are able to tap

into the spiritual "push" and "pull" between the Ocean Spirit and the Moon Spirit. To learn more about Waterbending, read here:
https://avatar.fandom.com/wiki/Waterbending

The fall of the Air Nation is one of history's greatest tragedies. The Air Nomads were a historically peace-loving nation, one that's entire culture revolved around pacifism and communion with the harmony of nature. Their bending ability gave them a sense of freedom not found in other forms of bending, allowing them to detach from earthly problems and worries and dedicate their time to finding spiritual enlightenment. In the era of Raava, inhabitants living on a giant lion turtle were given the power of air to care for them when they left the lion turtle to gather food. Once they were no longer in the care of the lion turtle, the inhabitants learned the art of Air bending from flying bison, a creature who became sacred in Air Nomad culture and who have the ability to bend the air around them such that they may fly and use their large tails to create gusts of wind. Once an Air bender has completed their training and mastered the art of Air bending (either by creating a new Air bending technique or by demonstrating mastery over all 36 tiers of Air bending), they are given the sacred mark of the arrow (supposedly inspired by the flying bison) to show their mastery of the craft. While other nations produce children without the ability to bend, the Air Nomads' strong connection to their spirituality means that every child born to the Air Nomads has the ability to bend air. Their style of bending is focussed around flexibility and the ability to find and follow the path of least resistance. It is an almost exclusively defensive style of bending but is also the most dynamic bending style. Of course, the Air Nomads are not without the ability to attack and will tend to do so only if necessary (due to the pacifist lifestyle they lead) and with large and powerful attacks that are often fatal. Earth bending stands in contrast to Air bending as Earth benders tend to absorb or overwhelm oncoming attacks and Air benders tend to avoid or deflect them. Earth bending focusses on strength and force whereas Air bending focusses on agility, speed and flexibility. The greatest weakness that faces the Air Nomads is their principles regarding using fatal moves on their opponents as a result of their pacifistic lifestyle, often leaving themselves vulnerable or giving their opponents the opportunity to attack them fatally. Air benders must constantly maintain their spirituality and spiritual awareness or they will see their skills deteriorate rapidly and lose connection with their ability to bend. In the year

0AG, the Airbenders were victims of a genocide at the hands of the Fire Nation who were attempting to kill the Avatar in their quest for supremacy. Avatar Aang and his companions Momo (a winged lemur) and Appa (a flying bison) were all that remained of Air Nomad culture and, for many years, Appa and Momo were considered to be the last surviving creatures of their species. To learn more about Airbending, read here: https://avatar.fandom.com/wiki/Airbending



A History of the War

The Hundred Year War began in 0 AG, when the Fire Nation launched a surprise attack on the Air Nomads. In a desperate attempt to preemptively kill the Avatar, Firelord Sozin used the devastating power of the now named Sozin's Comet to completely wipe out the pacifist Air Nation, save for the Avatar Aang, who had fled

the Air Nation and entered the Avatar State, encasing himself in ice near the South Pole, after being caught in a storm and pulled underwater.

With the Avatar presumed dead, Firelord Sozin then led an imperialistic conquest of the Earth Nation, slowly but surely bringing more and more lands under the ownership of the technologically advanced Fire Nation. Over the course of the war, the Fire Nation continued to advance into the Earth Nation, taking more land and establishing Fire Nation colonies in their newly claimed territory.

The Fire Nation left no room for resistance. Throughout the conflict, the Fire Nation conducted raiding parties throughout both conquered Earth Kingdom territories and the largely undefended Southern Water tribe. The Southern Water tribe, being the much smaller brother to the Northern Water tribe, was slowly depleted of all of its water benders through Fire Nation raiding parties beginning in 40 AG and culminating in 94 AG when the Southern Raiders attacked the Southern Water Tribe in an effort to kill the last of the Southern Water benders. Water and Earth benders were most usually taken to prison camps in Fire Nation territories, to be either used as a slave labor force, imprisoned indefinitely, or killed outright.

During this time, the Fire Nation achieved increased levels of wealth and prosperity for its citizens. The Fire Nation industry expanded massively, using its imperial bounties to make incredible breakthroughs in science and engineering. Yet all of this was to the detriment of the other nations, whose resources were pillaged by the Fire Nation. Only the likes of the Northern Water Tribe and large Earth Kingdom cities like Omashu and Ba Sing Se were able to prosper in these difficult times.

