

NICKELODEON

降世神通

AVATAR

THE LAST AIRBENDER

I.P. Bible



I.P. Bible

Table of Contents

- **Show Bible**
- **Episode Synopsis & Season's overall story arch**
- **Backstory**
- **Bending Reference Bible**
- **Rules**
- **Asset Breakdowns**
- **Index**



RULES

Bending:

- A bender's powers cannot extend beyond his native element. (a Waterbender can only bend water, a Firebender can only bend Fire, etc.)
- Only the Avatar can master all four elements.
- Bending is a physical manipulation of the elements and is defined by the skill, strength, and stamina of the practitioner.
- The ability to bend is something you are born with. And not everyone in a nation is a bender. Only a small percentage of each population is a bender.
- There is no traditional magic/sorcery in this world.
 - o No one casts spells.
 - o Objects are not enchanted.
 - o There are no magical amulets that give people unlimited power.
- Benders represent only a small percentage of all the people in the world.
 - o They may be born to parents of Benders or they may be born to parents with no powers.
- A Bender's skill level determines the range of his attack.
- A Bender's elemental powers never extend beyond their immediate area.

- AIR-
 - o Airbenders cannot fly like Peter Pan, but instead, they use Airbending to enhance their normal movements and manipulate air currents. For example, they can jump higher, run faster, and move quicker than other benders.
 - o Signature tool is a staff – this does not possess any magical powers, but allows an Airbender to catch the air currents and glide.

- WATER –
 - o A Waterbender needs a supply of water around in order to bend – a Waterbender cannot conjure water out of thin air.
 - o In some cases, a Waterbender could gather water from the moisture in the air.
- EARTH –
 - o An Earthbender can cause localized tremors, but cannot cause an earthquake miles away.
- FIRE –
 - o Firebending is influenced by the sun – if there is an eclipse, a Firebender cannot bend.
 - o When it is raining, firebenders are less powerful. Same goes when a Firebender is submerged in water.
 - o In general, Firebenders are not loyal to the Avatar but instead are loyal to their leader, Fire Lord Ozai.

Characters:

- Sokka
 - o Is not a bender
 - o Skilled with his boomerang and other warrior weapons such as a spear and club.
 - o Not in touch with his spiritual side
 - o He would never...
- Katara
 - o She is the only bender in the Southern Water Tribe
 - o can only bend water
 - o She would never...
- Aang
 - o He is the last known Airbender.
 - o Is a very skilled Airbender.

- Has the potential to Bend all four elements, but has not learned them all yet.
- He would never kill an animal
- He does not eat meat.
- Looking for fun, not responsibility
- Avoids fighting whenever possible.
- Is very loyal to his friends.
- Appa
 - He is a bison who uses Airbending to fly.
 - He grazes from the tops of the trees.
 - He cannot talk – he only bellows.
 - He understands certain commands. Yip-yip means to fly.
- Momo
 - Cannot talk nor act like a human
 - He can be trained.
 - He can fly using his wings.
- Zuko
 - Would do anything for his father's approval.
 - His only focus in life is to capture the Avatar.

Environment:

- This is an ancient, fantastical Asian environment, primarily Chinese. There are no modern things like electricity. However, the Fire Nation is in their industrial revolution. They use steam powered ships, lay tracks to move supplies.
- The Benders powers are influenced by the seasons and other phenomena.
 - An eclipse of the sun weakens the powers of a Firebender

- A passing comet strengthens a Firebenders powers.
- Moon cycles and rain strengthen Waterbenders.
- Fault line energies strengthen the Earthbenders.

Nations:

- Water Tribe
 - There are two water tribes, the Northern and the Southern.
 - They have not been in contact in decades.
 - The water tribe coincides with the season of winter.
 - The northern Water Tribe has many more benders than the southern Water tribe.
- Earth Kingdom
 - Coincides with the season of spring
- Air Nomads
 - The Air Nomads were attacked first in the war. They have not been seen for a hundred years.
 - Unlike the other nations, all Air Nomads are Airbenders.
 - Air Nomads are the most spiritually enlightened population.
 - There are four main Air Temples – North, South, East, and West. Some people live at the temple.
 - They are nomadic people who travel the world on their flying bison.
 - They are non-violent
 - The Air nation is connected with the season of Autumn
- Fire Nation
 - Connected with Summer.

