

# BENDER CAMPAIGN SETTING



ater – 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 language, 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.

# WATERBENDER



Waterbenders are extremely adaptable and versatile. Waterbending concentrates on the flow of energy, focusing less on strength and more on turning the opponent's own energy against them. A bender's victory in battle depends on their skill or ingenuity. As the element of change, waterbenders can fluidly and quickly alternate from defense to offense, from a wall of ice to a jet of water, turning their opponent's strength against them.

## QUICK BUILD

You can make a waterbender quickly by following these suggestions. First, pick Intelligence as your highest score, followed by Constitution. Second, choose the Sailor background.

## CLASS FEATURES

As a waterbender, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per bender level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per waterbender level after 1st

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** One type of gaming set and navigator's tools or water vehicles.

**Saving Throws:** Intelligence, Dexterity

**Skills:** Choose two from Animal Handling, Athletics, Insight, Nature, Survival, and Stealth

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- An explorer's pack
- 10 darts
- A pouch of water

## WATERBENDING

At 1st level, you realize that you have an innate ability to control water. You can move small volumes of *liquid* water and liquids that are mostly water at will. You must draw your bending material from a source within 30 feet.

You are also capable of converting water into ice or snow and back, but without fine-grained control over the shape of the ice or snow. You can also cause the effects of the *Grease* spell at will by freezing a thin sheet of water in an area of your choice. Your range for this spell equals your normal bending range.

When using either *Grease* or changing the state of water from liquid to solid or vice versa in combat, you spend 1 chi of your Attack action (see "Bending Attack" for a description of the role chi points play in attacks).

The volume of water you can control and the range within which you can control it (including as a source) increase with your waterbender level. See the "Volume" and "Range" columns of the Waterbender Table.

## BENDING ATTACK

During combat, you can channel your chi to use your bending as a rudimentary attack by hitting other creatures. Every time you take the Attack action, you draw on your inner pool of energy, or *chi*. The class table shows how much chi you have available for each Attack action ("Chi per Attack"). As your bending grows more powerful and your connection to your inner chi grows, this amount increases.

When you take a basic bending attack, you spend 1 point of chi and deal 1d6 bludgeoning damage. This damage increases with your waterbender level and is shown in the "Bending" column of the Waterbender Table. The range of your attacks is the same as your bending range ("Range" column).

At 1st level, you must choose which of your modifiers to use for attacks: Intelligence or Dexterity. This cannot be changed later.

**Attack Bonus** = proficiency + [Int OR Dex modifier]

**Damage Bonus** = [Int OR Dex modifier]

The attack bonus is hereafter referred to as your waterbending modifier.

## REDIRECTION

Starting at 2nd level, you can use your reaction to attempt to redirect a ranged attack that hits you. This ability applies to

- basic ranged waterbending attacks (not ones that are the result of a bending form nor specialized bending such as an advanced waterbending ability)
- basic ranged earthbending attacks, as long as the volume of earth used in the attack is smaller than the volume of water you use to redirect it
- non-bending ranged attacks

You must have at least one hand free to use this ability. When you do so, the damage you take from the attack is reduced by  $1d10 + \text{your waterbending modifier} + \text{your waterbender level}$ . If you reduce the damage to 0 and have at least one hand free, you redirect the element to make a ranged attack against a creature of your choice as part of the same reaction.

You can use this ability a number of times equal to your bending modifier per long rest.

## STANCE

Beginning at 2nd level, you adopt a particular stance as your specialty. Choose one of the following options:

## THE WATERBENDER

| Level | Proficiency Bonus | Bending | Volume (sphere diameter) | Range   | Forms Known | Chi per Attack | Features   |
|-------|-------------------|---------|--------------------------|---------|-------------|----------------|--|
| 1st   | +2                | 1d6     | 5 ft.                    | 30/60   | —           | 1              | Waterbending, Bending Attack                       |
| 2nd   | +2                | 1d6     | 5 ft.                    | 30/60   | —           | 1              | Stance, Redirection                                |
| 3rd   | +2                | 1d6     | 5 ft.                    | 30/60   | 2           | 2              | Waterbending Forms                                 |
| 4th   | +2                | 1d6     | 10 ft.                   | 30/60   | 2           | 2              | Ability Score Improvement, Water in All Its States |
| 5th   | +3                | 1d8     | 10 ft.                   | 60/120  | 3           | 2              | Waterbending specialization                        |
| 6th   | +3                | 1d8     | 10 ft.                   | 60/120  | 3           | 2              | Water Movement                                     |
| 7th   | +3                | 1d8     | 10 ft.                   | 60/120  | 4           | 3              | Ability Score Improvement, ?                       |
| 8th   | +3                | 1d8     | 15 ft.                   | 60/120  | 4           | 3              | Specialization feature                             |
| 9th   | +4                | 1d8     | 15 ft.                   | 60/120  | 5           | 3              | Improved Water Movement                            |
| 10th  | +4                | 1d8     | 15 ft.                   | 100/200 | 5           | 3              | ?  |
| 11th  | +4                | 1d10    | 15 ft.                   | 100/200 | 6           | 4              | —  |
| 12th  | +4                | 1d10    | 15 ft.                   | 100/200 | 6           | 4              | Ability Score Improvement, Specialization feature  |
| 13th  | +5                | 1d10    | 15 ft.                   | 100/200 | 7           | 4              | ?  |
| 14th  | +5                | 1d10    | 15 ft.                   | 150/300 | 7           | 4              | ?  |
| 15th  | +5                | 1d10    | 20 ft.                   | 150/300 | 8           | 5              | Water Spout  |
| 16th  | +5                | 1d10    | 20 ft.                   | 150/300 | 8           | 5              | Ability Score Improvement                          |
| 17th  | +6                | 1d12    | 20 ft.                   | 150/300 | 9           | 5              | Specialization feature                             |
| 18th  | +6                | 1d12    | 20 ft.                   | 200/400 | 9           | 5              | —  |
| 19th  | +6                | 1d12    | 20 ft.                   | 200/400 | 10          | 6              | Ability Score Improvement                          |
| 20th  | +6                | 1d12    | 20 ft.                   | 200/400 | 10          | 6              | ?  |

### WATER RING

In combat, you surround yourself with a ring of water which you can use as your source of bending. The water also helps protect you from attacks, granting you a +2 bonus to AC.

You must spend one chi on one of your turns to create the ring and gain these benefits.

### WATER ARMS

You coat your arms in water, increasing your reach by 5 feet. When you take an opportunity attack, you can attempt to grapple the target instead. Your grapple ends if anything passes through the water tendrils.

With these tendrils, you also gain the ability to use your Redirection ability on non-bending melee attacks.

You must spend one chi on one of your turns to collect water around your arms and gain these benefits.

### WATERBENDING FORMS

At 3rd level, your connection to chi and practice of bending allows you to weave your bending into your combat style. With training, you are able to learn particular attacks that combine martial arts and bending to carry out more sophisticated attacks.

You learn one form from the list at the end of this class description. The number of forms you know increases with level and is shown in the Waterbender Table. Each time you learn a new form you may also replace one form you already know with another one.

Every time you take the Attack action on your turn, you have a certain amount of *chi* at your disposal (indicated by the "Chi per Attack" column of the class table). You can distribute your chi among basic bending attacks or regular bending (*cost: 1 chi*) and any forms you know (whose costs are indicated with their descriptions). You can use each form a maximum of once per turn.

### CHI EXHAUSTION

Channeling chi into attacks is a physically and mentally draining endeavor.

You have 4 exhaustion points at your disposal. (Use a d4 to keep track.) The d4 starts with the "4" pointing up. Every turn you use all of your chi, you decrement this counter. When the counter indicates a "1", you need to take a break from bending and cannot spend any chi that turn. Every turn that you do *not* use all your chi, the counter increments by 1. This counter resets every long rest.

For example, say the counter is set at 2. That turn, you spend all your chi points attacking and turn the counter to 1. The next turn, you have 0 chi to spend, and you can either use your Attack action to make a melee, non-bending attack or forfeit it. The next turn, your counter is back up to 2. If you spend all your chi once again, it decreases back to 1 again, but if you spend anything less than the maximum (e.g. all but one chi) the counter once again increases to 3.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 7th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## WATER IN ALL ITS STATES

At 4th level, you can manipulate water more nimbly, allowing you to change its state from liquid to solid and back at will. Additionally, your water source no longer needs to be liquid: you can solid and gaseous water as well, e.g. snow, ice, steam.

