

WATERBENDER

Water is the element of change, and just like their namesake, 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.

CHI

Benders make careful study of a magical energy called chi that flows through living bodies. Waterbenders harness this power within themselves to exert their will over water.

COMMUNITY AND TRAINING

Tribes and stuff. What it means to leave.

CREATING A WATERBENDER

As you make your waterbender character, think about...

- The culture of your tribe. Did you grow up in the small Southern Water Tribe? The larger, better-equipped Northern Water Tribe? In the swamp? Or somewhere else entirely? This background will likely influence your bending style and your preferred state of water to bend.
- How you began training in waterbending. Were your parents waterbenders? Your siblings? When did you first learn of your abilities? Who became your bending master?
- Why did you leave your home?

Waterbenders tend towards a Lawful alignment because of their strong sense of community.

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: Your choice of 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

SEEING UNDERWATER

You can see underwater just as well as above water. Areas above water viewed from underwater are considered lightly obscured.

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 by spending 1 chi of your Attack action to cause the effects of the *Shape Water* cantrip (excluding changing the water's color or opacity). (See "Bending Attack" for a description of the role chi points play in attacks and the rules for bending attacks.) 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 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.

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	1	Stance, Waterbending Forms
3rd	+2	1d6	5 ft.	30/60	2	2	Redirection
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, Versatile Reaction
7th	+3	1d8	10 ft.	60/120	4	3	Specialization feature
8th	+3	1d8	15 ft.	60/120	4	3	Ability Score Improvement
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	Specialization feature
12th	+4	1d10	15 ft.	100/200	6	4	Ability Score Improvement
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	?
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	?

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 = [Int OR Dex modifier] + proficiency bonus

Damage Bonus = [Int OR Dex modifier]

Bending DC = 8 + [Int OR Dex mod] + proficiency bonus

The attack bonus is hereafter referred to as your waterbending modifier. Unless otherwise specified, anytime a target is required to make a saving throw, it makes it against your bending DC.

STANCE

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

WATER RING

In combat, you surround yourself with a ring of water which you can use as your source of bending. While surrounded by this ring, once per turn you can reduce the cost of a bending form by one chi.

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. After 1 minute, the ring disappears, and you must spend another chi to create it once again.

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

Starting 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. 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.

REDIRECTION

At 3rd 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.

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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

WATER IN ALL ITS STATES

At 4th level, you learn to manipulate water more nimbly, creating more intricate shapes. Your water source no longer needs to be liquid: you can bend 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 swampbending. 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.

VERSATILE REACTION

At 6th level, you react quickly and strategically when you are hit by a melee attack. By spending 1 chi point (from your upcoming turn), you can use your reaction to do one of the following:

FREEZE

You encase your attacker's hands in ice. At the beginning of each of their turns, they can make a Strength saving throw against your bending DC. On a success, the ice breaks. On a failure, their hands remain encased in ice. While their hands are frozen, they have disadvantage on attacks and ability checks that rely on the use of their hands.

PULL

You take this opportunity to wrap a tendril of water around your attacker. An attacker at most one size larger is moved 10 feet into an unoccupied space of your choice. They also make a Dexterity saving throw and are knocked prone on a failure.

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]

?

Beginning at 15th level, ... [movement or reaction upgrade]

?

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

WATERBENDING

SPECIALIZATIONS

ADVANCED WATERBENDING

ADVANCED FORMS

Beginning when you choose this specialization at 5th level, you gain access to an extended form list. From now on, you can choose forms to learn from the "Advanced Forms" list in addition to the regular list. Both can be found at the end of this class description.

You also automatically know the form *Water is Everywhere* and it does not count against the "Forms Known" limit in the class table.

MIST-STEPPING

At 7th level, you are able to use your control over water and ice to move through the air. By quickly freezing tiny pillars of ice beneath your feet, you gain a flying speed equal to your walking speed.

?

At 11th level, ...

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. By spending 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.

You can use this ability a number of times equal to your bending modifier. You regain all expended uses after a long rest.

GREATER HEALING

At 7th 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.

TRUE HEALING

At 11th 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 spend an action to heal a creature instantaneously by touching it.

You can also use this ability to reduce the target's exhaustion level by one, end any reduction to one of the target's ability scores, or end one effect reducing the target's hit point maximum.

NEW BEGINNINGS

At 17th level, you learn to heal even the oldest and deepest wounds. You can use your healing to cause the effects of the *Regenerate* spell.

