

D&D: Avatar: The Last Airbender

New Rules

Magic (Bending)

Spells and spell slots are replaced by the Bending Points system. Each bending action costs a certain amount of bending points, which regenerate each turn. Your bending saving DC is 8 + your proficiency bonus + your bending bonus. Outside of combat, players can bend freely, provided there is material to bend. Refer to the table for the maximum a player can have.

Classes

Every class has two main bending styles. When you choose one, every bending move costs 1 bending point less than normally. You can invest skill points to unlock new skills or upgrade old ones. Usually upgrades are denoted with -> arrows. Every time you level up, you get 2 skill points or you get 2 ability skill points according to the chart. There are no Arcana or Religion skills.

Combat

At the beginning of each turn, you will regain a number of bending points equal to 1d6 + your bending bonus. You can make as many bending actions as your bending points permit. Different actions need one or two hands to do, it's written next to the name. You only have 2 hands. There is no bonus action. Certain combinations of bending actions can create badass combos, at the discretion of the DM. When you attack, you add your bending bonus and your proficiency bonus to your attack roll, and you add your bending bonus to your damage roll. Unarmored AC is now 12 + Dexterity modifier. All other normal combat rules apply.

Player Level	Max. Bending Points	Level Bonus	Proficiency Bonus
1	8	2 skill points	+2
2	9	1 skill point	+2
3	9	2 skill points	+2
4	9	Ability score increase	+2
5	10	1 skill point	+3
6	10	2 skill points	+3
7	10	2 skill points	+3
8	11	Ability score increase	+3
9	11	2 skill points	+4
10	11	2 skill points	+4
11	12	1 skill point	+4
12	12	Ability score increase	+4
13	12	2 skill points	+5
14	13	1 skill point	+5
15	13	2 skill points	+5
16	13	Ability score increase	+5
17	14	1 skill point	+6
18	14	2 skill points	+6
19	14	Ability score increase	+6
20	15	1 skill point	+6

Airbender

Dexterity +2
Wisdom +2
Speed - 30ft.
Light Footed. Proficiency in Acrobatics and Stealth.
Hit Dice: 1d8 per level



Proficiencies

Armor: None
Saving Throws: Dexterity, Wisdom
Skills: Choose two from the following:
Animal Handling, Athletics, History, Insight, Perception, Sleight of Hand

Skills

Defensive Airbending

When you choose defensive airbending, Dexterity is your bending bonus.

Air Block 5BP H

You can block an attack with a burst of air. When an attack is made against you, you can use your reaction to make a Bending throw to replace your AC.

Air Sprint 3BP

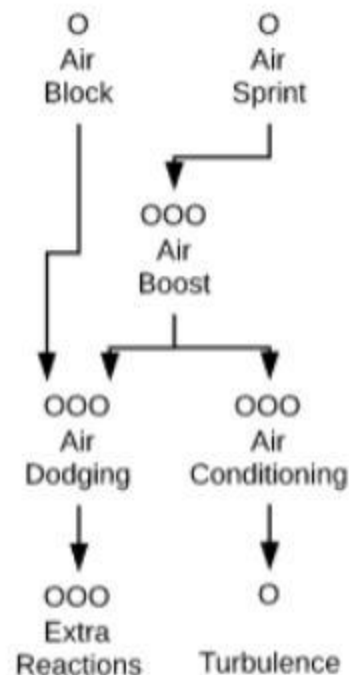
You can propel yourself with the air. When you are sprinting, your movement speed is doubled and your AC increases by 1. If you are damaged or pushed back, your sprint ends.

Air Boost 3BP HH

You can boost yourself 20->25->30 feet in any direction.

Air Dodging

You can use the air to help you dodge attacks. While you are wearing no armor, your AC equals 10->11->12 + your Dexterity modifier + your bending bonus.



Air Conditioning

You can control the temperature of the air around your body. You gain resistance to cold damage. You can also spend an additional 2 bending points to add 1d6->2d6->3d6 cold or burning damage to any attack you make.

Turbulence 7BP HH

You can manipulate the air around you. You create a cube of tiny, random gusts of wind 10 feet long. Anyone within this zone has disadvantage on all ability checks.

Extra Reactions

Your reflexes are so quick that you have one->two->three additional reactions outside of your turn.

Offensive Airbending

When you choose offensive airbending, Wisdom is your bending bonus.

