Firebender

Fire is the element of power. Firebenders must be able to maintain a constant source of energy and balance in battle and direct it through unflinching conviction. This energy comes from within, but is strengthened by the sun and some other natural phenomena.

Firebenders are fierce fighters, unleashing volleys of direct, successive attacks, but often lacking proper defensive measures.

Chi

Benders make careful study of a magical energy called chi that flows through living bodies. Firebenders have mastered control of the chi within themselves and are able to extend its influence beyond their body. They are remarkable among benders in that their energy takes physical form as fire, though they can also control existing flames. Firebenders learned firebending from the dragons, the original firebenders.

Community and Training

Most firebenders live in the Fire Nation, though the Earth Kingdom also harbors a significant minority of firebenders. During the Hundred Year War, firebending was twisted into a tool for oppression and powered by hatred and anger through extreme militarism. During this period, the Fire Nation became an oppressive and imperialist society, enforcing strict laws and traditions that were perpetuated through propaganda and state-approved teachings. Many people of the Fire Nation never knew a different way of life and were unaware of the horrors perpetuated by their nation in other parts of the world.

Firebenders generally only ventured outside their homeland as part of the military and were trained to use their bending for these means. After the War, the nation was reborn, with emphasis placed on fire as a bringer of life instead of estruction.

Creating a Firebender

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

- **Where you are from.** Are from the Fire Nation? One of its colonies in the Earth Kingdom? Somewhere else entirely?
- **How you began training in firebending.** Were your parents firebenders? Your siblings? When did you first learn of your abilities? Who became your bending master?
- **Why you left home.** Did the Hundred Years War call you to fight or cause you to flee? Are you helping to rebuild the rest of the world after the war? Or are you simply satisfying a yearning for adventure?

Because of the passionate nature of fire, firebenders tend towards extreme alignments and are rarely neutral.

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: Light armor, medium armor
Weapons: Simple weapons, shortswords, scimitars
Tools: Your choice of herbalism kit or one musical instrument.

Saving Throws: Charisma, Constitution
Skills: Choose two from Acrobatics, Deception, History, Insight, Intimidation, and Performance

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- An explorer's pack
- 10 darts
- 2 shortswords or 2 scimitars

Firebending

At 1st level, you realize that you have an innate ability to produce fire with your hands and feet. You can spend 1 chi of your Attack action to cause the effects of the *Produce Flame* cantrip, but you use your bending range, and the damage is determined by the "Bending" column of the Firebender table (see "Fire Jab" for a description of the role chi points play in attacks and the rules for bending attacks). Your range increases with your level according to the "Range" column of the Firebender table.

As a firebender, you have resistance to fire damage.

Fire Jab

During combat, you can channel your chi to use your bending as a rudimentary attack by hitting other creatures. Every time you take the Attack action, you draw on your inner pool of energy, or *chi*. The class table shows how much chi you have available every time you take the Attack action ("Chi per Attack"). This amount resets every round. As your bending grows more powerful and your connection to your inner chi grows, this number increases.

When you take a basic bending attack, you spend 1 point of chi and deal 1d6 fire damage. This damage increases with your firebender level and is shown in the "Bending" column of the Firebender Table. The range of your attacks is the same as your bending range ("Range" column).

As a firebender, Charisma is your primary attack ability:

Attack Bonus = Cha modifier + proficiency bonus
Damage Bonus = Cha modifier

The Firebender

Level	Proficiency Bonus	Bending	Range	Forms Known	Chi per Attack	Features
1st	+2	1d6	30/60	–	1	Firebending, Fire Jab
2nd	+2	1d6	30/60	1	1	Stance, Firebending Forms
3rd	+2	1d6	30/60	2	2	Defusion
4th	+2	1d6	30/60	2	2	Ability Score Improvement, Inner Flame
5th	+3	1d8	60/120	3	2	Firebending specialization
6th	+3	1d8	60/120	3	2	Firestep, Fire Augmentation
7th	+3	1d8	60/120	4	3	Specialization feature
8th	+3	1d8	60/120	4	3	Ability Score Improvement
9th	+4	1d8	60/120	5	3	Lightning Redirection
10th	+4	1d8	100/200	5	3	Fierce Fighter
11th	+4	1d10	100/200	6	4	Specialization feature
12th	+4	1d10	100/200	6	4	Ability Score Improvement
13th	+5	1d10	100/200	7	4	Fire Rockets
14th	+5	1d10	150/300	7	4	Psychic Bending
15th	+5	1d10	150/300	8	5	?
16th	+5	1d10	150/300	8	5	Ability Score Improvement
17th	+6	1d12	150/300	9	5	Specialization feature
18th	+6	1d12	200/400	9	5	–
19th	+6	1d12	200/400	10	6	Ability Score Improvement
20th	+6	1d12	200/400	10	6	Element of Power

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

Some of your abilities will require targets to make saving throws against your bending. The DC for these saving throws is your bending DC:

Bending DC = 8 + Cha modifier + proficiency bonus

Unless otherwise specified, anytime a target is required to make a saving throw, it makes it against your bending DC.