Additionally, you can bend even water you cannot see, such as an underground reservoir (provided it is within range).

## WATERBENDING SPECIALIZATION

At 5th level, you specialize in one of the following types of waterbending: advanced waterbending, healing, blood-bending, or swambending. Your abilities are described in the specialization section at the end of this class description.

## WATER MOVEMENT

At 6th level, you learn to synchronize your control of water with your movement. You gain the ability to move across liquids.



At 7th level, ...

## IMPROVED WATER MOVEMENT

At 9th level, your control over solid water also grants you the ability to move easily over ice and snow. For you, this type of terrain is no longer difficult terrain.



At 10th level, ...



Beginning at 13th level, ... [Some improved ability or saving throws]



At 14th level, ... [some flavor-type thing]

## WATER SPOUT

Beginning at 15th level, you are able to use your control of water to raise yourself in the air. When you are near a body of water, you can use your action to collect enough water to create a funnel that raises you up to 60 feet in the air. You gain a "flying" speed equal to your ground speed.



At 20th level, ... (something consistent with "element of change"?)

## WATERBENDING SPECIALIZATIONS

### ADVANCED WATERBENDING

#### WATER IS EVERYWHERE

Beginning when you choose this specialization at 5th level, you can draw water from your environment. From now on, you don't need a water source within 30 feet – instead, you can spend 1 minute concentrating to draw water from plants within 30 feet of you. If you are not in an arid environment, you can spend 2 minutes drawing water from the air. In both cases, you are able to obtain a water sphere 1 foot in diameter.

#### POOL OF CHI

At 8th level, you deepen your inner pool of chi. You gain one additional chi to spend per attack.

#### ADVANCED FORMS

At 12th level, you learn an additional form of your choice from the following list:

##### Maelstrom

*Cost: X chi*

##### Mist-Stepping

*Cost: X chi*

##### Ice Prison

*Cost: X chi*

#### EXPANDED HORIZONS

At 17th level, you study benders of other elements to improve your own bending. You learn one additional form off one of the other classes' form lists and adapt it to water (at the discretion of your DM).

## HEALING

### HEALING

Beginning when you choose this specialization at 5th level, you gain the ability to heal yourself and others. Once per long rest, if you spend one minute concentrating and passing water over another person's body, you heal them by an amount of hit points equal to three times your waterbender level.

## **GREATER HEALING**

At 8th level, your healing powers increase. When you heal a creature, you can use your ability to grant the effects of the *Revivify* spell instead of restoring hit points.

## **NEW BEGINNINGS**

At 12th level, you learn to heal even the oldest and deepest wounds. When you heal another creature, instead of increasing their hit points, you can instead choose to heal one scar or imperfection, leaving the skin looking even and without a hint to its past.

You can also use this ability to end any reduction to one of the target's Ability Scores or one effect reducing the target's hit point maximum.

## **TRUE HEALING**

At 17th level, you are able to use the water within your own body and the wounded creature's body instead of requiring liquid water for healing. You can heal a creature instantaneously by touching it.

## **BLOODBENDING**

*Prerequisite: Find a bloodbending master.*

### **PARALYSIS**

Beginning when you choose this specialization at 5th level, you learn to control the water inside others' bodies. During the full moon, you can attempt to stop one creature at a time in its tracks, provided it is within your range.

The creature makes a contested Charisma Saving Throw. On a fail, it becomes Paralyzed. At the end of each of its turns, the target can make another Charisma saving throw. On a success, it stops being Paralyzed.

### **BLOODBENDING**

At 8th level, your power grows. During the full moon, you can attempt to control the movements of a creature instead of only Paralyzing it.

The creature makes a Saving Throw as before, but on a fail, it becomes Paralyzed and its subsequent movements are under your control. On its turn, you can force the creature to take its movement and one Action (no bonus actions). If you cause it to take the Attack action, it only makes one attack. You can also cause the creature to use a Reaction, but this requires you to use your own Reaction as well.

At the end of each of its turns, the target can make another Charisma saving throw. On a success, your control ends.

The number of creatures you can control increases with your bloodbender level (waterbender level minus 5); at each level, you can control a number of creatures equal to half your bloodbender level, rounded down (minimum of 1).

### **GREATER BLOODBENDING**

At 12th level, your bloodbending control increases. At the full moon, you can attempt to control 2 creatures in range with your bloodbending. This number continues to increase according to your waterbender level; at each level, you can control a number of creatures equal to your waterbender level minus 8, divided by 2.

## **BENDING BLOCK**

At 17th level, you learn to use bloodbending to temporarily block another bender's abilities. Once per long rest, if the other bender is Restrained, you can touch them on the center of the forehead and use an action to remove their bending. They regain their bending after 1d100 hours.

## **SWAMPBENDING**

### **PLANTBENDING**

Beginning when you choose this specialization at 10th level, you learn to control the water in plants. You can move one stem of a plant (one continuous tube) as you choose.

### **GREATER PLANTBENDING**

At 13th level, you learn to control 2 plants in your range at a time with your bending. This number continues to increase according to your swampbender level (waterbender level minus 10); at each level, you can control a number of stems equal to half your swampbender level (minimum of 2).

### **PLANT ARMOR**

At 17th level, you can summon plant to create a sort of biological armor. You spend two minutes gathering enough plants to surround you. Your AC is 18.

### **SPIRIT VINES**

At 19th level, you are able to read the spiritual energy in the connected plant matter of the world. Once per long rest, you can spend at most one minute meditating while touching a plant. During this minute, you see the events currently happening in another place anywhere else in the world of your choosing, provided it has some plant cover.

# WATERBENDING FORMS

For forms which require a target to make a saving throw, your DC is 8 + your proficiency modifier + your waterbending modifier.

You start out knowing forms marked with an asterisk.

## STATE CHANGE\*

*Cost: 1 chi*

Each state of water (solid – liquid – gas) can be converted to a state adjacent to it. For example, ice or snow can be turned into liquid water, liquid water can be turned into either solid or gaseous water, but you cannot convert directly between, e.g., snow and water vapor.

To convert to and from gaseous water you must be at least level 4.

## FLOOR OF ICE\*

*Cost: 1 chi*

You cause the effects of the *Grease* spell.

## PURIFY DRINK

*Cost: 1 chi*

You gain the abilities granted by the spell *Purify Food and Drink*, but only for liquids.

## ICE SHIELD

*Cost: 1 chi*

You shape water into a swirling disk by your arm and freeze it. Your AC increases by 2. If an attack that would have hit you without the shield misses because of it (hitting the shield), it deals damage to the shield instead. The Shield has 15 HP and shatters when it drops to 0.

Each additional chi point you spend increases the HP of the shield by 10.

## WATER WHIP

*Cost: 1 chi*

You shape the water at your disposal into a lashing tendril (which has the statistics of a whip) and swipe at a target within 15 feet, dealing 1d4 bludgeoning damage on a hit. For each additional chi point you spend, you create and attack with another water whip, dealing an additional die of damage.

## WATER TENDRIL

*Cost: 1 chi*

You create a water tendril. Its reach depends on the amount of water your spend creating it; as a general rule of thumb, the reach will be 5 feet per 1-foot-diameter sphere of water. When you create the tendril and by spending another chi on subsequent turns, you can cause it to take one of the following actions:

### ATTACK

The tendril acts as a water whip with 1 chi (see the *Water Whip* form).

### GRAPPLING

You grapple a Large or smaller creature within the tendril's range. The tendril's Strength modifier is equal to your waterbending modifier.

## MANIPULATE

The tendril can interact with objects as a *Mage Hand* would, but it doesn't have fingers so it lacks fine-grained control.

## ICE SWORD

*Cost: 1 chi (2 chi)*

*Prerequisite: 4th level*

You form water into a blade shape and freeze it. While you maintain concentration, this blade maintains its form and can be used as a weapon. It has the stats of a longsword, but deals an additional 1d4 cold damage on a hit. You must spend 2 chi to make an attack with this weapon.

