



降世神通
AVATAR
THE LAST AIRBENDER
ROLE-PLAYING GAME

d20
system



In a lost age, the world is divided into four nations: the Water Tribes, the Earth Kingdom, the Fire Nation, and the Air Nomads. Within each nation, there is a remarkable order of men and women called the "benders" who can learn to harness their inborn talent and manipulate their native element. Bending is a powerful form combining martial art and elemental magic.

In each generation, only one bender is solely capable of controlling all four elements. That bender is the Avatar. The Avatar is the spirit of the world manifests in human form. When the Avatar dies, it reincarnates into the next nation in the cycle. Starting with the mastery of his or her native element, the Avatar learns to bend all four elements. Throughout the ages, the countless incarnations of the Avatar have served to keep the four nations in harmony.

Then, the firebenders attacked. Just as the world needed the Avatar the most, he mysteriously vanished. A hundred years later, the Fire Nation is near final victory in its ruthless war of world domination. The Air Nomads were destroyed, the Air Temples ravished, and all airbender monks eradicated. The Water Tribes were raided and driven to the brink of extinction. The Earth Kingdom remains and fights a hopeless war against the Fire Nation. Many believe the Avatar was never reborn into the Air Nomads and the cycle is broken.

Air Bender

Air Benders are fast and mobile; to confuse their enemy an Air Bender will constantly circle him, rapidly changing directions to cleverly evade attacks. While an Air Bender can not fly "at least without a glider staff", they use wind to enhance all their normal actions. They can run faster by lowering air resistance and jump higher and farther by creating wind gust that lift them and allow them to float for a few seconds.

Game Rule Information

Air Benders have the following game statistic.

Abilities: Air Benders benefit from a high wisdom; which all Bending abilities are driven from. It also improves her armor class. Air Benders also appreciate a high dexterity allowing her to avoid blows and to act first.

Alignment: Any

Hit Die: d6

Class Skills

The Air Benders class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (Bending) (Int), Knowledge (Planes) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Bending) (Cha), Sense Motive (Wis), Spot (Wis), and Tumble (Dex). See chapter 4: in the Players Handbook for skill descriptions.

Skill Points at 1st Level: (4 + Int Modifier) x 4.

Skill Points at each additional Level: 4 + Int Modifier

Class Features

All of the following are class features of the Air Bender.

Weapon and Armor Proficiency: Air Benders are proficient with certain basic peasant weapons and some special weapons that are part of Air Bending training. The weapons with which an Air Bender is proficient are dagger, *gliderstaff*, handaxe, javelin, kama, quarterstaff, sai, shuriken, and sling. Air Benders are not proficient with any armor or shield; in fact many of the Air Bender special powers require unfettered movement.

AC Bonus (Ex): An Air Bender is highly trained at dodging blows. When unarmored and unencumbered, the Air Bender adds her Wisdom bonus (if any) to her AC. In addition, an Air Bender gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five Air Bending levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the Air Bender is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Unarmed Strike: Air Benders are highly trained in fighting unarmed, giving them advantages when doing so. At 1st level, an Air Bender gains improved unarmed strike as a bonus feat. An Air Benders attack may be with either fist interchangeably or even from elbows, knees, and feet. This means that an Air Bender may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for an Air Bender striking unarmed. An Air Bender may thus apply her full strength bonus on damage rolls for all her unarmed strikes. Usually a Air Bender's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling. A Air Bender's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. An Air Bender also deals more damage with her unarmed strikes than a normal person would, as shown on Table. The unarmed damage on Table is for Medium Air Bender. A Small Air Bender deals less damage than the amount given there with her unarmed attacks, while a Large Air Bender deals more damage.

Flurry of Blows (Ex): When unarmored, An Air Bender may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on the table. This penalty applies for 1 round, so it also affects attacks of opportunity the Air Bender might make before her next action. When An Air Bender reaches 5th level, the penalty lessens to -1, and at 9th level it disappears. An Air Bender must use a full attack action to strike with a flurry of blows.

When using flurry of blows, An Air Bender may attack only with unarmed strikes or with special weapons (kama, nunchaku, *gliderstaff*, quarterstaff, sai, shuriken, and siangham), she may not use her elemental strike when using flurry of blows. She may attack with unarmed strikes and special weapons interchangeably as desired. When using weapons as part of a flurry of blows, An Air Bender applies her Strength bonus (not Str bonus x 1½ or x½) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The Air Bender can't use any weapon other than a special weapon listed as part of a flurry of blows.

In the case of the quarterstaff or *gliderstaff*, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though they requires two hands to use, An Air Bender may still intersperse unarmed strikes with quarterstaff and *gliderstaff* strikes, assuming that she has enough attacks in her flurry of blows routine to do so.

Bonus Feat: At 2nd level an Air Bender gain the feat Evasive Reflexes, even if she does not meet the requirements.

Elemental Strike (Su): At 2nd level the Air Bender gains an energy attack that increases the damage he does with his melee attacks adding 1d4 points of sonic damage with a -1 to her base attack bonus for the difficulty to use this ability. At 6th level the damage increases to 1d6, at 13th it increases to 1d8, and at 18th level 1d10 points of sonic damage.

Lifted Jump (Ex): At 3rd level an Air Bender gains a +5 to her jump checks also the Air Bender has no maximum vertical height; by manipulating the air an air bender gains an extra push when jumping. The Air Bender gains a +10 at 7th level, +15 at 11th level, +20 at 15th level, and +25 at 20th level.

Ranged Elemental Strike (Su): At 4th level the Air Bender gains a ranged elemental strike; a powerful blast of air is sent shooting toward its target up to 40 feet away, dealing 1d6 points of sonic damage. This damage increases to 1d8 points of sonic damage at 8th level, at 12th it becomes 1d10, at 16th level it becomes 1d12, and finally at 20th level 2d8 points of Sonic damage. These attacks are made as ranged attacks.

Evasion (Ex): At 4th level or higher if an Air Bender makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if an Air Bender is wearing light armor or no armor. A helpless Air Bender does not gain the benefit of evasion.

Greater Flurry (Ex): When an Air Bender reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

Improved Evasion (Ex): At 12th level, an Air Bender's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless Air Bender does not gain the benefit of improved evasion.

Wind Flurry (Ex): At 14th level an Air bender as a Free Action spend a Chi point to gain the ability to use her Elemental Attack during her flurry of Blows ability. Wind Flurry last a number of rounds equal to the Air Benders constitution modifier.

Chi Powers (Su): An Air Bender begins with the knowledge of 2 Chi power. A Chi power usable by an Air Bender is considered a Supernatural ability. Chi powers are not affected by spell resistance, and you do not provoke attacks of opportunity when you initiate one. An Air Bender can only use her Chi powers if she is wearing no armor and is unencumbered. Chi powers last only while the Air Bender concentrates on them unless otherwise stated. If hit while concentrating on a Chi power the Air Bender must make a concentration check (DC 10+ the damage taken) if the Air Bender succeeds the Air Bender retains concentration, if the check fails the Air Bender loses concentration on the Chi power. You learn additional Chi powers at higher levels, as shown below on the table. You must meet a Chi powers prerequisite to learn it and must make a Knowledge (Bending) skill check. The DC is equal to (10+ the level required to learn the Chi power).

Chi points: Each Chi power has a Chi point cost, which is detailed in their description. Normally this cost is one but for a few powerful Chi power this cost can be more. Air Benders gains a number of Chi points equal to her Air Bending levels plus her wisdom modifier. An Air Bender regains her Chi points at a rate of 2 per hour, and must meditate each day for 1 hour, if the Air Bender is unable to meditate for that hour, she stops regaining Chi points.

Level	Base attack bonus	Fort. Save	Ref. Save	Will. Save	AC Bonus	Unarmed Damage	Flurry of blows Attack bonus	Known Chi Powers	Special
1 st	+0	+0	+2	+2	+0	1d4	-2/-2	2	Unarmed Strike,
2 nd	+1	+0	+3	+3	+0	1d4	-1/-1	2	Elemental Strike 1d4, Bonus Feat
3 rd	+2	+1	+3	+3	+0	1d4	+0/+0	3	Lifted jump +5.
4 th	+3	+1	+4	+4	+0	1d4	+1/+1	3	Evasion, Ranged Elemental Strike 1d6
5 th	+3	+1	+4	+4	+0	1d6	+2/+2	4	
6 th	+4	+2	+5	+5	+1	1d6	+3/+3	4	Elemental strike 1d6.
7 th	+5	+2	+5	+5	+1	1d6	+4/+4	5	Lifted Jump +10.
8 th	+6/+1	+2	+6	+6	+1	1d6	+5/+5/+0	5	Ranged Elemental Strike 1d8,
9 th	+6/+1	+3	+6	+6	+1	1d8	+6/+6/+1	6	
10 th	+7/+2	+3	+7	+7	+2	1d8	+7/+7/+2	6	Lifted Jump +15.
11 th	+8/+3	+3	+7	+7	+2	1d8	+8/+8/+8/+3	7	Improved Evasion.
12 th	+9/+4	+4	+8	+8	+2	1d8	+9/+9/+9/+4	7	Ranged Elemental Strike 1d10
13 th	+9/+4	+4	+8	+8	+2	1d10	+9/+9/+9/+4	8	Elemental strike 1d8.
14 th	+10/+5	+4	+9	+9	+2	1d10	+10/+10/+10/+5	8	Whirlwind Flurry
15 th	+11/+6/+1	+5	+9	+9	+2	1d10	+11/+11/+11/+6/+1	9	Lifted Jump +20.
16 th	+12/+6/+2	+5	+10	+10	+3	1d10	+12/+12/+12/+7/+2	9	Ranged Elemental Strike 1d12
17 th	+12/+6/+2	+5	+10	+10	+3	2d6	+12/+12/+12/+7/+2	10	
18 th	+13/+8,+3	+6	+11	+11	+3	2d6	+13/+13/+13/+8/+3	10	Elemental strike 1d10
19 th	+14/+9/+4	+6	+11	+11	+3	2d6	+14/+14/+14/+9/+4	11	
20 th	+15/+10/+5	+6	+12	+12	+3	2d6	+15/+15/+15/+10/+5	11	Ranged Elemental Strike 2d8, Lifted jump +25

Earth Bender

Earth Benders use a balance of strength and defence to overwhelm opponents. Common attacks involve levitating nearby earth and stone, and propelling them at foes by way of a punch or kicking motion. Earth Bending is not limited to rock or soil alone. Earth Benders can also manipulate sand, coal, gems, crystals and other earth-based materials, However, Earth Benders without very specialized training are unable to affect processed metals and glass. Unlike other bending disciplines, Earth Bending maintains a balance between offensive and defensive capabilities.

Game Rule Information

Earth Benders have the following game statistic.

Abilities: Earth Benders benefit from a high wisdom; which all Bending abilities are driven from. Earth Benders also appreciate a high strength that also adds to her Elemental attacks.

Alignment: Any

Hit Die: d8

Class Skills

The Earth Benders class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (Bending) (Int), Knowledge (Planes) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Bending) (Cha), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Tumble (Dex). See chapter 4: in the Players Handbook for skill descriptions.

Skill Points at 1st Level: (4 + Int Modifier) x 4.

Skill Points at each additional Level: 4 + Int Modifier

Class Features

All of the following are class features of the Earth Bender.

Weapon and Armor Proficiency: Earth Benders are proficient with certain basic peasant weapons and some special weapons that are part of Earth Bending training. The weapons with which an Earth Bender is proficient are handaxe, kama, light hammer, maul, quarterstaff, sling and warhammer. Earth Benders are proficient with light and medium armor but not shields.

Unarmed Strike: Earth Benders are highly trained in fighting unarmed, giving them advantages when doing so. At 1st level, an Earth Bender gains improved unarmed strike as a bonus feat. An Earth Benders attack may be with either fist interchangeably or even from elbows, knees, and feet. This means that an Earth Bender may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for an Earth Bender striking unarmed. An Earth Bender may thus apply her full strength bonus on damage rolls for all her unarmed strikes. Usually a Earth Bender's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling. An Earth Bender's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. An Earth Bender also deals more damage with her unarmed strikes than a normal person would, as shown on Table. The unarmed damage on Table is for Medium Earth Bender. A Small Earth Bender deals less damage than the amount given there with her unarmed attacks, while a Large Earth Bender deals more damage.

Rock Climber: An Earth Bender is able to climb sheer cliffs with little trouble the rock seems to open perfect hand holds for the Earth Bender and then close them as the Earth Bender passes. An Earth Bender can add her Class levels to any climb check made while climbing a rocky surface.

Elemental Strike (Su): At 2nd level the Earth Bender gains an energy attack that increases the damage she does with her melee attacks adding 1d4 points of Bludgeoning damage with a -1 to her base attack bonus for the difficulty to use this ability. At 6th level the damage increases to 1d6 points of Bludgeoning damage, at 13th it increases to 1d8 point of Bludgeoning damage and at 18th level it increases to 1d10 points of damage.