In the year 99 AG, Avatar Aang was awakened from 100 years in the Avatar State by Katara and Sokka and began his fight to bring peace to the world. During this time, the Fire Nation continued its attempts to annex the Northern Water tribe and various Earth Kingdom territories, to varying degrees of success. While the invasion of the Northern Water Tribe was a complete failure due to the Avatar's intervention, the Fire Nation managed to seize the major Earth Kingdom cities of Omashu and Ba Sing Se, essentially cutting off the head of the Earth Kingdom and eliminating the majority of resistance to their power.

Following the capture of Ba Sing Se, Avatar Aang and his compatriots organized a military strike designed to capture the Firelord on the day of Black Sun, a solar eclipse where Firebenders could not use their power. However, this attack was a

failure, as the Firelord knew of the attack and hid himself away, resulting in the swift capture of nearly every member of the invading force.

After biding their time, Team Avatar once again struck back against the Fire Nation, this time during Sozin's comet, when Firelord Ozai, now Phoenix King Ozai, launched a bold attack designed to completely destroy the Earth Kingdom. Thankfully, Avatar Aang was able to defeat Ozai in combat and take away his ability to firebend, thus ending the war.

Read More at https://avatar.fandom.com/wiki/Hundred_Year_War

Character Guide

Katara (Southern Water Tribe, Team Avatar)- A core member of Team Avatar, and girlfriend of Avatar Aang, Katara was an instrumental figure in the defeat of Firelord Ozai. She has been elevated to the status of being a folk hero to the three nations, and her popularity is enormous among the Water Tribes. Katara's dedication to peace and nonviolence make her an excellent mediator. With tensions high among all parties, Katara's influence and skills will be tested as she must find a solution that benefits all peoples and secures the future of her tribe.

Read More at https://avatar.fandom.com/wiki/Katara

Sokka (Southern Water Tribe, Team Avatar)- After proving himself a capable warrior and cunning strategist in the Hundred Year War, Sokka has become a war hero and figure of inspiration to the Water Tribes. After the defeat of the Firelord, Sokka began leading regiments of warriors from all three nations in an effort to bring order to tumultuous regions that still cling to the imperialist ways of Firelord Ozai and Princess Azula. This has given Sokka great influence among the Earth Kingdom and Water Nation, but has lost him favor with Fire Nation residents, who see his and the Avatar's actions as threats to the Fire Nation's way of life.

Read More at https://avatar.fandom.com/wiki/Sokka

Toph Beifong (Earth Kingdom, Team Avatar)- Toph Beifong is the most powerful Earth Bender in the world. Having created and mastered an entirely new form of bending, Metal Bending, Toph Beifong has established herself as a force of nature. Her poor temperament and tough attitude make her hard to work with, but her raw power makes her a formidable force. Her membership of Team Avatar has afforded her a seat at the table, but whether she wants to be there or will be able to put her own biases aside remains to be seen.

Read More at https://avatar.fandom.com/wiki/Toph_Beifong

Firelord Zuko (Fire Nation, Team Avatar)- Zuko is the youngest Firelord in Fire Nation history. Assuming the throne after his father's defeat, Zuko has inherited a broken and divided Fire Nation. Not all of the Fire Nation has accepted his rule, and factions move in the shadows to usurp his rule. Hardliners in the military have rejected peace and continue to commit unspeakable crimes in the Earth Nation. Zuko must solidify his hold over the Fire Nation and ensure that his people will not be punished too harshly for their actions in the war, or else his rule may end as quickly as it began.
Read More at https://avatar.fandom.com/wiki/Zuko

Suki (Kyoshi Island, Team Avatar)- This fierce warrior is the leader of the famous Kyoshi warriors, a group of women fighters who are among the best hand to hand combatants in the world. As their leader, Suki has taken them across the world to fight the injustice of the Fire Nation. Now, along with Sokka, Suki has been leading the Kyoshi warriors as a peacekeeping force. As a resident of the neutral Kyoshi Island, Suki is able to follow her heart and act as an unbiased mediator in the conflict. With an unflinching resolve, Suki is a force to be reckoned with.
Read More at https://avatar.fandom.com/wiki/Suki

