

BENDER EXPANSION

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

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

THE MAGIC OF CHI

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

TRAINING

Things about training

BENDING 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.

5E SKILLS MODIFICATIONS

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

- No Arcana
- Replace Religion with Spirituality (not propagated through classes yet)

PLANES OF EXISTENCE

MATERIAL

SPIRIT WORLD

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 Dexterity. 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 bender level after 1st

PROFICIENCIES

Armor: None

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:

- (a) a dungeoneer's pack or (b) 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 at will. You must draw this water from a source of water within 30 feet. If you use this ability to hit another creature, you deal 1d4 bludgeoning damage + your Intelligence modifier.

The volume of water you can control, the range within which you can control it (including as a source and to execute attacks), and the damage it deals increase with your waterbender level. see the "Volume", "Range", and "Bending" columns of the Waterbender Table.

As a waterbender, you use your Intelligence modifier for attacks:

Attack Bonus = proficiency + Intelligence modifier

Damage Bonus = Intelligence modifier

WATERBENDING FORMS

At 2nd 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.

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

REDIRECTION

Starting at 3rd level, you can use your reaction to attempt to redirect an attack when you are hit by a basic ranged attack of your own element (not one that is the result of a waterbending form nor specialized waterbending such as an advanced waterbending ability). When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + 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.

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.

SOLID WATER

At 4th level, you can manipulate water more nimbly by changing its state. Your water source no longer needs to be liquid: you can bend snow and ice as well.

At this point, you are also able to control liquids that are not purely water. You can bend a liquid that is at **least 50% water**.

"mostly" water

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

THE WATERBENDER

Level	Proficiency Bonus	Bending	Volume (sphere diameter)	Range	Forms Known	Mana per Attack	Features
1st	+2	1d4	5 ft.	30/60	–	–	Unarmored Defense , Waterbending <small>create water/move air/create fire cantrips</small>
2nd	+2	1d4	5 ft.	30/60	1	2	Waterbending Forms
3rd	+2	1d4	5 ft.	30/60	1	2	Redirection
4th	+2	1d4	10 ft.	30/60	1	2	Ability Score Improvement, Solid Water
5th	+3	1d6	10 ft.	60/120	2	3	Extra Attack
6th	+3	1d6	10 ft.	60/120	2	3	Healing
7th	+3	1d6	10 ft.	60/120	2	3	Greater Redirection
8th	+3	1d6	15 ft.	60/120	3	4	Ability Score Improvement, Water in All Its States
9th	+4	1d6	15 ft.	60/120	3	4	Water Movement
10th	+4	1d6	15 ft.	100/200	3	4	Waterbending specialization
11th	+4	1d8	15 ft.	100/200	4	5	? (utility)
12th	+4	1d8	15 ft.	100/200	4	5	Ability Score Improvement
13th	+5	1d8	15 ft.	100/200	4	5	Specialization feature
14th	+5	1d8	15 ft.	150/300	5	6	Expertise?
15th	+5	1d8	20 ft.	150/300	5	6	?
16th	+5	1d8	20 ft.	150/300	5	6	Ability Score Improvement
17th	+6	1d10	20 ft.	150/300	6	7	Specialization feature
18th	+6	1d10	20 ft.	200/400	6	7	Ability Score Improvement
19th	+6	1d10	20 ft.	200/400	6	7	Specialization feature
20th	+6	1d10	20 ft.	200/400	7	8	?

HEALING

At 6th 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 REDIRECTION

Beginning at 7th level, you can now also redirect earth attacks in the same manner, as long as the volume of earth used in the attack is smaller than the volume of water you use to redirect it.

WATER IN ALL ITS STATES

Beginning at 8th level, you can bend gaseous water in addition to water in its solid and liquid states. You can now bend clouds and steam. Additionally, you can bend even water you cannot see, such as an underground reservoir (provided it is within range).

WATER MOVEMENT

At 9th level, you learn to synchronize your control of water with your movement. You gain the ability to move across liquids. When you do so, your speed is doubled.

WATERBENDING SPECIALIZATION

At 10th level, you specialize in one of the following types of waterbending: advanced waterbending, healing, or bloodbending. Your abilities are described in the specialization section at the end of this class description.

? (UTILITY)

Something utility-based.

EXPERTISE?

At 14th level, you can choose two skills you are already proficient in and gain expertise. When making ability checks using those skills, you now at your proficiency modifier to your roll twice instead of once.

???

At 15th level, ...

???

