



Airbending

截氣押功手和杖練



月以氣

Origin

Air is the element of freedom. The Air Nomads detached themselves from worldly problems and concerns; finding peace and freedom was the key to solving their difficulties in life. Airbenders continually sought spiritual enlightenment, and, as a result, all children born into the Air Nomads were benders. The first airbenders learned their art from the flying bison.

Combat

The key to airbending is flexibility and finding and following the path of least resistance. Airbending is notable for being almost purely defensive, as well as the most dynamic of the four bending arts. Due to the pacifist nature of the Air Nomads, lethal attacks are rarely used. Due to their aforementioned spirituality, they often adapt to the situation surrounding them and employ negative jing, preferring evasive maneuvers as opposed to direct confrontation. Unlike benders of other nations, who rarely use weapons in conjunction with their bending, airbenders commonly use their signature staffs to augment their powers in battle. The increased force generated by swinging the staff transfers more energy to resulting air blasts. With the staff's narrow profile, the currents can be more accurately controlled and even shaped into blade-like crescents of air, capable of cutting through solid objects.

Features

Level	Proficiency Bonus	Features	Main Action Volume	Main Action Distance	Bonus Action Volume	Bonus Action Distance
1	+2	-	2 cubes	20ft	-	-
2	+2	-	2 cubes	20ft	-	-
3	+2	Enhanced Evasion	2 cubes	20ft	1 cube	5ft
4	+2	Ability Score Improvement	4 cubes	30ft	1 cube	5ft
5	+3	-	4 cubes	30ft	1 cube	5ft
6	+3	-	4 cubes	30ft	1 cube	10ft
7	+3	Swift	6 cubes	40ft	1 cube	10ft
8	+3	Ability Score Improvement	6 cubes	40ft	2 cubes	10ft
9	+4	-	6 cubes	40ft	2 cubes	15ft
10	+4	-	8 cubes	50ft	2 cubes	15ft
11	+4	-	8 cubes	50ft	2 cubes	15ft
12	+4	Ability Score Improvement	8 cubes	50ft	2 cubes	20ft
13	+5	-	10 cubes	60ft	3 cubes	20ft
14	+5	-	10 cubes	60ft	3 cubes	20ft
15	+5	Flight	10 cubes	60ft	3 cubes	25ft
16	+5	Ability Score Improvement	12 cubes	70ft	3 cubes	25ft
17	+6	-	12 cubes	70ft	3 cubes	25ft
18	+6	-	12 cubes	70ft	4 cubes	30ft
19	+6	Ability Score Improvement	14 cubes	80ft	4 cubes	30ft
20	+6	[to be determined]	16 cubes	80ft	4 cubes	30ft

Enhanced Evasion

Airbending is the most passive of the four arts, as many of its techniques center around mobility, evading and eluding the opponent. Along with this, the Air Nomads also taught pacifism. An airbender's quick reflexes allow them to perform two defensive reactions per round of combat. However, they can only use their defensive reactions to take the dodge action. Air nomads are so spiritually heightened that they can also add their wisdom modifier in addition to dexterity to their dodge check.

Swift

Airbenders enhance their movement in battle; they can run swiftly by decreasing air resistance around them and even sprint across or run up vertical surfaces by generating a wind current behind themselves to propel them forward. This technique can be used to run many times faster than an average human and maintain this for long periods, allowing one to travel long distances without gliding or jumping. When used by a skilled airbender, this technique can enable the airbender using it to travel at a speed almost too swift for the naked eye to be able to see properly. A master airbender can use this technique to briefly run across water. Airbenders have their movement speed increased by 10ft per round.

Flight

In the same way flying bison can fly and stay aloft for extended periods of time, a master airbender can achieve this same feat by generating and controlling air to form a cloud-like board under their feet and surf through the air, thereby emulating flight.