Bender Campaign Setting

Water – Earth – Fire – Air. Long ago, the nations lived together in harmony. Then, everything changed when the Fire Nation attacked. Only the Avatar, master of all four elements, could stop them, but when the world needed him most, he vanished.

In his absence, chaos reigns, kept at bay only by brave benders who have taken it upon themselves to fill the void he left...

The Magic of Chi

Benders make careful study of a magical energy called chi ("ki" by monks). This energy is an element of the magic that suffuses the multiverse – specifically, the element that flows through living bodies. Benders harness this power within themselves to create magical effects and exceed their bodies' physical capabilities, and some of their special attacks can hinder the flow of chi in their opponents. Using this energy, monks channel uncanny speed and strength into their unarmed strikes. As they gain experience, their martial training and their mastery of chi gives them more power over their bodies and the bodies of their foes.

Training

Benders are trained in a variety of ways.

- monks
- self-taught
- original benders
- family members
- travel to a master

Creating a Bender

As you make your bender character, think about ...

- The culture of your nation: did you grow up in the nation of your bending element? If not, your style may be very different from that of a bender raised by their element's culture (e.g. Zaheer as an airbender)
- How you began training in bending. Were your parents benders? Siblings? When did you first learn of your abilities? Who became your bending master?
- Why did you leave your home?

The element you bend and the type of training you underwent has a great impact on benders' alignments. Think about the type of environment you grew up in, and how that might manifest itself. As a rule of thumb, fire and air are more chaotic elements, while earth is lawful.

Skills

This class uses, for the most part, the same skills as regular 5th edition D&D. These are the exceptions:

- No Arcana
- Replace Religion (Int) with Spirituality (Wis) *[not propagated through classes yet]*

Languages

Common is the only language in this setting. Thus, whenever a background allows you to learn an additional lanauge, you can instead gain proficiency in a new tool, gaming set, or musical instrument.

Opportunity Attacks

Benders can spend a maximum of 1 chi on their opportunity attacks.

Planes of Existence

Material

Spirit World

There's spirits there.

Underwater Combat

The usual D&D 5e underwater combat rules apply. More specifically, for bending attacks, the following rules apply:

- **Waterbending:** Advantage on attack rolls; normal damage.
- **Firebending:** Disadvantage on ranged attacks, regular roll for touch range. In each case, the attack does half damage if it is dealt underwater (since fully immersed creatures have resistance against fire damage).
- **Earth- & Airbending:** Disadvantage on melee and ranged attacks within normal range (automatic miss beyond normal range); half damage.

Celestial Tracking Variant

- **Phases of the Moon.**
- **Eclipses.**
- **Comets.**
- **Day and Night.**
- **Harmonic Convergence.**

Nonlethal Damage

- For **melee attacks**, only slashing, piercing, and bludgeoning damage can be dealt in a nonlethal manner.
- For **ranged attacks**, only bludgeoning damage can be dealt in a nonlethal manner.

(Thus, for the most part, firebenders are unable to deliver nonlethal attacks.)

Equipment & Special Items

Equipment

Name	Cost	Damage	Weight	Properties
Dart	5 cp	1d4 piercing	0.25 lb each	Finess, range, thrown (range 20/60)
Fan (closed)	5 gp	1d4 bludgeoning	1 lb. each	Finesse, light
Fan (open)	5 gp	1d4 slashing	1 lb. each	Finesse, light, special
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Glider	5 gp	1d4 bludgeoning	2 lb.	Versatile, special

Fans

Taking your fans out or putting them away takes a bonus action. Opening or closing them does as well. You can still earthbend while holding the fans; they augment your bending, increasing your range by 10 feet.

Glider

Opening or closing your glider takes a bonus action. When holding the glider in the closed position, you can use it to channel your bending as if it were a free hand.

When the glider is open, you can use it to fly. Flying requires airbending, so only airbenders will be able to use a glider to fly. An airbender using a glider has a flying speed of 60 ft. Your hands and feet are both occupied when gliding, so if you use them to bend or for another action you must let go of the glider. If you let go with one hand, you must succeed on a DC 13 Dexterity saving throw or lose control of the glider.

You can attempt to carry another other person in addition to you on the glider. In this case, you must succeed on a DC 13 Dexterity saving throw or lose control. The DC increases by 3 with each additional person on the glider.

Spirit Water

When used by a waterbender for healing, it restores double the amount of HP granted by regular healing.

Water pouch

A water pouch holds the equivalent of a 1-foot-diameter sphere of water. It is typically worn on the waist and can be used for waterbending when no water source is within range.

Hooked Swords

Guanmao Hat

This large-brimmed hat is flat and shield-like, allowing the wearer to defuse various attacks by lowering their head. It confers +1 to AC.