Pushed Jump (Ex): At 3rd level an Earth Bender gains a +5 to her jump checks; if an Earth Bender is standing on some form of earth she gains an extra push when jumping. At 9th level this bonus increases to a +10 and at 15th level the bonus is increased to +15.

Ranged Elemental Strike (Su): At 4th level the Earth Bender gains a ranged elemental strike; by levitating nearby earth and stone, and propelling them at foes up to 30 feet away by way of a punch or kicking motion, dealing 1d8 points of Bludgeoning damage. This damage increases to 1d10 points of Bludgeoning damage at 8th level, 1d12 at 12th level, 2d8 at 16th level and finally 3d6 at 20th level. This attack can only be used if the Earth Bender is within 20ft of a type of Earth. These attacks are made as ranged attacks.

Mettle (Ex): At 4th level and higher an Earth Bender can resist magical and unusual attacks with great willpower and fortitude. If he makes a successful will or fort save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of will half or fortitude partial. He instead completely negates the effect. An unconscious or sleeping Earth Bender does not gain the benefit of Mettle.

Stone Defense: An Earth Bender can shrug off damage much easier than the other benders, as long as the Earth Bender is in contact with the ground she gains damage reduction, against incoming attacks. At 5th level the earth bender gains a DR 2/-, at 10th level it increases to DR 4/-, and finally at 20th level it becomes DR 6/-.

Chi Powers (Su): A Earth Bender begins with the knowledge of 2 Chi power. A Chi power usable by A Earth Bender is considered a Supernatural ability. Chi powers are not affected by spell resistance, and you do not provoke attacks of opportunity when you initiate one. An Earth Bender can use her Chi powers even if she is wearing light or medium armor, but not heavy armor and is unencumbered. Most Earth Bending Chi powers are permanent effects and last until the Earth Bender reverse the effect, however there are some Chi powers that only last while the Earth Bender concentrates these power state so in their description. If hit while concentrating on a Chi power the Air Bender must make a concentration check (DC 10+ the damage taken) if the Air Bender succeeds the Air Bender retains concentration, if the check fails the Air Bender loses concentration on the Chi power. You learn additional Chi powers at higher levels, as shown below on the table. You must meet a Chi powers prerequisite to learn it and must make a Knowledge (Bending) skill check. The DC is equal to (10+ the level required to learn the Chi power).

Chi points: Each Chi power has a Chi point cost, which is detailed in their description. Normally this cost is one but for a few powerful Chi power this cost can be more. Earth Benders gains a number of Chi points equal to her Earth Bending levels plus her wisdom modifier. An Earth Bender regains her Chi points at a rate of 2 per hour, and must meditate each day for 1 hour, if the Earth Bender is unable to meditate for that hour, she stops regaining Chi points.

Level	Base attack bonus	Fort. Save	Ref. Save	Will. Save	Unarmed Damage	Know Chi Powers	Special
1 st	+0	+2	+0	+2	1d6	2	Unarmed Strike, Rock Climber
2 nd	+1	+3	+0	+3	1d6	2	Elemental Strike 1d4
3 rd	+2	+3	+1	+3	1d6	3	Pushed jump +5.
4 th	+3	+4	+1	+4	1d6	3	Mettle, Ranged Elemental Strike 1d8.
5 th	+3	+4	+1	+4	1d8	4	Stone Defense: DR 2/-.
6 th	+4	+5	+2	+5	1d8	4	Elemental strike 1d6.
7 th	+5	+5	+2	+5	1d8	5	
8 th	+6/+1	+6	+2	+6	1d8	5	Ranged Elemental Strike 1d10.
9 th	+6/+1	+6	+3	+6	1d10	6	Pushed Jump +10.
10 th	+7/+2	+7	+3	+7	1d10	6	Stone Defense: DR 4/-.
11 th	+8/+3	+7	+3	+7	1d10	7	
12 th	+9/+4	+8	+4	+8	1d10	7	Ranged Elemental Strike 1d12.
13 th	+9/+4	+8	+4	+8	2d6	8	Elemental strike 1d8.
14 th	+10/+5	+9	+4	+9	2d6	8	
15 th	+11/+6/+1	+9	+5	+9	2d6	9	Pushed Jump +15.
16 th	+12/+6/+2	+10	+5	+10	2d6	9	Ranged Elemental Strike 2d8.
17 th	+12/+6/+2	+10	+5	+10	2d8	10	
18 th	+13/+8,+3	+11	+6	+11	2d8	10	Elemental strike 1d10.
19 th	+14/+9/+4	+11	+6	+11	2d8	11	
20 th	+15/+10/+5	+12	+6	+12	2d8	11	Ranged Elemental Strike 3d6, Stone Defense: DR 6/-.

Water Bender

Like the moon controlling the tides, Water Benders use their Chi to control the gravitational effect on water. A Water Bender's control of water in liquid, solid and gas form offers him many defensive maneuvers. He may stop an attacker by encasing his feet in ice, or escape by creating a screen of steam for cover. In a fight, a Water Bender suspends a body of water around his fighting stance, and then lashes out with water whips. If there's no water at the scene of a fight, a Water Bender collects all the available moisture from the air the ground around him and concentrates it into an amount suitable to attack and defend. As a backup, a Water Bender always carries a skin of water. While reliance on a water source is a significant weakness of the style, Water Bending at its highest skill level contains the most powerful technique among all the Bending Arts.

Game Rule Information

Water Benders have the following game statistic.

Abilities: Water Benders benefit from a high wisdom; which all Bending abilities are driven from. It also improves her armor class. Water Benders also appreciate a high dexterity allowing her to avoid blows and to act first.

Alignment: Any

Hit Die: d6

Class Skills

The Water Benders class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Hide (Dex), Knowledge (Bending) (Int), Knowledge (Planes) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Bending) (Cha), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex). See chapter 4: in the Players Handbook for skill descriptions.

Skill Points at 1st Level: (4 + Int Modifier) x 4.

Skill Points at each additional Level: 4 + Int Modifier

Class Features

All of the following are class features of the Water Bender.

Weapon and Armor Proficiency: Water Benders are proficient with certain basic peasant weapons and some special weapons that are part of Water Bending training. The weapons with which a Water Bender is proficient are dagger, javelin, kama, quarterstaff, sai, shuriken, sling, spear, and trident. Water Benders are not proficient with any armor or shield; in fact many of the Water Bender special powers require unfettered movement.

AC Bonus (Ex): A Water Bender is highly trained at dodging blows. When unarmored and unencumbered, the Water Bender adds her Wisdom bonus (if any) to her AC. In addition, a Water Bender gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five Water Bending levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the Water Bender is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Unarmed Strike: Water Benders are highly trained in fighting unarmed, giving them advantages when doing so. At 1st level, a Water Bender gains improved unarmed strike as a bonus feat. A Water Benders attack may be with either fist interchangeably or even from elbows, knees, and feet. This means that a Water Bender may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a Water Bender striking unarmed. A Water Bender may thus apply her full strength bonus on damage rolls for all her unarmed strikes. Usually a Water Bender's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling. A Water Bender's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A Water Bender also deals more damage with her unarmed strikes than a normal person would, as shown on Table. The unarmed damage on Table is for Medium Water Bender. A Small Water Bender deals less damage than the amount given there with her unarmed attacks, while a Large Water Bender deals more damage.

Elemental Strike (Su): At 2nd level the Water Bender gains an energy attack that increases the damage he does with his melee attacks adding 1d4 points of Cold damage with a -1 to her base attack bonus for the difficulty to use this ability. At 6th level the damage increases to 1d6 points of cold damage, at 13th it increases to 1d8 point of cold damage and at 18th level it increases to 1d10 points of cold damage.

Perfect swimmer (Ex): At 3rd level a Water Bender gains a +5 to her swim checks; by manipulating the water around her a Water Bender gains an extra push when swimming. The Water Bender gains a +10 at 7th level, +15 at 11th level, +20 at 15th level, and +25 at 20th level.

Ranged Elemental Strike (Su): At 3rd level the Water Bender gains a ranged elemental strike; if the Water Bender is within 40ft of any water she can draw the water in to a whip like shape, the water whip will slash at opponents up to 40ft from the Water Bender, dealing 1d6 points of slashing damage. This damage increases to 1d8 points of slashing damage at 8th level, at 12th it becomes 1d10, at 16th level it becomes 1d12 points of slashing damage and finally at 20th level it becomes 2d8 points of slashing damage. These attacks are made as ranged attacks.

Evasion (Ex): At 4th level or higher if an Water Bender makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a Water Bender is wearing light armor or no armor. A helpless Water Bender does not gain the benefit of evasion.

Expanded Chi (Ex): At 10th level the Water Benders knowledge of Chi expands. The Water Bender gains 2 bonus Chi points due to her in-depth knowledge of Chi.

Improved Evasion (Ex): At 12th level, a Water Bender's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless Water Bender does not gain the benefit of improved evasion.

Chi Powers (Su): An Water Bender begins with the knowledge of 2 Chi power. A Chi power usable by a Water Bender is considered a Supernatural ability. Chi powers are not affected by spell resistance, and you do not provoke attacks of opportunity when you initiate one. A Water Bender can only use her Chi powers if she is wearing no armor and is unencumbered. Water Benders must have a source of water within reach to use her Chi abilities; this can be a waterskin, a puddle on the ground, or even a glass of ale that your friend really wanted to drink. A few powers require large amount of water and if so the power will state so in its description. Chi powers last only while the Water Bender concentrates on them unless otherwise stated. If hit while concentrating on a Chi power the Air Bender must make a concentration check (DC 10+ the damage taken) if the Air Bender succeeds the Air Bender retains concentration, if the check fails the Air Bender loses concentration on the Chi power. You learn additional Chi powers at higher levels, as shown below on the table. You must meet a Chi powers prerequisite to learn it and must make a Knowledge (Bending) skill check. The DC is equal to (10+ the level required to learn the Chi power).

Chi points: Each Chi power has a Chi point cost, which is detailed in their description. Normally this cost is one but for a few powerful Chi power this cost can be more. Water Benders gains a number of Chi points equal to her Water Bending levels plus her wisdom modifier. A Water Bender regains her Chi points at a rate of 2 per hour, and must meditate each day for 1 hour, if the Water Bender is unable to meditate for that hour, she stops regaining Chi points.

Level	Base attack bonus	Fort. Save	Ref. Save	Will. Save	AC Bonus	Unarmed Damage	Known Chi Powers	Special
1 st	+0	+2	+2	+0	+0	1d4	2	Unarmed Strike.
2 nd	+1	+3	+3	+0	+0	1d4	2	Elemental Strike 1d4.
3 rd	+2	+3	+3	+1	+0	1d4	3	Perfect Swimmer +5, Ranged Elemental Strike 1d6.
4 th	+3	+4	+4	+1	+0	1d4	3	Evasion,
5 th	+3	+4	+4	+1	+0	1d4	4	
6 th	+4	+5	+5	+2	+1	1d6	4	Elemental strike 1d6.
7 th	+5	+5	+5	+2	+1	1d6	5	Perfect Swimmer +10.
8 th	+6/+1	+6	+6	+2	+1	1d6	5	Ranged Elemental Strike 1d8,
9 th	+6/+1	+6	+6	+3	+1	1d6	6	
10 th	+7/+2	+7	+7	+3	+2	1d6	6	Expanded Chi
11 th	+8/+3	+7	+7	+3	+2	1d8	7	Improved Evasion, Perfect Swimmer +15.
12 th	+9/+4	+8	+8	+4	+2	1d8	7	Ranged Elemental Strike 1d10
13 th	+9/+4	+8	+8	+4	+2	1d8	8	Elemental strike 1d8.
14 th	+10/+5	+9	+9	+4	+2	1d8	8	
15 th	+11/+6/+1	+9	+9	+5	+2	1d8	9	Perfect Swimmer +20.
16 th	+12/+6/+2	+10	+10	+5	+3	1d10	9	Ranged Elemental Strike 1d12
17 th	+12/+6/+2	+10	+10	+5	+3	1d10	10	
18 th	+13/+8,+3	+11	+11	+6	+3	1d10	10	Elemental strike 1d10
19 th	+14/+9/+4	+11	+11	+6	+3	1d10	11	
20 th	+15/+10/+5	+12	+12	+6	+3	1d10	11	Ranged Elemental Strike 2d8, Perfect Swimmer +25

Fire Benders

Fire bending's aggressive, vicious, and direct moves mirror fire's all-consuming nature. Like a predatory animal, a Fire Bender tracks his prey until it exposes a weakness, then charges in for the kill. In a fight, a Fire Bender makes up for his lack of defensive moves by overwhelming his opponent with a barrage of blows in a variety of shapes. A quick kick or jab produces a short range burst of flame, whirlwind kicks generate blazing arcs, punches throw compact fireballs, and a series of spinning kicks results in rings of fire exploding outwards in all directions.

Game Rule Information

Fire Benders have the following game statistic.

