

AVATAR: THE LEGEND OF KORRA

Created by Bryan Konietzko and Michael DiMartino

CHARACTER DESCRIPTIONS

3/2/10

MAIN CHARACTERS

Avatar Korra – Female, 17. Korra is a Waterbender with a fiery personality. She's an athletic, confident, headstrong, tomboy who fully accepts and relishes her role as "The Chosen One." Never one to be told who she is or what she can do, at the age of 4, Korra surprised her parents by proclaiming, "I am the Avatar!" And at the age of 12, she declared herself a Waterbending master. But because of the safeguards Avatar Aang and the White Lotus established to protect her, Korra was forbidden from leaving the Southern Tribe and starting her Earthbending training until the age of 17. Ever the overachiever, Korra began teaching herself the other elements, eventually learning some Earth and Firebending, though she never could get a grasp on Airbending.

Being the Avatar comes with a host of high expectations. And the highly revered Aang is a tough act to follow. When people compare Korra to her previous incarnation, she dismisses any similarity between the two. She is fiercely independent. She wants to forge her own identity and make a name for herself in the world. She fears being only known as "the Avatar who came after Aang." Although others expect a lot out of her, she is probably her toughest critic and can be really hard on herself. For all her outward self-confidence, she has a lot of internal self-doubt. She takes very seriously her quest to become the greatest Avatar in the history of the world.

Korra is very unconventional and always challenges traditional rules and expectations. She feels cooped up in the Southern Tribe and is eager to get out in the world and start performing her Avatar duties, even though the White Lotus elders tell her she's not yet ready. And in some ways, they're right. Korra can be feisty, hot-headed, and impatient. She is easily provoked into fighting and will strike first and ask questions later. Similarly, she doesn't think before she speaks, and often blurts out inappropriate comments, then immediately regrets it. She doesn't think about the effects of her behavior on other people. Through the series, she must learn patience and wisdom in dealing with conflict.

Korra believes that being a powerful bender is all that it takes to be a great Avatar and has much to learn when it comes to the spiritual side of life. Her lack of spiritual development is one of the reasons Korra has been unable to learn Airbending on her own. It's also why she has never been able to enter the Avatar State.

Korra has a good heart and always strives to do the right thing. She has a deep admiration and respect for nature and animals. She wants to make right the

injustices in the world. She is a born protector and leader. She's a loyal friend and someone you always want on your side.

Mako – Male, 18, Firebender. The tall, lean, and handsome Mako is the top fighter in the Bending Arena's amateur league. He's like a popular college athlete who is on the verge of going pro, where fame and fortune await him. But despite all his success, Mako has lost his motivation for fighting and is disillusioned with the Bending Arena lifestyle. Fighting for money or fame seems pointless to him. He wants something worth fighting for.

Mako is a focused, technical fighter, and doesn't let his emotions get the best of him. He's like a chess player, always thinking several moves ahead. Even in the most intense matches, he remains cool, calm, and collected. It's hard to rattle him. He feels most comfortable when he's in control and lets logic and reason guide him in every decision he makes. So he's not the most spontaneous guy in the world. But when he meets Korra, he is attracted to her energy and passion. He feels more alive and inspired whenever he spends time with her.

Mako's parents died when he was 7, leaving him alone to raise his younger brother, Bolin. Forced to take on adult responsibilities before he was ready, Mako missed out on his childhood. Often, Mako had to use his Firebending to protect him and his brother while living on the streets of Capital City. One day, a bending trainer discovered Mako fighting on the streets and took him and Bolin in. Mako joined the amateur league at age 10, and at 13, he became the youngest Firebending champion in the league's history.

Bolin – Male, 16, Earthbender. Mako's brother is expressive, high-spirited, and enthusiastic. Physically, he is short, stocky, and muscular. He has a great sense of humor and is really comfortable in his own skin. Possessing an insatiable appetite, rarely do you see Bolin without some food in his hand. Unlike Mako, he's an easy-going optimist who never seems to be in a bad mood. But because Mako always tried to shield him from the harsh realities of the world after their parents died, Bolin can be naïve and immature at times. He still has a lot of growing up to do.