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

WATERBENDING FORMS

(Even mix of defense and offense)

WATER WHIP

Cost: 2 mana

...

WATERSPOUT

Cost: X

Has utility (as like an elevator basically).

OCTOPUS

CUT

Deflection functionality.

WATERBENDER SPECIALIZATIONS

ADVANCED WATERBENDING

WATER IS EVERYWHERE

Beginning when you choose this specialization at 10th 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.

more forms/higher level, or outside of the water class, special steam/ice attacks

???

At 13th level, ...

TSUNAMI

At 17th level, ...

TIDES

At 20th level, ...

HEALING

GREATER HEALING

Beginning when you choose this specialization at 10th 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 13th 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.

???

At 17th level, ...

TRUE HEALING

At 19th level, you are able to use the water within your own body and the wounded creature's body instead of requiring any material components for healing. You can heal a creature instantaneously by touching it.

BLOODBENDING

Prerequisite: Find a bloodbending master.

BLOODBENDING

Beginning when you choose this specialization at 10th level, you learn to control the water inside others' bodies. During the full moon, you can attempt to control the movements of one creature at a time, provided it is within your range. The creature makes a contested Charisma Saving Throw. On a fail, it becomes Paralyzed and its subsequent movements are under your control. On its turn, the creature can take its movement and take 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.

GREATER BLOODBENDING

At 13th 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 bloodbender level (waterbender level minus 10); at each level, you can control a number of creatures equal to half your bloodbender level (minimum of 2).

BENDING BLOCK

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

BLOODBENDING ANYTIME

At 19th level, you are able to bloodbend even on nights without a full moon, excluding those with a new moon.

lower this level

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.



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: None

Weapons: Simple weapons, fans

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

Saving Throws: Strength, Charisma

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:

- (a) a dungeoneer's pack or (b) an explorer's pack
- 10 darts
- 2 fans

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.

BENDING

At 1st level, you realize that you have an innate ability to control earth. You can move small volumes of earth no more than one quarter of your carrying capacity – see "Lifting and Carrying". You must draw it from a source of earth within 30 feet. If you use this ability to hit another creature, you deal 1d4 bludgeoning damage + your Strength modifier.

The mass of earth you can control, the range within which you can control it, and the damage it deals increase with your level: see the "Capacity", "Range", and "Bending" columns of the Earthbender Table.

As an earthbender, you use your Strength modifier for attacks:

Attack Bonus = proficiency + Strength modifier

Damage Bonus = Strength modifier

EARTHBENDING FORMS

At 2nd 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.

EARTHWALL

Starting at 3rd level, you can use your reaction to create a 10-foot-long wall in front of you once per short rest to defend against an incoming attack. Your AC for that attack increases by 2.

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.

EXPANSION AND COMPACTION

At 4th level, your control increases. You are now able to compact or expand earth of the volume and range that you can bend.

IMPROVED EARTHWALL

Starting at 5th level, once per long rest, you can use your Earthwall reaction to create a wall in front of a friendly creature. Their AC increases by 2.

THE EARTHBENDER

Level	Proficiency Bonus	Bending Capacity	Range	Forms Known	Mana per Attack	Features
1st	+2	1d4	1/4	30/60	–	– Unarmored Defense , Earthbending
2nd	+2	1d4	1/4	30/60	1	2 Earthbending Forms
3rd	+2	1d4	1/4	30/60	1	2 Earthwall
4th	+2	1d4	1/2	30/60	1	2 Ability Score Improvement, Expansion and Compaction
5th	+3	1d6	1/2	60/120	2	3 Improved Earthwall
6th	+3	1d6	1/2	60/120	2	3 Imbalance no rough terrain, rolling earth? non-vertical surfaces
7th	+3	1d6	1/2	60/120	2	3 Burrow
8th	+3	1d6	1	60/120	3	4 Ability Score Improvement, Seismic Sense
9th	+4	1d6	1	60/120	3	4 ?
10th	+4	1d6	1	100/200	3	4 Earthbending specialization
11th	+4	1d8	1	100/200	4	5 Earth Elevator
12th	+4	1d8	1	100/200	4	5 Ability Score Improvement
13th	+5	1d8	1	100/200	4	5 Specialization feature
14th	+5	1d8	1	150/300	5	6 ? (replace Diamond soul)
15th	+5	1d8	2	150/300	5	6 ?
16th	+5	1d8	2	150/300	5	6 Ability Score Improvement
17th	+6	1d10	2	150/300	6	7 Specialization feature
18th	+6	1d10	2	200/400	6	7 Ability Score Improvement
19th	+6	1d10	2	200/400	6	7 Specialization feature
20th	+6	1d10	2	200/400	7	8 ?