Bonus Attack

Firebenders are fierce fighters. Anytime you use your action to make a firebending attack (basic or with a form), you may use your bonus action to make a basic firebending attack without expending any additional chi. You do not add your damage bonus to this attack.

Stance

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

Dancing Dragon

You practice a defensive and circular type of bending, gaining a +2 to AC.

You also have the ability to redirect ranged firebending attacks instead of defusing them. Provided you have a free hand or foot, you are able to reduce the damage you take from the attack by 1d10 + your firebending modifier + your firebender level. If you reduce the damage to 0, you redirect the element to make a ranged attack against a creature of your choice as part of the same reaction. This counts as one of your defusion uses.

Agni Kai

You are skilled at duels and excel at focusing your power on one opponent. If you attack the same target as your previous attack, you gain a +2 to your attack roll.

Chaquan

You are an expert in acrobatics and agile, graceful movements. You gain proficiency in Acrobatics and +5 to your speed. If you already have proficiency, you gain expertise.

Seven Stars

You favor a style that utilizes momentary bursts of extreme power at the expense of your defense. At the beginning of your turn, you can choose to decrease your AC for the next turn by 2 to add +2 to the damage dealt by all your attacks that hit.

Firebending 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 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. 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.

Defusion

At 3rd level, you can use your reaction to defuse an attack when you are hit by a ranged non-bending attack or a basic ranged bending attack (not one that is the result of a form or specialized bending). When you do so, the damage you take from the attack is reduced by half.

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, 11th, 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.

Inner Flame

At 4th level, you gain the ability to reset your chi exhaustion die back to the maximum once per long rest.

Firebending Specialization

At 5th level, you specialize in one of the following types of firebending: advanced firebending, energy reading, or combustionbending. Your abilities are described in the specialization section at the end of this class description.

Firestep

When you reach 6th level, you can use flame jets to propel yourself through the air during your turn. Your speed when you fire-step equals your walking speed. You must end your turn on the ground.

Fire Augmentation

Also at 6th level, you gain the ability to alter outside sources of fire. On your turn, you can spend a bonus action to choose a flame you can see within your normal bending range that is not being produced by another firebender. You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction.
- You instantaneously extinguish the flames.
- You cause the flame to grow hotter and brighter, increasing the damage taken by a creature that comes into contact with it by your bending die, and doubling the area of bright and dim light cast by the flame. The change lasts for 1 hour.

Lightning Redirection

> *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

Starting at 9nd level, when you are hit by lightning or electricity (natural or created by a bender), you can use your reaction to attempt to redirect it by making a Wisdom saving throw. If you roll a 10 or higher, you successfully redirect the lightning at an unoccupied space within range, taking no damage. On a 15 or higher, you can choose to redirect the lightning anywhere within range as if you were generating it yourself. If you roll below a 10, you take double the normal damage of the attack.

Fierce Fighter

Beginning at 10th level, when you roll a 1 or 2 on a damage die for a basic firebending attack, you can reroll the damage. You must use the new roll. This ability does not apply to additional damage dice (e.g., the Colorful Flame damage) beyond the "bending" die listed in the table.

Fire Rockets

At 13th level, the power of your Firestepping increases. You gain a flying speed of 60 feet and can end your turn in the air without falling.

Psychic Bending

Beginning at 14th level, you learn to bend with minimal motion. Your use of bending becomes nearly imperceptible, and you do not suffer disadvantage on bending attacks when restrained as long as you can see your target.

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At 15th level, ... [flavor]

Element of Power

At 20th level, the power of your inner flame grows, increasing your stamina. You now have 6 chi exhaustion points at your disposal and thus you now use a 1d6 as your chi exhaustion die.

Firebending Specializations

Advanced Firebending

Colorful Flame

Beginning when you choose this specialization at 5th level, your fire begins to develop a character of its own. It takes on one of the colors below and the corresponding type of damage. At 5th level, bending attacks that are not the result of a form deal an additional 1d4 of the damage type determined by your fire's color. This includes your bonus attack.