Like his brother, Bolin has been fighting in the amateur league since he was young and has a winning record, though he's ranked below Mako. He enjoys all the attention that come with being a well-known, successful fighter and can't wait to join the pros. He's very competitive and aggressive in the ring, and not above throwing in an illegal move to gain an advantage over his opponent.

If there's one thing that gets under his skin, it's the fact that he always feels second best to Mako – in age, in fighting rank, even when it comes to getting girlfriends. He thinks that Mako has it much easier than he does. Even though he'll never admit it, he harbors jealousy and resentment toward his older brother.

But for all their differences, the brothers share an intense bond and are fiercely loyal to each other. They always watch each other's backs and if it ever came down to it, neither sibling would hesitate to sacrifice their life to save the other.

Tenzin – Male, 51, Airbender. Tenzin is the third of Aang and Katara’s three children, and the only Airbender among them. He is a traditionalist who takes very seriously the responsibility of protecting and transmitting Air Nomad teachings and culture.

He embodies the peaceful, calm, spiritual nature of the Air Nomads. However, he gets very flustered and overwhelmed (in a comedic way) by two things: the hustle and bustle of modern life in the colonial city and his three young, rambunctious children.

He is the Avatar’s Airbending teacher, but more importantly, he is Korra’s mentor in her spiritual development. But he has difficulty getting through to her because they are complete opposites: he is gentle, she is forceful; he is patient, she is impatient; he is traditional, she is unorthodox.

Amon – Male, 41, chi-blocker. His name means “the hidden one.” Amon is the mysterious, masked leader of the revolutionary chi-blocker group known as The New Keepers of Balance. Nobody knows where he came from, who he really is, or what dark secrets he might be hiding behind his masked persona.

He is a nimble, stealthy fighter who shows no fear even against the highest-level bender. His ultimate goal is to rid the world of bending, which he plans to accomplish by using the technique that Aang used against Fire Lord Ozai. Amon can take away a person’s bending permanently.

He claims that the ancient lion-turtle granted him his unique ability so that he can rid the world of the “evil impurity” of bending, which has been the cause of wars and oppression for centuries. Amon believes that the era of the Avatar is over, and that he is the new “chosen one” who will usher in a modern era where no one is a bender and thus everyone is equal.

He is a charismatic and inspiring speaker who values change, progress, and equality, though these values have been twisted to support his anti-bending philosophy. But Amon is quickly gaining support among many classes of non-benders who feel that they are not being represented by the all-bender government. He gives a voice to those who have gone unheard for so long. He truly believes he is doing a good thing by bringing a new kind of balance to the world.

SUPPORTING CHARACTERS

Chief Lin Beifong – Female, 50, Metalbender. The tough, uncompromising daughter of Toph is the head of the Metalbender police in Capital City. She sees Korra's arrival as a threat – both to her authority and to the rule of law she's worked so hard to enforce. She believes the only way to maintain peace and stability in the city is through the use of military might.

Arrlok – Male, 25, Waterbender. The United Republic's Council representative from the Northern Water Tribe is a young, ambitious politician with an eye toward becoming the President before the age of 30.

To the public, he seems like a fair-minded, likeable guy who wants what's best for everyone, but in reality, he is a deceitful, manipulative politician who only wants what's best for him and his tribe. Like many from the North, he supports unity between the North and South, but only under Northern rule. Because Korra is from the Southern Tribe, Arrlok sees her as a threat to his pro-North agenda.

Pema – Tenzin's wife, 35, non-bender. Pema is a kind, compassionate member of the Air Acolytes and has a delightful sense of humor. She is selfless and does a lot of good in the poor communities of the Capital City. She meditates and does yoga for hours at a time. She loves spending so much time in her spiritual endeavors that she sometimes forgets about the about simple, everyday responsibilities like washing the kids' clothes. Tenzin deeply loves his wife, but sometimes he wishes she were less flighty and more grounded.

Tenzin and Pema's children:

Jinora – Female, 10, Airbender. The quiet, introspective, studious Jinora loves reading her father's journals that chronicle his and Aang's adventures. She wishes that she could've met her grandfather. She forms a special bond with Korra because she is Aang's reincarnation.

Ikki – Female, 7, Airbender. Ikki is the curious one whose mind races a mile a minute. She is a non-stop question machine and wants answers to all of life's mysteries. Every person, plant, and event is of enormous fascination to her.

