**Character Creation**

**How To:**

1. Create a Background.
2. Determine Ability Scores
3. Choose a Class.
4. Select Feats.

To create a character in the world of The Last Airbender: Brink of War, follow these steps as they are described.

**Create a Background**

Everyone has to start somewhere. This is just as true as the people in Brink of War. Small Villages, Temples, Cities, and Capitols are all places that a character can be influenced by as they grow. At some point in your character’s life they decided to leave the place where they grew up these decisions you make about your character will affect the way he is portrayed and played. Of course these are only options you can create your own background.

If you do not know what you feel like playing just let your die rolls make your decisions for you!

**Place of Origin**

The place of origin represents the home where your character began their life. This is probably where they learned their profession or bending arts as well.

|  |  |
| --- | --- |
| D10 Roll | Result |
| 1-2 | **Small Village:** You were raised in a small village. There is a good chance there weren’t many master benders in your village but you were still trained as well as any other novice. Small villagers tend to be in awe of bigger cities, and they tend to be very innocent about the harsher parts of life. |
| 3-5 | **Village:** A sizable group of people live in your village. Your village has some sort of trade they specialize in and because of that many people call this place home. You were trained by a seasoned bender. Normally villagers keep to themselves but are always hospitable to new people. |
| 6-9 | **City:** Being raised in a big city you were used to military parades, large buildings, and a more rigid way of life. However, living in close contact with so many different people leads city people to be well rounded. |
| 10 | **Capitol City:** Take a normal city and magnify the scale. Ba Sing Se is a good example of a capitol city. People from capitol cities tend to be a bit detached from normal troubles but they also have some of the best training. |

**Turning Point**

The turning point represents the reason why you left the comforts of home. If none of these suit your mood or character design feel free to create your own reasons.

|  |  |
| --- | --- |
| D10 Roll | Result |
| 1 | **Banished from home:** For some crime you may or may not have committed you were forced to leave your home. |
| 2-3 | **Village was destroyed:** Bandits overran your home, local war left home a dark stain, or perhaps the stirrings of the fire nation stealthily destroyed your home. At any rate home is not a place you can go back to. |
| 4-6 | **You left to seek training:** Home was always comfortable but you could never flex your skills. You outgrew your master and left home to find a new one. |
| 7-9 | **Left to explore the world:** After hearing stories about chimera-pigs, flying bison and dragons your whole life you finally decided to get out of your home and see these things for yourself. Little did you know what you were getting into. |
| 10 | **Joining the military:** One day you decided enough was enough and you joined the military. You traveled long and hard but when you were released you never could readjust to normal life. |

**Ability Scores**

In addition to ability scores all characters will begin with 40 base health, and 50 chi.

* Constitution (Con): A measure of your physical wellbeing along with how strong your body is. Earthbenders tend to have high constitution.
* Dexterity (Dex): A measure of how nimble and flexible your physical form is. Airbenders tend to have high dexterity.
* Strength (Str): A measure of your physical as well as mental strength. Firebenders tend to have high strength.
* Wisdom (Wis): A measure of how quick you think and how intelligent you are. Waterbenders tend to have high wisdom.

These are the 4 *ability scores* in Brink of War. At the first level you may customize them with 8 points. Each score begins at 0, with each point costing 1 extra for each point already put into it **e.g.** 1st point is 1, 2nd point is 2, 3rd point is 3. The table below shows the benefits up to an ability score of 4.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Ability Score | 1 | 2 | 3 | 4 |
| Constitution Bonus: You gain 2 times your ability score as max hit points. | +2 maximum hit points | +4 maximum hit points | +6 maximum hit points | +8 maximum hit points |
| Dexterity Bonus: Your skills will cost half as much as your ability score less to cast; this cannot reduce a skill cost to less than half. | No bonus | -1 to all skill costs | No Bonus | -2 to all skill costs |
| Strength Bonus: You gain your ability score as additional attack total during combat. | +1 to your attack total | +2 to your attack total | +3 to your attack total | +4 to your attack total |
| Wisdom Bonus: During resolution you will gain half of your ability score as extra action points. | No bonus | +1 extra action point | No bonus | +2 extra action points |

An ability score of 0 actually represents the average score for most non-player characters. After all most benders are not just average people, but instead people who are different from the average. The table below describes what ranges of ability score mean for story purposes.

|  |  |  |
| --- | --- | --- |
| Score | Meaning | Example |
| -2 to -1 | Weak | Tires easily. |
| 0 to 1 | Average | A normal guy. |
| 2 to 3 | Superior | Smarter than his peers. |
| 4 to 5 | Great | Can run on walls. |
| 6 to 7 | Super Human | Lifting boulders. |
| 8 to 9 | Seriously what? | Shrugging off firestorms. |

**Choose a Class**

There are currently 4 bending classes to choose from. Metal bending, blood bending, and lightning bending while extremely cool are not in Brink of War at the moment. This is because these are all extremely difficult to master as well as extremely specific in use. The four core bending arts are available as different classes.

* Airbenders
  + To choose airbender as a class dexterity must be your highest ability score.
  + The key to Airbending is flexibility, finding and following the path of least resistance. Airbending is notable for being almost entirely defensive, however it is reputed to be the most dynamic of the four bending arts. Airbenders can overwhelm many opponents at once with large and powerful attacks that could prove fatal; however due to the pacifist nature of the [Air Nomads](http://avatar.wikia.com/wiki/Air_Nomads) such attacks are rarely used.
* Earthbenders
  + To choose earthbender as a class constitution must be your highest ability score.
  + The key to Earthbending is neutral *[jing](http://avatar.wikia.com/wiki/Jing" \o "Jing)*, which involves waiting and listening for the right moment to strike, and when that moment comes, acting decisively. In other words, Earthbenders generally endure their enemies' attacks until the right opportunity to counterattack reveals itself, then strike with unyielding force.
* Firebenders
  + To choose firebender as a class strength must be your highest ability score.
  + Fire is the element of power, consisting of overpowering force tempered by the unflinching will to accomplish tasks and desires. However, the recently militaristic Fire Nation twisted this into Firebending being fueled by rage, hate and anger. Firebending draws its power from the sun, and the first human Firebenders learned their techniques from the [dragons](http://avatar.wikia.com/wiki/Dragon).
* Waterbenders
  + To choose waterbender as a class wisdom must be your highest ability score.
  + Water is the element of change. The moon is the source of power in Waterbending, and the original Waterbenders learned from the moon by observing how the moon pushed and pulled the tides. The Water Tribes are the only people to not learn Bending from an animal. The fighting style of Waterbending is mostly flowing and graceful; acting in concert with their environment. Waterbenders deal with the flow of energy; they let their defense become their offense, turning their opponents' own forces against them.

**Select Feats**

During character creation you are allowed to take two feats for your first level. Take feats that you feel will benefit you and help create your characters play style. After you finish picking two feats then your character is ready to step into the world of The Last Airbender: Brink of War.