Avatar: The Last Airbender

D20 Role-playing Game

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Chapter 1 – Introduction

What is Avatar D20?

The first question you might ask is what is Avatar D20? This system is a D20 System-based Role Playing Game similar to the popular Dungeons and Dragons Role Playing Game. Avatar D20 is a community-built system designed and tested by the Giant in the Playground RPG Homebrew Forum Community by many contributors. This system was created to be an Avatar: The Last Airbender Role Playing Game.

Avatar D20 and Dungeons and Dragons 3.5

The Avatar D20 system seems to have a lot in common with the D&D 3.5 game. This is because Avatar D20 uses the D20 System that is the fundamental system of D&D. However, there are differences in the core rules between the two systems. The D20 System Standard Reference Documents can be found at http://www.d20srd.com

Armor as Damage Reduction: The one major system difference between normal core D20 System and Avatar D20 is that all armor provides Damage Reduction in addition to Armor Class bonuses. Details of this variant can be found at http://www.d20srd.org/srd/variant/adventuring/armorAsDamageReduction.htm

The Avatar

The Avatar, a central figure in the world of *Avatar: the Last Airbender*, is preceived to be the physical incarnation of the spirit of the world. The Avatar serves to maintain a balance of power between the four human nations, promote peace and prosperity throughout the world, protect the environment, and bridge the gap between the world of the spirits and the physical world.

The Avatar's unique ability to master all four of the bending disciplines and use them in combination makes the Avatar extremely powerful. In addition to the disciplined mastery of all the elements, the Avatar can, in times of great danger or emotional stress, enter into a special "Avatar State," wherein the Avatar can call on the knowledge and power of all the past Avatars. The Avatar's eyes glow and his or her power increases substantially. The Avatar State even allows the Avatar to use bending abilities he or she would normally be unable to perform. Finally, through intense meditation, the Avatar can enter into the spirit world and interact with spirits.

DM's including the Avatar in their campaigns should be cautious. At any given level, the Avatar is likely to be substantially more powerful and versatile than any non-Avatar character. Additionally, the Avatar has a well-defined role to play in the campaign setting, and possesses a prestige that few (if any) other characters can match. NPC's should act appropriately when confronted with the Avatar, likely the most powerful and influential individual on the planet. This means that an Avatar PC can easily overshadow his or her party members. DM's considering allowing a player to create and play an Avatar character should take these issues into account.

The Avatar (Template)

Creating the Avatar
"Avatar" is an inherited template that can be added to any living, corporeal human (referred to hereafter as the base creature).
The Avatar uses all the base creature's statistics and special abilities except as noted here.
Size and Type
The creature's type does not change. Size is unchanged. Do not recalculate base attack bonus or saves.
Hit Dice
The Avatar's hit dice do not change.
Speed
The Avatar's speed does not change.
Armor Class
The Avatar's armor class does not change.

Attack
The Avatar usually uses his or her bending abilities in combat, but occasionally fights with either an unarmed strike or with a weapon.
Full Attack
The Avatar usually uses his or her bending abilities in combat, but occasionally fights with either an unarmed strike or with a weapon.
Damage
The Avatar's damage is determined by weapon, unarmed strike, or bending type.