## WATER BLADE

*Cost: 2 chi*

The next time you successfully hit a creature with a bending attack, you channel your inner chi to rapidly shape water into a sharp point or edge for a split second when you make contact with the target. The attack deals an additional 1d4 slashing damage.

If the target is wearing armor and you roll a 15 or higher to hit, this gash weakens the armor sufficiently to cause the target's AC to decrease by 1 until they repair the damage done to their armor.

## ICE CREEPER

*Cost: 2 chi*

You send a ray of ice across the ground streaking towards a target of your choice within range. The target must succeed on a Dexterity Saving Throw or be Restrained as their feet are frozen in place.

At the end of each of its turns, a restrained target can make a Strength saving throw against your save DC to break free.

## WATER JET

*Cost: 2 chi*

When you use this form, you make an attack roll to send a pressurized jet of water at an attacker. You deal an amount of damage equal to twice your bending die on a hit. You also roll a Strength (Athletics) check opposed by the target's Strength (Athletics) or Dexterity (Acrobatics) check. If the target fails, it is knocked prone.

## ICE DAGGERS

*Cost: 2 chi*

You create and launch 2 ice daggers at any combination of targets within your long range (the second number in the "Range" column). These attacks are made without disadvantage. Each dagger deals 1d4 piercing damage.

You gain an additional dagger for each extra chi you spend.

## ICE SHARDS

*Cost: 2 chi*

You cause ice shards to rain down on creatures in a 5-foot radius sphere centered on a point within your normal bending range. Each creature in this area must succeed on a Dexterity saving throw or take 1d8 piercing damage.

## FISTS OF ICE

Cost: 2 chi

You cover your fists with a layer of ice. For the next minute, you can add an additional 1d4 to damage dealt by your unarmed strikes.

## ICE HEAD

Cost: 3 chi

You make a ranged attack to hurl a sphere of water at a target. The sphere must be 1 foot in diameter for a medium or smaller creature and an additional foot in diameter for each size above medium.

On a hit, the target's head is encased in ice and it starts suffocating. Each turn the creature ends with its head still encased in ice, it takes 2d6 cold damage.

On each of its turns, the target can spend its action making a Strength saving throw against your DC to break free. [This needs a better name]

## WATER WALL

Cost: 3 chi

You cause the effects of the spell *Wall of Water*. When you create the wall, you choose any area(s) of 5 square feet of the wall that are ice instead of water. You spend 1 chi point per 5-square-foot area.

## UNDERWATER BUBBLE

Cost: 3 chi

You reshape water around you while submerged to maintain a supply of breathable air, causing the effects of the spell *Water Breathing*.

## WATER DOME

Cost: 3 chi

(Lasts 24 hours unless you dismiss it.)

## OCTOPUS

Cost: 4 chi

You create 4 water tendrils (see the *Water Tendril* form for actions the tendrils can take). Each additional chi you spend creates another tendril.

## WAVE

Cost: 4 chi

## RAZOR RINGS

Cost: 4 chi

## ICE STORM

Cost: 5 chi

You cause the effects of the *Ice Storm* spell.

## DROWNING

Cost: 6 chi

See [here](#).

## ICE DOME

## ICE DRILL

## ICE LADDER?

## ICE RAMP

## ICE TUNNELING

## WATER BALL

## WATER DRILL



# EARTHBENDER



Earthbenders have a special connection with the earth that is achievable with neutral jing, listening, though seemingly doing nothing and waiting for the right moment to strike. Because of their element's stability and its stress on neutral jing, earthbenders stand their ground, absorbing or intercepting attacks until they completely overwhelm their opponents. Unlike the other bending arts, earthbending's strength equally lies in both offense and defense.

## QUICK BUILD

You can make an earthbender quickly by following these suggestions. First, pick Strength as your highest score, followed by Charisma. Second, choose the Artisan background.

## CLASS FEATURES

As an earthbender, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d12 per earthbender level

**Hit Points at 1st Level:** 12 + your Constitution modifier

**Hit Points at Higher Levels:** 1d12 (or 7) + your Constitution modifier per earthbender level after 1st

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons, fans

**Tools:** One type of gaming set and one type of artisan's tools or one musical instrument.

**Saving Throws:** Strength, Constitution

**Skills:** Choose two from Animal Handling, Athletics, History, Insight, Intimidation, and Nature

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- An explorer's pack
- 10 darts
- 2 fans

When wearing light armor, you use your Strength modifier instead of Dexterity to determine your AC.

### LIFTING AND CARRYING

**Carrying Capacity.** Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry.

## EARTHBENDING

At 1st level, you realize that you have an innate ability to control earth. You can move small volumes of earth no more than your carrying capacity – see "Lifting and Carrying". You must draw it from a source of earth within 30 feet.

The mass of earth you can control and the range within which you can control it (including as a source) increase with your earthbender level. See the "Volume" and "Range" columns of the Earthbender Table. A quick reference for the weight of various earthen materials is shown below.

The HP and AC of any structure you form with your bending can be determined by regular D&D 5e object rules. The table below provides a reference for the AC of various types of earth.

### QUICK CONVERSIONS

| Material           | Pounds in 1 cubic ft | AC |
|--------------------|----------------------|----|
| Pumice             | 40 lbs               | 15 |
| Dirt               | 75 lbs               | 13 |
| Coal               | 85 lbs               | 15 |
| Sand               | 100 lbs              | 13 |
| Rock (sedimentary) | ~160 lbs             | 17 |
| Granite            | 165 lbs              | 17 |
| Rock (igneous)     | ~180 lbs             | 17 |

## BENDING ATTACK

During combat, you can channel your chi to use your bending as a rudimentary attack by hitting other creatures. Every time you take the Attack action, you draw on your inner pool of energy, or *chi*. The class table shows how much chi you have available every time you take the Attack action ("Chi per Attack"). This amount resets every round. As your bending grows more powerful and your connection to your inner chi grows, this number increases.

When you take a basic bending attack, you spend 1 point of chi and deal 1d6 bludgeoning damage. This damage increases with your earthbender level and is shown in the "Bending" column of the Earthbender Table. The range of your attacks is the same as your bending range ("Range" column).

At 1st level, you must choose which of your modifiers to use for attacks: Charisma or Strength. This cannot be changed later.

**Attack Bonus** = proficiency + [Cha OR Str modifier]

**Damage Bonus** = [Cha OR Str modifier]

The attack bonus is hereafter referred to as your earthbending modifier.

## THE EARTHBENDER

| Level | Proficiency Bonus | Bending Capacity | Range | Forms Known | Chi per Attack | Features  |
|-------|-------------------|------------------|-------|-------------|----------------|---|
| 1st   | +2                | 1d6              | 1     | 30/60       | —              | Earthbending, Bending Attack                        |
| 2nd   | +2                | 1d6              | 1     | 30/60       | —              | Stance, Earthwall                                   |
| 3rd   | +2                | 1d6              | 1     | 30/60       | 2              | Earthbending Forms                                  |
| 4th   | +2                | 1d6              | 2     | 30/60       | 2              | Ability Score Improvement, Burrow                   |
| 5th   | +3                | 1d8              | 2     | 60/120      | 3              | Earthbending specialization                         |
| 6th   | +3                | 1d8              | 2     | 60/120      | 3              | Rolling Earth                                       |
| 7th   | +3                | 1d8              | 2     | 60/120      | 4              | Ability Score Improvement, Expansion and Compaction |
| 8th   | +3                | 1d8              | 4     | 60/120      | 4              | Specialization feature                              |
| 9th   | +4                | 1d8              | 4     | 60/120      | 5              | Earth Reflex  |
| 10th  | +4                | 1d8              | 4     | 100/200     | 5              | Earth Elevator                                      |
| 11th  | +4                | 1d10             | 4     | 100/200     | 6              | —   |
| 12th  | +4                | 1d10             | 4     | 100/200     | 6              | Ability Score Improvement, Specialization feature   |
| 13th  | +5                | 1d10             | 4     | 100/200     | 7              | ?   |
| 14th  | +5                | 1d10             | 4     | 150/300     | 7              | ?   |
| 15th  | +5                | 1d10             | 8     | 150/300     | 8              | Improved Rolling Earth                              |
| 16th  | +5                | 1d10             | 8     | 150/300     | 8              | Ability Score Improvement                           |
| 17th  | +6                | 1d12             | 8     | 150/300     | 9              | Specialization feature                              |
| 18th  | +6                | 1d12             | 8     | 200/400     | 9              | —   |
| 19th  | +6                | 1d12             | 8     | 200/400     | 10             | Ability Score Improvement                           |
| 20th  | +6                | 1d12             | 8     | 200/400     | 10             | ?   |

### EARTHWALL

Starting at 2nd level, you can use your reaction to create a wall 10 feet long, 5 feet high, and 1/2 foot thick in front of you to defend against an incoming attack. You can use this ability after the attack roll, but before the outcome is revealed.