Abilities: Fire Benders benefit from a high wisdom; which all Bending abilities are driven from. Fire Benders also appreciate a high Constitution that her stay in the fight a little longer and help with the Fire Benders elemental attacks "Power and Firebending comes from the *breath* - NOT the *muscle*". The breath becomes energy in the body. The energy extends past your limbs - and becomes fire!" - General Iroh.

Alignment: Any

Hit Die: d8

Class Skills

The Fire Benders class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Bending) (Int), Knowledge (Planes) (Int), Listen (Wis), Move Silently (Dex), Perform (Bending) (Cha), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Tumble (Dex). See chapter 4: in the Players Handbook for skill descriptions.

Skill Points at 1st Level: (4 + Int Modifier) x 4.

Skill Points at each additional Level: 4 + Int Modifier

Class Features

All of the following are class features of the Fire Bender.

Weapon and Armor Proficiency: Fire Benders are proficient with certain Basic weapons and some special weapons that are part of Fire Bending training. The weapons with which a Fire Bender is proficient are dagger, falchion, kama, katana, shurikin, short sword, and scimitar. Fire Benders are proficient with light and medium armor but not shields.

AC Bonus (Ex): A Fire Bender is highly trained at dodging blows. When unarmored and unencumbered, the Fire Bender adds her Wisdom bonus (if any) to her AC. In addition, a Fire Bender gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five Fire Bending levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the Fire Bender is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Unarmed Strike: Fire Benders are highly trained in fighting unarmed, giving them advantages when doing so. At 1st level, a Fire Bender gains improved unarmed strike as a bonus feat. A Fire Benders attack may be with either fist interchangeably or even from elbows, knees, and feet. This means that a Fire Bender may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a Fire Bender striking unarmed. A Fire Bender may thus apply her full strength bonus on damage rolls for all her unarmed strikes. Usually a Fire Bender's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling. A Fire Bender's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A Fire Bender also deals more damage with her unarmed strikes than a normal person would, as shown on Table. The unarmed damage on Table is for Medium Fire Bender. A Small Fire Bender deals less damage than the amount given there with her unarmed attacks, while a Large Fire Bender deals more damage.

Flurry of Blows (Ex): When unarmored, An Fire Bender may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on the table. This penalty applies for 1 round, so it also affects attacks of opportunity the Fire Bender might make before her next action. When An Fire Bender reaches 5th level, the penalty lessens to -1, and at 9th level it disappears. A Fire Bender must use a full attack action to strike with a flurry of blows. When using flurry of blows, An Fire Bender may attack only with unarmed strikes or with special weapons (falchion, kama, katana, and scimitar), she may not use her elemental strike when using flurry of blows. She may attack with unarmed strikes and special weapons interchangeably as desired. When using weapons as part of a flurry of blows, An Fire Bender applies her Strength bonus (not Str bonus $\times 1\frac{1}{2}$ or $\times\frac{1}{2}$) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The Fire Bender can't use any weapon other than a special weapon listed as part of a flurry of blows.

Elemental Strike (Su): At 2nd level the Fire Bender gains an energy attack that increases the damage she does with her melee attacks adding 1d6 points of fire damage with a -1 to her base attack bonus for the difficulty to use this ability. At

6th level the damage increases to 1d8 points of fire damage, at 13th it increases to 1d10 point of fire damage and at 18th level the damage becomes 1d12 points of fire damage.

Bonus Feats (Ex): A Fire Bender gains Bonus Feats at 3rd, 9th, 15th, and 20th level. The following are the Fire Benders bonus feats; Blind-Fight, Combat Expertise, Improved Disarm, Improved Feint, Improved Trip, Whirlwind Attack, Combat Reflexes, Dodge, Mobility, Spring Attack, Improved Initiative, Two-Weapon Fighting, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Weapon Finesse, Weapon Focus, and Quick Draw

Ranged Elemental Strike (Su): At 4th level the Fire Bender gains a ranged elemental strike; by releasing blasts of fire at foes up to 30 feet away by way of punch or kick, dealing 1d8 points of fire damage. This damage increases to 1d10 points of fire damage at 8th level, 2d6 at 12th level, 2d8 at 16th level and finally at 20th level the damage increases to 3d6 points of fire damage. These attacks are made as ranged attacks.

Evasion (Ex): At 4th level or higher if an Fire Bender makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a Fire Bender is wearing light armor or no armor. A helpless Fire Bender does not gain the benefit of evasion.

Greater Flurry (Ex): When an Fire Bender reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

Improved Evasion (Ex): At 13th level, a Fire Bender's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless Fire Bender does not gain the benefit of improved evasion.

Fire Flurry (Ex): At 14th level a Fire bender as a Free Action spend a Chi point to gain the ability to use her Elemental Attack during her flurry of Blows ability. Fire Flurry last a number of rounds equal to the Fire Benders constitution modifier.

Chi Powers (Su): A Fire Bender begins with the knowledge of 2 Chi power. A Chi power usable by a Fire Bender is considered a Supernatural ability. Chi powers are not affected by spell resistance, and you do not provoke attacks of opportunity when you initiate one. A Fire Bender can use her *Chi* powers even while wearing light or medium armor but not heavy armor and is unencumbered. Chi powers last only while the Fire Bender concentrates on them unless otherwise stated. If hit while concentrating on a Chi power the Fire Bender must make a concentration check (DC 10+ the damage taken) if the Fire Bender succeeds the Fire Bender retains concentration, if the check fails the Fire Bender loses concentration on the Chi power. You learn additional Chi powers at higher levels, as shown below on the table. You must meet a Chi powers prerequisite to learn it and must make a Knowledge (Bending) skill check. The DC is equal to (10+ the level required to learn the Chi power).

Chi points: Each Chi power has a Chi point cost, which is detailed in their description. Normally this cost is one but for a few powerful Chi power this cost can be more. Fire Benders gains a number of Chi points equal to her Fire Bending levels plus her wisdom modifier. A Fire Bender regains her Chi points at a rate of 2 per hour, and must meditate each day for 1 hour, if the Fire Bender is unable to meditate for that hour, she stops regaining Chi points.

Level	Base attack bonus	Fort. Save	Ref. Save	Will. Save	AC Bonus	Unarmed Damage	Flurry of blows Attack bonus	Known Chi Powers	Special
1 st	+0	+2	+2	+0	+0	1d4	-2/-2	2	Unarmed Strike.
2 nd	+1	+3	+3	+0	+0	1d4	-1/-1	2	Elemental Strike 1d6.
3 rd	+2	+3	+3	+1	+0	1d4	+0/+0	3	Bonus Feat
4 th	+3	+4	+4	+1	+0	1d4	+1/+1	3	Evasion, Ranged Elemental Strike 1d8
5 th	+3	+4	+4	+1	+0	1d6	+2/+2	4	
6 th	+4	+5	+5	+2	+1	1d6	+3/+3	4	Elemental strike 1d8
7 th	+5	+5	+5	+2	+1	1d6	+4/+4	5	
8 th	+6/+1	+6	+6	+2	+1	1d6	+5/+5/+0	5	Ranged Elemental Strike 1d10,
9 th	+6/+1	+6	+6	+3	+1	1d8	+6/+6/+1	6	Bonus Feat.
10 th	+7/+2	+7	+7	+3	+2	1d8	+7/+7/+2	6	
11 th	+8/+3	+7	+7	+3	+2	1d8	+8/+8/+8/+3	7	Improved Evasion.
12 th	+9/+4	+8	+8	+4	+2	1d8	+9/+9/+9/+4	7	Ranged Elemental Strike 1d12
13 th	+9/+4	+8	+8	+4	+2	1d10	+9/+9/+9/+4	8	Elemental strike 1d10.
14 th	+10/+5	+9	+9	+4	+2	1d10	+10/+10/+10/+5	8	Fire Flurry.
15 th	+11/+6/+1	+9	+9	+5	+2	1d10	+11/+11/+11/+6/+1	9	Bonus Feat
16 th	+12/+6/+2	+10	+10	+5	+3	1d10	+12/+12/+12/+7/+2	9	Ranged Elemental Strike 2d8
17 th	+12/+6/+2	+10	+10	+5	+3	2d6	+12/+12/+12/+7/+2	10	
18 th	+13/+8/+3	+11	+11	+6	+3	2d6	+13/+13/+13/+8/+3	10	Elemental strike 1d12.
19 th	+14/+9/+4	+11	+11	+6	+3	2d6	+14/+14/+14/+9/+4	11	
20 th	+15/+10/+5	+12	+12	+6	+3	2d6	+15/+15/+15/+10/+5	11	Ranged Elemental Strike 3d6, Bonus Feat

Chi Powers

Air Bending Chi Powers

Air Suspend

Requirements: 1st level Air Bender

Chi Points: 1

Initiation action: Standard action

Concentration: Move action

An Air Bender can point her finger at an object weighting no more than 5 pounds; up to 20 feet away and can lift it and move it by manipulating the air around it. As a move action an Air Bender can propel the object up to 10 feet in any direction.

Obscuring Winds

Requirements: 1st level Air Bender

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action

A strong wind arises around you in a 20ft radius centered on you, 20ft high. The wind picks up loses dirt and the like and all sight, including darkvision, is obscured beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (11+ mph), disperses the debris in 4 rounds, A strong wind (21+ mph) disperses it in 1 round. Once the Air Bender stop concentration this effect last for an additional 1d4 rounds.

Slow Fall

Requirements: 1st level Air Bender

Chi Points: 1

Initiation action: Free action

Concentration: Move action

When the Air Bender uses this Chi power, the affected creatures or objects fall slowly. Slow Fall manipulates the air around the targets to slow their descents to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the power is in effect. However, if the Air Bender loses concentration, a normal rate of falling resumes.

This Chi power can affect one medium or smaller freefalling object or creature per Air Bending level, no two of which may be more than 20 feet apart. one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth.

An Air Bender can use the power quick enough if she unexpectedly falls; it is an immediate action, allowing you to use this power even when it isn't your turn; however concentration on the Air Benders next round requires a standard action.

Wind orb

Requirements: 3rd level Air Bender

Chi Points: 1

Initiation action: Move action

Concentration: Move action

An Air Bender can use her Chi to form a small ball of air (about 3 feet in diameter) in which the Air Bender can ride. The orb grants a +10 bonus to the Air Benders base speed. The Air Benders is able to traverse Mud, snow, quicksand, water, ice and even Lava with no problems or harm.

Updraft

Requirements: 3rd level Air Bender

Chi Points: 1

Initiation action: Move action

Concentration: None

A swirling vortex of wind surrounds you, picking you up with a column of air. The rushing air propels you upward 10ft per Air Bending level, and then you gently float back down to the ground. At any time during your decent you can move laterally 5ft per 20ft gained vertically.

Gust of Wind

Requirements: 3rd level Air Bender

Chi Points: 1

Initiation action: Standard action

Concentration: None

This Chi power creates a 10 foot wide and 10 foot tall severe blast of air (approximately 35 mph) that originates from you, lasting 1 round, affecting all creatures in its path.

Tiny or smaller creatures on the ground are knocked down and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6×10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting.

Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6×10 feet.

Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6×5 feet.

Large or larger creatures may move normally within a gust of wind effect.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the area of a gust of wind. All of this can be avoided with a successful fort save (DC 13 + wisdom modifier).

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors.

Wind Globe

Requirements: 5th level Air Bender, Gust of Wind

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action

By twirling your out stretched arm you create a ball of dust and gale force winds. The *Globe* moves from you any direction you choose, 30ft per round, up to 70ft away. If the globe enters a space with a creature, it stops moving that round and tries to shove the creature with it wind. That creature must resist a bull rush attack from the globe, which has a +6 bonus on the check. If the *Wind Globe* wins it pushes the creature back as far as it can in a random direction (roll a 1d8, 1 indicates a push into the square closest to you; 2-8 indicate other squares moving clockwise around the creature). Any creature struck by the *Wind Globe* must make a reflex save (DC 13+wisdom modifier) or fall prone.

AirStream

Requirements: 5th level Air Bender

Chi Points: 1

Initiation action: Free action

Concentration: None

By spending one Chi point an Air Bender can manipulate the air around her to push on her; effectively tripling her base speed for one round. This power does not triple any enhancement bonus to speed; only tripling her base speed.

Downdraft

Requirements: 5th level Air Bender, Gust of Wind

Chi Points: 1

Initiation action: Standard action

Concentration: None

You send a column of turbulent air rushing toward the earth. This column is 30ft by 30ft wide airborne creatures caught in the area must succeed on a reflex save (DC 13+wisdom modifier) or plummet 50ft straight down taking falling damage (1d6 per 10ft fallen) if the *Downdraft* makes them hit the ground or collide with an object. Those who succeed on their reflex save only plummet 25ft. Creature already on the ground must succeed on a reflex save or be knocked prone.