Air Punch 3BP H 10ft

You can strike an enemy with a blast of compressed air from your fist. Make a bending attack against a target. On a hit, the target takes 1d6->2d6->3d6 bludgeoning damage and must make a Strength or Dexterity saving throw or be knocked back 10 feet.

Air Blast 4BP/T H 30ft

You can create a strong blast of wind. Anyone who is in the line must make a Strength or Dexterity saving throw or be pushed back 10->15 feet. Anyone in the line uses double movement speed moving towards you. On upgrade, the targets take 2d6 bludgeoning damage.

Breath of Wind 4BP 5ft

You have mastered breath control and can blow air straight out of your lungs. You can perform this action when you are grappled. Anyone in front of you must make a Strength or Dexterity saving throw or be pushed back 5->10->15 feet.

Remote Wind 6BP HH

You create a gust of wind 10 feet wide and 30 feet long blowing in a direction you choose, and originating from a location you choose. Anyone in the line must make a Strength or Dexterity saving throw or be blown back 15->20 feet. Anyone in the line uses double movement speed going against the wind. On upgrade, the targets take 2d6 bludgeoning damage.

Wind Sweep 6BP HH 20ft

You can make a wide strike to attack multiple foes. Make bending attacks for any target within range. A sharp sweep of compressed air shoots from you. On a hit, the target takes 1d6->3d6 bludgeoning damage and must make a Strength or Dexterity saving throw or be knocked back 15 feet.

Wind Strike 5BP H 30ft

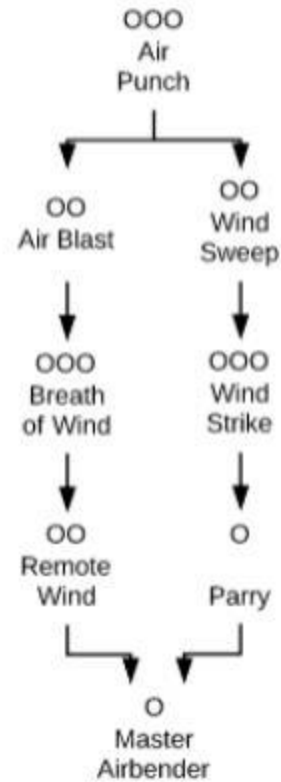
You can attack with a concentrated blast of wind. Make a bending attack against a target. On a hit, the target takes 1d8->2d8->3d8 bludgeoning damage and must make a Strength saving throw or be knocked back 10 feet.

Parry

You can use your enemies' movements against them. Provided you have enough bending points, if an attack against you fails, you may use your reaction to use Air Punch.

Master Airbender

For an additional 4 bending points, you can perform any two-handed action with one hand. You can also perform any one-handed action freehanded.



Waterbender

Intelligence +1

Charisma +2

Speed - 30ft.

Undying Will. Advantage on saving throws against being frightened.

Arctic Skin. Resistance to cold damage.

Hit Dice: 1d8 per level



Proficiencies

Armor: Light armor

Saving Throws: Constitution, Charisma

Skills: Choose two from the following:

Deception, Insight, Investigation, Medicine, Performance, Persuasion

Skills

Traditional Waterbending

When you choose traditional waterbending, you use Charisma as your bending bonus.

Water Whip 3BP H 25ft

Make a bending attack against a target. A thin spike of water lashes out and strikes a target you choose. On a hit, the target takes 1d6->2d6->3d6 slashing damage.

Watery Slashes 6BP HH 25ft

Make bending attacks against two->three->four targets. It can be the same target. Sharp water blades fly towards your target(s). On a hit, the target takes 1d8 slashing damage.

Water Stream 5BP/T HH 30ft

You can create a powerful stream of water. Anyone in the line must make a dexterity saving throw. On a failed save, the target takes 2d6 bludgeoning damage and must make a Strength saving throw or be pushed back 10->20->30 feet.

Water Jet 4BP H 20ft

You can shoot a sharp stream of water at a target you choose. Make a bending attack against the target. On a hit, the target takes 3d8 piercing damage.

Water Shield 4BP H

You can use your reaction to throw up a shield of water. The attack made on you must be made with disadvantage.

Water Cloak 6BP/T HH

You can create a shield of water around your body. When shielded, your AC increases by 1->2->3. You can perform water whip freehanded and deal an extra 1d6 damage.

