

Name \_\_\_\_\_ Level \_\_\_\_ Player Name \_\_\_\_\_

## Airbender

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

☐ Strength  
☐ Dexterity  
☐ Constitution  
☐ Intelligence  
☐ Wisdom  
☐ Charisma

SAVING THROWS

☐ Acrobatics (Dex)  
☐ Animal Handling (Wis)  
☐ Arcana (Int)  
☐ Athletics (Str)  
☐ Deception (Cha)  
☐ History (Int)  
☐ Insight (Wis)  
☐ Intimidation (Cha)  
☐ Investigation (Int)  
☐ Medicine (Wis)  
☐ Nature (Int)  
☐ Perception (Wis)  
☐ Performance (Cha)  
☐ Persuasion (Cha)  
☐ Religion (Int)  
☐ Sleight of Hand (Dex)  
☐ Stealth (Dex)  
☐ Survival (Wis)

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum \_\_\_\_\_

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total \_\_\_\_\_

HIT DICE

SUCCESSES ☐ ☐ ☐  
 FAILURES ☐ ☐ ☐  
 DEATH SAVED ☐

EQUIPMENT

### Defensive Airbending

```

graph TD
    A1((O)) --> B1[Air Block]
    A2((O)) --> B2[Air Sprint]
    B1 --> C1[OOO Air Dodging]
    B1 --> C2[OOO Air Boost]
    B2 --> C2
    C1 --> D1[OOO Extra Reactions]
    C2 --> D2[OOO Air Conditioning]
    C2 --> D3((O))
    D2 --> E1[Turbulence]
    
```

### Offensive Airbending

```

graph TD
    A3((OOO)) --> B3[Air Punch]
    B3 --> C3[OO Air Blast]
    B3 --> C4[OO Wind Sweep]
    C3 --> D3[OOO Breath of Wind]
    C4 --> D4[OOO Wind Strike]
    D3 --> E3[OO Remote Wind]
    D4 --> E4((O))
    E3 --> F3((O))
    E4 --> F3
    F3 --> G3[Master Airbender]
    
```