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. You can use your action to attempt to stop one creature at a time in its tracks, provided it is within your range. You can use this ability a number of times equal to your bending modifier per long rest.

PHASES OF THE MOON

If you are using the *Celestial Tracking* variant of the Bender expansion (see Part 1), your DM will keep track of the current position of the celestial bodies, including the phases of the moon.

If you are not using the variant, roll a 1d8 when you wish to use your bloodbending abilities to determine the phase of the moon. An 8 indicates a full moon, whereas rolls of 1-7 correspond to the other phases and lead to diminished bloodbending powers.

The creature makes a Charisma saving throw against your bending DC. If the moon is full (see the "Phases of the Moon" inset to learn how to determine the phase of the moon), the creature becomes Paralyzed on a failure and Restrained on a success. If the moon is not full, the creature becomes Restrained on a failure and nothing happens on a success.

The condition of the creature persists while you maintain concentration. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the condition (Paralyzed or Restrained) ends and the creature is immune to your bloodbending until it has taken a long rest.

BLOODBENDING

At 7th level, your power grows. During the full moon, you can use your action to attempt to control the movements of a creature instead of only Paralyzing it. You can use this ability a number of times equal to your bending modifier per long rest.

The creature makes a Saving Throw as before. During a full moon, a failure leads it to become 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. On a success, the creature becomes Paralyzed, but you have no control over its movements.

If the moon is not full, on a failure you can only force the target to use half its movement and take one Action at disadvantage (that is, attacks and ability checks you force it to take are made at disadvantage). You cannot make the creature use its Reaction. With a successful saving throw, the target is only Paralyzed and you have no further control over its actions.

These effects persist while you maintain concentration. At the end of each of its turns, the target can make another Charisma saving throw. On a success, your control ends and the creature is immune to your bloodbending until it has taken a long rest.

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 11th level, your bloodbending control increases.... (todo)

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 or Incapacitated, 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 5th level, you learn to control the water in plants. You can move one stem of a plant (one continuous tube) as you choose. The stem's physical modifiers are equal to your bending modifier.

GREATER PLANTBENDING

At 7th 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 5); at each level, you can control a number of stems equal to half your swampbender level (minimum of 2).

PLANT ARMOR

At 11th level, you can summon plants to create a sort of biological armor. You spend one action gathering enough plants to surround you, increasing your AC to 18. The vines also transform you into a Large creature.

SPIRIT VINES

At 17th 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 ten minutes meditating while touching a plant. You essentially cast the spell *Scrying*, allowing you to see the events currently unfolding in another place of your choosing anywhere else in the material world, provided it has some plant cover.

You can also choose to use this ability to gain the benefits of the spell *Commune with Nature* instead.

WATERBENDING FORMS

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 a level 4 waterbender.

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 is determined by the amount of water you 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 spend 2 chi to make an attack with this weapon.

WATER WALL

Cost: 1+ 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.

WATER BLADE

Cost: 2 chi

You make a waterbending attack, channeling your inner chi to rapidly shape water into a sharp point or edge for a split second when you make contact with the target. On a hit, 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 bending DC to break free.

WATER JET

Cost: 2 chi

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

The damage increases by an additional die for each extra chi you spend.

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 10-foot diameter 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.

For each additional chi you spend, the sphere's diameter increases by 5 feet.

FISTS OF ICE

Cost: 2 chi

You cover your fists with a layer of ice. For the next minute, you 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]

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

You create a protective dome (half-sphere) of water around you. Its radius is equal to your normal bending range. The dome lasts 24 hours unless you dismiss it as a free action.

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

todo

RAZOR RINGS

Cost: 4 chi

todo

ICE STORM

Cost: 5 chi

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

ADVANCED FORMS

Only Waterbenders of the Advanced Waterbending specialization have access to these forms.

WATER IS EVERYWHERE*

Cost: –

You learn to draw water from your environment. From now on, you don't need a water source within 30 feet – instead, you can spend 6 seconds (1 round of combat) concentrating to draw water from plants within 30 feet of you. If you are not in an arid environment, you can spend 1 minute drawing water from the air. In both cases, you are able to obtain a water sphere 1 foot in diameter.

MAELSTROM

Cost: X chi

MIST-STEPPING

Cost: X chi

ICE PRISON

Cost: X chi

DROWNING

Cost: 6 chi

See [here](#).

ICE DOME

ICE DRILL

ICE LADDER?

ICE RAMP

ICE TUNNELING

WATER BALL

WATER DRILL