Arnook (Northern Water Tribe)- Chief of the Northern Water Tribe in the twilight years of the War, Arnook is an excellent war time leader who has witnessed the brutality of the Fire Nation firsthand. Arnook is out for retribution, and wants to see the Fire Nation pay for attempting to take over his Tribe. Arnook enjoys popular support in the Northern Water Tribe, but he now contests for influence with Katara and Sokka as the heroes of the War. Arnook has the loyalty of his people, but he must be careful to promote their interests in a settlement that results in swift justice for the Water Tribe. **Read More at** https://avatar.fandom.com/wiki/Arnook

Master Pakku (Northern Water Tribe, Order of the White Lotus)- Master Pakku is the preeminent Water Bender of the Northern Water tribe. After attaining the rank of master, Pakku began training young men in the ways of water bending in accordance with the North's tradition of only training males for combat. However, after the arrival of the Avatar, Pakku took on his first female student in Katara. After the Siege of the North, Pakku traveled to the Southern Water Tribe to begin the search for more benders. Along with the White Lotus, Pakku helped liberate Ba Sing Se from the Fire Nation. Arguably the most powerful figure in all three tribes, Pakku represents the interests of all water benders, and will likely seek retribution for the Fire Nations purge of benders.
Read More at https://avatar.fandom.com/wiki/Pakku

King Bumi (Earth Kingdom, Order of the White Lotus)- The extravagant king of Omashu is one of the most powerful Earth Benders in the world. Despite his advanced age and flamboyant personality, King Bumi is exceedingly strong and wise in the ways of Earth Bending. However, Bumi lost favor with many of his citizens when he willingly surrendered the city over to the Fire Nation. Despite later personally liberating the city during the Day of Black Sun, many have not forgotten that Bumi subjected them to a brutal occupation. As a member of the White Lotus, Bumi has many allies on which to rely, but he must tread carefully if he wishes to win back the love of his people.
Read More at https://avatar.fandom.com/wiki/Bumi_(King_of_Omashu)

Earth King Kuei (Earth Kingdom)- Earth King Kuei is a historic failure of a king. Though really, you can't blame him. The scheming Dai Li kept knowledge of the war from the king, so that he had no idea of the war with the Fire Nation until recently. The king banished the Dai Li and reasserted control of Ba Sing Se briefly until the Fire Nation captured the city. After being liberated by the White Lotus, Kuei was handed back control of the city and his nation. However, the King remains wildly unpopular due to his inaction throughout the war. Kuei must prove himself a capable and strong leader if he is to maintain control and keep the Earth Kingdom from descending into chaos.
Read More at https://avatar.fandom.com/wiki/Kuei

Iroh (Fire Nation, Order of the White Lotus)- There is no greater fire bender than the Dragon of the West. Iroh was the most respected general in the Fire Nations army, being the elder brother of Ozai and heir apparent to the throne. However, this all changed when his only son died in combat during Iroh's 600 Day Siege of Ba Sing Se. Iroh became disillusioned with the Fire Nation and became more spiritually aware. Taking Zuko under his wing, Iroh served as his mentor and father figure while the two were outlaws of the Fire Nation. After being imprisoned by Azula, Iroh freed himself and eventually led the White Lotus in liberating Ba Sing Se. Now, Iroh is the right hand of Firelord Zuko, and seeks peace and balance between all nations above the interests of his own.
Read More at https://avatar.fandom.com/wiki/Iroh

Chief Hakoda (Southern Water Tribe)- Chief Hakoda was the informal chieftain of a minor tribe that was part of the Southern Water Tribe's confederation in addition to being father to Sokka and Katara. At the end of the Hundred Year War he became a prominent leader who was well known as a ship captain, weapons maker and igloo builder. Two years before the end of the Hundred Year War he left the South Pole to fight the fire nation and came back to be elected Head Chieftain of the Southern Water Tribe, however his leadership was placed into question when he worked with the Northerners to further the Southern Reconstruction Project.
Read More at https://avatar.fandom.com/wiki/Hakoda