OTHER PROFICIENCIES & LANGUAGES

Name \_\_\_\_\_ Level \_\_\_\_\_ Player Name \_\_\_\_\_

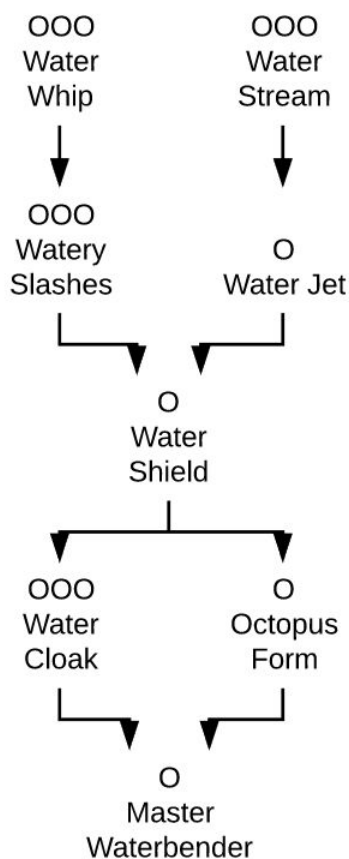
## Waterbender

|                                 |   |
|---------------------------------|---|
| STRENGTH                        | INSPIRATION   |
|                                 | PROFICIENCY BONUS   |
| DEXTERITY                       | <input type="checkbox"/> Strength<br><input type="checkbox"/> Dexterity<br><input type="checkbox"/> Constitution<br><input type="checkbox"/> Intelligence<br><input type="checkbox"/> Wisdom<br><input type="checkbox"/> Charisma   |
|                                 | SAVING THROWS   |
| CONSTITUTION                    | <input type="checkbox"/> Acrobatics (Dex)<br><input type="checkbox"/> Animal Handling (Wis)<br><input type="checkbox"/> Arcana (Int)<br><input type="checkbox"/> Athletics (Str)<br><input type="checkbox"/> Deception (Cha)<br><input type="checkbox"/> History (Int)<br><input type="checkbox"/> Insight (Wis)<br><input type="checkbox"/> Intimidation (Cha)<br><input type="checkbox"/> Investigation (Int)<br><input type="checkbox"/> Medicine (Wis)<br><input type="checkbox"/> Nature (Int)<br><input type="checkbox"/> Perception (Wis)<br><input type="checkbox"/> Performance (Cha)<br><input type="checkbox"/> Persuasion (Cha)<br><input type="checkbox"/> Religion (Int)<br><input type="checkbox"/> Sleight of Hand (Dex)<br><input type="checkbox"/> Stealth (Dex)<br><input type="checkbox"/> Survival (Wis) |
|                                 | SKILLS  |
| INTELLIGENCE                    | PASSIVE WISDOM (PERCEPTION)   |
| WISDOM                          |   |
| CHARISMA                        |   |
| OTHER PROFICIENCIES & LANGUAGES |   |

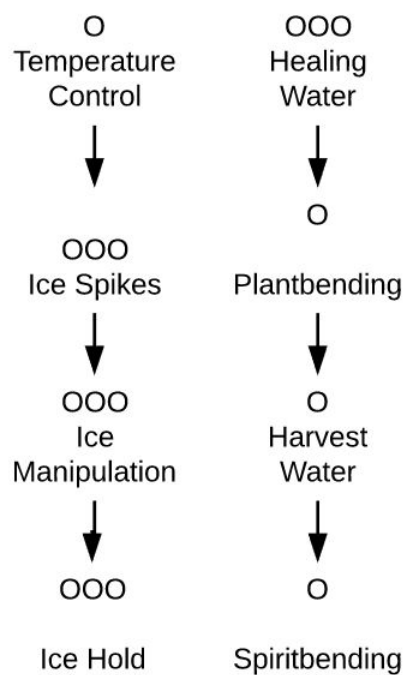
|                         |  |       |
|-------------------------|--|-------|
| ARMOR CLASS             | INITIATIVE   | SPEED |
| Hit Point Maximum _____ |  |       |
| CURRENT HIT POINTS      |  |       |
| TEMPORARY HIT POINTS    |  |       |
| Total _____             | SUCCESSES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/><br>FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/><br>DEATH SAVED |       |
| HIT DICE                |  |       |

|           |
|-----------|
|           |
|           |
|           |
|           |
|           |
| EQUIPMENT |

### Traditional Waterbending



### Advanced Waterbending



Name \_\_\_\_\_ Level \_\_\_\_ Player Name \_\_\_\_\_

# Earthbender

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

○ \_\_\_ Strength

○ \_\_\_ Dexterity

○ \_\_\_ Constitution

○ \_\_\_ Intelligence

○ \_\_\_ Wisdom

○ \_\_\_ Charisma

SAVING THROWS

○ \_\_\_ Acrobatics (Dex)

○ \_\_\_ Animal Handling (Wis)

○ \_\_\_ Arcana (Int)

○ \_\_\_ Athletics (Str)

○ \_\_\_ Deception (Cha)

○ \_\_\_ History (Int)

○ \_\_\_ Insight (Wis)

○ \_\_\_ Intimidation (Cha)

○ \_\_\_ Investigation (Int)

○ \_\_\_ Medicine (Wis)

○ \_\_\_ Nature (Int)

○ \_\_\_ Perception (Wis)

○ \_\_\_ Performance (Cha)

○ \_\_\_ Persuasion (Cha)

○ \_\_\_ Religion (Int)

○ \_\_\_ Sleight of Hand (Dex)




○ \_\_\_ Stealth (Dex)

○ \_\_\_ Survival (Wis)