IMBALANCE

At 6th level, you learn to use your control over the earth to throw your opponents off-balance. Once per short rest, when an enemy in your range attempts to make an attack against you, you can try to move the earth beneath their feet 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.

BURROW

At 7th level, ... (tunneling)

SEISMIC SENSE

Beginning at 8th level, you are so tuned in to the earth that you can sense vibrations with your feet with such detail that you have blind sense within 100 feet. This range increases with level according to the first value in the Range column of the class table. Enemies also have disadvantage when trying to surprise you.

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

???

At 9th level, ...

EARTH BENDING SPECIALIZATION

At 10th level, you specialize in one of the following types of earthbending: earth, metalbending, or lavabending. Your abilities are described in the specialization section at the end of this class description.

EARTH ELEVATOR

At 11th 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).

???

At 14th level, ... (something like Diamond soul)

???

At 15th level, ...

CAPSTONE EARTH ABILITY

At 20th level, ...

EARTHBENDING FORMS

(Mostly defense stuff.)

EARTHWAVE.

LAUNCH

TENT.

EARTHBENDER

SPECIALIZATIONS

ADVANCED EARTHBENDING

???

Beginning when you choose this specialization at 10th level, ...

???

Seismic sense

Beginning at 13th level, ...

EARTH DIVE

At 17th level, you can dive into and out of earth as though it were liquid. While underground, you cannot breathe and must hold your breath.

???

Beginning at 19th level, ...

METALBENDING

Prerequisite: Find a metalbending master.

METAL TOUCH

Beginning when you choose this specialization at 10th 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 13th level, ... (pull metal sheet around you)

PROJECTILE BENDING

At 17th level, you learn to bend metal without touching it. You can bend small pieces of metal (no more than 1/4 your carrying capacity) within your range.

???

At 19th level, ...

LAVABENDING

MELTING EARTH

Beginning when you choose this specialization at 10th 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).

VOLCANIC ROCK

Beginning at 13th 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 17th 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 19th level, ...



FIREBENDER

For a long time, disciplines of firebending were taught to be fueled by hatred, as opposed to the original source. As 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.

A notable feature of special firebenders is the ability to create a hotter, blue fire.

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: Simple armor

Weapons: Simple weapons, shortswords, scimitars

Tools: Pai Sho and 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:

- (a) a dungeoneer's pack or (b) an explorer's pack
- 10 darts
- 2 shortswords

BENDING

At 1st level, you realize that you have an innate ability to produce fire with your hands. You can create small amounts of fire no more than _____. If you use this ability to hit another creature, you deal 1d4 fire damage + your Charisma modifier. When you make such an attack, you can use your bonus action to make a second fire attack. Your range is 30 ft. Your range and damage increase with your level: see the "Range" and "Bending" columns of the Firebender Table.

As a firebender, you use your Charisma modifier for attacks:

Attack Bonus = proficiency + Charisma modifier

Damage Bonus = Charisma modifier

FIREBENDING FORMS

At 2nd 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.

DEFUSION

Starting at 3rd level, you can use your reaction to defuse an attack when you are hit by a basic ranged fire attack (not one that is the result of a firebending form, and not specialized firebending such as lightning or combustion). When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your firebender level.

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

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.

HANDS-FREE BENDING

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.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level and four when you reach 15th level.

FIRE-STEPPING

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.

???

Beginning at 7th level, ...

THE FIREBENDER

Level	Proficiency Bonus	Bending	Range	Forms Known	Mana per Attack	Features
1st	+2	1d4	30/60	–	–	Firebending
2nd	+2	1d4	30/60	1	2	Firebending Forms
3rd	+2	1d4	30/60	1	2	Defusion
4th	+2	1d4	30/60	1	2	Ability Score Improvement, Hands-free bending
5th	+3	1d6	60/120	2	3	Extra Attack
6th	+3	1d6	60/120	2	3	Fire-stepping
7th	+3	1d6	60/120	2	3	?
8th	+3	1d6	60/120	3	4	Ability Score Improvement, ?
9th	+4	1d6	60/120	3	4	? (utility)
10th	+4	1d6	100/200	3	4	Firebending specialization
11th	+4	1d8	100/200	4	5	Extra Attack (2)
12th	+4	1d8	100/200	4	5	Ability Score Improvement
13th	+5	1d8	100/200	4	5	Specialization feature
14th	+5	1d8	150/300	5	6	?
15th	+5	1d8	150/300	5	6	Extra Attack (3)
16th	+5	1d8	150/300	5	6	Ability Score Improvement
17th	+6	1d10	150/300	6	7	Specialization feature
18th	+6	1d10	200/400	6	7	Ability Score Improvement
19th	+6	1d10	200/400	6	7	Specialization feature
20th	+6	1d10	200/400	7	8	Dragonfire

???