Meelo – Male, 5, Airbender. Meelo is the wild child, who has unending amounts of spastic energy. He constantly disrupts his father's calmness by jumping on him, pulling his beard, and attacking him with his erratic and uncontrolled Airbending moves. He believes he is the reincarnation of Aang and paints an arrow on his head to look like him.

Asami - Female, 17, non-bender. Mako's girlfriend comes from a well-to-do, traditional, non-bending family of Fire Nation colonial descent that values status and wealth. Asami is very concerned with keeping up appearances – she is always made up and dressed beautifully whenever she's out in public. And she flaunts the

fact that she is dating a star of the Bending Arena, even though her parents disapprove of the relationship. When Mako starts spending a lot of time with Korra, she gets very jealous.

Sifu Toza – Male, 65, Firebender. This former Bending Arena champion discovered young Mako and Bolin living on the streets and took them in, giving them jobs cleaning the arena. Never having kids of his own, Toza raised the brothers like his own. He mentored Mako in his Firebending development and encouraged him (some might say pushed him) to become an arena fighter. He is strict and disciplined with Mako, but more lenient with Bolin. For as long as he can remember, the Bending Arena has been a part of his life. During a famous title match (that's become something of legend) Toza was severely injured and forced to retire while still in his prime. He still carries the emotional and physical burdens from that fateful day.

Ono – Male, 23, Earthbender. This intrepid young photojournalist for the United Republic Daily Times is trying to make a name for himself. So he is constantly on the hunt for the latest exclusive scoop or photo of the Avatar.

Kya – Female, 58, Waterbender. Named for her grandmother, the middle child of Aang and Katara is also Korra's Waterbending teacher. She is very close with her mother, but didn't know her father well, as he spent a lot of his time traveling and teaching her younger brother the ways of Air Nomad culture. She continues to have a strained relationship with Tenzin and doesn't speak highly of him to Korra.

Katara – Now 85, Katara lives in the Southern Tribe where she grew up. She is a wistful old woman who terribly misses her husband. She has taken a special interest in Korra's upbringing, often checking in on her. She sees a lot of herself in the spirited young Avatar and encourages Korra to always be true to herself.

Zuko – Three years ago, Zuko (age 87) turned over the reins of the Fire Nation to his only son. Officially, he's retired and living in the family house on Ember Island. But unofficially, he still travels the world as an ambassador for world balance. Because he and Aang established the United Republic of Nations, he takes a special interest in its affairs.

ANIMALS

Naga – Korra's polar bear-dog is her loyal companion and main mode of transportation. Historically, this creature was feared and hunted by members of the Water Tribe. Korra is the only person ever to have tamed one.

Pabu – Bolin found this cute, cuddly red panda-ferret scrounging for food on the street and rescued him. He's a mischievous little fellow, always getting into things he shouldn't. He and Bolin share a ravenous appetite.

GROUPS

Air Acolytes – Although the members of this group are not Airbenders, they are committed to keeping the traditions and culture of the Air Nomads alive. They wear traditional dress, practice non-violence, and promote peace and harmony throughout the world. They do not have arrow tattoos.

Metalbender police force – These elite Earthbenders, clad in samurai-like, metal armor, make up the intimidating law enforcement in Capital City.

Order of the White Lotus – This formerly secret society is now out in the open and has members all over the world. Their main purpose is to protect the Avatar from those who would do her harm.

The New Keepers of Balance – Led by Amon, this revolutionary, anti-bending group is made up of stealthy, secretive men and women who are chi-blockers.

Bending Arena fighters – Highly skilled Earth, Water, and Firebenders of various ages, both male and female, vie for supremacy in this popular spectator sport. The league is split into the amateur league (ages 10-18) and the professional league (over 18). Fighters compete in either their own bending class (ie. Earthbender vs. Earthbender) or the mixed class (ie. Waterbender vs. Firebender).