Mai (Fire Nation)- A close childhood friend of Princess Azula and Tyl Lee, Mai was highborn and, having attended the Royal Fire Academy for Girls, was considered a lethal warrior (despite not having the ability to bend). She was the eldest child of Ukano (a former governor of New Ozai) and his wife Michi and most of her youth was guided and dictated by their political aims, leading her to be perceived as quiet and apathetic. Princess Azula recruited Mai and Tyl Lee to capture Prince Zuko and Iroh along with the Avatar and his friends but Mai betrayed Azula and saved Zuko at the Boiling Rock. For this disobedience, Azula imprisoned Mai and Ty Lee but they were later released by Zuko.
Read More at https://avatar.fandom.com/wiki/Mai

Ty Lee (Kyoshi Island, Fire Nation)- Although she was born to a noble family and attended the Royal Fire Academy for Girls with Azula and Mai, Ty Lee spent a significant portion of her life with a Fire Nation circus seeking individuality and something to set her apart from her six sisters (each of whom looked exactly like her). Due to her time with the circus, Ty Lee was not only skilled in hand-to-hand combat but also had incredible control over her chi and was able to master chi blocking (allowing her to disrupt another person's chi flow and paralyze them, stopping them from bending). Ty Lee was recruited by Princess Azula along with Mai to track down and imprison Prince Zuko, Iroh, Avatar Aang and his friends. When Mai betrayed Azula at the Boiling Rock, Ty Lee paralyzed Azula using chi blocking to defend Mai, leading to the imprisonment of both Mai and Ty Lee until they were released after the Hundred Year War by Zuko. While in prison, Ty Lee met the Kyoshi Warriors for the second time in her life and taught them the skill of chi blocking, for which they allowed her to join their group.
Read More at http://avatar.fandom.com/wiki/Ty_Lee

Teo (Earth Kingdom)- After the death of his inventor father, Teo became the new leader of their colony of settlers located in the ruins of the Northern Air temple. Inheriting his father's genius, Teo has quickly proven to be just as capable of an inventor. With the help of Avatar Aang, Teo has turned the ruins of the Northern Air temple into a capable manufacturing base, where Teo's own specially designed gliders and balloons are made for both civilian, and military, purposes.
Read More at https://avatar.fandom.com/wiki/Teo

Shyu (Fire Nation, Fire Sages)- Appointed as the Great Sage of the Fire Sages Capital Temple after the Hundred Year War, Shyu went against the Fire Nation and the other Fire Sages and remained loyal to the Avatar during the reign of the Fire Nation. In 99AG, he was imprisoned as a traitor by the Fire Nation for helping Avatar Aang communicate with Avatar Roku but was released after Fire Lord Zuko's rise to power and became the Great Sage. Shyu remained persistent in his beliefs throughout the Hundred Year War and was guided by his firm belief that Avatar Roku would return to the sanctuary and all the sages would pay a dear price for betraying their own belefs and working for Fire Lord Ozai.

Read More at https://avatar.fandom.com/wiki/Shyu

Jeong Jeong (Fire Nation, Order of the White Lotus)- Also known as The Deserter, Jong Jeong was a firebending master who was incredibly enlightened and strong and had once served as an admiral for the Fire Nation Navy. During his time working for the Fire Nation, he saw firsthand the damage and hardships that families were facing during the Hundred Year War and defected from his position. He was the first to defect and live to tell the tale and was regarded as a living legend for doing so. After making his way to the Earth Kingdom, he began to travel with a small tribe and became a member of the Order of the White Lotus, eventually aiding in the liberation of Ba Sing Se.
Read More at https://avatar.fandom.com/wiki/Jeong_Jeong

Master Piandao (Fire Nation, Order of the White Lotus)- Piando began his life as a loyalist to the Fire Nation, working as a bladesmith, calligrapher, swordmaster and sifu. He was a member of the Fire Nation army for a time and became a high ranking member of the Order of the White Lotus. After deserting the military, he was sought out by the Fire Nation in the town of Shu Jing but was able to defeat all 100 soldiers sent to arrest him and was thereafter left alone. Sokka sought out Piando, who decided to train Sokka before training both Katara and Zuko. He was also vital to the liberation of Ba Sing Se.
Read More at https://avatar.fandom.com/wiki/Piando

