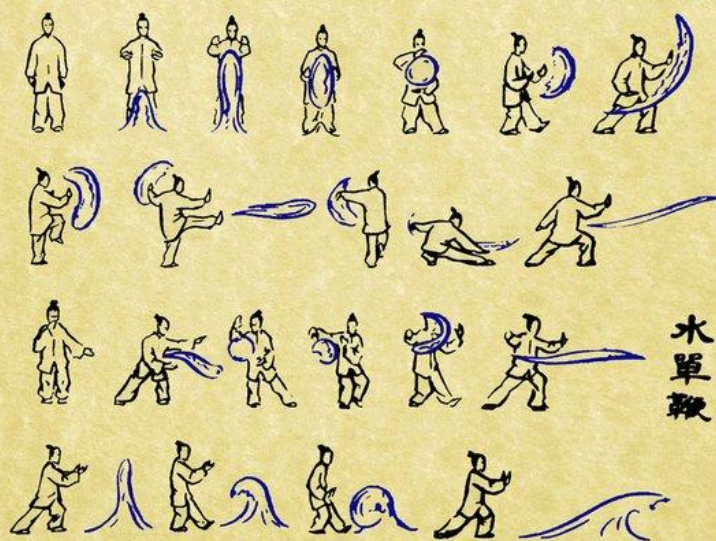




# Waterbending

截水神功練習第一式



水單鞭



# Origins

Water is the element of change. The moon is the source of power in waterbending, and the original waterbenders learned to bend by observing how the moon pushed and pulled the tides.

# Spirituality

Like the moon controlling the tides, waterbenders move water using their chi to mimic gravitational pull by choosing how to direct their energy utilizing two jings, which in turn work to push and pull the water being controlled. Because of this lunar sympathy, a waterbender's power is stronger at night and at its absolute zenith during a full moon. A waterbender's power is also enhanced during the rain, for obvious reasons. Furthermore, a waterbender's power is strongest when he or she is situated in colder climates, during the winter, or near their native polar homelands.

# Combat

The fighting style of waterbending is mostly fluid and graceful, acting in concert with the environment. Waterbenders deal with the flow of energy; they let their defense become their offense, turning their opponents' own forces against them. Even when waterbenders do take an attack stance, their moves always appear to flow from one to the other.



# Features

| Level | Proficiency Bonus | Features                  | Main Action Volume | Main Action Distance | Bonus Action Volume | Bonus Action Distance |
|-------|-------------------|---------------------------|--------------------|----------------------|---------------------|-----------------------|
| 1     | +2                | Phase Change              | 1 cube             | 15ft                 | -                   | -                     |
| 2     | +2                | -                         | 1 cube             | 20ft                 | -                   | -                     |
| 3     | +2                | Tui and La                | 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                | Plant Manipulation        | 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                | Healing                   | 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                | Condensation              | 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                  |

## Phase Change

Waterbenders also possess the ability to alter the physical state of the water they manipulate, between liquid, solid and gas, at will. Changing the phase of water allows for multiple techniques in the course of a battle, from encasing an opponent in ice to hiding behind a wall of mist. Ice and steam/fog can also be molded in a diverse range of shapes. Ice provides a degree of hard lethality since it can be molded into spikes or blades to pin down or impale opponents. Steam or mist can obscure a battlefield and mask



# Tui and La

Tui, meaning "push", the Moon Spirit, and its symbiotic partner La, meaning "pull", the Ocean Spirit, gave up their immortality to be a part of the mortal world. In fact, these spirits exist in the physical forms of two koi fish eternally circling one another in a pond, in the highly spiritual oasis, in the capital city of the Northern Water Tribe. The "push and pull" relationship between the moon's gravity and the water's inertia is represented by Yin and Yang. The Moon Spirit koi is white, with a black forehead marking, and the Ocean Spirit koi is black, with a white forehead marking, mimicking the two primal forces.

After taking a defensive reaction, a water bender can opt to immediately transfer that momentum to perform their bonus action outside of their initiative order, and at twice the power.





# Plant Manipulation

Waterbenders can bend the water within plants to move them if they are skilled enough, and a skilled waterbender is able to separate and completely extract the water from plants for more effective utilization just as they are able to separate the water from mud, sand, and even polluted river systems, etc. In the case of plant life, this process will leave behind the withered remains of all the affected plant life or even making them collapse in the case of large trees. The degree of skill in manipulating plant life depends on the experience of the bender and whether or not a full moon is present.

## Condensation

Not only can skilled waterbenders condense clouds into a usable source of water when they are within close range of one, [56] but they also can condense invisible water vapor right out of the air. [3] Although, due to the limited quantities of water present in the air, as a mere 1% at most of the earth's atmosphere is water vapor, the amount of water extracted from the air is quite minimal. Favorable environment and climatic conditions increase the amount of water one can remove from the air.



# Healing

Waterbenders can sometimes use a unique sub-skill: the ability to heal injuries by redirecting energy paths, or chi, throughout the body, using water as a catalyst. Waterbenders can use their abilities to heal by surrounding a sick or injured person with water, which glows during the process.