Octopus Form 8BP/T HH

You've mastered the octopus form. 8 tentacles surround you on all sides. All attacks against you have disadvantage. You can use the tentacles to make attacks (range 10 feet), or attempt a grapple, which takes two tentacles. You can only attack or grapple on the side the tentacles are on. On a hit, the target takes 1d6 bludgeoning damage.

Master Waterbender

For an additional 4 bending points, you can perform any two-handed action with one hand. You can also perform any one-handed action freehanded.

Advanced Waterbending

When you choose advanced waterbending, you use Wisdom as your bending bonus.

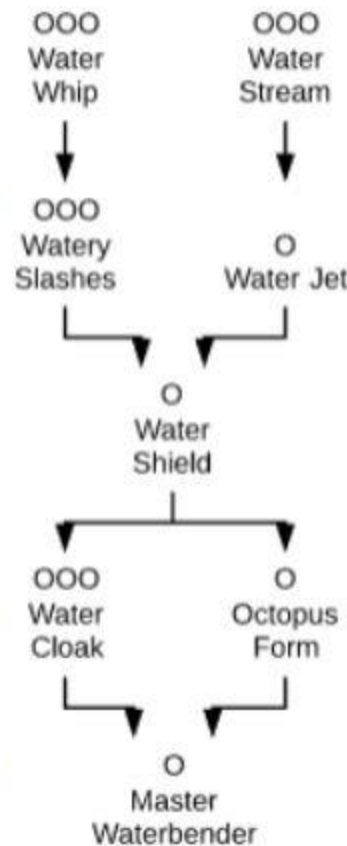
Temperature Control

You can use an additional 2 bending points when you attack to add 1d6 burning or cold damage.

You can also use 4 bending points to evaporate water to create a cloud of steam 15 feet in diameter (H). Anyone in this cloud is blinded.

Ice Spikes 5BP HH 25ft

You can create a flurry of sharp icy spikes. Make a bending attack against a target. On a hit, the target takes 2d6 piercing damage.

Ice Manipulation 6BP HH

You can transform the ice into different shapes. You can create a shape of ice no longer than 5->10->15 feet in any direction. You can create a wall, a hole, weapon, hat, or whatever. You can also use this ability to throw ice (range 30 feet) of the same size. Make a bending attack against a target. On a hit, the target takes 2d6-3d6-4d6 bludgeoning damage.

Ice Hold 7BP HH 15ft

You can freeze someone's feet->hands->entire body in a block of ice. Make a bending attack against a target. On a hit, you create an ice block around them. On their turn, they can make a strength check to break free from the ice. The ice block has 5->10->15 hit points and is vulnerable to fire.

Healing Water 4BP H

You can heal your allies' wounds. You lay healing water upon a willing creature. They regain 2d6->4d6->6d6 hit points.

Plantbending 6BP H

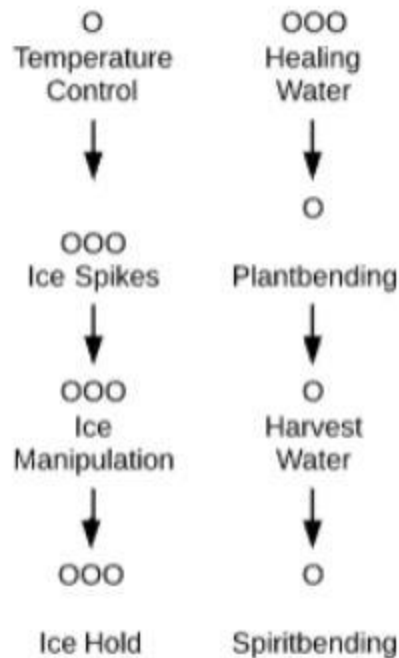
You can bend the water within living plants. If you move a vine or a branch and use it to attack, make a bending attack against the target. On a hit, the target takes 2d6 bludgeoning damage. You can also attempt a grapple.

Harvest Water 6BP HH

You can collect water up to 10 feet away around you straight out of the air, or out of a living plant. How much water depends on the environment.

Spiritbending 8BP/T HH

Your connection to the spirits allows you to tame an angry spirit. The process takes 3 turns. If you are attacked, your progress is lost.