The Boulder (Earth Nation)- A surprisingly eloquent professional Earthbending wrestler, The Boulder participated in the Earth Rumble tournaments which opened the door for him to fight for the Earth Kingdom in the invasion of the Fire Nation (teaming up with The Big Bad Hippo to do so). Known for his stage accent, referring to himself in the third person and his signature, extravagant fighting style, The Boulder is fiercely loyal to his allies and his pet croocoat (The Pebble). The Boulder began leading a group of guerilla Earth Kingdom fighters in rooting out Fire Nation influences after the close of the war, and has become something of a folk hero in doing so. The Boulder may not be the smartest fighter, but what he lacks in brains he more than makes up for in brawn and charisma.
Read More at https://avatar.fandom.com/wiki/The_Boulder

Admiral Zhao (Fire Nation)- Having studied Firebending under Jeong Jeong before his desertion, Zhao was a prolific Fire bender and served as leader of the Fire Nation Navy in 100AG. One of the most powerful masters in the Fire Nation, he became a fierce and formidable rival to Prince Zuko when he decided that he would make it his mission to capture Avatar Aang. During his siege of the Northern Water Tribe, he killed the Moon Spirit at the Spirit Oasis. However, this would lead to his downfall at the hands of La, the Ocean Spirit, or so was believed. Zhao survived this

attack, and now leads a group of Fire benders who wish to instate Zhao as the firelord. This group of fanatics comes into frequent conflict with both Sokka, Suki, and Azula. Zhao may not be the most skilled bender, but his ambition and rage are enough to drive him to accomplish unimaginable feats. Read More at https://avatar.fandom.com/wiki/Zhao

Jet (Freedom Fighter)- After becoming a refugee from the Earth Kingdom as a teenager, Jet founded the Freedom Fighters. At the age of eight, he was forced to watch helplessly as his parents died at the hands of the Rough Rhinos (a group of Fire Nation soldiers), an experience which shaped his life and drove him to become a vigilante. His hatred for the Fire Nation knows no bounds and he is willing to go to extreme measures to achieve revenge for his parents. After trying to expose Prince Zuko and Iroh as firebenders, the Dai Li captured him and brainwashed him into submission.
Read More at https://avatar.fandom.com/wiki/Jet

Long Feng (Dai Li)- The treacherous Long Feng managed to evade capture at the hands of both the Fire Nation and the Earth Kingdom after his betrayal of the Earth King. After being betrayed by Princess Azula, Long Feng fled Ba Sing Se with a small group of Dai Li loyalists, and spent the next several months reforming the organization. The Dai Li may be a small group, but what they lack in manpower they make up for in sheer combat skill and clandestine abilities. With a leader as cunning as Long Feng, the Dai Li cannot be underestimated as a significant group in these turbulent times.
Read More at https://avatar.fandom.com/wiki/Long_Feng

Mushu P. Cabbage (Earth Nation, Cabbage Corp)-That's right, everyone's favorite produce merchant is back. After his routine humiliation at the hands of Team Avatar, the Cabbage Merchant known as Mushu P. Cabbage decided to invest in a new farm and farming equipment. Displaying a level of ingenuity unseen in the Earth Nation, Mushu invented new forms of agricultural equipment that made him a fortune. Now one of the most profitable new entrepreneurs in the Earth Kingdom, Mushu has been expanding his company into new industries, slowly gaining more and more influence within the Earth Kingdom.
Read More at https://avatar.fandom.com/wiki/Cabbage_merchant

Huu (Foggy Swamp Tribe)- Although he is certainly a Water bender, Huu is a master of a non-typical form of Waterbending that is native to the Foggy Swamp Tribe of Water benders who inhabit a swamp West of the Earth Kingdom. Huu became the wisest member of his tribe after reaching enlightenment from sitting under the great banyan-grove tree that grows in the heart of the swamp and as such is often treated as the leader of the Foggy Swamp Tribe (although they have no set structure). Due to this enlightened state and the deep connection with the swamp that came

with it, Huu dedicated his life to acting as the protector of the swamp and protecting the swamp from harm. He did this by using his ability to "plantbend" to disguise himself as a swamp monster.
Read More at https://avatar.fandom.com/wiki/Huu