Wind Wall

Requirements: 7th level Air Bender

Chi Points: 1

Initiation action: Standard action

Concentration: Standard Action

An invisible vertical curtain of wind appears of considerable strength. It is 5 feet thick, and is 10 feet long, 5 feet high per Air Bending level. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. A Reflex save (DC 15 + wisdom modifier) allows a creature to maintain its grasp on an object. Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

Wind Blast

Requirements: 7th level Air Bender, Gust of Wind

Chi Points: 1

Initiation action: Standard action

Concentration: None

This Chi power creates an instantaneous hurricane force wind to extend from the Air Bender in a 5 foot wide line 35 feet out. Treat this attack as a bull rush with a +13 bonus on the Strength check (+7 for Strength 25, +4 for being Large, and +2 bonus for charging, which it always gets). The Blast always moves with the opponent to push that target back the full distance allowed up to 35 feet, and it has no speed limit. If a creature in the area succeeds on an opposed strength check they hold their ground, if they fail they are pushed back the full distance allowed.

If any creature in the path of the blast fails their strength check then they are drove back toward anyone else in the path of the blast. If moved back into another's space that creature has a -2 penalty on the strength check Due to having to dodge the incoming victim as well as maintaining their footing. Note that this is cumulative for each victim thus hurled. For example, if 3 creatures fail their strength check in the path of the blast and drove into the space of the forth it would suffer a -6 penalty on it's strength check.

Control Winds

Requirements: 9th level Air Bender

Chi Points: 1

Initiation action: Standard action

Concentration: Full-Round action

You alter wind force in the area surrounding you in a 40 foot radius cylinder 40 foot high. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until you stop concentrating. You may create an "eye" of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

Wind Direction:

You may choose one of four basic wind patterns to function over the Chi powers area.

- A downdraft blows from the center outward in equal strength in all directions.
- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Strength:

For every three Air Bending levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make Fortitude save (DC 17 + Wisdom modifier) or suffer the effect of being in the windy area.

- Strong winds (21+ mph) make sailing difficult.
- A severe wind (31+ mph) causes minor ship and building damage.
- A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

- Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.
- A tornado (175+ mph) destroys all non-fortified buildings and often uproots large trees.

Air Column

Requirements: 13th level Air Bender, Gust of Wind, Downdraft, Wind Blast

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action

Air Column in an area causes all unattached objects and creatures within a 10 foot by 10 foot area to fly upward 10 feet per 2 levels of the air bender and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in the ascent, ascending objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, afloat, until the Air Bender stops concentrating; at that time, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save (DC 16 + Wisdom modifier) to secure itself when the power strikes. Creatures that can fly can keep themselves from falling but are still pushed upward; Levitating creatures are pushed upward slowly.

Suffocate

Requirements: 13th level Air Bender,

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action

By filling the subject's mouth with wind you make it impossible to breath. You must make a touch attack and the target creature can attempt a Fort save (DC 16+ Wisdom modifier) to negate this effect. An affected creature cannot speak, cast spells with verbal components, use breath weapons, or utter command words to active magic items, but it can otherwise act normally. The subject can hold its breath for 2 rounds per points of constitution but must make a constitution check (DC10 +1 per previous success) each round thereafter to continue doing so. Failure on any such check (or voluntary resumption of breathing) causes the subject to fall unconscious (0hp). On the next round, the subject drops to -1hp and is dying; on the third round it suffocates (DMG 304).

Whirlwind

Requirements: 15th level Air Bender, Control Winds

Chi Points: 2

Initiation action: Standard action

Concentration: Full-Round Action

This Chi power creates a powerful cyclone 10 feet wide at the base, 30 feet wide at the top and 30 feet tall of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round at a range of up to 400 feet. You must concentrate on controlling the cyclone's every movement. The cyclone always moves during your turn.

Any Large or smaller creature that comes in contact with the cyclone must succeed on a Reflex save (DC 19 + Wisdom Modifier) or take 4d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 2d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

Earth Bending Chi Powers

Soften Earth

Requirements: 1st Level Earth Bender

Chi Points: 1

Initiation action: Standard action

Concentration: Standard Action

When this Chi power is used, it causes up to 5 Cubic feet/per level of natural, undressed earth or stone within 30 feet of the Earth Bender to be softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 5-foot-square area to a depth of 1 to 4 feet, depending on the Earth Benders desire at that time. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save (DC 12+ Wisdom modifier) or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While soften earth and stone does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this Chi Power, not destroyed.

Once the Earth Bender ceases concentration on this Chi power, the earth reverts back to its normal state within 1d6 rounds.

Burrow

Requirements: 1st Level Earth Bender

Chi Points: 1

Initiation action: Move action

Concentration: None

When the Earth Bender uses this Chi power she gains a Burrow Speed of 20ft. this effect does not leave a tunnel behind her but rather displaces the earth around the Earth Bender. This power last a number of rounds equal to the Earth Benders class level.

Sand Spray

Requirements: 1st Level Earth Bender

Chi Points: 0

Initiation action: None

Concentration: None

By using this Chi power a Earth Bender can cause sand or loose dirt to spray at a target. When using this Chi power the Earth Bender substitutes Piercing damage in place of Bludgeoning damage with any of her Ranged Elemental Strike attacks.

Shape Stone

Requirements: 3rd level Earth Bender

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action

With this Chi power you can form an existing piece of stone up to 10 cu. Feet into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with Shape Stone, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Sand Shield

Requirements: 3rd level Earth Bender, Sand Spray

Chi Points: 1

Initiation action: Standard action

Concentration: None

This Chi power creates several thin band of sand that swirls and twists around the Earth Bender, helping to deflect incoming attacks. The sand does not make it harder to see the Earth Bender, but it grants her a +4 deflection bonus to her AC. Sand Shield lasts a number of rounds equal to the Earth bending levels and The Earth bender must be within 10ft of a handful of sand.

Stone Fists & Feet

Requirements: 5th level Earth Bender, Dai Li

Chi Points: 1

Initiation action: Standard action

Concentration: None

An elite group of Earth Bender called the Dai Li, are agents that are all taught the technique of creating stone gauntlets and boots, wielding them expertly as devastating weapons and means to defend themselves against even weapon attacks. With enough earth or rock around, the Earth Bender may encase his hands and feet with rock that does not impede his motion or dexterity at all. When making an unarmed attack with a stone gauntlet or boot, you increase your base unarmed damage to the next die (i.e. from 1d4 to 1d6, 1d6 to 1d8, etc.) and gain a +2 deflection bonus to AC. Stone Fists and Feet lasts until the Earth Bender expends them with the use of the Chi power Flying Fists and Feet, or she decide to let loose of them.

Stone Spikes

Requirements: 5th Level Earth Bender, Shape Stone

Chi Points: 1

Initiation action: Standard action

Concentration: None

This Chi power causes rocky ground, stone floors, and similar surfaces in a 20ft by 20ft area to shape themselves into long, sharp points that blend into the background.

Stone Spikes impede progress through an area and deal damage. Any creature moving on foot into or through the Chi powers area moves at half speed. In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this power must also succeed on a Reflex save (DC 14+ wisdom modifier) to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against this power save DC.

Stone Spikes is a magic trap that can't be disabled with the Disable Device skill.

Note: traps such as Stone Spikes are hard to detect. A rogue (only) can use the Search skill to find Stone Spikes; it is a DC 25 for Stone Spikes. Stone Spikes last for a number of hours equal to the Earth Benders class level.

Swirl Sand

Requirements: 5th Level Earth Bender, Sand Shield

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action

By manipulating the sand the Earth Bender creates a medium sized 5ft tall whirlwind made entirely of sand and loose dirt. Any creature that the swirl sand enters their square takes 3d8 points of damage. The movement of the swirl sand is equal to the Earth Bender base movement. The Swirl Sand's base must always be touching the ground, it creates a swirling cloud of debris. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures within the Swirl Sand have concealment, while those on the other side have total concealment.

Sand Benders also use this Chi power to move their sand skids, it creates a slight breeze (max of 10mph) that pushes on the sails of their sand skids.

Earth Thrust

Requirements: 5th Level Earth Bender

Chi Points: 1

Initiation action: Standard action

Concentration: None

When you use this Chi power you cause a pillar of earth to come shooting 10 feet out of the ground below your targets feet, dealing it 2d6 points of damage. In addition, if a subject of up to one size category larger than you fails a reflex save (DC 15+ wisdom modifier), the driving force of the of the pillar pushes it up in to the air 5 feet plus another 5 feet for every 1 point of damage it takes and back 5 feet plus another 5 feet for every 5 point of damage taken. The target then takes normal falling damage. If a ceiling or other solid object prevents the subject from being pushed up, the subject instead slams into the object and takes an extra 2d6 points of damage from the impact (no save), then takes normal falling damage if applicable. If the ceiling is 10 feet or lower the creature takes 4d6 points of crushing damage and is allowed another reflex save (DC 15+ Wisdom Modifier) or be pinned for 1 round while it wiggles it way free. Pillars created this way stay in place until the earth bender uses a different Earth Chi power to change them. The movement caused by energy push does not provoke attacks of opportunity.

Jagged Dagger

Requirements: 5th Level Earth Bender

Chi Points: 1

Initiation action: Standard Action

Concentration: None

By stomping the ground the Earth Bender causes jagged dagger shaped stone formations to pop up from the earth. The Earth Bender hits their hilt sending them darting off at a target or multiple targets. The Earth Bender can create 1 dagger per 2 Earth Bending levels (maximum 5 daggers at 10th level). Each dagger deals 1d4 points of damage plus the Earth Benders Strength Modifier and has a range of 50ft. The Earth Bender can send all the daggers at one target or at multiple targets, but each dagger can only hit one creature.

Wall of Stone

Requirements: 7th Level Earth Bender

Chi Points: 1

Initiation action: Standard action

Concentration: None

This Chi power creates a wall of rock that merges from the ground into adjoining rock surfaces. A wall of stone is 1 inch thick per four Earth Bending levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

You can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by at least one existing anchor (which can be the ground below it). It can be used to bridge a chasm, for instance, as a ramp, or as the name suggests can be used as a wall that jettisons from the ground. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves (DC15+ Wisdom modifier).

Wall of Sand

Requirements: 7th Level Earth Bender, Swirl Sand

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action

You cause a flat, vertical wall of churning sand to spring up. The Earth Bender must be within 40ft of a large amount of sand (i.e. a sand dune) to use the Chi Power. The wall is 1 inch thick per Earth Bending levels and covers up to a 10ft square area per Earth bending levels. You can double the walls area by halving its thickness. The wall cannot be made so that it occupies the same space as a creature. No form of attack can be made to harm a Wall of Sand directly, but each 10ft section has 2 hit points per inch of thickness for determining whether an attack passes through it. It essentially absorbs damage, so attacks must deal more damage than the wall has hit points to have any effect on a target on the other side of the wall. Breaches in the wall close immediately after the attack that passes through. The sand blocks line of effect for spells, and creatures on opposite sides have total concealment from one another. Moving through the wall requires a strength check (DC 10+ her Earth Bending levels). Those who fail must stop in the space from which they attempted to enter the wall. Any creature that attempts to pass through a Wall of Sand must also make a fortitude save or be blinded for 1d4+1 rounds (creatures without eyes are not subject to this effect). A creature passing through the roiling wall does not leave a usable breach for others. All non-magical flames are extinguished if carried through the wall. The Chi powers Lower Sand, Raise Sand, Move Earth, and the spells Control Sand, and Move Earth can breach and open a break in a wall.

Stone Float

Requirements: 7th Level Earth Bender

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action (Special see text)

With this Chi power the Earth Bender can move large chunks of earth and stone up that is within 75 feet of them by concentrating on them, concentration is a standard action.

Sustained Force:

A sustained force moves a chunk of earth or a boulder weighing no more than 50 pounds per Earth Bending level (maximum 750 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save (DC 15+ wisdom modifier). This version only last while the Earth Bender concentrates on the earth she is moving, and it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. The earth or stone can support additional weight on the top of it but the weight of the earth and the additional weight must not exceed the Earth Benders total weight allowance. The earth cannot be moved beyond your range and the power end if it is moved beyond the range.

Bull Rush:

Alternatively, you can use this Chi power to pick up large pieces of stone or earth and by pushing them against an opponent perform a bull rush, Resolve these attempts as normal, except that they don't provoke attacks of opportunity, and you use your Wisdom modifier in place of your Strength modifier. No save is allowed against these attempts. This version of the power last only 1 round whether your attempt is successful or not.

Violent Thrust:

Alternatively, using this Chi power you can hurl a chunk of earth or stone that is within range toward any target within 10 feet per Earth Bending level. You can hurl up to a total weight of 25 pounds per Earth Bending level (maximum 375 pounds at 15th level). You must succeed on attack rolls to hit the target with the earth or stone, using your base attack bonus + your wisdom modifier. Soft earth causes 1d4 points of damage per 50 pounds and hard stone causes 1d6 points of damage per 50 pounds. This version of the power last only 1 round whether your attempt is successful or not.

Rock to Mud/Mud to Rock

Requirements: 7th Level Earth Bender, Soften Earth

Chi Points: 1

Initiation action: Standard action

Concentration: None

This Chi power turns natural, uncut or unworked rock of any sort into an equal volume of mud. The area affected by this is up to 10 cubic feet per 2 Earth Bending levels anywhere within a radius of 60 feet of the Earth Bender. Magical stone is not affected by the Chi power. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep in the first round, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If rock to mud is used on the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves (DC 15+ wisdom modifier).