The wall stays in place unless it is earthbent away or destroyed by other means. As with all products of earthbending, the wall's AC and HP can be determined according to regular D&D 5e object rules. More specifically, the AC is determined by the type of earth you bend into the wall, and the HP is 15 per inch of thickness (resilient medium object).

You can use this ability a number of times equal to your bending modifier per long rest.

### STANCE

Beginning at 2nd level, you adopt a particular stance as your specialty. Choose one of the following options:

### PRAYING MANTIS

This style is known for its speed and continuous attacks and was famously used by Toph Beifong. When you roll a 19 or a 20 on an attack roll, you can spend your bonus action to make an additional basic bending attack. Your speed also increases by 5.

### HUNG GAR

You favor a deep, low stance rooted in the earth beneath you. You gain advantage on Strength saving throws and expertise in Strength (Athletics) checks.

If another creature uses an ability that pushes you away from them, you always roll a Strength (Athletics) Saving Throw. On a failure, you are moved half the distance, and on a success, you stay where you are.

### STICKY HANDS

You are well-versed in the art of neutral *jing*, waiting and listening to predict your opponents' next moves. You gain a +2 to AC.

## EARTHBENDING FORMS

At 3rd level, your connection to chi and practice of bending allows you to weave your bending into your combat style. With training, you are able to learn particular attacks that combine martial arts and earthbending to carry out more sophisticated attacks.

You learn one form from the list at the end of this class description. The number of forms you know increases with level and is shown in the Earthbender Table. Each time you learn a new form you may also replace one form you already know with another one.

Every time you take the Attack action on your turn, you can distribute your chi among basic bending attacks (cost: 1 chi) and any forms you know (whose costs are indicated with their descriptions). You can use each form a maximum of once per turn.

### CHI EXHAUSTION

Channeling chi into attacks is a physically and mentally draining endeavor.

You have 4 exhaustion points at your disposal. (Use a d4 to keep track.) The d4 starts with the "4" pointing up. Every turn you use all of your chi, you decrement this counter. When the counter indicates a "1", you need to take a break from bending and cannot spend any chi that turn. Every turn that you do *not* use all your chi, the counter increments by 1. This counter resets every long rest.

For example, say the counter is set at 2. That turn, you spend all your chi points attacking and turn the counter to 1. The next turn, you have 0 chi to spend, and you can either use your Attack action to make a melee, non-bending attack or forfeit it. The next turn, your counter is back up to 2. If you spend all your chi once again, it decreases back to 1 again, but if you spend anything less than the maximum (e.g. all but one chi) the counter once again increases to 3.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 7th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## BURROW

At 4th level, you learn to tunnel like a badgermole. You easily carve out large chunks of rock from the ground, forming a stable tunnel structure. However, you must find a place to deposit the removed earth.

## EARTHBENDING SPECIALIZATION

At 5th level, you specialize in one of the following types of earthbending: advanced earthbending, metalbending, or lavabending. Your abilities are described in the specialization section at the end of this class description.

## ROLLING EARTH

At 6th level, you learn to synchronize your control of earth with your movement. When traveling over earth and while you are concentrating, your speed is doubled.

## EXPANSION AND COMPACTION

At 7th level, your control increases. You are now able to compact or expand earth of the volume and range that you can bend. You also learn to bend earth-based materials such as mud, coal, gems, crystals, meteorites, and jennamite ("creeping crystal").

As a consequence, you can now tunnel underground without having to deposit the removed earth elsewhere.

## EARTH REFLEX

Starting at 9th level, you gain one of the following abilities of your choice:

### IMPROVED EARTHWALL

You can now choose to use your Earthwall as a reaction to an attack against a friendly creature besides yourself, creating a wall in front of it instead.

### IMBALANCE

You learn to use your control over the earth to throw your opponents off-balance. Instead of raising an earthwall when an enemy attempts to make an attack against you, you can use your reaction to move the earth beneath their feet in an attempt to cause them to miss. Your opponent must make a DC 15 Dexterity Saving Throw. On a success, they make their attack with disadvantage. On a failure, the attack misses. The opponent must be within your normal bending range.

## EARTH ELEVATOR

At 10th level, you can move masses of earth beneath your feet to defy gravity. You can move an area of earth centered on you that is 10 feet in diameter and is holding 1 Medium creature (including yourself). At higher levels, you can carry more people, the equivalent of half your level minus 10 Medium creatures, rounded up (i.e. at 13th level, you lift yourself and one other Medium creature).

???

Beginning at 13th level, ... [Some improved ability or saving throws]

???

At 14th level, ... [some flavor-type thing]

### IMPROVED ROLLING EARTH

At 15th level, you can move across difficult earth terrain (not ice, for example) as though it were normal terrain. You can also move along vertical surfaces of earth without falling during your turn.

???

At 20th level, ...

# EARTHBENDING SPECIALIZATIONS

## ADVANCED EARTHBENDING

### SEISMIC SENSE

Beginning when you choose this specialization at 5th level, you are so tuned in to the earth that you can sense vibrations with your feet. You have tremorsense within your normal bending range, allowing you to "see" anything in contact with the ground (as long as you are connected by earth). Enemies also have disadvantage when trying to surprise you.

Additionally, you gain advantage on Insight checks when your target is in normal earthbending range.

### EARTH DIVE

Beginning at 8th level, you can dive into and out of earth as though it were liquid. Your "swim" speed equals your walking speed. While underground, you must hold your breath.

### ADVANCED FORM

At 12th level, you learn an additional form of your choice from the following list:

MAGNETIZATION

DUST STEPPING

EARTH SINKING

### REMOTE EARTHBENDING?

Beginning at 19th level, ...

## METALBENDING

*Prerequisite: Find a metalbending master.*

### METAL TOUCH

Beginning when you choose this specialization at 5th level, you can bend the small pieces of earth present in impure metals (alloys). You are able to bend such metal within touch range.

### SUIT OF ARMOR

Beginning at 8th level, if the necessary metal is available, you can spend 1 chi to achieve the same effect as the *Rock Armor* form but create a metal suit instead. Your AC is 18.

### RANGED METALBENDING

At 12th level, you learn to bend metal without touching it. You can bend metal as if it was earth (the same capacity and range restrictions apply to your metalbending as do to your earthbending).

???

At 17th level, ...

## LAVABENDING

### MELTING EARTH

Beginning when you choose this specialization at 5th level, you can melt a 5 foot-square area of the ground within your range into lava, provided it is earth. Once the lava is produced, it slowly hardens due to the exposure to the air. This amount of time is determined for each type of earth (no more than once per encounter) and takes 1d6 rounds (starting at the end of your turn).

Any creature standing in the lava takes X fire damage ...

### VOLCANIC ROCK

Beginning at 8th level, you can harden lava into volcanic rock, willing it to cool instead of waiting for this to happen naturally. This ability takes an action and cools the entire lava mass. The resulting volcanic rock can be earthbent like any other earth.

### LAVABENDING

At 12th level, you learn to move lava with as much control as you move earth. You spend an action to create and move the equivalent of a 3-foot-diameter sphere of lava at a time. When launching lava as an attack, you deal the amount of bludgeoning damage in the Bending column of the class table and an additional die of the same type as fire damage.

???

At 17th level, ...

## EARTHBENDING FORMS

For forms which require a target to make a saving throw, your DC is  $8 + \text{your proficiency modifier} + \text{your earthbending modifier}$ .