Special Attacks

- *The Avatar State (Su):* When in situations of extreme duress and in life threatening situations where escape is almost impossible, a special defensive ability known as the Avatar State is awakened in the Avatar. Situations of extreme stress include: whenever the Avatar is reduced to 0 or less hitpoints (but before death), situations where the Avatar is subjected to *fear*, *emotion*, *rage*, or similar effects, or emotional influences (such as extreme hurt, anger, sadness, or loss). Entering into the Avatar state requires 1d4 full rounds as the energies build within the Avatar. While in the Avatar State, the Avatar is a being of thoughtless emotion and generally reacts to the situation with whatever emotional state they felt upon entering. This state decides what actions are taken in the Avatar State, such as if the Avatar is injured by someone, he will focus his attacks on the attacker, or if someone has kidnapped his friend, he will go to rescue his friend and woe to any in his way. While in the Avatar State, the Avatar's power increases exponentially as he unlocks the knowledge and power of all previous incarnations of the Avatar. The Avatar's overall bending level increases by 10 in <u>each</u> bending discipline (including ones he does not currently know) and he gains a +25 insight modifier to all bending skill checks he makes (if the Avatar does not currently know one or more of the other bending disciplines, he uses a straight 25 as his skill and can use it untrained). Additionally, the Avatar may access the compiled knowledge of all of his previous incarnations and utilize any bending seed. The Avatar may also safely overbend an amount of Constitution damage equal to twice his character level with no penalty. When the Avatar comes out of the Avatar state he resumes his normal status. If he overbends, then he is fatigued (or if overbending until Unconsciousness or Death he is then unconscious and exhausted.) The Avatar State lasts for a number of minutes equal to the Avatar's character level. Using the Avatar State is a *very* dangerous gamble, because if the Avatar is killed while in the Avatar State, then the eternal cycle of the Avatar is broken and the Avatar may not reincarnate again.
  Special: It is said that an Avatar may learn to control the Avatar State by unlocking all of his body's chakras and learning to purely channel the energy from them. There are many ways for this to be done, so it is a spiritual quest for the Avatar to learn how. Once this is unlocked, the Avatar State may be called upon by the Avatar whenever he chooses to use it, but harnessing this energy can only be safely done a number of times per day equal to the Avatar's Wisdom modifier. This is due to the extreme stress on the Avatar's psyche that bringing forth the Avatar State causes. The defensive reaction of the Avatar State may still also happen, however, but this leaves the Avatar exhausted for several days if the Avatar State is used too often (such as if all uses for the day are expended and then the defensive state is used).

Special Qualities

- *Mastery of Elements:* As the Avatar, the base creature must select a primary bending class based on which nation the Avatar was born into (Air Nomads, Water Tribe, Earth Kingdom, or Fire Nation) and start as a member of that nation's bending class (Airbender, Waterbender, Earthbender, or Firebender). When the Avatar reaches third level in that class, he may then start adding additional bending classes (provided he has access to a teacher who is of at least level 5 in the class he is entering) to his repertoire. Once the Avatar has enough experience to advance in level after he has studied under a master of the art he is learning, he may advance a level in both classes (only his primary class is counted as his character level); example being level 5 airbender advances with waterbender training, becoming a level 6 airbender/level 1 waterbender. Every level after the initial 1st level of the new bending class, the secondary style advances at two levels at a time when the Avatar advances his primary bending class until it equals said bending class. (Example: In the previous example, advancement would be 7AB/3WB, 8AB/5WB, 9AB/7WB,

10AB/9WB, and finally 11AB/11WB). Third and fourth styles advance at three levels and four levels at a time respectively (though third and fourth styles can never surpass the second style) until they equal the primary bending discipline in level. Note that when adding additional bending classes, the Avatar does not gain the skills, saves, hit points, base attack bonus or proficiencies of that class. He gains the class abilities, access to their bending skill, and their seeds. Seeds the Avatar learns are separate from the number of seeds he knows in a different bending class (meaning he doesn't have to spend Airbender seeds to learn Firebender seeds, he gets separate totals).

- *The Bridge Between:* As the Avatar is the reincarnating spirit of the world in mortal form, he is uniquely suited to be the go-between for the material world and for the spirit world. By meditating and making a DC 25 Concentration check, the Avatar may move his spirit away from his body and into the Near Spirit World or deeper into the True Spirit World with an additional DC 30 Concentration check.. The Near World is a shadow of the material world where most weaker and mundane spirits dwell. The True Spirit World is a whole new realm unto itself where powerful incarnations of the world dwell, as well as the spiritual remains of some previous Avatars. The Avatar may pass through the layers of the spiritual plane easily enough (without a check) but must find his body in the Near World to return. If it is moved, he will be trapped until he finds it. In the spiritual plane, the Avatar has no access to his bending arts as there are no elements to bend.