Castles and large stone buildings are generally immune to the effect of this power, since Rock to Mud can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this power.

The mud remains until the power Mud to Rock is used on it or the spell Transmute Mud to Rock is casted on it restoring its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

The opposite to this Chi power transforms normal mud or quicksand in the area up to 10 cubic feet per 2 Earth Bending levels and anywhere within a radius of 60 feet of the Earth Bender of any depth into soft stone (sandstone or a similar mineral) permanently.

Any creature in the mud is allowed a Reflex save (DC 15+ wisdom modifier) to escape before the area is hardened to stone. Mud to Rock counters and dispels *Rock to Mud*.

Flying Fists & Feet

Requirements: 7th Level Earth Bender, Stone Fists & Feet

Chi Points: 1

Initiation action: Standard action

Concentration: None

The Dai Li agent may spend a Chi Point send out one of his stone fists or feet to attack instead of his normal ranged attack. If the attack successfully strikes, the damage from his Ranged Elemental Strike is increased by 3d10 points of damage. After an attack, regardless of whether it was successful or not, the stone fist or foot disintegrates, once all four Stone Fists & Feet have been expended this way; she loses the benefit of Stone Fists & Feet

Stone Stronghold

Requirements: 7th Level Earth Bender

Chi Points: 1

Initiation action: Standard Action

Concentration: Standard Action

The Earth Bender can create a crude shelter by using slabs of earth that extend from the ground. The Earth Bender pulls five walls out of the ground shaping the shelter as desired. Each wall has 22 hp and a 8 hardness. The Stronghold is large enough to hold the Earth Bender. If the Earth Bender chooses to concentrate longer she can increase the capacity of the Stone Stronghold. First round the Stronghold can only contain the Earth Bender, second round can hold the Earth Bender plus two medium sized creatures, third round can hold the Earth Bender plus four medium sized creatures, to a maximum of five rounds containing the Earth Bender plus eight medium sized creatures. As the size increases; the walls improve as well gaining a +4 hp and +2 hardness to each wall per round spent concentrating. 1 Chi point may be expended to mend walls that have been damaged, fixing 20 hit points for each Chi point spent.

Move Earth

Requirements: 9th Level Earth Bender

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action

Move earth moves dirt (clay, loam, sand) in an area of up to 50 foot square and up to 10 feet deep, possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. However, in no event can rock formations be collapsed or moved.

This Chi power does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The Chi power cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This Chi power has no effect on earth creatures.

Raise/Lower Sand

Requirements: 9th Level Earth Bender, Wall of Sand

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action

This Power causes sand to reduce its depth by as much as 2 feet per Sand and Earth Bending level (to a minimum depth of 1 inch). The area affected must be within 50ft of the Sand Bender. The Sand is lowered within a squarish depression whose sides are up to Sand and Earth Bender levels × 5 feet long. In extremely large and deep piles of sand, such as a sand dune, the Power creates a pit that sweeps creatures downward (without dealing damage), putting them at risk and rendering them unable to leave by normal movement. The pit created this way last until it naturally fills in (which is not long in a sand storm). When used against earth elementals and dust para-elementals or other earth or dust-based creatures, this Chi power acts as a slow spell (Will negates DC 15+ wisdom modifier). The power has no effect on other creatures.

Raise sand cause's sand to raise in height just as Lower Sand causes it to lower. Creatures on top of the sand are raised along with the top level of sand.

Arrest

Requirements: 9th Level Earth Bender, Flying Fists & Feet

Chi Points: 1 or 2

Initiation action: Standard action

Concentration: Standard action

A Dai Li agent may use his stone fists and feet for more dexterous maneuvers, to capture rather than merely plow through and kill. He may expend a Chi point to either send a stone fist or foot through the air to initiate a grapple or trip attack (Fist for Grapple, Foot for Trip) to a maximum range of his Ranged Elemental Strike. If the Dai Li agent can control a grapple for two consecutive rounds with this maneuver, the Dai Li Agent can choose to spend another Chi Point to solidify the pieces of earth around his target's arms, legs, effectively trapping them as though using masterwork manacles and they no longer need to concentrate on this power. An Earth Bender may spend a Chi Point to shuck off the earth "manacles."

Stone Prison

Requirements: 9th Level Earth Bender

Chi Points: 1 (see text)

Initiation action: Standard Action

Concentration: None

With this Chi power the Earth Bender can create a rocky prison around an enemy either a 5'x5' or a 10'x10' square, and the target must be touching the ground. The Target creature gains a Reflex save (DC 15+ Wisdom modifier) to escape the prison moving the nearest open space. The prison walls created may be solid or have bars like any standard cell with a Hardness 10, and 50 hp/Solid wall or 25 hp/bars. Once the Stone Prison is constructed the Earth Bender may spend an additional 2 chi points to form spikes within the prison moving inward upon your enemies dealing 5d6 points of piercing damage (no save) to every creature within the prison.

Stone Speak

Requirements: 11th Level Earth Bender

Chi Points: 1

Initiation action: Standard action

Concentration: None

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone. This Chi power lasts 1 round per 2 Earth Bending class levels and the earth bender may ask 1 question per round.

Repel Stone

Requirements: 11th Level Earth Bender

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action

This Chi power creates waves of invisible and intangible energy that roll forth from you. All stone objects in the path of a 60 foot line are pushed away from you to the limit of the range. Fixed stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in stone armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by this power are repelled at the rate of 40 feet per round.

Objects such as stone armor, and the like are pushed back, dragging their bearers with them. Even magic items with stone components are repelled, although an anti-magic field blocks the effects.

The waves of energy continue to sweep down the set path as long as the Earth Bender concentrates. If the Earth Bender needs to change the direction of the line she can do so by using a move action. The Earth Bender may not move more than 5 feet in any one round while using this ability.

Sand Blast

Requirements: 11th Level Earth Bender, Swirl Sand

Chi Points: 1

Initiation action: Standard action

Concentration: None

The Earth Bender can make a fistful of sand to spray with enough force to strip flesh from bone and scour surfaces in a 20ft cone shaped burst. Any one within the area takes 1d8 points of damage per Earth Bending level (Maximum 10d8) with a Reflex save for Half damage (DC 16+ Wisdom Modifier). Do not divide damage from sand scour by four when applying it to objects.

Seismic Shock

Requirements: 15th Level Earth Bender, Move Earth

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action

When you use seismic shock, an intense but highly localized tremor rips the ground. The shock covers an area of 80 foot radius spread and all in that area are affected except the area occupied by the Earth Bender. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect requires a full-round action and lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The Shock affects all terrain, vegetation, structures, and creatures in the area. The specific effect of Seismic Shock depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel:

The Chi power collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 18+ wisdom modifier for half) and pinning that creature beneath the rubble (see below). A Seismic Shock used on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs:

Seismic Shock causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 18+wisdom modifier for half) and is pinned beneath the rubble (see below).

Open Ground:

Each creature standing in the area must make a Reflex save (DC 18+ wisdom modifier) or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the round, all fissures grind shut, killing any creatures still trapped within.

Structure:

Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage Reflex save for half(DC 18+ wisdom modifier) and is pinned beneath the rubble (see below).

River, Lake, or Marsh:

Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the effect, sucking down creatures and structures. Each creature in the area must make a Reflex save (DC 18+ wisdom modifier) or sink down in the mud and quicksand. At the end of the power, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned beneath Rubble:

Any creature pinned beneath rubble takes 1d6 points of non-lethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Metal Bending

Requirements: 17th Level Earth Bender

Chi Points: 2

Initiation action: Standard action

Concentration: None

With this Chi Power you can form an existing piece of metal into any shape that suits your purpose up to 1 cubic foot per Earth Bending level. While it's possible to make crude coffers, doors, and so forth with Metal Bending, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work. Also with this Chi power you can cause metal to bend and warp, permanently destroying its straightness, form, and strength. A warped metal door springs open (or becomes stuck, requiring a Strength check to open, at your option). Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on attack rolls. You may warp one Small or smaller object or its equivalent per Earth Bending level. A Medium object counts as two Small objects, a large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. Alternatively, you can unwarped metal (effectively warping it back to normal) with this Chi power, straightening the Metal that has been warped by this Chi Power or by other means. You can combine multiple consecutive Warp Metal powers to warp (or unwarped) an object that is too large for you to warp with a single power. Until the object is completely warped, it suffers no ill effects.

Water Bender Chi Powers

Condense

Requirements: 1st Level Water Bender

Chi Points: 0

Initiation action: Move action

Concentration: None

In a pinch a Water Bender can use this power to draw out and condense all the water in an area. This allows a Water Bender who has lost her waterskin and has no open source of water to draw from, to collect all the loose water in an area from plants, the air, and even the ground and force it into a small container of some kind; enough to use most of her Chi powers and her ranged elemental attack. A DM may determine that certain areas are too dry and not suitable enough to draw moisture out of.

Freeze

Requirements: 1st Level Water Bender

Chi Points: 1

Initiation action: Standard action

Concentration: Move action

Using this power the Water Bender can use water to surround a target's feet up to 30ft away and then freeze the water encasing the target's feet in ice, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed for 1d4 rounds by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save (DC 11+ wisdom modifier) is not entangled but can still move at only half speed for 1d4 rounds. Once the Water Bender ceases to concentrate the ice melts in 1d4 rounds.

Water Walk

Requirements: 3rd Level Water Bender

Chi Points: 1

Initiation action: Move action

Concentration: None

The Water Bender can tread on Mud, snow, quicksand, water, and ice with no problems. The Water Bender can walk, run, charge, or otherwise move across the surface as if it were normal ground. If the Water Bender uses this power while underwater (or while partially or wholly submerged in whatever liquid they are in), the Water Bender is borne toward the surface at 80 feet per round until they can stand on it. This Power lasts a number of rounds equal to the Water Bender's class level without concentration.

Restore Health

Requirements: 3rd Level Water Bender

Chi Points: 1

Initiation action: Standard action

Concentration: None

When laying your hand upon a living creature, you can redirect the body's energy that cures 2d8 points of damage +1 point per Water Bending level (maximum +10). This ability does not work on undead, or constructs.

Ice Weapon

Requirements: 3rd Level Water Bender, Freeze

Chi Points: 1

Initiation action: Move action

Concentration: None

The user may freeze water into weapons that they or others may use to fight with. The Water Bender must be touching the water source to use this Chi power. The weapon stays frozen for a number of rounds equal to the creator Water Bender level if a Water Bender with this Chi power is wielding the weapon when the duration expires she may choose to continue it with a free action and paying the Chi cost. At 3rd level the Water Bender can only create light weapons, at 5th level the Water Bender gains the ability to create One-handed weapons, and at 7th level the Water Bender gains the ability to create two-handed weapons.

Octopus

Requirements: 5th Level Water Bender, Freeze

Chi Points: 1

Initiation action: Move action

Concentration: Free action

When a Water Bender uses this Chi power it makes a watery octopus form that surrounds her. The Water bender must be standing in a pool of water. The octopus arms sway back and forth surrounding the Water Bender; this gives the water bender 2 additional Ranged Elemental Strike attack per round at her highest attack bonus, and also provides protection giving her a DR 5/piercing. The form is stationary and if the Water Bender moves she loses concentration on this Chi power.

Sleet Storm

Requirements: 5th Level Water Bender, Freeze

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action

When the Water Bender uses this power it causes driving sleet in a 40ft radius 40ft high cylinder up to 50ft away that blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Balance check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Balance skill for details). Once the Water Bender stops concentrating on this power it last for an additional 1d4 rounds. The sleet extinguishes torches and small fires.

Ice Wall

Requirements: 7th Level Water Bender, Freeze

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action

This power creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. The Water Bender must be within 40ft a small body of water (i.e. creek, or a small pond) and one end of the wall of ice must start on the shore of this body of water. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes. Once the wall has been created it lasts 1 hour per inch thickness.

Ice Plane:

A sheet of strong, hard ice grows outward from the body of water. The wall is 1 inch thick per water bending level. It covers up to a 10-foot-square area per Water Bending level (so a 10th-level Water Bender can create a wall of ice 100 feet long, 10 feet high and 10 inches thick, a wall 50 feet long and 20 feet high, or some other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored to the shore line.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + Water Benders Level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 2d6 points of cold damage +1 point per Water Bending level (no save).

Hemisphere:

The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per Water Bending level. The hemisphere has the same thickness as the ice plane and is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

Ride the Wave

Requirements: 7th Level Water Bender, Restore Health

Chi Points: 1

Initiation action: Standard action

Concentration: Move action

You command the waters to lift a creature or object and propel it. Objects lifted can contain creatures or other objects. The maximum size of the creature or object the wave can lift depends on your Water Bending Level. 7th level medium size, 9th level large size, 11th level huge size, 13th level, and 15th level colossal size. Ride the Waves moves the lifted creature or object in a straight line at a speed of 60ft over water. If the wave contacts land concentration on the Chi power is lost, the wave lowers its burden harmlessly to shore

Chi Energy

Requirements: 7th Level Water Bender, Restore Health

Chi Points: 1

Initiation action: Standard action

Concentration: None

A Water Bender can, by redirecting the energies within a living body heal or harm a person. By making a touch attack and spending a Chi point a Water Healer can heal or harm 4d8 points of damage +1 point per Water bending level (maximum +20).