Earthbender

Strength +2
Constitution +2
Speed - 25ft.
Earthen Toughness. Resistance to bludgeoning damage.
Hit Dice: 1d8 per level

Proficiencies

Armor: Light armor, medium armor
Saving Throws: Strength, Constitution
Skills: Choose two from the following:
Animal Handling, Athletics, Intimidation, Nature, Survival

Skills

Powerful Earthbending

When you choose powerful earthbending, Strength is your bending bonus.

Launch Boulder 5BP HH 30ft

You can lift a boulder out of the ground and launch it. Make a bending attack against a target. On a hit, the target takes 3d6->4d6->5d6 bludgeoning damage.

Earth Wall 7BP HH

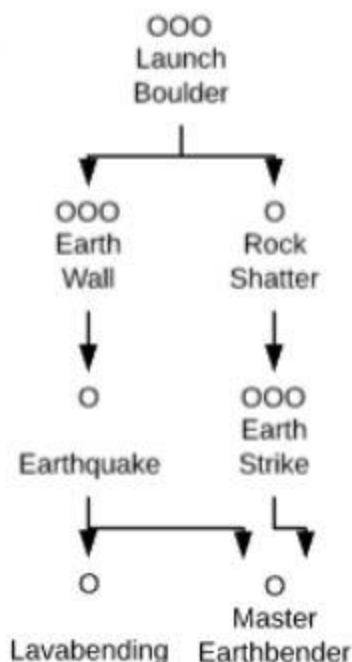
You can create a thick wall of rock. The wall is 20 feet long and 10 feet high, or smaller if you choose. A full size wall has 20->30->40 hit points.

Earthquake 8BP/T HH

You can make the earth around you in a 15 foot radius rumble. The ground becomes rough terrain and anyone on the ground has disadvantage on all ability checks. If you take any damage, the effect ends.

Rock Shatter 5BP H

You can use your reaction to smash an earth projectile coming towards you. Depending on the size, the attack either fails or is made with disadvantage.



Earth Strike 7BP H 20ft

You can send a powerful strike through the ground. Make a bending attack against a target. On a hit, the target takes 2d8->3d8->4d8 bludgeoning damage and is knocked back 10 feet.

Lavabending 8BP HH

You can melt the earth into lava. You can make a 10 foot square of lava on the ground. If anyone stands on the lava, they take 3d6 burning damage. You can also solidify lava back into rock with this skill.

Master Earthbender

For an additional 4 bending points, you can perform any two-handed action with one hand. You can also perform any one-handed action freehanded.

Subtle Earthbending

When you choose subtle earthbending, Wisdom is your bending bonus.

Throw Rocks 3BP H 30ft

You can lift a rock and throw it. Make a bending attack against a target. On a hit, the target takes 1d8 bludgeoning damage. On upgrade, you can throw 2 rocks, and then 3.

Dust Cloud 5BP HH

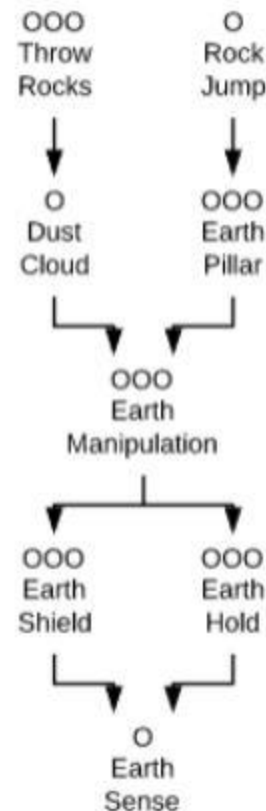
You can send millions of dust particles into the air. A 20 foot diameter circle of dust forms and visibility is blocked through that area.

Rock Jump 5BP

You can lift the earth beneath you to launch you. You can jump up to 20 feet.

Earth Pillar 6BP H 25ft

You can lift a solid pillar of rock from the ground. Make a bending attack against a target. On a hit, the target takes 1d6->2d6->3d6 bludgeoning damage and loses half their movement speed on their next turn. The pillar has 5 hit points.



Earth Manipulation 6BP H

You can transform the earth into different shapes. You can create a shape of earth no longer than 5->10->15 feet in any direction. You can create a wall, a hole, weapon, hat, or whatever.

Earth Shield 4BP H

You can use your reaction to throw up a shield in front of you when you are attacked. Make a bending roll to replace your AC. The shield has 5->10->15 hit points.

Earth Hold 7BP H 10ft

You can form rocks around an opponent's feet->hands->entire body. Make a bending attack against a target. On a hit, the target's feet are bound to the floor. You grapple them entirely if they are prone.