SKILLS

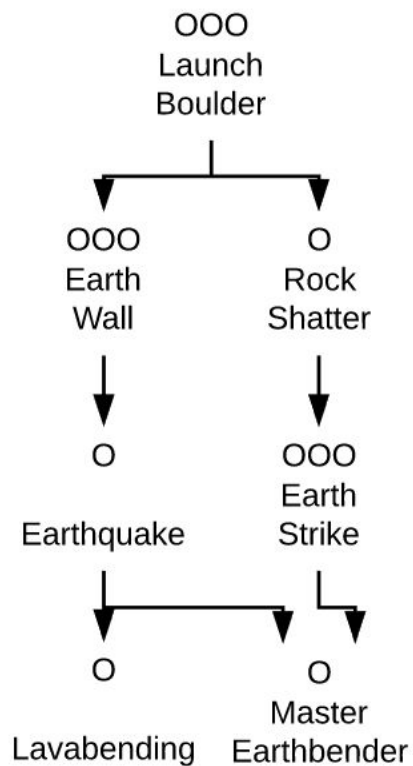
PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

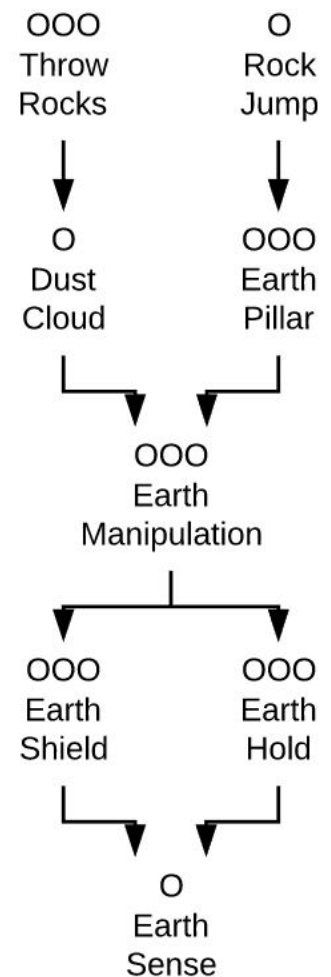
|   |   |   |
|---|---|---|
| <br><b>ARMOR CLASS</b> | <br><b>INITIATIVE</b>  | <br><b>SPEED</b> |
| Hit Point Maximum _____   |   |   |
| <b>CURRENT HIT POINTS</b>   |   |   |
| _____   |   |   |
| <b>TEMPORARY HIT POINTS</b>   |   |   |
| _____   |   |   |
| Total _____<br><br><div style="border: 1px solid black; height: 40px; margin-top: 10px;"></div>         | <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <b>SUCCESSES</b> <div style="display: flex; justify-content: space-around;"> <div><input type="checkbox"/></div> <div><input type="checkbox"/></div> <div><input type="checkbox"/></div> </div> </div> <div style="border: 1px solid black; padding: 5px;"> <b>FAILURES</b> <div style="display: flex; justify-content: space-around;"> <div><input type="checkbox"/></div> <div><input type="checkbox"/></div> <div><input type="checkbox"/></div> </div> </div> <div style="text-align: center; margin-top: 10px;"> <b>DEATH SAVES</b> </div> |   |
| <b>HIT DICE</b>   |   |   |

[illegible]