Lower Water

Requirements: 9th Level Water Bender

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action

This Power causes water or similar liquid to reduce its depth by as much as 5 feet per Water Bending level (to a minimum depth of 1 inch). The area affected must be within 50ft of the water Bender. The water is lowered within a squarish depression whose sides are up to Water Bender level × 5 feet long. In extremely large and deep bodies of water, such as a deep ocean, the Power creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement until the Water Bender stop concentrating. When used against water elementals and other water-based creatures, this Chi power acts as a slow spell (Will negates DC 15+ wisdom modifier). The Chi Power has no effect on other creatures. This power lasts while the Water Bender concentrates, and immediately ends if the Water Bender stops concentrating.

Raise Water

Requirements: 9th Level Water Bender

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action

This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the power creates. If the area affected by the power includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

Null Poison

Requirements: 9th Level Water Bender, Chi Energy

Chi Points: 1

Initiation action: Standard action

Concentration: None

You detoxify any sort of venom or poison in the creature touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the Chi power does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

Command Body

Requirements: 11th Level Water Bender

Chi Points: 1

Initiation action: Standard action

Concentration: Full-round action

By manipulating the fluid in the body you can control the actions of any humanoid (including aberrations or outsiders with a humanoid physiology) that is within 40ft and to which you have line of sight. The Target creature receives a Will save (DC 16+ wisdom modifier) to negate this effect. You can force the subject to stand up, sit down, walk, turn around, and so on, but operating the vocal cords is too difficult. You can also hold the subject immobile, rendering it helpless. You cannot force the subject to cast spells, manifest powers, or use any special ability that is not a function of just its body movements. If you lose line of sight to the subject, the effect of this power ends.

If you force the subject to engage in combat, its attack bonus is equal to your base attack bonus + your Wisdom bonus, and its bonus on damage rolls is equal to your Wisdom bonus. A subject of this power cannot make attacks of opportunity. The subject gains no benefit to Armor Class from its Dexterity, but it does gain a bonus to its AC equal to your Wisdom bonus. Although the subject's body is under your control, the subject's mind is not. Creatures capable of taking purely mental actions (such as manifesting powers or talking) can do so.

Ice Storm

Requirements: 11th Level Water Bender, Freeze

Chi Points: 1

Initiation action: Standard action

Concentration: None

The Water Bender can use this Chi power to hurl large hailstones from a nearby small water source (i.e. pond, or creek), the target and the water source must be within 30ft of the Water Bender. The Water Bender must make a Ranged Touch attack, if the hit is successful then the hailstones deal 4d8 points of bludgeoning damage and 4d8 points of cold damage.

Tidal Wave

Requirements: 13th Level Water Bender, Raise Water

Chi Points: 1

Initiation action: Full-round Action

Concentration: None

As a full-round action, the Water Bender can create a devastating tidal wave of water. She must be within 40ft of a large body of water (i.e. ocean, sea, even a large lake) the Water bender can send a 100ft long wave inland or out to sea. If sent inland the wave will move a 25ft per Water Bending levels inland and has effects similar to a flash flood: Creatures caught in the water must make a Fortitude save (DC 17+ wisdom modifier). Large or smaller creatures that fail the save are swept away, taking 10d6 points of nonlethal damage (1d3 points on a successful Swim check against DC 20). Huge creatures that fail are knocked down, while Gargantuan and Colossal creatures are checked. In the wave any building has a chance of being destroyed, all wooden buildings have a 25% chance of being destroyed and stone buildings have a 10% chance of being destroyed. At sea, the tidal wave has a 10% chance to capsizes ships and crushes them to splinters.

Restore

Requirements: 15th Level Water Bender, Chi Energy

Chi Points: 2

Initiation action: Standard action

Concentration: None

A Water Bender can use her Chi to heal most, if not all of your wounds. This Chi power only works on living creatures. The Water Bender must touch the creature to be healed. It immediately ends any and all of the following adverse conditions affecting the Target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned. It also cures 150 hit points of damage.

Dehydration

Requirements: 15th Level Water Bender

Chi Points: 2

Initiation action: Standard action

Concentration: None

This Chi Power evaporates moisture from the body of a living creature, dealing 1d6 points of desiccation damage per Water Bending level (maximum 20d6). If the target succeed a Fort Save (DC 16+ Wisdom Modifier) it takes Half Damage. This Chi power is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per Water Bending level (maximum 20d8).

Blood to Water

Requirements: 17th Level Water Bender,

Chi Points: 2

Initiation action: Standard action

Concentration: None

With this Chi power you can filter the target creatures blood into water. The Water Bender must be within 30ft of the target, she can, by bending the blood of a creature transmute it into pure water dealing 2d6 points of constitution damage. A successful Fort save halves this damage. The Chi power has no affect on undead, constructs, or Fire and Water subtype creatures.

Fire Bender Chi Powers

Open Flame

Requirements: 1st Level Fire Bender

Chi Points: 0

Initiation action: Move action

Concentration: Move action

A flame as bright as a torch appears in your open hand. The flame harms neither you nor your equipment. It puts off enough heat to warm your hands and also provides illumination as a torch.

Control Flames

Requirements: 1st Level Fire Bender

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action

You can control the intensity or movements of one fire source. A nonmagical fire source can be controlled if it is equal to or smaller than the maximum size of fire you can control according to your Fire Bending level, as noted on the accompanying table. You can freely switch the nature of your control, while you maintain concentration, but only one specified change (keeping a fire burning, animating it, or altering its size) can be made in a round. When you stop

Fire Bending Level	Fire Size	Example	Damage /Round	Space
1st	Fine	Tindertwig	1	1 foot square
2nd	Diminutive	Torch	1d3	1 foot square
3rd-4th	Tiny	Small campfire	1d6	1 foot square
5th-6th	Small	Large campfire	2d6	1 foot square
7th-8th	Medium	Forge	3d6	1 foot square
9th-10th	Large	Bonfire	4d6	2-by-2-foot square
11th-12th	Huge	Burning shack	5d6	3-by-3-foot square
13th-14th	Gargantuan	Burning tavern	6d6	4-by-4-foot square
15th or higher	Colossal	Burning inn	7d6	5-by-5-foot square

concentration of control over a fire source, that fire immediately returns to its original state (or goes out if it has no fuel or has been moved away from its original location). With this power, you can artificially keep a fire burning that would normally expire for lack of fuel; even dousing a controlled flame with water does not put it out (though completely submerging the flame would). Normally, a creature at risk of catching on fire can avoid this fate by making a Reflex saving throw (DC 15+ wisdom), with success indicating that the fire has gone out. If the fire is one that has been kept burning by the use of control flames, then the DC of the Reflex save needed to put out the flames increases to (DC 25+ wisdom).

This power also enables you to make a fire move as if it were a living creature. You can animate only a naturally burning fire; if you attempt to animate one that has been increased or decreased in size by the use of this power, the fire immediately returns to its original size. An animated fire moves at a speed of 30 feet. A fire that moves away from its fuel or its original location dies as soon as you release your control over it.

An animated fire can enter any square, even if a creature already occupies it. If an animated fire enters a square occupied by a creature, that creature can make a Reflex save (DC 11 + the number of dice of damage the fire does + your Wis modifier) to get out of the way. A successful Reflex save moves the creature to the nearest unoccupied square. The flames deal the indicated damage to any creature that is either on fire or surrounded by the flames (in the fire's space); see the accompanying table).

At the start of your turn, the animated fire deals damage to any creature in its space, and the creature catches on fire unless it makes a Reflex save (DC as noted above). A victim on fire takes 1d6 points of damage each round. Additional rounds in the same space as the animated fire occupies mean additional chances of ignition. The damage from multiple normal fires stacks, but the victim gets a saving throw each round to negate each fire. It is possible to switch control from the animated fire (causing it to disappear) to intensify flames that are already burning on the target (thus denying the foe Reflex saves after the first) however to accomplish this, another Chi point must be spent on the Fire Benders next round.

Flare

Requirements: 1st Level Fire Bender

Chi Points: 1

Initiation action: Standard action

Concentration: None

This Chi Power creates a burst of light in the Fire Benders Palm. Any creature within 20ft of the Fire Bender is dazzled for 1 minute unless it makes a successful Fortitude save (DC 11+ Wisdom). Sightless creatures, as well as creatures already dazzled, are not affected by flare.

Heat

Requirements: 3rd Level Fire Bender

Chi Points: 1

Initiation action: Standard action

Concentration: None

This Chi power can make any object extremely warm and even catching it on fire. Unattended, non-magical items get no saving throws. Magical items are allowed a saving throw against the power. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

The Fire Bender must touch the item that she wish's to heat, in the case of items carried, the Fire Bender must make a melee touch attack. A creature takes fire damage if its equipment is heated. It takes full damage if its armor that is affected or if it is holding, touching, wearing, or carrying the item if it is at least weighing one-fifth of the creatures weight. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing the item or the item that it's carrying weighs less than one-fifth of its weight. The Fire Bender can stop the affect by touching the item again and absorbing the heat (this does not require another Chi point).

On the first round of the Chi power, the item becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the powers duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the item is searing hot, causing more damage, as shown on the table below. If the item is combustible on round 3 the item starts on fire, if the item is magical or is in someone's possession then it receives a reflex save (DC 15+the damage dealt) or it start on fire.

Any cold intense enough to damage the creature negates fire damage from the Power (and vice versa) on a point-for-point basis. If cast underwater, the heated item deals half damage and boils the surrounding water with no chance of the item catching on fire.

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3-5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

Flame Blade

Requirements: 5th Level Fire Bender

Chi Points: 1

Initiation action: Move action

Concentration: None

A blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if were any bladed slashing weapon. Attacks with the flame blade are melee touch attacks. The blade deals 1d8 points of fire damage +1 point per two Fire Bender levels (maximum +10). Even though the blade is immaterial, your Strength modifier does apply to the damage. A flame blade can ignite combustible materials such as parchment, straw, dry sticks, and cloth. This Chi power does not work under water. The Flame Blade last a number of rounds equal to the Fire Benders level, but the Fire Bender can end it any time before that.

Burst

Requirements: 7th Level Fire Bender

Chi Points: 1

Initiation action: Standard action

Concentration: None

Burst is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per Fire Bending Level (maximum 10d6) to every creature within a 20ft radius spread centered on you (the burst does not harm you). all creatures within the area that succeed a reflex save (DC 14+ Wisdom Modifer) take half damage. Unattended objects also take this damage. The explosion creates almost no pressure. The Burst sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the Burst may continue beyond the barrier if the area permits; otherwise it stops at the barrier.

Fire Wall

Requirements: 9th Level Fire Bender, Control Flame

Chi Points: 1

Initiation action: Standard action

Concentration: Standard action

An immobile, blazing curtain of shimmering violet fire springs into existence starting within 20ft of the Fire Bender with dimensions of 20ft high by 10ft long per Fire Bending level sheet or a ring of fire 20ft high with a 5ft radius per two Fire Bending levels. One side of the wall, selected by you, sends forth waves of heat, dealing 2d8 points of fire damage to creatures within 10 feet and 2d6 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d12 points of fire damage +1 point of fire damage per caster level (maximum +20) to any creature passing through it. If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.) Once the Fire Bender ceases concentration the wall disappears.

Cold-Blooded Fire

Requirements: 9th Level Fire Bender, Control Flame, Wisdom 15

Chi Points: 1

Initiation action: Free action

Concentration: None

"Lightning is a pure expression of Firebending - without aggression. It is not fueled by rage or emotion the way other firebending is. Some call lightning the 'cold blooded fire'. It is precise and deadly. To perform the technique requires peace of mind." -Iroh. When the Fire Bender chooses this Chi power she can substitute Lightning damage in place of Fire damage with her Elemental Strikes and her Ranged Elemental Strike attacks. This Chi power last a number of rounds equal to the Fire Benders level.

Fiery Orbs

Requirements: 11th Level Fire Bender

Chi Points: 1

Initiation action: Standard

Concentration: None

You create 4 small fiery orbs that appear 2 in each hand; these orbs are special splash weapons that can be hurled as far as 50ft. A ranged touch attack roll is required to strike the intended target. Together, the orbs are capable of dealing 1d4 points of fire damage per Fire Bending level (maximum 20d4), divided up among the orbs as you wish. Each Orb explodes upon striking any hard surface. In addition to its regular fire damage, it deals 1 point of splash damage per die, and it ignites any combustible materials within 10 feet. A creature within this area that makes a successful Reflex save (DC 16+ Wisdom Modifier) takes only half damage; a creature struck directly is not allowed a saving throw. The orbs last a number of rounds equal to the Fire Benders level, at that time any un used orbs disappear. They will also disappear if the Fire Bender uses her hands for anything else.