Abilities
No increase in abilities of the base creature.
Skills
The Avatar gains an additional bonus skill point per level that must be placed in a bending discipline's skill for every style he knows.
Environment
Same as the base creature.
Challenge Rating
Special
Alignment
Usually good.
Level Adjustment
Special

Chapter 2 – Benders

Bending Overview

This bending system prioritizes creativity and versatility over ease of use. It requires additional dice rolls to adjudicate, but allows benders to combine bending seeds to create a wider range of options. Benders learn bending seeds at the rate shown on their respective class table and may choose them from any seeds on their bending list.

Creating Forms: The bending arts are based around fully understanding the possibilities and applications of their respective elements. As such, creative use of the element is important to the application of the art. Using a single seed is often very useful or powerful in its own right, and can continue to be so at later level by advancing the seed's effects. However, in situations when two of the bender's known seeds are compatible with each other, they can be executed simultaneously or in conjunction with the bender's other abilities, creating a bending form. Doing so uses the bending time of the longest seed and uses the seeds' combined Bending DCs +4. For example, a waterbender could combine her blast with some thrown Ice Shards, dealing her blast damage+2d4 (or more, if the Waterbending check allows for additional damage) as a standard action. The Waterbending DC for this would be 19 (5 for Blast, +10 for the Ice Shards, and +4 for combining them). It should be stressed that players and DM's are intended to cooperate to determine what combinations of bending seeds are appropriate in a given game. Many combinations are possible, so be creative!

The Bending Skill: Almost all of a bender's special abilities are determined by her modifier in the respective bending skill. This is a skill exclusive to each of the bending classes and its dependent skill is Wisdom. Having at least 5 ranks in Knowledge (Bending) grants a +2 synergy bonus to the bending skill, and vice versa. Note that due to the complicated motions dealing with bending an element, armor check penalties apply to the skill.

Bending Range: The distance from which a bender can draw or extend any of her forms is 40 ft + 5 ft/level. Going further is possible, but every 5 feet beyond this range adds a +1 to the Bending DC of the seed. A form that begins within this 'safe' range but extends beyond it can fall short, and any element being used simply falls from the bender's control, acting naturally (water being absorbed into the ground, earth rolling downhill, etc.). If the form's DC reaches the bender's roll without completely finishing its course, it dissipates at that point and acts naturally.

Using Forms: Executing a form provokes attacks of opportunity unless noted otherwise, and if the bender is damaged while executing a form, she must make a Concentration check against the damage done or lose the form. Bending forms cannot be used while pinned, but a bender can attempt to use a form while grappling by adding +10 to the Bending DC, and must make DC 20 Concentration check in order to successfully use the spell. For more uses of the Concentration skill in Bending, look here. A bender's hands must be free in order to use any bending form, unless noted otherwise; though weapons and items made from materials a bender can manipulate can be spontaneously converted to use in forms.

Template Forms: Template forms can be applied to other bending forms (hereafter referred to as the "base form"), altering their characteristics and increasing a bender's versatility. Template forms increase the Bending DC of the base form.

Taking 10: Benders may choose to take 10 on any bending check, unless rushed or threatened. For the purposes of this, combat does not count as being rushed, though an opponent threatening a bender in combat does prevent her from taking 10 on bending checks.

Contested Bending: If two benders are vying for control of a single mass of their element, they make opposed bending checks as a move action. In order to gain control of the element, a bender must beat her opponent's bending check by 5 or more, though winning by 4 or less adds a +2 circumstance bonus to the next opposed check, until one gains uncontested control of the element. If a bender wishes to take control of an element already controlled by another bender (such as a waterbender's *Water Whip* seed or an earthbender's *Armor* seed) she takes -5 to the bending check.

Bending on the Defensive: Bending while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 15 + 2 for every 5 of the bending DC) to pull off. Failure means that you still successfully complete the form (provided you are able to make the Bendig DC), but provoke an attack of opportunity for doing so.

