

AIRBENDER

Airbending 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 an airbender 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: Choose 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:

- (a) a scholar's pack or (b) 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 and you only spend 5 feet of your movement to stand up.

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. You also clear any non-spiritual fog, dust, or other type of cloud effect in a 5-foot-wide line from you to the target (not including your position but including the target's position).

The damage caused by your attack increases with your airbender 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 = Wis modifier + proficiency bonus

Damage Bonus = Wis modifier

Bending DC = 8 + Wis modifier + proficiency bonus

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

NONLETHAL DAMAGE

Airbenders, particularly air nomads, are the most peaceful benders, typically doing their best to avoid taking a life whenever possible. When you make an attack (melee or ranged) that reduces a creature to 0 hit points, you can choose to make the damage nonlethal by dealing bludgeoning damage instead of the default damage type.

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 can choose to impose disadvantage on an attack against you as a reaction after the attack roll is made, but before the outcome is determined. 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.

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, Cloudbending
7th	+3	+15 ft.	1d8	60/120	4	3	Specialization feature
8th	+3	+15 ft.	1d8	60/120	4	3	Ability Score Improvement
9th	+4	+15 ft.	1d8	60/120	5	3	Evasion
10th	+4	+20 ft.	1d8	100/200	5	3	Breath of Wind
11th	+4	+20 ft.	1d8	100/200	6	4	Specialization feature
12th	+4	+20 ft.	1d8	100/200	6	4	Ability Score Improvement
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

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.

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). Forms use your bending attack and damage bonuses.

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 or take bending reactions that turn. Any bending concentration is also broken. 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 8th, 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 slow yourself with airbending, reducing any falling damage you take by an amount equal to five times your bender level. You can also use this ability on another creature.

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

When you reach 6th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

CLOUDBENDING

At 6th 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.

BREATH OF WIND

At 10th 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. This ability can also be used to blow an extremely focused and cool stream of air at an object in your normal range, instantaneously cooling it to room temperature.

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 + your Constitution modifier), you can hold your breath for a number of minutes equal to 1 + your proficiency bonus + your airbending modifier.

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. You gain a flying speed of 60 feet.

AIRBENDING SPECIALIZATIONS

ADVANCED AIRBENDING

STILLNESS OF MIND

Beginning when you choose this specialization at 5th level, you can spend your bonus action taking a brief respite and calming your breathing, resetting your chi exhaustion die back to the maximum. You can use this ability once per long rest.

HEAT REGULATION

At 7th level, you learn to use your breath control to regulate your body temperature. You gain resistance to cold damage, and warm temperatures do not make you uncomfortable, making you immune to heat exhaustion (this includes e.g. a firebender's *Heat Wave* form).

STILLNESS OF MIND

Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of the *Sanctuary* spell that lasts until the start of your next long rest (the spell can end early as normal).

?

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 make a DC 15 Wisdom Saving Throw. On a success, your spirit is projected into the Spirit World according to the spell *Astral Projection*.

While in the Spirit World you cannot airbend (more specifically, you also can't make any basic or airbending form attacks and cannot use the Air Cushion and Cloudbending features.)

The spell ends only when you, in your spiritual form, return to your material body.

WIND WHISPER

At 7th level, you learn to communicate with creatures you are familiar with even when they are far from you through your spiritual connection. Once per long rest, you may communicate with such a creature as outlined in the spell *Sending*.

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At 11th 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. The projection can't airbend, just as your spirit projection cannot airbend in the Spirit World.

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

OFFENSE

BONUS ATTACK

Beginning when you choose this specialization at 5th level, you fight with more ferocity than your fellow pacifist airbenders. Anytime you use your action to make an airbending attack (basic or with a form), you may use your bonus action to make a basic airbending attack. You do not add your damage bonus to this attack.

DEADLY STRIKE

At 7th level, when you roll a 1 or 2 on a damage die for a basic airbending attack, you can reroll the damage. You must use the new roll. This ability only applies to the base bending damage die.

ADVANCED FORM

At 11th level, you learn an additional form of your choice from the following list:

ASPHYXIATION

WIND SWORD

?

?

At 17th level, ...

AIRBENDING FORMS

AIR SHIELD

Cost: varies

When you take this form, gain the ability to use your reaction to raise your AC. You must have at least one hand free or be holding your glider. When you use this reaction, you spend chi from your next turn, increasing your AC by a number equal to the chi spent.

NIMBLE ACTION

Cost: 1 chi

You spend 1 chi to take the Dodge, Disengage, or Dash action as a bonus action on this turn.

AIR SCOOTER

Cost: 1 chi (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 can immediately move 80 feet when you activate the air scooter, and you gain a ground speed of 80 feet. The scooter is treated as a mount and disappears at the end of your next turn.

You can choose to spend 1 extra chi (for a total of 2 chi) to create an air wheel instead, which also increases your AC by 1.

AIR BALL

Cost: 2 chi

Choose a creature or object (medium or smaller) within your normal bending range. The target must make a Dexterity saving throw against your bending DC (objects automatically fail). On a failure, the creature or object is surrounded by a compressed ball of air.

You can move this ball with a speed equal to your own, 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.

With each additional chi you spend, the size of the creature you can trap increases by one category.

BLAST

Cost: 2 chi

When you use this form, you send a pressurized blast of air at a creature within range. On a hit, you deal an amount of damage equal to twice your bending die.

Instead of dealing damage, you can attempt to push the target away. Roll an airbending check (using your waterbending modifier) opposed by the target's Strength (Athletics) or Dexterity (Acrobatics). If the target fails, it is pushed up to 15 feet away from you.

Just like your regular bending attack, this form clears any clouds not caused by spirit magic.

WAKE

Cost: 2 chi

You use your airbending to augment the 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 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 SPOUT

Cost: 3 chi

You control the air currents around you to create an air spout, raising yourself up to 60 feet in the air. You gain a flying speed equal to your ground speed.

AIR BLADE

Cost: 3 chi

You channel your inner chi to create a streamlined, slicing current of air. On a hit, the attack deals an additional bending die of slashing damage on top of your usual bending damage. If you have your staff in hand while making this attack, you use its narrow profile to assist you, gaining advantage on the attack.

AIR BOMB

Cost: 3 chi

You slam your hands or staff to the ground, creating a powerful, outward-moving air current that moves outward in a circle. This current dispels any non-spiritual clouds of fog, dust, or other physical cloud effects.

Targets in your bending radius must make a Dexterity saving throw. On a failure, they take 2d6 force damage and are stunned until the beginning of their next turn. On a success, they take half damage.

The damage increases by 1d6 with each additional chi spent.

GUST

Cost: 3 chi

You create violent gusts of air 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 and any non-spiritual clouds are dispelled.

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.

VORTEX

Cost: 5 chi

In a larger version of the funnel, you direct the air in the space around you in currents to create a large vortex centered on a point within range. The vortex is a cylinder with a 5-foot diameter and height up to your normal bending range.

A creature inside the vortex must succeed on a Dexterity saving throw or be trapped. At the beginning of each of its turns, it can attempt to pass through the vortex by making Strength (Athletics) check. On a success, it can move out of the vortex's space.

Any ranged attacks that pass within 5 feet of the vortex wrap around it and are redirected to their source. On each of your turns, you can spend 1 chi to move the vortex up to 30 feet.