Shock Touch

Requirements: 11th Level Fire Bender, Cold-Blooded Fire

Chi Points: 1

Initiation action: Standard

Concentration: None

When using this Chi power you must make a successful melee touch attack you deal 1d8 points of electricity damage per Fire Bending level (maximum 10d8). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is made out of metal, carrying a lot of metal, or the like).

Blue Fire

Requirements: 15th Level Fire Bender

Chi Points: 2

Initiation action: Move action

Concentration: None

Blue Fire which is much hotter and more intense than the normal fire; Blue fire bypasses a creature's resistance and immunity to fire damage. The Fire Bender can use Blue Fire with her Elemental Strike, Ranged Elemental Strike. This Chi Power last a number of rounds equal to the Fire Benders level.

Dragon Breath

Requirements: 15th Level Fire Bender

Chi Points: 1

Initiation action: Standard action

Concentration: None

When you expend your Chi point a fire builds within your stomach, and you can spew forth funnel of fire. You expel a 15ft cone of fire, dealing 1d8 points of Fire damage per 2 Fire Bending levels. After Initiating this Chi power the Fire Bender can hold it in for up to 4 rounds and expel it as a move action on a later round.

Lightning Strike

Requirements: 17th Level Fire Bender, Shocking Touch

Chi Points: 2

Initiation action: Standard

Concentration: None

You release a powerful stroke of electrical energy that deals 1d8 points of electricity damage per Fire Bending levels (Maximum 20d8) to each creature within its area. The bolt begins at your fingertip, it stretches out 50ft long in a straight line 5ft wide. The bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the range permits; otherwise, it stops at the barrier. Any creature within the Area of effect may make a Reflex save (DC 18+ Wisdom Modifier) to take half Damage.

Fire Storm

Requirements: 17th Level Fire Bender, Blue Fire

Chi Points: 2

Initiation action: Standard action

Concentration: None

This Chi power produces a vertical column 20ft in diameter and 60ft high up to 50ft from the Fire Bender of white hot fire roaring downward. This Chi Power deals 1d10 points of damage per Fire Bending level (maximum 15d10). Half the damage is fire damage, but the other half is so intense that even creatures that have resistance to fire take damage like normal and is not subject to being reduced by resistance to fire-based attacks. All creatures within the area receive a Reflex save (DC 18+ wisdom Modifier) to take half damage.

Fiery Spheres

Requirements: 19th Level Fire Bender

Chi Points: 2

Initiation action: Standard action

Concentration: None

Fiery Spheres is a very powerful and spectacular Chi power. Four 2-foot-diameter spheres of Fire spring from your outstretched hand and streak in straight lines to the spots you select up to 100ft away. The spheres leave a fiery trail of sparks. If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the Sphere. Any creature struck by one of these receives no saving throw against the sphere's fire damage, if a targeted sphere misses its target; it simply explodes at the nearest corner of the target's space. You may aim more than one Sphere at the same target. Once a sphere reaches its destination, it explodes in a 20-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. (Fire resistance applies to each sphere's damage individually.)

New Skill Uses

Knowledge (Bending)

To learn a new Chi power the Bender must make a Knowledge (Bending) check, success mean the bender learned the Chi power and can use it. Failure means the bender can not learn that Chi power until she attains a new level. The DC for learning a new Chi power is 10+(the level required to learn the power). If the Bender has a teacher (someone that knows the Chi power to be learned) the bender receives a +6 bonus to this check.

Perform (Bending)

You can use your knowledge of bending to perform tricks, stunts and other exciting feats, to amuse the crowds.

New Feats

Extra Chi Power

Prerequisite: Bender level 3rd

Benefit: You learn an extra Chi power. You are considered two levels lower when determining qualification for that Chi power.

Special: You may take this feat multiple times.

Scribe Bending Scroll

Prerequisite: Bender level 8th

Benefit: You can create a scroll of any Chi Power that you know. Scribing a Bending scroll takes one day for each 50gp in its base price. The base price of a Bending scroll is its level required to learn × 25gp.

Evasive Reflexes

Prerequisite: Dex 13

Benefit: When an opponent gives you a chance to make an attack of opportunity, you can instead immediately take a 5ft step.

Special: Evasive Reflexes can be used in place of Combat Reflexes to qualify for a feat, prestige class, or other special abilities. You can take both this feat and combat reflexes.

Expanded Chi

Prerequisite: Bender level 1st

Benefit: your knowledge of Bending allows you to access your bending ability more often, your Chi point total increase by 2.

Special: You can take this feat multiple times; each time adding 2 Chi points to your total.

New Equipment

Exotic Weapon Feat	Cost	Damage (S)	Damage (M)	Critical	Range Increment	Weight	Type
Hooked Sword	10gp	1d4	1d6	19-20/x2	-	2 lbs	B/S
Glider Staff	20gp	1d4/1d4	1d6/1d6	x2	-	4 lbs	B
Boomerang	10gp	1d3	1d4	x2	20ft	2lbs	B
WarFan	30gp	1d4	1d6	x3	-	3lbs	S

Hooked Sword: This unusual weapon has a razor sharp hand guard and unusual blunt "blade" that ends in a hook. The hook is used to snake weapons, and makes it easier to disarm foes. Characters armed with hook swords receive a +2 bonus to their disarm attack rolls. Hooked swords are usually used in pairs. The hooked sword is a special monk weapon. This designation gives a monk wielding a hooked sword special actions.

Gliderstaff: a Gliderstaff functions and looks similar to a quarterstaff except that a proficient user can make use of its mechanical fold out wings. If the user has the exotic weapons feat Gliderstaff she can use the Gliderstaff to glide with a movement rate of 30 feet. If the user is an Air Bender she can spend a Chi point and gain a movement of fly 40 feet and good maneuverability by manipulating the air currents around her, this last a number of rounds equal to the Air Benders class level.

Boomerang: The boomerang is a curved piece of wood or metal throwing stick that returns to its thrower if the thrower misses its target. To catch a returning boomerang, the thrower must make an attack roll (as if he were throwing the boomerang) and hit AC 10. failure indicates the boomerang lands in a randomly determined square adjacent to the thrower (if the thrower is proficient) or 1d4 squares away in a direction (if not proficient).

WarFan: This weapon appears to the untrained eye as nothing more than a beautifully crafted ladys fan. Infact, the vanes of the fan crafted from steel, and the tips are needle sharp. When the fan is first brought into melee, the wielder may attempt a bluff check against an opponents sense motive check. If the wielder wins the contest, he adds a +4 bonus to the attack roll for his first rounds attacks.

Bending Scrolls: These rare items are used to teach bending techniques to people that do not have access to a master. The most common of one found is water bending but the other three elements have them also. The scroll gives a bender a +4 on the Knowledge (bending) check when learning a new Chi power.

Special Rules

Glide (Ex): Gliding is like flying with clumsy maneuverability except that the gliding creature loses at least 5 ft. of height per round and cannot increase its speed except by descending. It gains 5 ft. of forward momentum for every additional 5 ft. it descends in a round (beyond the first 5 ft.) but cannot exceed twice its speed this way. It can gain height, but only by trading 10 ft. of forward momentum for every 5 ft. of height gained. Thus the creature would need to trade 10 ft. of forward movement to avoid losing height in any given round. Note that, as per the clumsy maneuverability rules, the creature will fall if it fails to maintain a forward movement of at least half its speed.

Counterbending (Ex): It is possible to use any bending technique as a counterbending technique. By doing so, you are using the technique's energy to disrupt the bending of the same technique by another character. Counterbending works even if the benders are using different styles (fire vs. air, or water vs earth, it doesn't matter).

How Counterbending Works: To use a counterbending technique, you must select an opponent as the target of the counterbending technique. You do this by using the ready action. In doing so, you elect to wait to complete your action until your opponent tries to use a bending technique. (You may still move your speed, since ready is a standard action.) If the target of your counterbending technique tries to use a bending technique, make a Knowledge (Bending) Check (DC 10+ the technique's requirement level). This check is a free action. If the check succeeds, you correctly identify the opponent's technique and can attempt to counter it. If the check fails, you can't do either of these things. To complete the action, you must then use the correct counterbending technique. As a general rule, a technique can only be countered by a technique with the same bender level or higher. If you are able to use such a technique, you use it, altering it slightly to create a counterbending technique effect. If the target is within range, both techniques automatically negate each other with no other results (other than both benders still lose chi as if they had used the techniques normally).

Multi-class Restriction: A character can only have levels in one of the four bending classes; Air Bender, Earth Bender, Fire Bender, or Water Bender. Once he gains levels in one he can not gain levels in any of the others.

Organizations

The Dai Li: Selectively picked at a young age, the members of the Dai Li are elite officers of Ba Sing Se under the control of Long Feng. Their job is to ensure that no one disrupts the order of the city, such as by speaking of "undesirable" topics like the war with the Fire Nation. They employ skilled Earthbenders as a secret police group, who wear gloves made apparently out of earthen materials in order to dexterously Earthbend on the go. They use hypnosis to persuade rebels and uprisers that there is no war within the walls of Ba Sing Se. Most of Ba Sing Se's citizens seem to fear them and want nothing to do with them, knowing that nothing but trouble can arise from meddling in any of their affairs.

Long Feng: As Grand Secretariat of Ba Sing Se and the head of the Dai Li, Long Feng is a very influential, charismatic, and power-hungry individual who has the tendency to pop up out of nowhere. He rose from humble origins as a son of a Merchant in the Middle Ring of Ba Sing Se, to become the most feared man in the city.

By appearance, his position grants him a special relationship with the Earth King, but in reality the Earth King is but a figurehead of Ba Sing Se's government, and Long Feng truly holds sway over its privatizing affairs. He utilizes the Dai Li to silence anyone who would disrupt the common peace, secretly imprisoning them under Lake Laogai and using hypnotic tactics to subdue them. This effectively keeps the citizens of Ba Sing Se in blissful ignorance and maintains the illusion that there is no war. He claims to have preserved the last utopian society left on the planet by covering up all knowledge of the war, when in fact the totalitarian traits of Ba Sing Se's government are marks of dystopia.

Joining: To join the Dai Li you must first be an Earth Bender then selected by Long Feng. Typically only selected children ages ranging from 8-11, that show promise are allowed to join. Long Feng personally hypnotizes the young recruits to insure total loyalty.

Benefits:

Dai Li Chi Powers: Members of the Dai Li have access to Specialized Earth Bending Chi powers.

Ba Sing Se intelligence network: A Dai Li agent gains a +2 circumstantial bonus to all Bluff, Diplomacy, Gather Information, and Intimidate checks made in Ba Sing Se and with Ba Sing Se citizens. This bonus is doubled against certain specially seeded agents of the Dai Li (such as the various Ju Di "tour guides").

Kyoshi Warriors: The Kyoshi Island Warriors are an all-female group of fighters led by Suki on Kyoshi Island.

Their fighting style and clothing mimic those of Avatar Kyoshi, although they seemingly do not implement any of the bending arts in their physical movements. Clad in ornate, armored green kimonos and geisha-like makeup, Kyoshi Island Warriors use metal fans as their main weapons. They also carry katanas and wrist shields, too. Holding the fans like extensions of their own arms, they aim to turn the strength of their opponents against them, a principle also studied in Water Bending. The female warriors do not take kindly to training outsiders, let alone men, in these unique methods.

Although Kyoshi Island had long remained neutral in the Fire Nations war against the Earth Kingdom, after the Avatar arrived on the island the Kyoshi Island Warriors decided to assist the Earth Kingdom army in its attempts to resist the Fire Nation.

Suki: Suki is the eldest of the young female village warriors of the Earth Kingdom's Kyoshi Island, Suki is in charge of training the younger warriors. She began her training when she was only 8 years old.

Joining: To Join the Kyoshi Warriors you must be Female and preferably from the Kyoshi island. Suki will make the Finale decision on if you can or can not Join.

Benefits:

Bonus Feat: Exotic Weapon Proficiency (Warfan)

Kyoshi Welcome: when on the Kyoshi island you are treated with the utmost respect (unless you have disgraced your name with the Kyoshi warriors). You gain a +2 circumstantial bonus to all Bluff, Diplomacy, and Gather Information. You will always have a room to stay in as well.

The Avatar Template

In each generation, one Bender is capable of bending all four elements; this is the Avatar, the Spirit of the Planet manifested in humanoid form. When the Avatar dies, he or she is reincarnated into an unborn baby native in the next nation in the Avatar Cycle. Beginning with the mastering of his native element, the Avatar learns to bend all four elements in the order of the cycle, which parallels the seasons: winter for water, spring for earth, summer for fire, and autumn for air.

Creating an Avatar

The Avatar is an inherited template that can be added to any corporeal humanoid (referred to hereafter as the base creature). Only one Avatar may exist at a time.

The Avatar uses all the base creature's statistics and abilities except as noted here.