### ROCK ARMOR

*Cost: 1 chi*

You pull rocks around you to form armor. Your AC becomes 16, but you have disadvantage on Dexterity checks due to your limited range of motion.

You continue to gain the benefits of the rock armor as long as you maintain concentration, for a maximum of 1 minute.

### EARTH GLOVE

*Cost: 1 chi*

You shape earth into a glove around your hand. By spending one additional chi, you can launch it at an opponent, dealing 1d6 bludgeoning damage.

You can also use it to attempt to grab and pull a target. The target must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) or be moved against its will.

### EARTH LAUNCH

*Cost: 1 chi*

You use the earth beneath you to launch yourself and/or other creatures in a 10-foot-square in range into the air, traveling up to 20 feet vertically and 50 feet horizontally. (The maximum number of creatures you can launch is equal to half your earthbending level.)

This jump lasts the duration of your turn; you end the turn back on the ground.

You gain 10 additional feet of height and 20 feet of horizontal distance per additional chi expended.

### EARTH SMASH

*Cost: 2 chi*

You prepare to defuse the next ranged attack that hits you. The next time a creature's ranged attack hits, you can use your reaction to neutralize the incoming projectiles, either countering them with earth projectiles of your own or, in the cast of a ranged earth attack, smashing them with your own bending.

For projectiles of another element, the damage of each projectile is reduced by  $1d6 + \text{your earthbending modifier} + \text{your earthbender level}$ . For earth projectiles, the damage is reduced by  $1d12 + \text{your earthbending modifier} + \text{your earthbender level}$ .

### EARTH LEVITATION

*Cost: 2 chi*

You stomp on the ground, using your kinetic energy to levitate a mass of earth equal to your bending capacity (shown in the class table). In the same motion, you can push the rock at a target of your choice, dealing double times your regular bending damage + 1d4 additional damage.

### EARTHWAVE

*Cost: 2 chi*

You cause the earth to buckle beneath you, forming a line 5 feet wide and as long as your bending range. Each creature in the line must make a Dexterity saving throw. A creature takes 4d6 bludgeoning damage and is knocked prone on a failed save, or half as much damage on a successful one.

Structures in this line take double damage.

### DUST CLOUD

*Cost: 2 chi*

You raise a cloud of dust, causing the effects of the *Fog Cloud* spell. If you lose concentration, the cloud of dust settles.

### QUICKSAND

*Cost: 3 chi*

You turn a square area of the ground up to half your normal bending range on each side into quicksand for up to 1 minute. The entire area must be within your normal range. It is considered difficult terrain for the duration.

When this change occurs, each creature standing in the area must succeed on a Dexterity saving throw or be Restrained. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or become Restrained.

### EARTH COLUMN

### EARTH PROJECTILES

#### ROCK CUFFS

*Cost: 3 chi (1 chi)*

You choose a creature you can see within range and cause rock cuffs to envelop its limbs which are in contact with the ground. The target must make a Strength saving throw. On a failed save, the target is restrained while you maintain concentration.

By spending 1 additional chi, you can cause the cuffs to crush the restrained target, who must make a Strength saving throw. It takes 1d6 bludgeoning damage for each cuffed limb on a failed save, or half as much damage on a successful one.

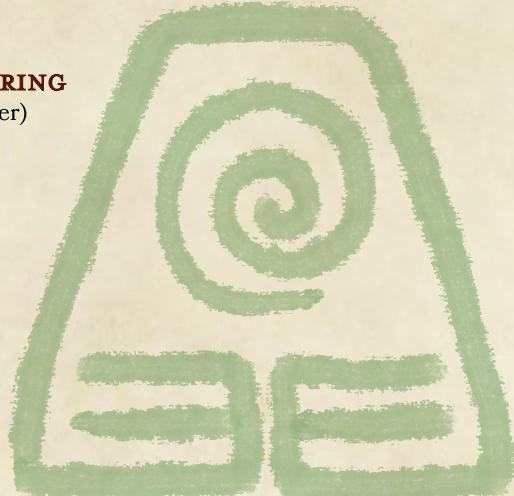
To break out, the restrained target can use its action to make a Strength check against your bending DC. On a success, the target escapes and is no longer restrained by the hand.

#### ROCK SLIDE

#### FISSURE

#### WATER FILTERING

(with waterbender)



# FIREBENDER



s the element of power, firebenders have to be able to maintain a constant source of energy and balance in battle, unleashing a volley of direct, successive attacks.

## QUICK BUILD

You can make a firebender quickly by following these suggestions. First, pick Charisma as your highest score, followed by Constitution. Second, choose the Soldier background.

## CLASS FEATURES

As a firebender, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d10 per firebender level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per firebender level after 1st

### PROFICIENCIES

**Armor:** Light armor, medium armor

**Weapons:** Simple weapons, shortswords, scimitars

**Tools:** Pai Sho and one of herbalism kits or one musical instrument.

**Saving Throws:** Charisma, Constitution

**Skills:** Choose two from Acrobatics, Deception, History, Insight, Performance, and Stealth

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- An explorer's pack
- 10 darts
- 2 shortswords

## FIREBENDING

At 1st level, you realize that you have an innate ability to produce fire with your hands. You can spend 1 chi of your Attack action to cause the effects of the *Produce Flame* cantrip. (See "Fire Jab" for a description of the role chi points play in attacks and the rules for bending attacks.) Your range increases with your level according to the "Range" column of the Firebender table.

## FIRE JAB

During combat, you can channel your chi to use your bending as a rudimentary attack by hitting other creatures. Every time you take the Attack action, you draw on your inner pool of energy, or *chi*. The class table shows how much chi you have available every time you take the Attack action ("Chi per Attack"). This amount resets every round. As your bending grows more powerful and your connection to your inner chi grows, this number increases.

When you take a basic bending attack, you spend 1 point of chi and deal 1d6 fire damage. This damage increases with your firebender level and is shown in the "Bending" column of the Firebender Table. The range of your attacks is the same as your bending range ("Range" column).

As a firebender, Charisma is your primary attack ability:

**Attack Bonus** = proficiency + Cha modifier

**Damage Bonus** = Cha modifier

The attack bonus is hereafter referred to as your firebending modifier.

## DEFUSION

Starting at 2nd level, you can use your reaction to defuse an attack when you are hit by a basic ranged firebending attack (not one that is the result of a firebending form, and not specialized firebending such as combustion). When you do so, the damage you take from the attack is reduced by half.

Starting at 4th level, you can do this even if you have no hands free, as long as you have at least one foot free. You can use this ability a number of times equal to your bending modifier per long rest.

## STANCE

Beginning at 2nd level, you adopt a particular stance as your specialty. Choose one of the following options:

### DANCING DRAGON

You practice a defensive and circular type of bending, gaining a +2 to AC.

### AGNI KAI

You are skilled at duels and excel at focusing your power on one opponent. If you attack the same target as your previous attack, you gain a +2 to your attack roll.

### CHAQUAN

You are an expert in acrobatics and agile, graceful movements. You gain +5 to your speed and proficiency in Acrobatics. If you already have proficiency, you gain expertise.

### SEVEN STARS

You favor a style that utilizes momentary bursts of extreme power at the expense of your defense. At the beginning of your turn, you can choose to decrease your AC for the next turn by 2 to add +2 to the damage dealt by all your attacks that hit.