Earth Sense 8BP

You can listen to the earth to detect movements. This skill costs 5 bending points. You become aware of anyone within 30 feet who is touching the ground, and where they are going.

Firebender

Strength +1
Dexterity +1
Intelligence +1
Speed - 30ft.
Fiery Resistance. Resistance to burning damage.
Hit Dice: 1d8 per level



Proficiencies

Armor: Light armor, medium armor
Saving Throws: Strength, Dexterity
Skills: Choose two from the following
Acrobatics, Athletics, Deception, Insight, Intimidation, Perception

Skills

Aggressive Firebending

When you choose aggressive firebending, Strength is your bending bonus.

Flame Punch 4BP H 10ft

You can punch flame, making a burst of fire. Make a bending attack against a target. On a hit, the target takes 2d6->3d6->4d6 burning damage.

Fireball 4BP H 30ft

You can launch a ball of fire from your hands. Make a bending attack against a target. On a hit, the target takes 1d6->2d6->3d6 burning damage.

Fire Stream 5BP/T HH 25ft

You can create a continuous stream of fire. Anyone in the line when you cast or move it must make a dexterity saving throw. On a failed save, the target takes 2d6->3d6->4d6 burning damage. On a successful save, the target takes half as much.



Flaming Kick 5BP 15ft

You can make a wide strike with a sweeping kick. Make a bending attack against any target in front of you. On a hit, the target takes 1d6->2d6->3d6 burning damage.

Flaming Dropkick 6BP 20ft

You can jump and kick with both feet to create fire. Make a bending attack against a target. On a hit, the target takes 4d6->5d6->6d6 burning damage. You are prone after making this attack. You can perform this action when you are grappled.

Jet Propulsion 7BP/T HH

You can shoot a powerful stream of fire under you to propel you. You can fly in any direction with this move, and your movement speed increases by 30 feet.

Controlled Firebending

When you choose controlled firebending, Wisdom is your bending bonus.

Breath of Fire 5BP

You can literally breathe fire. If you use it to attack, make a bending attack against a target with disadvantage. On a hit, the target takes 2d4->2d6->2d8 burning damage. You can use this skill to melt ice. You can perform this action when you are grappled.

Scorching Flames

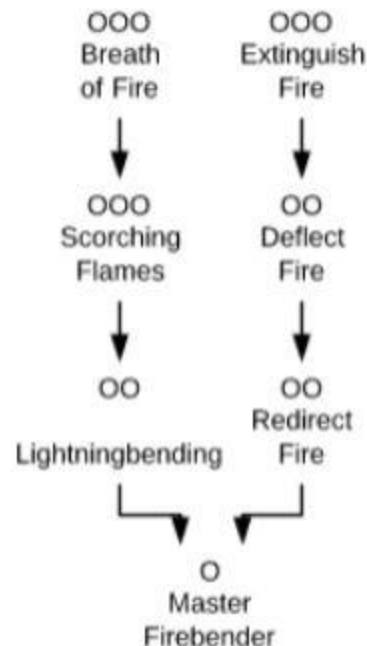
Your fire burns incredibly hot. You can spend an additional 2 bending points when you attack to deal an extra 1d6->2d6->3d6 burning damage.

Lightningbending 10BP HH 30ft

You can conjure the energy of lightning within you. Make a bending attack against a target. On a hit, the target takes 6d6->10d6 shock damage.

Extinguish Fire 6BP HH

You can snuff the oxygen from flames. You extinguish a 15 by 15 foot square of fire. On upgrade, you can give a firebender you can see within 10 feet of you disadvantage until your next turn. On second upgrade, you can give any firebender within 10 feet of you disadvantage until your next turn.



Deflect Flame 5BP H

You can use your reaction to attempt to block an incoming fire attack. Make a bending roll to replace your AC. On upgrade, you have advantage on the roll.

Redirect Fire 7BP HH

You can collect the fire from attacks made against you. Until your next turn, any fire attacks against you automatically fail. You gain control of the fire and can choose to extinguish it or make an attack with it. The size and nature of the attack depends on the attacks made against you. It will do half as much->the same amount of damage as the damage that would have been done to you. If you take any damage, you lose concentration and the fire dissipates.

Master Firebender

For an additional 4 bending points, you can perform any two-handed action with one hand. You can also perform any one-handed action freehanded.