Princess Azula (Fire Nation)- The interim Fire Lord, Azula's descent into madness during the final days of the war conjured the image of her as a non-threat to many. However, Azula quickly showed that her cunning mind had not dulled. Azula orchestrated a daring prison escape, and now leads militant groups of Fire Nation hardliners that seek to depose Fire Lord Zuko and reinstate Azula. Azula's group has come into frequent conflict with Sokka and Suki's forces, but she always manages to escape capture. Now, Azula's influence can no longer be denied. Azula has earned a place in this council, but not the council's trust. Azula always has a backup plan, and her endgame in this council is a mystery.
Read More at https://avatar.fandom.com/wiki/Azula

Hiroshi Sato (Earth Nation, Sato Industries)- The founder of Future Industries and a nonbender, Hiroshi Sato's family dates back to the beginning of the Fire Nation.) Hiroshi Sato is a budding entrepreneur, and has a bold vision for the future of technology. Sato has already begun making strides in developing a type of vehicle that can transport its drivers over large distances much faster than any animal, which he calls the "Satomobile." While Sato's vision is great, he will need investors and allies to build up his new industrial empire. Though he has a distaste for benders, as a fire bender killed his wife during the war, Sato will do what is necessary to make himself successful
Read More at https://avatar.fandom.com/wiki/Hiroshi_Sato

Varrick (Northern Water Tribe, Varrick Industries)- Iknik Blackstone Varrick is a nonbending billionaire businessman who became famous for his ambition, charisma and eccentric flair. He is originally from the Southern Water Tribe but travels across the globe in order to flaunt his wealth and extravagance. Varrick may seem like an extravagant playboy on the surface, his ambitions run much deeper than appearances convey. At his heart, Varrick is a member of the Southern Water Tribe, and wants nothing more than to bring the tribe back to its former glory no matter the cost. Of course, if he can profit along the way, he certainly wouldn't complain.
Read More at https://avatar.fandom.com/wiki/Varrick

June (Earth Kingdom)- Widely regarded as one of the best bounty hunters in the world, June and her shirshu Nyla make a formidable team. No target is out of June's reach, and her wide skill set and loose morals have made her indispensable for nearly every side of the conflict. Coin is June's motivation, and her feelings towards the war are largely a mystery. If anything is certain, it is that

June will always work in her own best interest. She has helped both the Fire Nation and Team Avatar when it suits her, so her allegiance will likely come down to whoever makes her an offer that she simply can't refuse.
Read More at https://avatar.fandom.com/wiki/June

Wan Shi Tong (Independent)- He who knows ten thousand things, Wan Shi Tong is a spirit who controls the single largest library in the world. Wan Shi Tong is indisputably the smartest creature in the world. His network of informant foxes operates in all corners of the globe gathering information to add to Wan Shi Tong's enormous collection. Despite his own pledged neutrality, Wan Shi Tong has decided to take a more active role in world affairs. Wan Shi Tong will be seeking to bring balance back to the world. While he has no fondness for the Fire Nation, he also does not particularly favor any of the nations. Wan Shi Tong intimately knows of the destruction that all humans are capable of, regardless of nation. As such, Wan Shi Tong is inherently mistrustful of others, and will be a hard ally to win over, but one that may prove instrumental.
Read More at https://avatar.fandom.com/wiki/Wan_Shi_Tong

Lo and Li (Fire Nation)- Lo and Li served as the elderly advisors and firebending trainers for Princess Azula. Though not benders themselves, Lo and Li are extremely knowledgeable about firebending and the internal politics of the Fire Nation. Deeply entrenched within the regime of Firelord Ozai, Lo and Li are mistrustful of Zuko's new regime, and support purist movements like that of Azula even within their current high ranking position within the Fire Nation bureaucracy. Lo and Li are cunning strategists despite their advanced age, and their political machinations should not be ignored. Lo and Li may prove instrumental in the fate of the Fire Nation.
Read More at https://avatar.fandom.com/wiki/Lo_and_Li

Chong (Harmony Movement)- The loveable nomadic musician who first encountered Team Avatar on their way to Omashu, Chong has since proven to be more than the incompetent oaf that Sokka first believed. After the close of the war, Chong began forming the Harmony movement, a movement made up of fellow lovers of balance who wish to see the most peaceful settlement possible be reached. The movement, which now numbers thousands strong, represents members of all nations, but is primarily made up of Earth Kingdom citizens. The group has held many rallies and peaceful demonstrations so far, and CHong is hoping to represent these voices in this committee.
Read More at https://avatar.fandom.com/wiki/Chong