## THE FIREBENDER

| Level | Proficiency Bonus | Bending | Range   | Forms Known | Chi per Attack | Features  |
|-------|-------------------|---------|---------|-------------|----------------|---|
| 1st   | +2                | 1d6     | 30/60   | —           | 1              | Firebending, Fire Jab                             |
| 2nd   | +2                | 1d6     | 30/60   | —           | 1              | Defusion, Stance                                  |
| 3rd   | +2                | 1d6     | 30/60   | 2           | 2              | Firebending Forms                                 |
| 4th   | +2                | 1d6     | 30/60   | 2           | 2              | Ability Score Improvement, Fire Kick              |
| 5th   | +3                | 1d8     | 60/120  | 3           | 2              | Firebending specialization                        |
| 6th   | +3                | 1d8     | 60/120  | 3           | 2              | Firestep  |
| 7th   | +3                | 1d8     | 60/120  | 4           | 3              | Ability Score Improvement, Create Lightning       |
| 8th   | +3                | 1d8     | 60/120  | 4           | 3              | Specialization feature                            |
| 9th   | +4                | 1d8     | 60/120  | 5           | 3              | Improved Defusion                                 |
| 10th  | +4                | 1d8     | 100/200 | 5           | 3              | ?   |
| 11th  | +4                | 1d10    | 100/200 | 6           | 4              | —   |
| 12th  | +4                | 1d10    | 100/200 | 6           | 4              | Ability Score Improvement, Specialization feature |
| 13th  | +5                | 1d10    | 100/200 | 7           | 4              | ?   |
| 14th  | +5                | 1d10    | 150/300 | 7           | 4              | ?   |
| 15th  | +5                | 1d10    | 150/300 | 8           | 5              | Fire Rockets                                      |
| 16th  | +5                | 1d10    | 150/300 | 8           | 5              | Ability Score Improvement                         |
| 17th  | +6                | 1d12    | 150/300 | 9           | 5              | Specialization feature                            |
| 18th  | +6                | 1d12    | 200/400 | 9           | 5              | —   |
| 19th  | +6                | 1d12    | 200/400 | 10          | 6              | Ability Score Improvement                         |
| 20th  | +6                | 1d12    | 200/400 | 10          | 6              | Dragonfire  |

## FIREBENDING FORMS

At 3rd level, your connection to chi and practice of bending allows you to weave your bending into your combat style. With training, you are able to learn particular forms that combine martial arts and firebending to carry out more sophisticated attacks.

You learn one form from the list at the end of this class description. The number of forms you know increases with level and is shown in the Firebender Table. Each time you learn a new form you may also replace one form you already know with another one.

Every time you take the Attack action on your turn, you have a certain amount of *chi* at your disposal (indicated by the "Chi per Attack" column of the class table). You can distribute your chi among basic bending attacks or regular bending (*cost: 1 chi*) and any forms you know (whose costs are indicated with their descriptions). You can use each form a maximum of once per turn.

## CHI EXHAUSTION

Channeling chi into attacks is a physically and mentally draining endeavor.

You have 4 exhaustion points at your disposal. (Use a d4 to keep track.) The d4 starts with the "4" pointing up. Every turn you use all of your chi, you decrement this counter. When the counter indicates a "1", you need to take a break from bending and cannot spend any chi that turn. Every turn that you do *not* use all your chi, the counter increments by 1. This counter resets every long rest.

For example, say the counter is set at 2. That turn, you spend all your chi points attacking and turn the counter to 1. The next turn, you have 0 chi to spend, and you can either use your Attack action to make a melee, non-bending attack or forfeit it. The next turn, your counter is back up to 2. If you spend all your chi once again, it decreases back to 1 again, but if you spend anything less than the maximum (e.g. all but one chi) the counter once again increases to 3.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 7th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## FIRE KICK

At 4th level, you gain more fine-grained control over fire. You learn to produce fire from your feet in addition to your hands and no longer need to keep your hands free to firebend.

## FIREBENDING SPECIALIZATION

At 5th level, you specialize in one of the following types of firebending: advanced firebending, energy reading, or combustionbending. Your abilities are described in the specialization section at the end of this class description.

## FIRESTEP

At 6th level, you can use flame jets to propel yourself through the air during your turn. You use your normal speed and movement when you fire-step and you must end your turn on the ground.

## CREATE LIGHTNING

At 7th level, you learn to distinguish the yin and yang of energy and separate the positive from the negative energy. This creates an imbalance, and when the energies attempts to restore balance by crashing back together, you provide release and guidance, creating lightning.

You learn the Lightning form described in the "Forms" section at the end of this class description.

## IMPROVED DEFUSION

Starting at 9nd level, you can use Defusion to defuse basic ranged attacks of any element.

## ???

Beginning at 10th level, ... (something utility-based, maybe something like *Prestidigitation* with fires and stuff, but a little more powerful)

## ???

Beginning at 13th level, ... [Some improved ability or saving throws]

## ???

At 14th level, ... [some flavor-type thing]

## FIRE ROCKETS

At 15th level, the power of your Firestepping increases. You gain a flying speed of 60 feet and can end your turn in the air without falling.

## DRAGONFIRE

For a long time, disciplines of firebending were taught to be fueled by hatred, as opposed to the original source. At 20th level, you learn of the true nature of firebending: it represents energy and life, not anger and destruction.

With this knowledge, your fire becomes an extension of your body rather than merely a tool for protection. It becomes beautiful and multi-colored, and anyone who looks at it gains the advantages of the *Guidance* cantrip.

## FIREBENDING SPECIALIZATIONS

### ADVANCED FIREBENDING

#### FIRE AUGMENTATION

Beginning when you choose this specialization at 5th level, you are able to alter the quality of outside sources of fire. On your turn, you can spend your action to put out any fires within your range (excluding fire being produced by another firebender) without moving.

You can also ...

#### ???

At 8th level, ...

#### LIGHTNING REDIRECTION

At 12th level, when someone else shoots lightning at you, you can attempt to redirect it by making a DC 15 Wisdom saving throw. On a success, you can choose to redirect the lightning in any direction of your choice as if you were generating it yourself. On a failure, you take 8d6 lightning damage.

*If you let the energy in your own body flow, the lightning will follow it. You must create a pathway from your fingertips up your arm to the shoulder, then down into the stomach. The stomach is the source of energy in your body; it is called the sea of chi. From your stomach you direct it up again and out the other arm. The stomach detour is critical; you must not let the lightning pass through your heart, or the damage could be deadly.*

*—Iroh, inventor of lightning redirection*

## HEAT CONTROL

At 17th level, you learn to control not only fire, but any heat housed by matter. By touching an object, you can siphon off heat by spending an amount of time that depends on the material (some examples are shown in the table below). You must have one hand on the material and one hand free. You can also have the opposite effect: if you have hands or nose or mouth free, you can heat up materials in the vicinity with an action, causing them to reach a temperature equal to the result of being exposed to a hot flame for half an hour. (You cannot use this ability to, for example, heat rock into lava.)

## COOLING TIME

| Material  | Minutes |
|-----------|---------|
| Metal     | 1d8     |
| Lava mass | 1d6     |

## ENERGY READING

### CHI PATHS

Beginning when you choose this specialization at 5th level, you learn to sense the chi paths in people and interpret their spiritual energy. You may use an action to touch a creature and end any condition (poisoned, etc.) on it.

### HEALING

At 8th level, ...

### ???

At 12th level, ...

### MINOR ENERGYBENDING

At 17th level, you learn to bend the energy within people's bodies to a limited extent. Once per long rest, you may spend an action to do one of the following:

- End a temporary bending block caused by bloodbending
- ... (Some kind of buff like *Guidance*)
- ... (Give them advantage on some saving throws)

## COMBUSTIONBENDING

### MIND'S EYE

Beginning when you choose this specialization at 5th level, you can fire bend even if your limbs are restrained as long as your head is free. You must take a deep breath before you do this, so you have disadvantage on Stealth checks while you use this ability.

### COMBUSTION

At 8th level, [you can blow stuff up when using your Mind's Eye ability]

### ADVANCED FORMS

At 12th level, you learn an additional form of your choice from the following list:

#### FLAME REDIRECTION

(learn by observing water)

#### CHARGED ATTACK

#### BREATH OF FIRE

(stealthy)

### ???

At 17th level, ...

## FIREBENDING FORMS

### FIRE BLADE

*Cost: 2 chi*

You narrow and condense your flame projection, creating a thin blade of fire to slice at a target, dealing 1d8 slashing damage + 1d8 fire damage.

### SWEEPING FIRE

*Cost: 2 chi*

You sweep your legs in an arc around you, causing fire to spread out in a 20-foot radius circle with you at the center. Each creature in the area must make a Dexterity saving throw. A target takes 4d6 fire damage on a failed save and half as much on a successful save. The damage increases by 2d6 with each additional chi you spend.

### FIRE BOMB

*Cost: 2 chi*

You create a flame at the end of one of your limb and thrust it onto the ground in an explosive burst at a point within range. Targets in a 10-foot radius of the burst take 2d6 force damage and are stunned until the beginning of their next turn. The damage increases by 1d6 with each additional chi spent.