Animals:

- Animals do not talk in this world.
- They are based on real animals but are often exaggerated. A good rule of thumb in creating animals, is to think of a hybrid or a much bigger or smaller version of a common animal.
- Animals act and react like real animals. They should not be anthropomorphized in any way.

Spirit world:

- The spirit world exists on a different plane than the physical world.
- Only certain (enlightened) people can see into the spirit world, the Avatar being one of them.
- A solstice or equinox will bring the spirit world and the human world closer together.

Language/ Writing:

- We generally do not show signs or writing in the show. If there needs to be a sign, it should be in Chinese with the proper translation, accompanied by subtitles.



Episode Breakdown

Book One: Water

Chapter 1&2: “The Avatar Returns part 1&2”

Written by:

Mike DiMartino

Bryan Konietzko

Pete Goldfinger

Josh Stolberg

Synopsis:

Water. Earth. Fire. Air.

Only the Avatar mastered all four elements. Only he could stop the ruthless Fire Nation from conquering the world. But when the world needed him the most, he disappeared. Nobody has seen him in a hundred years. Until now...

On the South Pole, a lone Water Tribe village struggles to survive. It is here that a young Waterbender named Katara and her warrior brother Sokka rescue a strange boy from a cavernous iceberg. But Aang is not just fun-loving and adventurous, he is also an Airbender – a race of people no one has seen in a hundred years.

Although Aang denies to Katara that he is the Avatar, she soon learns the truth when a young Firebender named Prince Zuko attacks her village, looking for the Airbender.

Aang must face his destiny as he fights for the tribe's safety and his life.

But with the help of Katara, Sokka and his flying bison Appa, Aang escapes Zuko's clutches. Together, they journey into the war torn world to find a master to teach Aang Waterbending—the first step to becoming the Avatar.

Locations:

South Pole, Southern Water Tribe, Grandmother's hut, Zuko's ship, Abandoned Fire Nation Ship, Iceberg, Underwater.

Characters:

Katara, Sokka, Aang, Zuko.

Secondary Cast:

Grandmother, Uncle Iroh, Appa, Fire Nation soldiers, Water Tribe kids.

Activates:

Sokka and Katara fishing; Sokka training kids; Zuko training with Uncle Iroh; Aang and Katara penguin sledding; Zuko & Sokka prepare for battle (armor, war paint, etc)

Costumes:

Bending Highlights:

Katara uses *Waterbending* to: summon a small ball of water with a fish inside, split an iceberg in half, freeze all the water on the deck of the ship and the soldiers in place. **Zuko** uses *Firebending* to: send several punches and kicks in a sparring match, start a huge burst of fire near the villagers, to attack Aang with flaming daggers, punches and a spinning kick. **Aang** uses *Airbending* to: create a bubble of air that surrounds him and Appa underwater and freezes to keep them safe, he controls air currents around his glider so he can fly, he launches himself and Katara up through a hole in the roof, he blows a sharp gust of snow at Firebenders, he does a flying side-kick that blasts a door open, he uses his staff to Airbend a mattress across the room and hit Zuko, he creates a water vortex that lifts him out of the water and creates a wave toward Zuko.

Highlights:

Katara waterbending (Fish inside ball of water); Sokka & Katara caught in ice flow; Aang is freed from iceberg; Appa sneezes gunk on Sokka; Aang sneezes and launches 10 ft into air; Aang's dream (flying Appa through storm and crashing into ocean); Aang demonstrates glider in village; Aang gets tongue frozen stuck to his staff; Aang & Katara penguin sledding; Fire Nation ship tears through Water Nation tribe; Sokka throws boomerang at Zuko; Aang's entrance during Zuko/Sokka face-off; Aang's escape inside Fire Nation ship; Appa flies. Aang and Zuko have their first face off.

Animals:

Appa, Penguins

Props:

Zuko's boomerang, ores, Aang's Glider; ice weapons.

Vehicles/Trans:

Appa, Zuko's Ship, Canoe, Aang's Glider

Guest Talent:

Mako – Uncle Iroh

Quotes:

Aang: "OK, fist time fliers, hold on tight!"; "Appa, yip yip!"; "If you want to be a bender, you have to let go of fear," "So, I guess you've never fought an Airbender before"

Sokka: "Your powers have gone from weird to freakish, Katara", "No Potty Breaks!", "We can't fight firebenders with fun!", "Let's see if your bison can fly now, airboy!", "Ready our defenses!" (Battle cry), "Now THAT was some waterbending", "I'm just a guy with a boomerang..."

Grandma: "Now your destinies are intertwined with his"