United Republic Council – After the Hundred Year War, there was much debate about what to do with the Fire Nation Colonies in the Earth Kingdom. Rather than send the Fire Nation citizens home (some of whose families had lived there for generations), Aang and Zuko established the United Republic of Nations – an area of the world where people from all nations could live and prosper. In order to keep balance and ensure no single nation could take control of the United Republic, a government was established whereby one representative from each nation would sit on the United Republic Council. Decisions are made by majority vote, including the appointment of the President. There are five members total, representing the Fire Nation, Earth Kingdom, Northern Water Tribe, Southern Water Tribe, and Air Nation. Due to their contentious history since the war, the Northern and Southern Tribes are always at odds.

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SERIES OVERVIEW

3/8/10

THE SERIES

Unlike "The Last Airbender's" predetermined 3-season story arc, "The Legend of Korra" is designed to have self-contained, 12-episode seasons. The episodes within each season are continuous and chronicle one adventure in the story of Korra's life. Each season will have a clear, satisfying conclusion, but will be written in a way that sets up a potential subsequent season.

SEASON ONE – SYNOPSIS

The series begins in the Southern Water Tribe, where 17-year-old Avatar Korra has just completed her mastery of Waterbending. Members of the White Lotus have gathered to escort her safely to Ba Sing Se where she is supposed to begin her Earthbending training. But the headstrong and rebellious Korra dreads being cooped up for years on some remote Earth Kingdom mountaintop. She is eager to get out in the world and start performing her Avatar duties, even though she is untested and not yet spiritually ready.

During her journey to Ba Sing Se, Korra decides to take her destiny into her own hands. Late one night, she sneaks away from her guardians and heads to a place she's always dreamed of visiting – the United Republic Capital City. Because she's on a personal quest to become the best bender in the world, Korra is naturally drawn to the place where the best benders in the world compete in the famous arena.

When she arrives, Korra is in awe of the bustling, steampunk, industrial age metropolis. Even though she and her polar bear-dog look very out of place among the trolleys, suspension bridges, and skyscrapers, Korra feels at home in this land of freedom and opportunity, where citizens of all nations live side by side.

But danger looms.

A mysterious, masked man named Amon targets powerful benders and takes their bending away – permanently. Amon leads a group of chi-blocking revolutionaries who threaten the stability of the city and all the benders living there. Even though she is not a fully realized Avatar, Korra feels it is her duty to remain in the city and lead the fight against this growing anti-bending menace.

But in order to do so, she must accelerate her training. Rather than train each bending art in succession, Korra decides to train them all simultaneously. After scouting potential teachers at the Bending Arena, she recruits the handsome Mako

and his younger brother Bolin to be her Fire and Earthbending teachers, respectively. For Airbending, Korra turns to Aang's son, Tenzin. The middle-aged Airbender doesn't approve of Korra's unorthodox training method and is reluctant to teach her. But he soon realizes that the impatient Korra needs his spiritual guidance, and that the citizens of Capital City need their Avatar. When Tenzin agrees to take her on as his student, Korra moves into the nearby Air Temple with him and his family.

But not everyone is happy to have Korra in town.

First, there's the Chief of the Metalbending cops, Lin Beifong, who doesn't approve of Korra doling out her own brand of justice. The two headstrong women often come in conflict over who should be the real authority in the city.

Korra also butts heads with Arrlok, the Northern Water Tribe council representative. He is a two-faced politician who sees Korra as a threat to his pro-North agenda. And then there's Mako's girlfriend, Asami, who becomes jealous of all the time Mako and Korra spend training together.

But the biggest danger comes from Amon and his chi-blockers. When Amon discovers that the Avatar is in the city, he targets her and her friends. But the fearless Korra remains committed to stopping Amon from executing his plan to take out the Republic Council of benders, and ultimately rid the world of the "impurity" of bending.

As the season culminates, Korra gains more skill in Fire and Earthbending. She also begins to uncover the truth behind Amon and his mysterious origins. When they meet in a dramatic showdown, Korra's courage and strength will be pushed to the limit. Will Korra be able to defeat the elusive and dangerous Amon and save Capital City from being ruled by an anti-bending dictator? Or will Amon succeed in taking her bending away, thus putting an end to the era of the Avatar once and for all?

The future of Capital City, and the world, hang in the balance.

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THE BACKSTORY

Following the events of Sozin's comet, Avatar Aang and Fire Lord Zuko work together to restore peace and balance among the four nations.

