

BENDER

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.

QUICK BUILD

You can make a bender quickly by following these suggestions. First, choose a subclass (an element) and pick your scores as described below. Second, choose the Hermit background.

WATER

Make Intelligence your highest score, followed by Dexterity.

EARTH

Make Strength your highest score, followed by Charisma.

FIRE

Make Charisma your highest score, followed by Constitution.

AIR

Make Wisdom your highest score, followed by Dexterity.

CLASS FEATURES

As a bender, 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, shortswords, fans

Tools: Pai Sho and one type of artisan's tools or one musical instrument.

Saving Throws: Strength, Dexterity (*subject to change*)

Skills: Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth (*subject to change*)

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
- Waterbenders start with a pouch of water; Earthbenders with 2 fans; Firebenders with a shortsword; and Airbenders with a glider.

UNARMORED DEFENSE

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your subclass's two primary modifiers (see Quick Build).

THE BENDER

Level	Proficiency Bonus	Bending	Range	Unarmored Movement	Features
1st	+2	1d4	30/60	–	Unarmored Defense, Martial Arts, Bending
2nd	+2	1d4	30/60	+10 ft.	Unarmored Movement, Deflection
3rd	+2	1d4	30/60	+10 ft.	Element Feature
4th	+2	1d4	30/60	+10 ft.	Ability Score Improvement
5th	+3	1d6	60/120	+15 ft.	Extra Attack
6th	+3	1d6	60/120	+15 ft.	Element Feature
7th	+3	1d6	60/120	+15 ft.	Greater Deflection
8th	+3	1d6	60/120	+15 ft.	Ability Score Improvement
9th	+4	1d6	60/120	+15 ft.	Bending Feature (?)
10th	+4	1d6	100/200	+20 ft.	?
11th	+4	1d8	100/200	+20 ft.	Element Feature
12th	+4	1d8	100/200	+20 ft.	Ability Score Improvement
13th	+5	1d8	100/200	+20 ft.	? (utility, same for all subclasses)
14th	+5	1d8	150/300	+25 ft.	Diamond soul (replace this)
15th	+5	1d8	150/300	+25 ft.	?
16th	+5	1d8	150/300	+25 ft.	Ability Score Improvement
17th	+6	1d10	150/300	+25 ft.	Element Feature
18th	+5	1d10	200/400	+30 ft.	Ability Score Improvement
19th	+5	1d10	200/400	+30 ft.	Element Feature
20th	+5	1d10	200/400	+30 ft.	Energybending

MARTIAL ARTS

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and bender weapons (see Equipment above).

You gain the following benefits while you are unarmed or wielding only bender weapons and you aren't wearing armor or wielding a shield:

- You can use the physical of your subclass's primary modifiers (Dexterity for water, Strength for earth, etc.) instead of Strength for the attack and damage rolls of your unarmed strikes and bender weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or bender weapon. This die changes as you gain levels and is the same as the bending die (shown in the Bending column of the bender table).
- When you use the Attack action with an unarmed strike, bender weapon, or bending attack on your turn, you can make one unarmed strike as a bonus action.

BENDING

At 1st level, your connection to chi and practice of bending gives you mastery of combat styles that use the elements or bender weapons (if you have them, they are explicitly stated in your subclass). Choose an element to determine your bender subclass.

You gain the following benefits while you are unarmed or wielding only bender weapons and you aren't wearing armor or wielding a shield:

- You can manipulate matter of your element within your range (before the slash). This range also applies to your ranged bending attacks. It changes as you gain levels, as shown in the Range column of the Bender table.
- You roll a d4 as the damage of your bender weapon. This die also changes as you gain bender levels, as shown in the Bending column of the Bender table.
- You can use your primary bending attack modifier for the attack and damage rolls of your unarmed strikes and bender weapons. Details for each element are found in the corresponding section.

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.

DEFLECTION

Starting at 3rd level, you can use your reaction to defuse an attack when you are hit by a ranged attack *of your own element* (note this excludes lightning for firebenders). When you do so, the damage you take from the attack is reduced by 1d10 + your physical subclass modifier + your bender level.

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

Waterbenders can choose to instead make a ranged attack by redirecting the element 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.

EXTRA ATTACK

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

GREATER DEFLECTION

Beginning at 7th level, you are able to deflect ranged attacks of any element. Waterbenders can redirect earth attacks, where reasonable, in addition to water.

SOMETHING FOR 10TH LEVEL

SOMETHING FOR 13TH LEVEL

SOMETHING FOR 14TH LEVEL

SOMETHING FOR 15TH LEVEL

ENERGYBENDING

At 20th level, you gain energybending. It is a highly dangerous technique; if one's own energy is impure and therefore bendable, the practitioner will be consequently destroyed. Energybending allows the user to remove other people's bending abilities; restore them after a bender had their abilities blocked by bloodbending; and use the art to create a spiritual projection.

(Needs more description of mechanics; high stakes if you fail a wisdom saving throw or something.)

ELEMENTS

WATER

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.

