



Earthbending

運土術練習有真強



不動心

Origin

Earth is the element of substance, while the people of the Earth Kingdom are diverse, strong, and enduring. The first earthbenders were the badgermoles.

Spirituality

Earthbending expresses the aspect of neutral jing, which involves listening and waiting, and also requires decisiveness; when the time comes to strike, it must be done without hesitation or uncertainty. If an earthbender lacks determination, the earth will not respond to their will. Being connected to the earth is also an important aspect of earthbenders' spirituality, but overall earthbending is the least spiritual of the bending arts, almost exclusively treated pragmatically with no observable interactions with supernatural phenomena.

Combat

The key to earthbending is utilizing neutral 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.

Features

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



Rooted

Earthbenders require a firm root in the ground. Earthbending is at its strongest when the feet are in direct contact with the ground, enabling earthbenders to transfer their kinetic energies into their bending for fast and powerful moves. However, this weakness can be overcome by bringing other body parts in contact with the earth.

Earthbenders can utilize their defensive reaction to become immune to being knocked prone until the beginning of their next turn. Also, if an earthbender's defensive reaction fails to deflect an enemy's attack, the earthbender only takes half damage.

Strong

When first learning to earthbend, the pupil must first learn confrontational tactics and familiarity with the brute strength necessary to work with earth.

An earthbender can unite their main action and bonus action into one maneuver, enabling decisive, all-in tactics. Performing this doubles the volume the bonus action contributes.