

# Combat Basics

## Main Action

A bender can move a certain volume of their respective element within their range a specified distance based on their skill level. The bender is encouraged to be creative when performing these actions. This main action is performed during your turn. It can be either positive jing (offensive), or negative jing (defensive).

## Bonus Action

A bender can move a certain volume of their respective element within their range a specified distance based on their skill level. The bender is encouraged to be creative. This bonus action is smaller and is performed during your turn. It can be either positive jing (offensive), or negative jing (defensive).

## Defensive Reaction

Once per round of combat, you can opt to bend an element in a defensive manner or take the dodge action. This defensive reaction is performed as a reaction to being attacked, and it can only be negative jing (defensive).



# Defensive Reaction (advanced)

Different elements have exceptions to the defensive reaction rule. Waterbenders can immediately retaliate with their bonus action after using their defensive reaction

Airbenders have 2 defensive reactions per round but can only use them to dodge. They can dodge with both their DEX and WIS added. Firebenders can choose to make an offensive action (positive jing) in place of their defensive reaction

Earthbenders can use their defensive reaction to obtain resistance to all damage until the beginning of their next turn.

When performing a defensive reaction, you can either bend an element or take the dodge action

Bending an element is the same volume and distance as your bonus action. The defender must succeed on a bending check where the DC is the opposing bender's bending DC or the non-bender's attack roll.

The dodge action is a dexterity saving throw with the DC equal to the opposing bender's bending DC or the non-bender's attack roll.



# Bending DC and Attack Bonus

Bending relies on the bender's innate attributes and skill.

Each element utilizes different ability scores:

$$\text{Air DC} = 8 + \text{prof.} + (1/2 \text{ WIS}) + (1/2 \text{ DEX})$$

$$\text{Air Attack Bonus} = \text{prof.} + (1/2 \text{ WIS}) + (1/2 \text{ DEX})$$

$$\text{Water DC} = 8 + \text{prof.} + (1/2 \text{ INT}) + (1/2 \text{ WIS})$$

$$\text{Water Attack Bonus} = \text{prof.} + (1/2 \text{ INT}) + (1/2 \text{ WIS})$$

$$\text{Fire DC} = 8 + \text{prof.} + (1/2 \text{ STR or DEX}) + (1/2 \text{ CHA})$$

$$\text{Fire Attack Bonus} = \text{prof.} + (1/2 \text{ STR or DEX}) + (1/2 \text{ CHA})$$

$$\text{Earth DC} = 8 + \text{prof.} + (1/2 \text{ STR}) + (1/2 \text{ CON})$$

$$\text{Earth Attack Bonus} = \text{prof.} + (1/2 \text{ STR}) + (1/2 \text{ CON})$$



# Damage

Different elements deal damage in different ways.

Air cannot deal direct damage. However, successfully moving an opponent into a solid object (or vice versa) can deal impact damage based on the following formula:  $1d6$  per 10 ft traveled + WIS

Water and ice are versatile and can deal bludgeoning, piercing, or slashing damage equal to  $1d4$  per cube of water passing through a target's occupied space + WIS.

Fire is the deadliest element. It deals fire damage equal to  $1d10$  per cube of fire passing through a target's occupied space + CHA

Earth impacts deal varying amounts of damage, depending on the mass of the earth impacting the opponent. It deals bludgeoning damage equal to  $1d8 \times$  number of cubes the impacting mass constitutes + STR