At 8th level, ...

???

At 9th level, ... (something utility-based)

FIREBENDING SPECIALIZATION

At 10th level, you specialize in one of the following types of firebending: fire, lightning, energy reading, or combustionbending. Your abilities are described in the specialization section at the end of this class description.

???

At 14th level, ... (something like diamond soul?)

DRAGONFIRE

(Colorful, more powerful and stuff. Maybe looking at it makes people inspired or heals them or gives them advantage or something. Increase bending damage to 1d12?)

FIREBENDING FORMS

(Mostly offense stuff.)

FIREPUNCH

FIREKICK

FIRE DAGGERS

FIRESWEEP

FIREWALL

Cost: 5 mana

You prevent attackers from getting onto your Local Area Network.

FIREBENDER

SPECIALIZATIONS

ADVANCED FIREBENDING

???

Beginning when you choose this specialization at 10th level, ...

???

At 13th level, ...

FIRE AUGMENTATION

At 17th level, you are able to alter the quality of outside sources of fire. On your turn, you can spend your action putting out fires within your range (excluding fire being produced by another firebender). You can also ...

HEAT CONTROL

At 19th level, you learn to control not only fire, but the heat housed by matter in general. By touching it, 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 exmaple, heat rock into lava.)

COOLING TIME

Material	Minutes
Metal	1d8
Lava mass	1d6

LIGHTNING

CREATE LIGHTNING

Beginning when you choose this specialization at 10th level, you can generate lightning. everybody

(Based on *Lightning Bolt* spell)

LIGHTNING REDIRECTION only adv fire

At 13th 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 6d10 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

???

At 17th level, ...

???

At 19th level, ...

ENERGY READING

CHI PATHS

Beginning when you choose this specialization at 10th 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 13th level, ...

???

At 17th level, ...

MINOR ENERGYBENDING

At 19th 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)

COMBUSTIONBENDING

You can blow stuff up with your mind!

Level ideas: silent, multiple simultaneous projectiles, increasing power/range/radius of blast.

???

Beginning when you choose this specialization at 10th level, ...

???

At 13th level, ...

extended fire range, firebending without hands/movement, initiative bonus

???

At 17th level, ...

???

At 19th level, ...



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 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: Wisdom, 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 dungeoneer'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.

BENDING

At 1st level, you realize that you have an innate ability to manipulate the air around you. You can create bursts of air with a range of 30 feet. If you use this ability to hit another creature, you deal 1d4 force damage + your Wisdom modifier.

Your range and damage increase with your level: see the "Range" and "Bending" columns of the Airbender Table.

As an airbender, you use your Wisdom modifier for attacks:

Attack Bonus = proficiency + Wisdom modifier

Damage Bonus = Wisdom modifier

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 bender levels, as shown in the class table.

AIRBENDING FORMS

At 2nd 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.

DEFUSION

Starting at 3rd level, you can use your reaction to defuse an attack when you are hit by a basic ranged air attack (not one that is the result of an airbending form). When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + 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.

SLOW FALL

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.

BE THE LEAF

At 5th level, you are tuned in to the air around you, you begin to move like a leaf in the wind, allowing you to evade attacks more easily. Once per short rest, you may impose disadvantage on an attack against you as a reaction.

EVASION

At 5th 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.