They disband the Fire Nation Colonies and establish a new government in its place, one that is controlled by representatives of the four nations. Seeking an opportunity for a better life, people from all over the world move to the United Republic of Nations. Technology advances at an exponential rate.

Aang and Katara marry and have three children – Bumi, a non-bender, Kya, a Waterbender, and Tenzin, an Airbender.

Aang trains Tenzin in Airbending and passes down to him Air Nomad teachings and culture. A following of Air Acolytes grows around them. They rebuild the Air Temples and establish new ones in the United Republic. The non-bending Acolytes uphold Air Nomad teachings and spread peace and harmony through the world.

After decades of tension between the Northern and Southern Water Tribes, they come to the brink of civil war. Aang intervenes and restores a tenuous peace between the sister tribes. Relations between the North and South remain very strained to this day.

Aang's 100 years in the iceberg catch up to him when he is in his 60s. His health begins to fail. With the help of the Order of the White Lotus, Aang establishes safeguards so that his next incarnation will be protected from anyone who might do the young Avatar harm.

53 years after Sozin's comet, at the age of 66, Avatar Aang passes. He is reincarnated as a young girl from the Southern Water Tribe. Her name is Korra.

THE SERIES

The basic concept is “Avatar in a modern era” where we explore the clash between tradition and modernity. All the epic drama, humor, and dynamic bending action of the original series are still here, but the setting has been updated to be reminiscent of New York, Hong Kong, or Shanghai at the turn of the 20th century.

The story focuses on 17-year-old **Avatar Korra**, a headstrong, rebellious, feisty young woman who continually challenges and breaks with tradition on her quest to become a fully realized Avatar. Against the wishes of her White Lotus guardians, Korra leaves the safety of her home in the Southern Water Tribe to further her training in the United Republic’s Capital City – a technological metropolis that offers her the freedom and opportunity she’s always dreamed of. After watching the best benders in the world compete in the famous Bending Arena, Korra breaks with established custom and decides to train all the bending arts at the same time, rather than in succession.

To this end, she recruits two brothers to be her Fire and Earthbending masters – the handsome and logical 18-year-old **Mako**, and his humorous, free-spirited, younger brother **Bolin**. Rounding out the team is the middle-aged **Tenzin**, whose traditional ways constantly conflict with Korra’s unorthodox methods and personality. He acts not only as her Airbending teacher, but also as a mentor in her much-needed spiritual development.

Danger comes from a group of chi-blockers that threatens the city and all the benders in it. A masked man named **Amon**, a chi-blocker who possesses the unique ability to take away a person’s bending permanently, leads these anti-bending revolutionaries. His plan is to take out the Republic Council of benders one by one, gain control over the United Republic, and ultimately rid the world of the “impurity” of bending. When Korra arrives in the Capital City, Amon targets her and makes it his mission to take her bending away, thus proving that the era of the Avatar is over.

Despite the immense danger, Korra vows to remain in the Capital City and fight the growing anti-bending revolution. But will she be able to stop Amon before he rises to power and makes his vision of a bending-free world a reality?

THE SETTING

Located on the northwest coast of the Earth Kingdom and surrounded by majestic mountains, Capital City is the largest and most modern city in the United Republic of Nations. It's a melting pot of the Avatar universe, where people from all nations live side by side. Unlike the first series, where Team Avatar traveled from location to location, most of the action in the new series occurs in and around this multi-cultural, visually dynamic, mega-city.

The capital is a bustling, industrial age, Asian steam punk city. (Think Hong Kong or Shanghai in the late 1800s/early 1900s.) Modern, cast iron structures stand alongside more traditional-looking rooftops and buildings; citizens dress in more modern garb; and technologies such as trolleys, cars, suspension bridges, dirigibles, phonographs, the telegraph, and early electricity are part of daily life.

In addition to the populous downtown area, there are different districts where each nation's citizens congregate (like Chinatown or Little Italy in NYC). The Northern and Southern Water tribes live across the river from each other. Fire Nation citizens live in one of the oldest parts of the city, where the original colonial village was established. The Earth Kingdom part of town is the oldest part of the city, which existed before the Fire Nation invaded. And the Air Acolytes live on an idyllic island in the city's bay, in a monastery that resembles the old Air Temples.