At 11th level this damage increases to 1d6, and again to 1d8 at 17th level.

Color	Damage Type
Blue	Lightning
Red-orange	Fire
Green	Poison or acid
Yellow	Radiant
Black	Necrotic
White	Cold

Fine-grained Control

At 7th level, when using a form, you are able to control your bending to protect your friends and allies while still raining fury on your foes. Each time you make an attack, you can choose up to one creature to exclude from the attack, causing them to take no damage even if they are within its area of effect. This number increases by 1 creature every two levels you gain.

Heat Control

At 11th level, you learn to control not only fire, but any heat housed by matter. By touching an object, 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.)

This ability gives you resistance to cold damage.

Cooling Time

Material	Minutes
Metal	1d8
Lava mass	1d6

Dragonfire

For a long time, disciplines of firebending were taught to be fueled by hatred, as opposed to the original source. At 17th level, you learn of the true nature of firebending: it represents energy and life, not anger and destruction.

With this knowledge, your fire becomes an extension of your body rather than merely a tool for protection. It becomes beautiful and multi-colored, and your allies within 30 feet who can see the flames gain the benefits of the *Bless* spell.

The damage of your basic attacks also increases to 2d8.

Lightningbending

Shocking Strike

Beginning when you choose this specialization at 5th level, you learn to distinguish the yin and yang of energy, allowing you to conduct currents and amass small charges of electricity to release at will.

Once per short rest, you can use your basic firebending attack to attempt to stun a target. On a hit, instead of taking damage, the target makes a Constitution saving throw against your bending DC. On a failure, it is stunned. At the beginning of each of its turns, the target can attempt another save to recover.

Create Lightning

At 7th level, you learn to distinguish the yin and yang of energy and separate the positive from the negative energy. This creates an imbalance, and when the energies attempts to restore balance by crashing back together, you provide release and guidance, creating lightning.

You learn the *Lightning* form described in the "Forms" section at the end of this class description.

Lightning Arcs

At 11th level, your lightning attacks have the potential to arc from one target to the next. Whenever you use the *Lightning* form, any creatures within 5 feet of the initial target also become targets, any creatures within 5 feet of them become targets, and so on. Each target gets to make a Dexterity saving throw as described by the *Lightning* form.

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At 17th level, ...

Energy Reading

Chi Sensing

Beginning when you choose this specialization at 5th 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 one disease or condition (blinded, deafened, paralyzed, or poisoned) on it.

Additionally, you can sense this energy and heat emanating from creatures even from afar. As a bonus action, you can open your awareness to detect life forms around you. Until the end of your next turn, you know the location of any warm-blooded life forms within your bending range that are not behind total cover. You know the type (human or beast) of any being whose presence you sense, but not its identity.

You can use each of these features a number of times equal to your bending modifier. When you finish a Long Rest, you regain all expended uses.

Healing

At 7th level, you learn to clear blocked chi paths within creatures and redirect their energy towards wounds to speed up the healing process. By spending one minute concentrating on reading the chi paths in another person's body, you heal them by an amount of hit points equal to three times your firebender level.

You can use this ability a number of times equal to your bending modifier per long rest.

Mass Heal

At 11th level, you can use your firebending to channel your healing abilities in combat. Anytime you make an attack, you can spend 1 additional chi to cause the attack to confer healing benefits instead of damage. The attack automatically "hits" any allies and heals them by an number of hit points equal to your firebender level.

This counts as a use of your healing ability.

Minor Energybending

At 17th 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
- Give a target advantage on one skill or saving throw for the next 24 hours
- Increase one creature's hit point maximum by 10 + your firebending modifier for the next 24 hours
- Confer the benefits of a 1st level *Bless* spell on one creature for the next 24 hours

Combustionbending

Combustionbenders possess the rare ability to firebend with their minds. Instead of using movement to focus their chi, they gather chi from their stomachs – the "sea of chi" – and carefully direct this energy through the Light Chakra in the forehead. To help channel the energy, their foreheads are often marked by an intricate third-eye tattoo.

Uncanny Focus

Beginning when you choose this specialization at 5th level, you learn to channel your chi with great precision and focus, allowing you to use your bending over incredible distances. By spending 1 chi, you can use your long bending range instead of the normal range for any form or attack without incurring disadvantage. This precision and power also allows you to deal double damage on your first turn of combat.