THE AIRBENDER

Level	Proficiency Bonus	Unarmored Movement	Bending	Range	Forms Known	Mana per Attack	Features
1st	+2	-	1d4	30/60	–	–	Unarmored Defense, Airbending
2nd	+2	+10 ft.	1d4	30/60	1	2	Unarmored Movement, Airbending Forms
3rd	+2	+10 ft.	1d4	30/60	1	2	Defusion
4th	+2	+10 ft.	1d4	30/60	1	2	Ability Score Improvement, Slow Fall
5th	+3	+15 ft.	1d4	60/120	2	3	Be the Leaf, Evasion
6th	+3	+15 ft.	1d4	60/120	2	3	Cloudbending
7th	+3	+15 ft.	1d6	60/120	2	3	Greater Defusion
8th	+3	+15 ft.	1d6	60/120	3	4	Ability Score Improvement, Wind Reader
9th	+4	+15 ft.	1d6	60/120	3	4	Improved Unarmored Movement <small>glider, gusting</small>
10th	+4	+20 ft.	1d6	100/200	3	4	Airbending specialization
11th	+4	+20 ft.	1d6	100/200	4	5	Tranquility
12th	+4	+20 ft.	1d6	100/200	4	5	Ability Score Improvement
13th	+5	+20 ft.	1d8	100/200	4	5	Specialization feature
14th	+5	+25 ft.	1d8	150/300	5	6	Diamond Soul (but renamed)
15th	+5	+25 ft.	1d8	150/300	5	6	Empty Body
16th	+5	+25 ft.	1d8	150/300	5	6	Ability Score Improvement
17th	+6	+25 ft.	1d8	150/300	6	7	Specialization feature
18th	+5	+30 ft.	1d8	200/400	6	7	Ability Score Improvement
19th	+5	+30 ft.	1d8	200/400	6	7	Specialization feature
20th	+5	+30 ft.	1d8	200/400	7	8	Detachment

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.

GREATER DEFUSION

Beginning at 7th level, you are able to deflect basic ranged attacks of any element (attacks that are not the result of a bending form).

WIND READER

At 8th level, you are aware of every motion in the air surrounding you. Every turn, you may take the Dodge action as a bonus action.

IMPROVED UNARMORED MOVEMENT

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

AIRBENDING SPECIALIZATION

At 10th 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.

TRANQUILITY

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 a *sanctuary* spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 8 + your Wisdom modifier + your proficiency bonus.

DIAMOND SOUL (BUT RENAME IT)

Beginning at 14th 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 15th 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.

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 as if you were walking. Your flying speed is 60.

AIRBENDING FORMS

(Mostly defense/utility)

AIR PUNCH

Cost: 2 mana

AIR SWIPE

AIR SCOOTER

AIRBLADE

TORNADO

Cost: 5 mana

CHOKE

Cost: 5 mana

AIRBENDING SPECIALIZATIONS

ADVANCED AIRBENDING

???

Beginning when you choose this specialization at 10th level, ...

???

At 13th level, ...

???

At 17th level, ...

???

At 19th level, ...

SPIRITUALITY

SPIRIT WORLD

Beginning when you choose this specialization at 10th level, you can spend 1 minute meditating to enter the spiritworld.

???

At 13th level, ...

???

At 17th level, ...

SPIRITUAL PROJECTION

At 19th level, you can spend 1 minute meditating to project your spirit into the *material* world. 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 10th level, ...

???

At 13th level, ...

???

At 17th level, ...

???

At 19th level, ...



EQUIPMENT & SPECIAL ITEMS

EQUIPMENT

Name	Cost	Damage	Weight	Properties
Fan (closed)	5 gp	bludgeoning	1 lb. each	Finesse, light
Fan (open)	5 gp	slashing	1 lb. each	Finesse, light, special
Shortsword	10 gp	piercing	2 lb.	Finesse, light
Scimitar				
Glider	5 gp	bludgeoning	2 lb.	Versatile, special

BRACERS

uncommon
+1 to AC

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 spend an action to use it to do an air swipe.

When the glider is open, you can use it to fly. Your flying speed is 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.

You can also spin it to defuse a fire attack.

PAI SHO BOARD

SPECIAL WHITE LOTUS TILE

Get room and board at any friendly house

SPACE SWORD

Longsword, special.

SPIRIT WATER

Hella healing potion

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.

FEATS

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

TWO-WEAPON FIGHTING STYLE

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. *(This is identical to the 5e feat.)*

FORTUNETELLER

TEAMAKER

BACKGROUNDS

WHITE LOTUS

OTHER CLASSES

CHI BLOCKER

When you take this feat, you learn to interfere with the flow of chi in an opponent's body. A maximum of three times per short 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.

Modified Monk

KYOSHI WARRIOR

Modified Fighter, uses fans

SWORDMASTER

Modified Fighter, similar to Sokka's training

APPENDIX

NOTES ABOUT USING THE BENDER CLASS

- 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.

CREDITS

- Made with The Homebrewery.
- [Avatar Wiki](#) quoted and used for reference.
- Thank you to Jamie Mayson and Adam Groth for feedback and ideas.