### FIRE DAGGERS

*Cost: 2 chi*

You create two blowtorch-like jets from your fists or fingertips to use as close range melee attacks. As part of the same action used to create them, you can make two attacks dealing 1d4 slashing damage + 1d4 fire damage.

The daggers remain as long as you maintain concentration. You can continue to attack with them, each time spending 2 chi to make two hits. You add your damage bonus to the damage of both attacks.

Despite their slashing capabilities, these daggers lack the ability to block physical objects.

### SHIELD OF FIRE

*Cost: 2 chi*

You prepare to defuse the next attack that hits you. The next time a creature rolls to attack you and hits, you can use your reaction to raise your AC by 2. If this causes the attack to miss, the shield disintegrates.

### FIRE LASHES

*Cost: 2 chi*

You shape your flame into a lashing tendril and swipe at a target within range, dealing 1d10 bludgeoning damage. For each additional chi point you spend, you create and attack with another fire lash, dealing an additional die of damage.

### PROJECTILES

*Cost: 2 chi*

You create and launch 4 miniature fireballs at any combination of targets within your long range (the second number in the "Range" column). These attacks are made without disadvantage. Each fireball deals 1d4 fire damage. You gain an additional dagger for each extra chi you spend.

## **FIRE STREAM**

*Cost: 2 chi*

You shoot a continuous stream of fire from their fingertips, fists, palms, or legs, forming a line 5 feet wide and as long as your bending range. Each creature in the line must make a Dexterity saving throw (the DC is  $8 + \text{proficiency bonus} + \text{your firebending modifier}$ ). A creature takes  $4d6$  fire damage on a failed save, or half as much damage on a successful one.

The stream widens by 5 feet for each additional chi you spend.

## **CREATE LIGHTNING**

*Cost: 3 chi*

*Prerequisite: 7th level*

You cast the *Lightning Bolt* spell with a range equal to your bending range.

## **FIRE MISSILES**

## **FIRE PINWHEEL**

## **WALL OF FLAMES**

## **FIREWALL**

*Cost: 5 chi*

You prevent attackers from getting onto your Local Area Network.



# AIRBENDER

**A**irbending concentrates on speed and evasion, forgoing a strong offense for a greater defense. Though apparently lacking fatal finishing moves, it is the most dynamic of all the bending arts. As the element of freedom, airbenders use their capability to bend unencumbered by the ground or any other environmental factors and use their own momentum as a weapon, evading attacks with astounding agility to tire their opponents out or building up massive inertia for explosive gusts of wind to make their counterattacks finishing moves.

## QUICK BUILD

You can make a firebender quickly by following these suggestions. First, pick Wisdom as your highest score, followed by Dexterity. Second, choose the Hermit background.

## CLASS FEATURES

As an airbender, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per airbender level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per airbender level after 1st

### PROFICIENCIES

**Armor:** None

**Weapons:** Simple weapons, gliders

**Tools:** One type of gaming set and one musical instrument.

**Saving Throws:** Intelligence, Dexterity

**Skills:** Choose two from Acrobatics, History, Religion, Persuasion, Sleight of Hand, and Stealth

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- An explorer's pack
- 10 darts
- Glider

### UNARMORED DEFENSE

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Wisdom and Dexterity modifiers.

### AIRBENDING

At 1st level, you realize that you have an innate ability to manipulate the air around you. You can spend 1 chi of your Attack action to cause the effects of the *Gust* cantrip. (See "Air Punch" for a description of the role chi points play in attacks and the rules for bending attacks.) Your range increases with your level according to the "Range" column of the Airbender table.

In addition, your jump distance is permanently tripled.

### AIR PUNCH

During combat, you can channel your chi to use your bending as a rudimentary attack by hitting other creatures. Every time you take the Attack action, you draw on your inner pool of energy, or *chi*. The class table shows how much chi you have available every time you take the Attack action ("Chi per Attack"). This amount resets every round. As your bending grows more powerful and your connection to your inner chi grows, this number increases.

When you take a basic bending attack, you spend 1 point of chi and deal 1d6 force damage. This damage increases with your firebender level and is shown in the "Bending" column of the Airbender Table. The range of your attacks is the same as your bending range ("Range" column).

As an airbender, Wisdom is your primary attack ability:

**Attack Bonus** = proficiency + Wis modifier

**Damage Bonus** = Wis modifier

The attack bonus is hereafter referred to as your airbending modifier.

### BE THE LEAF

At 2nd level, you become tuned in to the air around you. You learn to move like a leaf in the wind, allowing you to evade attacks more easily. You may impose disadvantage on an attack against you as a reaction. You can use this ability a number of times equal to your bending modifier per long rest.

### UNARMORED MOVEMENT

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain levels, as shown in the class table.

You also learn to use your bending to steer your glider. Your flying speed is equal to your ground speed. See the Glider description (in the "Equipment" section) for more details about using your glider.

### AIRBENDING FORMS

At 3rd level, your connection to chi and practice of bending allows you to weave your bending into your combat style. With training, you are able to learn particular forms that combine martial arts and airbending to carry out more sophisticated attacks.

You learn one form from the list at the end of this class description. The number of forms you know increases with level and is shown in the Airbender Table. Each time you learn a new form you may also replace one form you already know with another one.

## THE AIRBENDER

| Level | Proficiency Bonus | Unarmored Movement | Bending | Range   | Forms Known | Chi per Attack | Features  |
|-------|-------------------|--------------------|---------|---------|-------------|----------------|---|
| 1st   | +2                | -                  | 1d6     | 30/60   | -           | 1              | Unarmored Defense, Airbending, Air Punch          |
| 2nd   | +2                | +10 ft.            | 1d6     | 30/60   | -           | 1              | Be the Leaf, Unarmored Movement                   |
| 3rd   | +2                | +10 ft.            | 1d6     | 30/60   | 2           | 2              | Airbending Forms                                  |
| 4th   | +2                | +10 ft.            | 1d6     | 30/60   | 2           | 2              | Ability Score Improvement, Air Cushion            |
| 5th   | +3                | +15 ft.            | 1d6     | 60/120  | 3           | 2              | Airbending specialization                         |
| 6th   | +3                | +15 ft.            | 1d6     | 60/120  | 3           | 2              | Improved Unarmored Movement                       |
| 7th   | +3                | +15 ft.            | 1d8     | 60/120  | 4           | 3              | Ability Score Improvement, Cloudbending           |
| 8th   | +3                | +15 ft.            | 1d8     | 60/120  | 4           | 3              | Specialization feature                            |
| 9th   | +4                | +15 ft.            | 1d8     | 60/120  | 5           | 3              | Evasion   |
| 10th  | +4                | +20 ft.            | 1d8     | 100/200 | 5           | 3              | ?   |
| 11th  | +4                | +20 ft.            | 1d8     | 100/200 | 6           | 4              | -   |
| 12th  | +4                | +20 ft.            | 1d8     | 100/200 | 6           | 4              | Ability Score Improvement, Specialization feature |
| 13th  | +5                | +20 ft.            | 1d10    | 100/200 | 7           | 4              | Diamond Soul (but renamed)                        |
| 14th  | +5                | +25 ft.            | 1d10    | 150/300 | 7           | 4              | Empty Body  |
| 15th  | +5                | +25 ft.            | 1d10    | 150/300 | 8           | 5              | Wind Reader                                       |
| 16th  | +5                | +25 ft.            | 1d10    | 150/300 | 8           | 5              | Ability Score Improvement                         |
| 17th  | +6                | +25 ft.            | 1d10    | 150/300 | 9           | 5              | Specialization feature                            |
| 18th  | +5                | +30 ft.            | 1d10    | 200/400 | 9           | 5              | -   |
| 19th  | +5                | +30 ft.            | 1d10    | 200/400 | 10          | 5              | Ability Score Improvement                         |
| 20th  | +5                | +30 ft.            | 1d10    | 200/400 | 10          | 6              | Detachment  |

Every time you take the Attack action on your turn, you have a certain amount of *chi* at your disposal (indicated by the "Chi per Attack" column of the class table). You can distribute your chi among basic bending attacks or regular bending (*cost: 1 chi*) and any forms you know (whose costs are indicated with their descriptions). You can use each form a maximum of once per turn.

