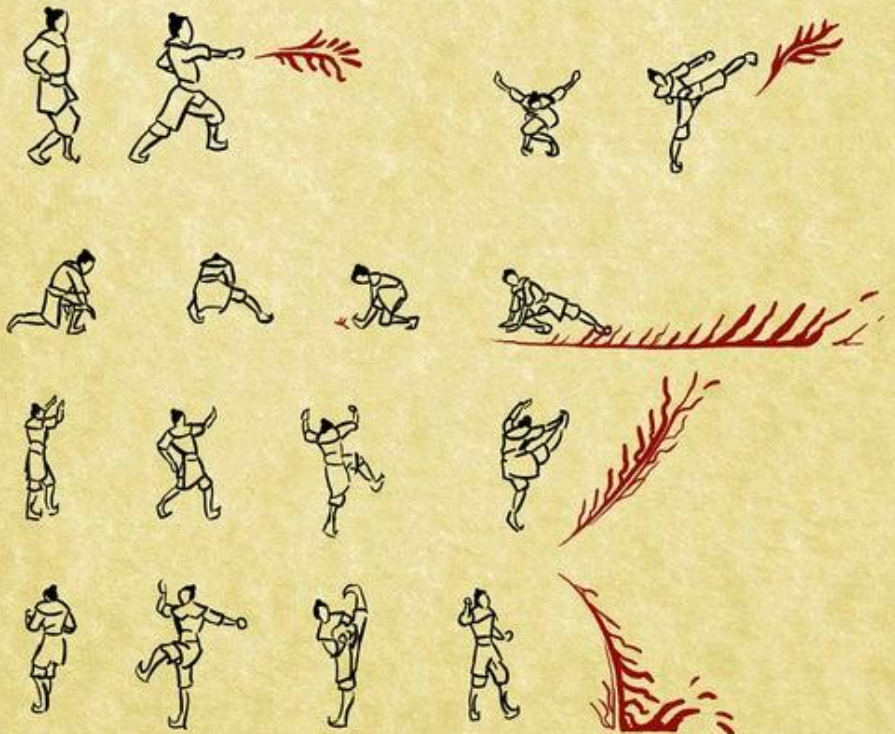




# Firebending

制火術練習 息氣火



火擊

水單破火保



# Origin

fire is the element of power, consisting of overpowering force tempered by the unflinching will to accomplish tasks and desires. Firebending draws its power from the sun, and the first human firebenders derived their firebending techniques from the dragons. Firebenders use their chi as a source for their bending. This facet of firebending is a sharp contrast to the other bending arts, which manipulate already present sources of their element, though firebenders can also control or enhance flames nearby.

# Combat

Firebending is known for its intense and aggressive attacking style and general lack of adequate defensive moves, although firebenders can modify offensive maneuvers to function as a defense, such as creating large walls of fire or shooting down incoming attacks with fire jabs. Firebending uses concentrated barrages of fire to overwhelm opponents before striking a fatal blow. Swift, whirling kicks and punches generate diverse shapes for offensive attacks.



# Features

Level	Proficiency Bonus	Features	Main Action Volume	Main Action Distance	Bonus Action Volume	Bonus Action Distance
1	+2	-	1 cube	15ft	-	-
2	+2	-	1 cube	20ft	-	-
3	+2	Dancing Dragon	1 cube	20ft	1 cube	5ft
4	+2	Ability Score Improvement	2 cubes	25ft	1 cube	5ft
5	+3	-	2 cubes	25ft	1 cube	5ft
6	+3	-	2 cubes	30ft	1 cube	10ft
7	+3	Heat Redirection	3 cubes	30ft	1 cube	10ft
8	+3	Ability Score Improvement	3 cubes	35ft	2 cubes	10ft
9	+4	-	3 cubes	35ft	2 cubes	15ft
10	+4	-	4 cubes	40ft	2 cubes	15ft
11	+4	Lightning Redirection	4 cubes	40ft	2 cubes	15ft
12	+4	Ability Score Improvement	4 cubes	45ft	2 cubes	20ft
13	+5	-	5 cubes	45ft	3 cubes	20ft
14	+5	-	5 cubes	50ft	3 cubes	20ft
15	+5	Lightning Generation	5 cubes	50ft	3 cubes	25ft
16	+5	Ability Score Improvement	6 cubes	55ft	3 cubes	25ft
17	+6	-	6 cubes	55ft	3 cubes	25ft
18	+6	-	6 cubes	60ft	4 cubes	30ft
19	+6	Ability Score Improvement	7 cubes	60ft	4 cubes	30ft
20	+6	[to be determined]	8 cubes	60ft	4 cubes	30ft

## Dancing Dragon

Firebending is known for its intense and aggressive attacking style and general lack of adequate defensive moves, although firebenders can modify offensive maneuvers to function as a defense, such as creating large walls of fire or shooting down incoming attacks with fire jabs. A firebender can opt to perform an offensive maneuver with the same power as their bonus action in place of their defensive reaction.



# Heat Redirection

Certain advanced firebenders appear to have the ability to control heat. Using this technique, firebenders can heat a wide range of liquids, like water or tea, heat metal to scalding temperatures, or melt ice.

# Lightning Redirection

Using similar circular movements to a water bender, a fire bender can develop a technique to redirect the course of lightning strikes by absorbing it through one arm, guiding it through the stomach, and out the other arm.





# Lightning Generation

Certain powerful firebenders are able to generate and manipulate lightning by separating the yin and yang energies. Lightning, also known as "the cold-blooded fire", is considered the most powerful firebending technique, and its use was initially available only to a select few firebending prodigies and masters. If a firebender who harbors inner turmoil tries to generate lightning, it would only cause a miniature explosion.