Motion: Unless stated otherwise, all bending seeds have somatic components and are difficult to use with restricted mobility. A bender takes -10 to the Bending check to do a form while prone.

Saves: Any saves in response to a bending form has a DC 10 + half the bender's class level + the bender's Wisdom modifier.

Bending Blasts and Iterative Attacks: All benders have the ability to project bending *Blasts* as a basic ranged attack. Descriptions of the various *Blast* abilities can be found in the individual class write-ups. In general, a bender can make a number of *Blast* attacks per round equal to the number of iterative attacks she can make, as determined by her Bast Attack Bonus. As a general rule, benders cannot increase the number of *Blast* attacks they can make by taking feats or gaining class abilities. There are, however, two exceptions to this rule. A Firebender's *Firestorm* ability allows him to make a single additional *Fire Blast* attack as part of a full round attack. Additionally, a bender can take the *Rapid Shot* feat, increasing the number of *Blast* attacks she can make in a full round attack. A Firebender with both *Firestorm* and *Rapid Shot* can make two extra *Fire Blast* attacks in a full round attack.

Fatigue: A fatigued bender takes a -4 to all bending checks, in addition to the other effects of fatigue, and an exhausted bender takes an addition -4 to all checks, for a total of -8.

Overbending: Upon failing a bending check, a bender has a choice to go ahead and do the action for which she rolled anyway. This is known as overbending and can range from strenuous to lethal, depending on the scope of what the bender is trying to do, as shown on the table below. All effects stack, except for the various levels of Constitution damage, though the Constitution drain does apply at the same time.

Failed By	Effect
1-5	Fatigue
6-9	1d4 Con Damage
10-14	2d4 Con Damage
15-19	3d4 Con Damage, Exhaustion
20-24	4d4 Con Damage
25-30	Unconsciousness, 1 point of Con Drain
31+	Death

A bender rendered unconscious as a result of overbending makes a DC 20 Will save to wake up after four hours, and every hour thereafter, with the save DC decreasing by -2 at each attempt. After eight hours, the bender automatically wakes up, but is still Exhausted. It takes additional rest to remove this condition.

Quickened Bending: Powerful benders learn techniques intended to improve their economy of motion and allow them to bend more quickly. By increasing the Bending skill DC of a seed by +10, a bender can perform a seed that normally requires a full-round action as a standard action. By increasing the Bending skill DC of a seed by +20, a bender can perform a seed that normally requires a standard action as a move action. Unless otherwise stated in the seed's description, no seed can be performed as a swift, free, or immediate action.

Airbender

The speed and agility of the wind, the power of a tornado, and the subtlety of a cloud are all accessible to an airbender, a member of a small group of individuals blessed with the ability to manipulate the air through sheer force of will. Airbenders can hurl blasts of wind at their foes, create shields of swirling air, and even slice objects to pieces with compressed air blasts.

Adventures – Craving freedom above all else, many airbenders are simply itinerant monks, whose traveling lifestyle invites adventure. Others adventure on behalf of their communities, to visit and assist friends living far away, or to help those in need.

Characteristics – airbenders are able to manipulate the air in many ways. Some chose to focus on mobility and can become the most agile of fighters. Others learn to capture their foes in swirling tornadoes, incapacitating their enemies. Still others seek to destroy the machinery of destruction, using compressed air to slice through metal, stone, and wood. All airbenders, however, are agile fighters who can knock their enemies away and soar through the skies on wooden gliders.

Alignment – While an airbender can be of any alignment, airbenders' emphasis of ahimsa (nonviolence) tends to attract more good than evil. However, the airbender's philosophical quest is one for ultimate liberation, and anyone who completes the training, whether good or evil, chaotic or lawful, can become an airbender.

Religion – airbenders have a decidedly philosophical focus. They seek liberation from the bonds of the world, and their discipline and dedication to this goal are shown in their simple lifestyles. Few airbenders worship any of the spirits, though nothing prevents them from doing so.