Size & Type: The creature's type changes to Native outsider. Do not recalculate the creature's Hit Dice, Base Attack Bonus, or saves. Size is Unchanged.

Speed: Same as Base Creature

Special Qualities:

Superior Chi: The Avatar has better access to her Chi than all Benders. The Avatar gains 2 Chi points per Bending level instead of the normal 1, and regains them at a rate of 4 per hour instead of the regular 2. At 3rd level the Avatar gains a bonus Chi power, one that she meets the Prerequisites for, and she will receive an additional bonus Chi power every three levels beyond that; one at 6th, one at 9th, one at 12th, one at 15th, and finally one at 18th.

Perfect Harmony: The Avatar is in perfect harmony with all four elements. As the Avatar gains wisdom of the world around her she can learn to bend the elements other than her own, at 5th level the Avatar gains access to one of her non-opposite elements Chi powers (earth can choose Water or Fire, Water can choose Air or Earth, Fire can choose Air or Earth, and Air can choose Fire or Water). At 10th level the Avatar gains access to the other non-opposite elements Chi power (which ever they didn't choose before) and at 15th level the Avatar gains access to her elements Chi powers. The opposite of one's native element is extremely difficult to learn because of opposing fighting styles and doctrines. This gives the Avatar a -4 penalty when attempting to learn a Chi power from her opposite element.

The Avatar State: When the Avatar enters the Avatar State her eyes glow, along with any other defining marks. While in the Avatar State the Avatar is considered a Bender 10 levels higher and has every Chi power that she meets the requirements for (from all bending element Chi powers), and an unlimited supply of Chi points. The Avatar State can be an uncontrollable rampage of emotion that the Avatar can not control unless she has opened all of her chakras. If the Avatar has not met with a Guru and learned to open her Chakras, then when faced with horrible tragedy (decided by the DM) the Avatar must make a Will save DC 15 or slip into the Avatar State being controlled by the DM. This lasts a number of rounds equal to twice the Avatar Bending levels or until the threat is gone whichever comes first. While in this state the Avatar will bring down anything that opposes her. To open all the Chakras the Avatar must meet all the requirements. The requirements to open the Chakras are; the Avatar must be at least a 15th level Bender, the Avatar must make a Will save DC 30, and she must learn from a Guru. Once that has been done, the Avatar gains mastery of the Avatar State. When in this state the Avatar is at his most powerful, but also his most vulnerable. If the Avatar dies while in the Avatar State, the previous incarnations of the Avatar will die along with him, and the cycle of reincarnation will be permanently broken. When the Avatar comes out of this state she is drained of energy, fatigued a number of rounds equal to the time spent in the Avatar state and completely drained of Chi points. The Avatar can enter the Avatar State a number of times per day equal to her Wisdom modifier.

Chakras: There are seven chakras going up the body, each with a purpose and each with a different blockage: An intense sensation results from the opening of them all, you can not stop opening them once you have opened one until all seven are open. - The first chakra is the Earth Chakra, located at the base of the spine. It deals with Survival, and is blocked by Fear. - The second chakra is the Water Chakra, which deals with Pleasure, and is blocked by Guilt. - The third is the Fire Chakra, which is located in the stomach. Dealing with Willpower, the Fire Chakra is blocked by shame. - The fourth chakra. Located in the heart, this chakra deals with Love, and is blocked by Grief. - The fifth Chakra is the Sound Chakra, and is located in the throat. It deals with Truth, and is blocked by the Lies we tell ourselves. - The sixth Chakra is of Light, it is responsible for Insight, and is blocked by Illusions. The greatest Illusion is that of Separation. - Finally the Seventh Chakra, the last, the Thought Chakra, it is located at the crown of the head, and deals with Cosmic Energy, and is blocked by earthly attachment.

Immunity to disease

+2 racial bonus on all saving throws

Spell-like Abilities: Ethereal Jaunt 3/day

Abilities: Increase from the base creature as follows: Str +2, Dex +2, Con +2, Int +2, Wis +4, Cha +2.

Skills: The Avatar gains skill points as an outsider and has skill points equal to $(8 + \text{Int modifier}) \times (\text{HD} + 3)$. Do not include Hit Dice from class levels in this calculation—the Avatar gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Challenge Rating: As base creature +3

Alignment: Any neutral

Level adjustment: +5

Monsters

Flying Lemur

Tiny Animal

Hit Dice: 1d8 (4 hp)

Initiative: +3

Speed: 30 ft., fly 30 ft. (good)

Armor Class: 15 (+2 size, +3 Dex), touch 15, flat-footed 12

Base Attack/Grapple: +0/-12

Attack: Bite +3 melee (1d3-4)

Full Attack: Bite +3 melee (1d3-4)

Space/Reach: 2.5 ft./0 ft.

Special Attacks: -

Special Qualities: low-light vision

Saves: Fort +2, Ref +4, Will +1

Abilities: Str 3, Dex 17, Con 10, Int 2, Wis 16, Cha 5

Skills: Balance +12, Climb +10, Jump +16, Hide +10, Listen +9, Spot +5

Feats: Combat Evasion, Weapon Finesse (Bite)

Environment: Temperate, Mountains.

Organization: Individual or family (3-10)

Challenge Rating: 1/2

Alignment: Always Neutral

Advancement: 2-3 HD (Small)

Level Adjustment: -



Skills: Flying lemurs have a +8 racial bonus on Balance and Climb checks, a +4 racial bonus on Listen and Spot checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

Sky Bison

Huge Magical Beast (Air)

Hit Dice: 12d10+48 (114 hp)

Initiative: +0

Speed: 50 ft. (10 squares), Fly 80ft Average (16 squares)

Armor Class: 15 (-2 size, +7 natural), touch 8, flat-footed 15

Base Attack/Grapple: +12/+26

Attack: Slam +16 melee (1d8+7)

Full Attack: Slam +16 melee (1d8+7) & Gore +13 melee (1d8+3)

Space/Reach: 15 ft./5 ft.

Special Attacks: Stampede, Powerful Charge 3d8+9, Tail slap.

Special Qualities: Low-light vision, scent, Flight

Saves: Fort +14, Ref +8, Will +4

Abilities: Str 26, Dex 10, Con 18, Int 3, Wis 11, Cha 10

Skills: Listen +10, Spot +5, Survival +2

Feats: Alertness, Endurance, Great Fortitude, Run, Track

Environment: Any Mountains or Hills

Organization: Solitary or herd (6-30)

Challenge Rating: 8

Advancement: 13-15 (Large), 16-20 (Huge), 21+ (Gargantuan)



Powerful Charge (Ex): A sky bison usually enters combat by charging, lowering its head and running at full speed. In addition to the normal effects of a charge, the bison can make a single gore attack with a +13 attack bonus that deals 3d8+9 piercing damage.

Stampede (Ex): A frightened herd of sky bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 half). The save DC is Strength-based.

Tail Slap (Su): By using his tail a Sky Bison cause a powerful gust of wind. The affect duplicates the Air Bender Chi power Wind Blast; the only difference is that the Line is 15ft wide instead of 5ft wide.

Komodo Rhino

Large Animal

Hit Dice: 8d8+39 (71 hp)

Initiative: +2 (+2 Dex)

Speed: 50 ft. (10 squares)

Armor Class: 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 12

Base Attack/Grapple: +6/+19

Attack: Gore +15 melee (2d8+9)

Full Attack: Gore +15 melee (2d8+9) and tail +10 melee (1d6+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Powerful charge

Special Qualities: Low-light vision

Saves: Fort +13, Ref +6, Will +3

Abilities: Str 28, Dex 15, Con 28, Int 2, Wis 14, Cha 8

Skills: Hide -4, Intimidate +3, Listen +2, Spot +3, Survival +3

Feats: Run, Toughness

Environment: Warm forests

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Huge);



Carrying Capacity: A light load for a Komodo Rhino is up to 1200 pounds; a medium load, 1201-2400 pounds; and a heavy load, 2401-3600 pounds.

Powerful Charge (Ex): When a Komodo Rhino makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is 3d8 damage, an advancement of its normal gore attack.

Ostrich-Horse

Large Animal

Hit Dice: 4d8+12 (30 hp)

Initiative: +2 (+2 Dex)

Speed: 50 ft. (10 squares)

Armor Class: 15 (-1 size, +2 Dex, +4 natural), touch 10, flat-footed 13

Base Attack/Grapple: +3/+11

Attack: Bite +6 (1d6+4)

Full Attack: Bite +6 (1d6+4) and Claw +1 (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: -

Special Qualities: Low-light vision, Scent

Saves: Fort +7, Ref +5, Will +2.

Abilities: Str 18, Dex 15, Con 17, Int 2, Wis 13, Cha 6.

Skills: Listen +5, Spot +4.

Feats: Run, Endurance

Environment: Temperate plains

Organization: Domesticated

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: -



Carrying Capacity: A light load for a Ostrich-horse is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds. A Ostrich-horse can drag 4,500 pounds.

Polar Bear Dog

Medium Animal

Hit Dice: 3d8+9 (22hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 14 (+0 size, +2 Dex +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +2/+2

Attack: Bite +4 melee (1d6+2)

Full Attack: Bite +4 melee (1d6+2) and 2 Claws +2 (1d3+1)

Space/Reach: 5ft. /5ft.

Special Attacks: Improved grab

Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +5, Will +2

Abilities: Str 15, Dex 14, Con 16, Int 2, Wis 12, Cha 8

Skills: Hide +2*, Listen +3, Spot +3, Swim +4, Survival +1**

Feats: Track, Endurance, Multiattack

Environment: Cold Plains

Organization: Solitary or Pair

Challenge Rating: 1

Advancement: ---

Improved Grab (Ex): To use this ability, a polar bear dog must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas. **A polar bear dog receives a +4 bonus to survival checks while tracking by scent.

Canyon Crawler

Large Vermin

Hit Dice: 4d8+4 (22 hp)

Initiative: +3 (+3 Dex)

Speed: 30ft. (6 squares), Climb 20ft

Armor Class: 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11

Base Attack/Grapple: +3/+9

Attack: Bite +4 melee (1d8+3 plus poison)

Full Attack: Bite +4 melee (1d8+3 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60ft, Tremorsense 60ft, Vermin traits

Saves: Fort +5, Ref +4, Will +1.

Abilities: Str 15, Dex 17, Con 12, Int 1, Wis 10, Cha 2.

Skills: Climb +11, Hide +3*, Jump +2*, Spot +4*.

Feats: -

Environment: Temperate forest

Organization: Solitary or Colony (2-10)

Challenge Rating: 2

Treasure: 1/10 Coins; 50% Goods; 50% Items

Alignment: Always neutral

Advancement: 5-7 HD (Large)



Poison (Ex): A Canyon Crawler has a poisonous bite. The Fort save is a DC 13. The initial damage is 1d6 str and the secondary damage is 1d6 str.

Skills: Canyon Crawlers have a +4 racial bonus on Hide and Spot checks and a +6 racial bonus on Climb and Jump checks. A Canyon Crawler can always choose to take 10 on Climb checks, even if rushed or threatened. Canyon Crawlers use their Dexterity modifier for Climb checks.

Badgermole

Huge Magical Beast (Earth)

Hit Dice: 10d8+50 (90hp)

Initiative: -1 (+1 underground)

Speed: 20 ft (6 squares), Burrow 100 ft (20 squares)

Armor Class: 13 (-2 size, +5 natural), touch 9, flat-footed 13

Base Attack/Grapple: +7/+22

Attack: Claw +14 melee (1d10+10)

Full Attack: Claw +14 melee (1d10+10)

Space/Reach: 15ft./10ft.

Special Attacks: Slam 3d10+10

Special Qualities: Scent, Burrow

Saves: Fort +12, Ref +6, Will +5

Abilities: Str 24, Dex 8, Con 20, Int 3, Wis 14, Cha 7

Skills: Listen +4, Survival +6,

Feats: Tremorsense, Endurance

Environment: Any Mountains or underground tunnels

Organization: Solitary or pack (3-12)

Challenge Rating: 3

Advancement: 10-12 HD (Large), 13-22 (Huge), 23+ (Gargantuan)



Powerful Charge (Ex): A badgermole usually enters combat by charging (by burrowing), running at full speed and slamming its body or claws into its enemies. In addition to the normal effects of a charge, the badgermole can make a single claw attack with a +12 attack bonus that deals 3d6+10 piercing or bludgeoning damage (depending if it's a slam or a claw).

Slam (Ex): A frightened badgermole may slam the ground or an opponent sending them flying through the air. This attack does 3d10+10 damage. Should the person be forced/slammed into a wall/ceiling, they take another 1d10 damage.

Earthbending Powers (Su): Badgermoles have earthbending powers similar to that of an earthbender. (As the legend goes, Oma and Shu were the first earthbenders that learned from the badgermoles.) At Will the Badgermoles can use Shape Stone as the Earthbender chi power (bender level 10) and soften earth (up to 15 cu ft) and rock to mud/ mud to rock (up to 30 cu ft.).

Damage Reduction: Badgermoles have DR 10/-