## Powerful Earthbending



## Subtle Earthbending



Name \_\_\_\_\_ Level \_\_\_\_\_ Player Name \_\_\_\_\_

## Firebender

|  |  |                             |                   |                  |                  |
|--|--|-----------------------------|-------------------|------------------|------------------|
| <b>STRENGTH</b>                            | <b>INSPIRATION</b>                             | <b>ARMOR CLASS</b>          | <b>INITIATIVE</b> | <b>SPEED</b>     | <b>EQUIPMENT</b> |
|  | <b>PROFICIENCY BONUS</b>                       |                             |                   |                  |                  |
| <b>DEXTERITY</b>                           | <input type="checkbox"/> Strength              | <b>Hit Point Maximum</b>    |                   | <b>EQUIPMENT</b> |                  |
|  | <input type="checkbox"/> Dexterity             | <b>CURRENT HIT POINTS</b>   |                   |                  |                  |
| <b>CONSTITUTION</b>                        | <input type="checkbox"/> Constitution          | <b>TEMPORARY HIT POINTS</b> |                   | <b>EQUIPMENT</b> |                  |
|  | <input type="checkbox"/> Intelligence          | <b>HIT DICE</b>             |                   |                  |                  |
| <b>INTELLIGENCE</b>                        | <input type="checkbox"/> Wisdom                | <b>SUCCESSSES</b>           |                   | <b>EQUIPMENT</b> |                  |
|  | <input type="checkbox"/> Charisma              | <b>FAILURES</b>             |                   |                  |                  |
| <b>WISDOM</b>                              | <b>SAVING THROWS</b>                           | <b>DEATH SAVED</b>          |                   | <b>EQUIPMENT</b> |                  |
|  | <input type="checkbox"/> Acrobatics (Dex)      |                             |                   |                  |                  |
| <b>CHARISMA</b>                            | <input type="checkbox"/> Animal Handling (Wis) |                             |                   | <b>EQUIPMENT</b> |                  |
|  | <input type="checkbox"/> Arcana (Int)          |                             |                   |                  |                  |
| <b>PASSIVE WISDOM (PERCEPTION)</b>         | <input type="checkbox"/> Athletics (Str)       |                             |                   | <b>EQUIPMENT</b> |                  |
|  | <input type="checkbox"/> Deception (Cha)       |                             |                   |                  |                  |
| <b>OTHER PROFICIENCIES &amp; LANGUAGES</b> | <input type="checkbox"/> History (Int)         |                             |                   | <b>EQUIPMENT</b> |                  |
|  | <input type="checkbox"/> Insight (Wis)         |                             |                   |                  |                  |
|  | <input type="checkbox"/> Intimidation (Cha)    |                             |                   | <b>EQUIPMENT</b> |                  |
|  | <input type="checkbox"/> Investigation (Int)   |                             |                   |                  |                  |
|  | <input type="checkbox"/> Medicine (Wis)        |                             |                   | <b>EQUIPMENT</b> |                  |
|  | <input type="checkbox"/> Nature (Int)          |                             |                   |                  |                  |
|  | <input type="checkbox"/> Perception (Wis)      |                             |                   | <b>EQUIPMENT</b> |                  |
|  | <input type="checkbox"/> Performance (Cha)     |                             |                   |                  |                  |
|  | <input type="checkbox"/> Persuasion (Cha)      |                             |                   | <b>EQUIPMENT</b> |                  |
|  | <input type="checkbox"/> Religion (Int)        |                             |                   |                  |                  |
|  | <input type="checkbox"/> Sleight of Hand (Dex) |                             |                   | <b>EQUIPMENT</b> |                  |
|  | <input type="checkbox"/> Stealth (Dex)         |                             |                   |                  |                  |
|  | <input type="checkbox"/> Survival (Wis)        |                             |                   | <b>EQUIPMENT</b> |                  |
|  |  |                             |                   |                  |                  |

### Aggressive Firebending

```
graph TD; A[000 Flame Punch] --> B[000 Fireball]; A --> C[000 Flaming Kick]; B --> D[000 Fire Stream]; C --> E[000 Flaming Dropkick]; D --> F[0 Jet Propulsion]; E --> F;
```

### Controlled Firebending

```
graph TD; G[000 Breath of Fire] --> H[000 Scorching Flames]; G --> I[000 Extinguish Fire]; H --> J[00 Lightningbending]; I --> K[00 Deflect Fire]; J --> L[0 Master Firebender]; K --> L;
```