BENDING

Starting when you choose this tradition at 1st level, you can move small volumes of *liquid* water at will (no more than a 1-foot-diameter sphere; this increases according to the Waterbending volume table). You must draw it from a source of water within 30 feet (this range increases with your level; see the "Range" column of the Bender Table). As a waterbender, you use your Intelligence modifier for attacks:

Attack Bonus = proficiency + Intelligence modifier

Damage Bonus = Intelligence modifier

Your attacks can include, but are not limited to, water slashes, whips, and darts.

WATER IN ALL ITS STATES

At 3rd level, you can manipulate water more nimbly by changing its state. Your water source no longer needs to be liquid – you can bend snow, ice, or steam as well.

HEALING

At 6th level, you gain the ability to heal yourself and others. As an action...

WATER IS EVERYWHERE

Beginning at 11th 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.

COOL STUFF

At 17th level, you gain some of the rarest abilities utilizing the element of water. Choose one of the following abilities:

GREATER HEALING

(more powerful than Healing)

BLOODBENDING

You learn to control the water inside others' bodies. During the full moon, you are able to control the movements of one or more creatures at a time, provided they are within your range.

SOMETHING COOL???



WATERBENDING VOLUME

Level	Diameter of sphere
1	1 ft.
2	1 ft.
3	1 ft.
4	2 ft.
6	2 ft.
7	2 ft.
8	3 ft.
9	3 ft.
10	3 ft.
11	3 ft.
12	3 ft.
13	3 ft.
14	3 ft.
15	4 ft.
16	4 ft.
17	4 ft.
18	4 ft.
19	4 ft.
20	4 ft.



EARTH

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.

BENDING

Starting when you choose this tradition at 1st level, 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 (this range increases with your level; see the "Range" column of the Bender Table). As an earthbender, you use your Strength modifier for attacks:

Attack Bonus = proficiency + Strength modifier

Damage Bonus = Strength modifier

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.

ADVANCED BENDING

At 3rd level, your control increases. You are now able to compact or expand earth of the volume and range that you can bend.

SOMETHING ??

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SEISMIC SENSE

Beginning at 11th level, you can sense vibrations in the earth 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.

COOL STUFF

At 17th level, you gain some of the rarest abilities utilizing the element of earth. Choose one of the following paths:

METALBENDING

Metal

LAVABENDING

Lava

SOMETHING COOL???

EARTHBENDING VOLUME

Level	Proportion of carrying capacity
1	1/4
2	1/4
3	1/4
4	1/2
6	1/2
7	1/2
8	1
9	1
10	1
11	1
12	1
13	1
14	1
15	2
16	2
17	2
18	2
19	2
20	2



FIRE

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.

BENDING

Starting when you choose this tradition at 1st level, you can create fire with your hands. Your range is 30 feet (this increases with your level; see the "Range" column of the Bender Table). As a firebender, you use your Charisma modifier for attacks:

Attack Bonus = proficiency + Charisma modifier

Damage Bonus = Charisma modifier

Your attacks can include moves such as a firepunch.

FINE-GRAINED CONTROL

At 3rd level, you gain more fine-grained control over fire. You learn to produce fire from your feet in addition to your hands.

FIRE-STEPPING

At 6th level, you can use flame jets to propel yourself through the air during your turn; you must end your turn on the ground.

LIGHTNING

Beginning at 11th level, you can generate and redirect lightning. (Based on *Lightning Bolt* spell.)

If 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

ENERGY READING

Alternative to lightning? More healing flavor. You are able to sense chi paths and interpret spiritual energy.

FIRE AUGMENTATION

You can change fire from sources outside your body, putting out others' fires or drawing fire from other flames. This means you are also able to manipulate the form of fire to a greater degree, creating fire comets, missiles, pinwheels, pressurized streams, and fire walls.

COOL STUFF

Starting at 17th level, you gain some of the rarest abilities harnessing the power of fire. Choose one of the following:

COMBUSTIONBENDING

You can blow stuff up with your mind!

HEAT CONTROL

SOMETHING COOL???



AIR

It 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.

BENDING

Starting when you choose this tradition at 1st level, you can bend the air around you. Your range is 30 feet (this increases with your level; see the "Range" column of the Bender Table). As an airbender, you use your Wisdom modifier for attacks:

Attack Bonus = proficiency + Wisdom modifier

Damage Bonus = Wisdom modifier

Your attacks can include moves such as an air punch or swipe.

SLOW FALL

Beginning at 3rd 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 6th 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 as a reaction.

EVASION

At 6th 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.

TRANQUILITY

Beginning at 6th 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.

IMPROVED UNARMORED MOVEMENT

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

SPIRITWORLD

Beginning at 11th level, you can spend 1 minute meditating to enter the spiritworld.

COOL STUFF

At 17th level, you gain some of the rarest airbender abilities. Choose one of the following:

LEVITATION

"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.

SPIRITUAL PROJECTION

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.

SOMETHING COOL???



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
Glider	5 gp	bludgeoning	2 lb.	Versatile, special

WATER POUCH

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.

SPACE SWORD

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.

BRACERS

uncommon
+1 to AC

PAI SHO BOARD

SPECIAL WHITE LOTUS TILE

Get room and board at any friendly house

SPIRIT WATER

Hella healing potion

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.

CHI BLOCKING

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.

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.