Background – airbenders are trained at monasteries under the tutelage of senior monks. When they achieve the status of Airbending Master, they receive arrow tattoos on their heads, arms, hands, legs, and feet. Often, an Airbending Master will take a young student under his wing and help the student on an individual level.

Races – All airbenders (with the exception of the Avatar, who is able to master all four elements) are members of the group known as the Air Nomads.

Other Classes – airbenders are masters of defense and evasion. They work well with almost all other classes, though they find the confrontational style of Earthbenders difficult to understand and deal with. Airbenders' emphasis on non-violence and defense can sometimes be frustrating for more offensively-minded individuals (especially firebenders and members of the martial classes) but they work well with members of these classes as often as not.

Abilities – A high Wisdom score is essential to an airbender as it determines the save DC's for many of his best forms and abilities. A high Dexterity is also important, as it affects many of an airbender's best skills and provides additional AC.

Alignment – Any (though tending towards good)

Hit Die – d6

Class Skills – Airbending (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Jump (Str), Knowledge (Bending) (Int), Knowledge (Religion) (Int), Knowledge (Arcana) (Int), Knowledge (History)(Int), Perform (Cha), Profession (Wis), Ride (Dex), Swim (Str), Tumble (Dex)

Skill Points at 1st Level – (4 + Int Modifier) x4
Skill Points at Each Additional Level – 4 + Int Modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Seeds Known	Defense Bonus	Dodge
1st	+0	+0	+2	+2	Air Blast, Wind Shaping, Body of Air	1	+4	+0
2nd	+1	+0	+3	+3	Deflect Attack	2	+4	+0
3rd	+2	+1	+3	+3	Evasion, Improved Unarmed Strike	2	+5	+0
4th	+3	+1	+4	+4	Fly (30 ft/poor)	3	+5	+1
5th	+3	+1	+4	+4		3	+5	+1
6th	+4	+2	+5	+5		4	+6	+1
7th	+5	+2	+5	+5		4	+6	+1
8th	+6/+1	+2	+6	+6	Fly (40 ft/poor)	5	+6	+2
9th	+6/+1	+3	+6	+6		5	+7	+2
10th	+7/+2	+3	+7	+7	Improved Evasion	6	+7	+2
11th	+8/+3	+3	+7	+7		6	+7	+2
12th	+9/+4	+4	+8	+8	Fly (50 ft/ average)	7	+8	+3
13th	+9/+4	+4	+8	+8		7	+8	+3
14th	+10/+5	+4	+9	+9		8	+8	+3
15th	+11/+6/+1	+5	+9	+9		8	+9	+3
16th	+12/+7/+2	+5	+10	+10	Fly (60 ft/ average)	9	+9	+4
17th	+12/+7+2	+5	+10	+10		9	+9	+4
18th	+13/+8/+3	+6	+11	+11		10	+10	+4
19th	+14/+9/+4	+6	+11	+11		10	+10	+4
20th	+15/+10/+5	+6	+12	+12	Fly (70 ft/good)	11	+10	+5

Class Features

Weapon and Armor Proficiency – An airbender is proficient with all simple weapons and warfans. Airbenders are not proficient with any armor or shields.

Air Blast
Base DC: 5
The first offensive ability an airbender learns is to focus air currents around himself into a quick stream, forcefully pushing objects in its path. An *Air Blast* is a ranged touch attack, and an airbender can use as many *Air Blasts* in a full-round attack as her base attack bonus allows.

If a creature is struck by an *Air Blast*, it resolves as a bull rush attempt, with the airbender's Airbending check opposed by the target's Strength or Dexterity check (whichever is greater). Additionally, creatures successfully blasted by an *Air Blast* must make a Reflex save or be knocked prone at the end of the blast. Creatures blasted into a solid object (a wall, large rock, cliff face, or similar massive object) take 1d6 points of nonlethal bludgeoning damage for every 5 class levels the airbender has.