Feats

These feats can be chosen by any class in a Bender campaign.

D&D 5e Feats

- Actor
- Alert
- Athlete
- Charger
- Defensive Duelist
- Dual Wielder
- Dungeon Delver
- Durable
- Grappler
- Inspiring Leader
- Keen Mind
- Lucky
- Observant
- Resilient
- Sentinel
- Skilled
- Skulker
- Tavern Brawler
- Tough

Fortuneteller

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You can cast the spell *Augury* at will (you must have the necessary material components).

Teamaker

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You have advantage on Intelligence (Nature) checks identifying whether leaves or herbs can be used to brew tea.
- You have advantage on Wisdom (Survival) checks when foraging for tea leaves.
- Once per long rest, if you have tea leaves or herbs available, you can create an infusion laced with healing power. Any creature who drinks it gains the benefits of a Potion of Healing. Drinking more than once from the infusion does not confer any additional benefits.

Gunpowder Amateur

[Mostly meant for firebenders to interact with gunpowder and use it strategically in tandem with their bending]

Backgrounds

All Classes

D&D 5e Backgrounds

- Charlatan
- Criminal
- Entertainer
- Folk Hero
- Guild Artisan
- Hermit
- Noble
- Outlander
- Sage
- Sailor
- Soldier
- Urchin

White Lotus Memeber

Skill Proficiencies: Insight and one of Intelligence, Wisdom, or Charisma
Tool Proficiencies: Pai sho set, disguise kit
Equipment: White lotus pai sho tile, a copy of the history of the Order of the White Lotus, a set of common clothes, and a pouch containing 15 gp

See the "Faction Agent" background in the *Sword Coast Adventurer's Guide* for the **Background Feature** and **Suggested Characteristics**.

Cloistered Scholar

You are a scholar from one of the great universities of the Earth Kingdom (e.g. from Ba Sing Se University).

Tool Proficiencies: One type of musical instrument, ?

See the Cloistered Scholar background in the *Sword Coast Adventurer's Guide* for the remaining details.

Fisher

See the Fisher background in *Ghosts of Saltmarsh* for details.

Marine

See the Marine background in *Ghosts of Saltmarsh* for details.

Shipwright

See the Shipwright background in *Ghosts of Saltmarsh* for details.

Waterbender

Southern/Northern Water Tribe

Skill Proficiencies:
Tool Proficiencies:
Equipment:

Feature: Cold Endurance

Use Cons instead of Dex. OR have proficiency with Cons ST instead of Dex. (?)

Suggested Characteristics

Use the tables for the guild artisan background in the Player's Handbook as the basis for your traits and motivations, modifying the entries when appropriate to suit your role within your home tribe.
Your bond might be associated with other members of your tribe, or a location or an object that is important to your tribe.
The ideal you strive for is probably in keeping with the tenets and principles of your tribe, but might be more personal in nature.

Swampbender

You hail from the swamps in the Earth Kingdom.
Skill Proficiencies:
Tool Proficiencies:
Other Proficiencies: Swim speed 30 feet
Equipment:

Feature: ?

You use your Wisdom modifier as your waterbending modifier.

Earthbender

Sandbender

You hail from the Si Wong Desert. Your time in this arid biome has forced you to master a special form of earthbending known as sandbending.
Skill Proficiencies:
Tool Proficiencies:
Equipment:

Feature: Sandbending

The following earthbending forms are available to you in addition to the forms listed in the Earthbender class description.

Sand spout

Cost: X chi
...

Miniature Sandstorm

Cost: X chi
...

Suggested Characteristics

...

Firebender

?

Airbender

Air Nomad

[Based on Hermit]

Skill Proficiencies:
Tool Proficiencies:
Equipment:

Feature: ?

Suggested Characteristics

Appendix

Using the Bender setting

- This class is meant to be played in a world in which the only race is Human.
- Do not use in combination with any magical D&D classes; so, you can play a Bender in a party with Barbarians, Fighters, Monks, or Rogues, but no others.
- A custom character sheet that reflects the modifications made to regular 5e abilities, skill, etc. can be found here.

Other classes in this setting

Chi blocker

Modified Monk; you learn to interfere with the flow of chi in an opponent's body. A maximum of X times per long rest, when you hit another creature with a melee weapon attack, you can attempt to block their flow of chi. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Kyoshi Warrior

Modified Fighter, uses fans; with specific bending attack defusion maneuvers

Swordmaster

Modified Fighter (Samurai or Battlemaster), similar to Sokka's training; with specific bending attack defusion maneuvers

Credits

- Made by Noemi Glaeser with The Homebrewery.
- Avatar Wiki quoted and used for reference.
- Thank you to Kevin Gagnon, Adam Groth, Jamie Mayson, and Trevor Schachner for feedback, ideas, and help with playtesting.