Mind's Eye

At 7th level, you learn to firebend without moving your limbs, channeling your bending through your forehead instead. Because your bending requires no movement, you have advantage on attacks against targets you have not yet attacked in the current combat. You also gain advantage on initiative.

Combustion

At 11th level, you can cause explosions with your basic bending attack. Instead of making a firebending attack, you can choose to make a combustion attack. Pick a point within range on which to center the explosion. Targets in a 5-foot radius must make a Dexterity saving throw against your bending DC. On a failure, they take your bending damage in force damage, and on a success they take half damage.

Advanced Forms

At 17th level, you learn an additional form of your choice from the following list:

Charged Attack

Prerequisite: Combustionbending specialization
Cost: X chi

Firebreathing

Prerequisite: Combustionbending specialization
Cost: X chi
[stealthy, cone AOE]

Firebending Forms

Unless otherwise specified, anytime a target is required to make a saving throw, it makes it against your bending DC (see "Fire Jab").

Flashbang

Cost: 1 chi

You cause a bright flash, blinding a target within 5 feet of your choice. The target makes a Constitution saving throw. On a failure, it is blinded until the end of its next turn.

Flaming Armor

Cost: 2 chi

You cause flames to spring up around you. They follow you around as you move and last for 1 minute. During this time, whenever a creature hits you with a melee attack, it takes 5 fire damage.

This damage increases by 5 for each additional chi spent.

Fire Blade

Cost: 2 chi

You narrow and condense your flame projection, creating a thin blade of fire to slice at a target, dealing 1d8 slashing damage + 1d8 fire damage.

Sweeping Fire

Cost: 2 chi

You sweep your legs in an arc around you, causing fire to spread out in a 20-foot radius circle with you at the center. Each creature in the area must make a Dexterity saving throw. A target takes 4d6 fire damage on a failed save and half as much on a successful save.

The radius increases by 10 feet with each additional chi you spend.

Fire Bomb

Cost: 2 chi

You create a flame at the end of one of your limb and thrust it onto the ground in an explosive burst at a point within range. Targets in a 10-foot radius of the burst must make a Dexterity saving throw. On a failure, they take 2d6 force damage and are stunned until the beginning of their next turn. On a success, they take half damage.

The radius increases by 5 feet with each additional chi spent.

Fire Daggers

Cost: 2 chi

You create two blowtorch-like jets from your fists or fingertips to use as close range melee attacks. As part of the same motion used to create them, you can make two attacks dealing 1d4 slashing damage + 1d4 fire damage.

The daggers remain as long as you maintain concentration. You can continue to attack with them, each time spending 2 chi to make two hits. You add your damage bonus to the damage of both attacks.

Despite their slashing capabilities, these daggers lack the ability to block physical objects.

Shield of Fire

Cost: 2 chi

When you take this form, gain the ability to use your reaction to raise your AC by 2. When you use this reaction, you spend 2 chi of your next Attack action.

If the shield causes the attack to miss, the shield disintegrates; otherwise, it remains for a maximum of 1 minute.

Lashing Flames

Cost: 2 chi

You shape your flame into a lashing tendril and swipe at a target within range, dealing 1d10 bludgeoning damage.

For each additional chi point you spend, you create and attack with another fire lash, dealing an additional die of damage.

Projectiles

Cost: 2 chi

You create and launch 4 miniature fireballs at any combination of targets within your long range (the second number in the "Range" column). These attacks are made without disadvantage. Each fireball deals 1d4 fire damage.

You gain an additional fireball for each extra chi you spend.

Fire Stream

Cost: 2 chi

You shoot a continuous stream of fire from their fingertips, fists, palms, or legs, forming a line 5 feet wide and as long as your bending range. Each creature in the line must make a Dexterity saving throw. A creature takes 4d6 fire damage on a failed save, or half as much damage on a successful one.

The stream widens by 5 feet for each additional chi you spend.

Lightning

Prerequisite: Lightningbending, 7th level

Cost: 3 chi

You cast the *Lightning Bolt* spell with a range equal to your normal bending range.

Wall of Flames

Cost: 4 chi

You cast the *Wall of Fire* spell with a range equal to your normal bending range.

Heat Wave

Cost: 6 chi

You cause the ambient temperature to raise to an uncomfortable level within your normal bending range. Each creature in the area must make a Constitution saving throw. All targets who fail suffer one of the following (your choice):

- 1 level of exhaustion (to maximum of level 3)
- Loss of 1 chi exhaustion point