An airbender can affect creatures or objects weighing 10 lbs/2 levels with her *Air Blasts*. Weapons hurled by an *Air Blast* deal their standard damage and do not benefit from bonuses to damage from a high Strength score or weapon-based feats. Hard, dense objects hurled by an *Air Blast* deal 1d6 points of bludgeoning damage for every 25 pounds of weight. Less dangerous objects deal 1 point of bludgeoning damage for every 25 pounds of weight. The Airbender must succeed on a ranged attack roll to hit a creature with a projectile in this manner.

Deflect Attack
Base DC: 5
Early in their training, benders learn to block or deflect attacks directed at them and their companions. Once per round, a bender can attempt to negate a ranged attack (either conventional or bending) targeted within 10 feet +5 ft/3 class levels. Negating this attack requires the bender succeed in an opposed attack roll. If the bender's attack roll is less than her opponent's, the attack is unaffected by the deflection attempt and is resolved as normal. Using this initial *Deflect Bending* attempt counts as an immediate action.

Additionally, a bender has the option of reserving iterative attacks in order to gain more *Deflect Attack* attempts. Whenever she makes a full-round attack, a bender may choose to forgo a number of iterative attacks, gaining a number of additional *Deflect Attack* attempts equal to the number of attacks the bender reserved. Regardless of how many attacks a bender forgoes, she cannot use more *Deflect Attack* attempts than she has iterative attacks due to high Base Attack Bonus. These subsequent *Deflect Bending* attempts do not count as actions, and can be used any time during the round, even when it is not the bender's turn.

If a bender is caught flat-footed, she can make a Reflex Save (DC 10 + ½ the attacker's BAB + the attacker's Dexterity modifier) to still make a *Deflect Attack* attempt. A flat-footed bender can never make more than a single *Deflect Attack* attempt.

For example, a 15th level airbender's Base Attack Bonus allows her to make 3 iterative attacks. If she decides to make a full-round attack, she can reserve as many as 2 of these attacks in order to gain 2 additional *Deflect Attack* attempts (bringing her total to 3 for that round).

Body of Air - As an airbender begins to subconsciously manipulate the air around himself, his motions become far quicker and easier for him to control, baffling others around him. Alternatively, and airbender can cause small air currents to support his body as if he were far lighter than he actually is. An airbender gains a bending bonus towards any Climb, Tumble, and Jump checks equal to his airbender level.

Wind Shaping
Base DC: 5
With minor effort an Airbender may bend the air around him to create simple, pragmatic effects.
• *Body Burst*: The Airbender may force the air around his body to rush away from him and push small things away. Be they circling insects, dirt and mud on his clothes, or annoying lemurs, the Airbender may make an Airbending check to move things away from him in a 5 foot radius, pushing them 5ft. Creatures of size Tiny or larger may resist with a Strength check opposed by the Airbender's Wisdom check, provided they weigh more than one pound.
• *Hand of Air*: A technique of convenience, the Airbender learns to move objects by manipulating the air pressure and wind currents around an object. So long as an object that weighs less than 5lbs is within his bending range, an Airbender may move it anywhere within his bending range. For every 5 by which his Airbending check exceeds the DC, the maximum weight an airbender can manipulate with this ability increases by 5 lbs. Objects shaped so as to catch air (such as an airtight bag) may grant bonuses to this check, and objects specifically designed to be transported in this way halve the DC of Airbending checks used to move them. This object does not travel fast enough to cause damage. This may also be used to simply blow small amounts of air over and around objects, such as to perform minor acts of mischief or to cool hot food.

Evasion – An airbender can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the airbender is wearing light armor or no armor. A helpless airbender does not gain the benefit of evasion. Beginning at 10th level, an airbender gains the *Improved Evasion* ability. This ability works like evasion, except that while the airbender still takes no damage on a successful Reflex saving throw against attacks henceforth she takes only half damage on a *failed* save.

