

BENDER CAMPAIGN SETTING

Quater – 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...

CLASSES

- The four types of Benders (Water, Earth, Fire, Air)
- Modified Monk (with Chi Blocker monastic tradition)
- Rogue
- Modified Fighter (with Kyoshi Warrior and Swordmaster subclasses)

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.

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.

PLANES OF EXISTENCE

MATERIAL

SPIRIT WORLD

There's spirits there.

CELESTIAL TRACKING VARIANT

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

NONLETHAL DAMAGE

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

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

EQUIPMENT & SPECIAL ITEMS

EQUIPMENT

Name	Cost	Damage	Weight	Properties
Boomerang	1sp	1d6 bludgeoning	1/2 lb	Finesse, special, thrown (range 30/120)
Dart	5 cp	1d4 piercing	1/4 lb	Finesse, thrown (range 20/60)
Fan (closed)	5 gp	1d4 bludgeoning	1 lb.	Finesse, light
Fan (open)	5 gp	1d4 slashing	1 lb.	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

BOOMERANG

It always comes back :')

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 a bonus action to fly. Flying requires airbending, so only airbenders will be able to use a glider to fly. You must use 5 feet of ground movement to take off, at which point you gain a flying speed of 60 feet.

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.

GUANMAO HAT

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

HOOKED SWORDS

On a hit, you can make an opposed Dexterity check against the target's Strength. On a success, the target is disarmed and its weapon clatters to the ground in the nearest empty space (your choice if there are multiple options). If the target is wielding more than one weapon, only one of them falls to the ground.

SPIRIT WATER

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

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.

D&D 5E FEATS

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

FORTUNETELLER

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

TEAMAKER

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

GUNPOWDER AMATEUR

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

BACKGROUNDS

Some backgrounds are nation-specific. Backgrounds that can only be taken by Benders (of the corresponding element) are marked with an asterisk.

ALL CLASSES

These backgrounds can be taken by any class.

REGULAR D&D 5E BACKGROUNDS

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

WHITE LOTUS MEMBER

Source: Sword Coast Adventurer's Guide "Faction Agent"

You are a member of the secret Order of the White Lotus.

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

FEATURE:

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SUGGESTED CHARACTERISTICS

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CLOISTERED SCHOLAR

Source: Sword Coast Adventurer's Guide

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

Skill Proficiencies:

Tool Proficiencies: One type of musical instrument, ?

Equipment:

FEATURE:

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SUGGESTED CHARACTERISTICS

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FISHER

Source: Ghosts of Saltmarsh

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Skill Proficiencies:

Tool Proficiencies:

Equipment:

FEATURE:

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SUGGESTED CHARACTERISTICS

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MARINE

Source: Ghosts of Saltmarsh

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Skill Proficiencies:

Tool Proficiencies:

Equipment:

FEATURE:

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SUGGESTED CHARACTERISTICS

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SHIPWRIGHT

Source: Ghosts of Saltmarsh

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Skill Proficiencies:

Tool Proficiencies:

Other Proficiencies: Swim speed 30 feet

Equipment:

FEATURE:

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SUGGESTED CHARACTERISTICS

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WATER

SOUTHERN/NORTHERN WATER TRIBE

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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.

SUGGESTED CHARACTERISTICS

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EARTH

*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:

Other Proficiencies: Sand is not difficult terrain for you.

Equipment:

FEATURE: SANDBENDING

The following earthbending forms are available to you in addition to the forms listed in the Earthbender class description. In addition, when you reach 6th level, you learn to bend glass in addition to the other earth-based materials described in "Expansion and Compaction".

EARTH TO SAND

Cost: 1 chi

You turn a 30-foot square area of earth in your bending range into sand. This area becomes difficult terrain.

SAND SPOUT

Cost: X chi

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SANDSTORM

Cost: 4 chi

You raise the sand around you and launch it into the air, creating a sandstorm that fills a cylinder centered on you with radius and height equal to your bending range. Creatures in the area are blinded and must make a DC 10 Constitution saving throw. On a failure, the sand enters their lungs and they suffer 1 level of exhaustion (to a maximum of level 1).

The sandstorm lasts until the start of your next turn.

SUGGESTED CHARACTERISTICS

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FIRE

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Skill Proficiencies:

Tool Proficiencies:

Equipment:

FEATURE:

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SUGGESTED CHARACTERISTICS

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AIR

AIR NOMAD

[Based on Hermit]

Skill Proficiencies:

Tool Proficiencies:

Equipment:

FEATURE:

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SUGGESTED CHARACTERISTICS

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APPENDIX

USING THE BENDER SETTING

This class is meant to be played in a world in which the only race is Human and in which the typical arcane magic is replaced with spirit magic. As such, it was not meant to be played in combination with any magical D&D classes.

If you want to include this class in a regular D&D 5e campaign, at 6th level bending attacks count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

A custom character sheet that reflects the modifications made to regular 5e abilities, skills, etc. can be found [here](#).

CREDITS

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