### CHI EXHAUSTION

Channeling chi into attacks is a physically and mentally draining endeavor.

You have 4 exhaustion points at your disposal. (Use a d4 to keep track.) The d4 starts with the "4" pointing up. Every turn you use all of your chi, you decrement this counter. When the counter indicates a "1", you need to take a break from bending and cannot spend any chi that turn. Every turn that you do *not* use all your chi, the counter increments by 1. This counter resets every long rest.

For example, say the counter is set at 2. That turn, you spend all your chi points attacking and turn the counter to 1. The next turn, you have 0 chi to spend, and you can either use your Attack action to make a melee, non-bending attack or forfeit it. The next turn, your counter is back up to 2. If you spend all your chi once again, it decreases back to 1 again, but if you spend anything less than the maximum (e.g. all but one chi) the counter once again increases to 3.

### ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 7th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

### AIR CUSHION

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you or another creature takes by an amount equal to five times your bender level.

## AIRBENDING SPECIALIZATION

At 5th level, you specialize in one of the following aspects of airbending: advanced airbending, spirituality, or ?. Your abilities are described in the specialization section at the end of this class description.

### IMPROVED UNARMORED MOVEMENT

At 6th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move. Your glider speed increases to 60 feet.

### CLOUDBENDING

At 7th level, you gain the ability to bend clouds. Once per long rest, you can concentrate on reshaping clouds for a period of time up to 1 hour. During this time, you spend your Action on every turn cloudbending and cannot use it to attack or take any other actions.

### EVASION

At 9th level, your instinctive agility lets you dodge out of the way of certain area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

???

Beginning at 10th level, you learn one of the following forms of your choice:

#### TRANQUILITY

*Cost: 3 chi*

You enter a special meditation that surrounds you with an aura of peace, giving you the benefits of the *Sanctuary* spell that last until the start of your next turn. The saving throw DC for the spell equals  $8 + \text{your Wisdom modifier} + \text{your proficiency bonus}$ .

?

*Cost: X chi*

...

### DIAMOND SOUL (BUT RENAMED)

Beginning at 13th level, your mastery of chi grants you proficiency in all saving throws.

Additionally, once per long rest, whenever you make a saving throw and fail, you can choose to succeed instead.

### EMPTY BODY

At 14th level, your chi sustains you so that you suffer none of the frailty of old age and you cannot be aged by unnatural means. You can still die of old age, however. In addition, you no longer need food or water.

### WIND READER

At 15th level, you are aware of every motion in the air surrounding you. Every turn, you may take the Dodge action as a bonus action.

## DETACHMENT

*Let go your earthly tether. Enter the void. Empty, and become wind.*

**-Guru Laghima**

Like the Guru Laghima and the airbender Zaheer, you learn to levitate without using bending or any other means to propel yourself. You move naturally and without having to think about it through the air, as easily and naturally as if you were walking. Your flying speed is 60.

## AIRBENDING SPECIALIZATIONS

### ADVANCED AIRBENDING

#### BREATH OF WIND

Beginning when you choose this specialization at 5th level, you become capable of displaying formidable breath control. You learn to increase the volume of your voice or sounds of an instrument you are playing.

You are also able to hold your breath for an unusual amount of time; instead of the normal amount (a number of minutes equal to  $1 + \text{your Constitution modifier}$ ), you can hold your breath for a number of minutes equal to  $1 + \text{your proficiency bonus} + \text{your airbending modifier}$ .

???

At 8th level, ...

#### ADVANCED FORMS

At 12th level, you learn an additional form of your choice from the following list:

#### HEAT REGULATION

#### TORNADO

*Cost: 5 chi*

#### ASPHYXIATION

*Cost: 5 chi*

???

At 17th level, ...

## SPIRITUALITY

### SPIRIT WORLD

Beginning when you choose this specialization at 5th level, you can attempt to enter the spiritworld. You must spend 1 minute meditating and succeed on a DC 10 Wisdom Saving Throw.

???

At 8th level, ...

???

At 12th level, ...

### SPIRITUAL PROJECTION

At 17th level, you can attempt to project your spirit into the material world. You must spend 1 minute meditating and succeed on a DC 15 Wisdom Saving Throw.

Your projection is able to travel anywhere in the world almost instantaneously and can pass through physical objects. This projection lasts 1d20 minutes. You can use this ability once per long rest.

?

???

Beginning when you choose this specialization at 5th level, ...

???

At 8th level, ...

???

At 12th level, ...

???

At 17th level, ...

## AIRBENDING FORMS

### SWIPE

*Cost: 1 chi*

You prepare to defuse the next ranged bending attack that hits you (not one that is the result of a bending specialization). When you do so, the damage you take from the attack is reduced by  $1d10 + \text{your Dexterity modifier} + \text{your airbender level}$ .

If you reduce the damage to 0, you can completely defuse the attack, provided you have at least one hand free or are holding your glider.

### DASH

*Cost: 1 chi*

This turn, you can take the Dash action as a bonus action.

### SHUNT (RENAME THIS)

*Cost: 1 chi*

This turn, you can use your Be The Leaf reaction to shunt another creature out of the way of an impending attack, giving them the benefits of that ability.

### AIR BALL

*Cost: 2 chi*

You surround a creature (medium or smaller) or object with a compressed ball of air. You can move this ball with a speed equal to your own feet, including raising it up into the air. A creature in the ball is restrained.

You can also use this technique to create a smaller ball (up to 5 feet in diameter) which can be thrown or tossed around, in the same way as a regular ball, while you maintain concentration.

### BLAST

*Cost: 2 chi*

When you use this form, you send a pressurized blast of air at a creature within range. You deal an amount of damage equal to twice your bending die. You also roll a Strength (Athletics) check opposed by the target's Strength (Athletics) or Dexterity (Acrobatics) check. If the target fails, it is pushed up 15 feet away from you.

### AIR SCOOTER

*Cost: 2 chi*

You form a ball our of air which you can ride up walls and vertical surfaces, but you must end your turn on a flat surface. You gain a ground speed of 60 feet. The scooter disappears at the beginning of your next turn unless you spend another 2 chi to maintain it.

### WAKE

*Cost: 2 chi*

You use your airbending to augment momentum of a moving object. Until the beginning of your next turn, a moving object of your choice gets a +10 bonus to speed. If the object is a projectile, it deals a additional damage equal to your bending die.

## **FUNNEL**

*Cost: 2 chi*

You create a small funnel out of air of up to 1 foot in diameter. The funnel is held between your hands. Any small objects that are dropped into the funnel shoot out the other side, causing the funnel to essentially act like a sling (see the Sling entry in the Weapon Table for damage and range).

## **AIR BOMB**

*Cost: 3 chi*

When you hit the ground after a jump or after flying, you can spend three chi to create a powerful, outward-moving air current in all directions around you. Targets in within your bending radius take 2d6 force damage and are stunned until the beginning of their next turn. The damage increases by 1d6 with each additional chi spent.

## **GUST**

*Cost: 3 chi*

You create violent gusts of air that reach out in a circle centered on you with radius equal to your normal bending range. Each creature in the area must make a Dexterity saving throw or be knocked prone (the DC is 8 + proficiency modifier + your airbending modifier).

Non-airbenders in the area, regardless of whether they succeeded on the saving throw or not, have disadvantage of Dexterity saving throws until the start of your next turn, at which point the gust ends.

## **AIRBLADE**

## **AIR COCOON**

## **AIR SPOUT**

## **AIR SPHERE**



# EQUIPMENT & SPECIAL ITEMS

## EQUIPMENT

| Name         | Cost  | Damage          | Weight     | Properties              |
|--------------|-------|-----------------|------------|-------------------------|
| Darts        |       |                 |            |                         |
| 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

# FEATS

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

## D&D 5E FEATS

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- 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.

# 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

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[Based on Hermit]

Skill Proficiencies:

Tool Proficiencies:

Equipment:

FEATURE: ?

SUGGESTED CHARACTERISTICS

# APPENDIX

## USING THE BENDER SETTING

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- 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

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### 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

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- Made by Noemi Glaeser with [The Homebrewery](#).
- [Avatar Wiki](#) quoted and used for reference.
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