Improved Unarmed Strike – Airbenders gain Improved Unarmed Strike as a bonus feat at 3rd level.

Flight – Beginning at 4th level, an airbender learns to manipulate the air currents around his glider, allowing him to fly. The airbender's flight speed and maneuverability are shown on the above table. An airbender can fly for a number of rounds at a time equal to his Wisdom score. An Airbender must use a glider (such as his staff) in order to fly.

Dodge – Beginning at 4th level, an airbender gains a dodge bonus to AC as a result of his emphasis on defensive motion and combat. He loses this bonus when he wheres armor or is carrying more than a light load.

Airbending Seeds

Particles
Base DC: 10
By kicking up small particles of dust and sand into the air, an airbender can obscure vision and blind opponents.
• *Dust cloud:* An airbender may make a hemisphere of dust anywhere within her bending range with a radius of 10 ft. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. This seed does not function underwater. Increasing the radius of the cloud adds +5 to the Airbending DC per 5-foot increase. This seed does not work unless there's a generous supply of sand or similar material in the affected area.
• *Blind:* By aiming a spray of sand or dust at an opponent's eyes, an airbender can try to temporarily blind the creature. The airbender makes a ranged touch attack against a target's AC, taking -5 on the attack roll because of the small area targeted. If the attack is successful, the target creature is rendered blind until the end of its next round.

Run as the Wind
Base DC: 10
Among the most frustrating of airbender qualities is the near-impossibility to pin them down. Heh. Well, good luck doing it now.
• *Burst of Speed:* By creating air currents in front of and around him, an airbender can reduce his wind resistance and accelerate his running. An airbender can use this seed to increase his base land speed by 5 feet, plus an additional 5 feet for every four points by which the Airbending check exceeds the DC as a swift action. Note that the actual movement involved still takes a move action to use.
• *On the Walls:* By manipulating small currents of air around him, and airbender can support his own weight even against the force of gravity. On any turn in which an airbender moves at least 60 feet, he may run on a vertical surface, such as a wall or pillar, at no penalty; even straight up. An airbender must remain moving as he does this, and stopping for any reason causes the airbender to fall to the ground as normal; use of the Spring Attack feat to move before and after an attack could allow an airbender to attack while moving on a vertical surface, with other exceptions subject to DM approval.

Palm Bow (Template)
Base DC: +10
By moving your hands in a rapid spiraling motion, you bring in existence a tunnel of rushing winds between your palms. This wind tunnel is able to propel small projectiles with heightened force and accuracy.
• *Applications*: By adding +10 to the Airbending DC of an Air Blast, an airbender may launch a number of small projectiles (Arrows, bolts, shurikens, stones, etc) equal to 1/2 his class level. The projectiles must be within a 5 ft radius of the airbender to be used in ths seed, though other characters can supply the airbender with ammunition while he is maintaining the seed. Inititating this seed is a standard action, and an airbender can maintain the tunnel by taking a full-round action each round for a maximum number of rounds equal to his class level (requiring an Airbending skill check each round to maintain the tunnel). The projectiles are launched in a line, the length of which is equal to the airbender's bending range. Creatures caught in the line take 1d6 points of damage for each projectile launched, and are allowed a Reflex save for half damage. If the line deals enough damage to a barrier to break through it, it continues on past the barrier if the range permits; otherwise, it stops at the barrier. An airbender must only make one Airbending check for all projectiles thrown.

Air Burst (Template)
Base DC: +10
By adding an additional +10 to the bending check, the airbender may apply this template to his *Air Blast*. The *Air Blast* will now be applied to all targets (friend or foe) within five feet of the airbender's location, hurling them in a straight line away from the airbender. The airbender may bend this airflow around targets caught in the burst radius by increasing the DC by a further +5 per target ignored by the airburst and may increase the radius of the form by 5 ft for every 5 points by which the bending check exceeds the DC.

Air Thrust (Template)
Base DC: 10
You create an outline of his body composed of compressed air and send it charging toward your target.
• *Applications*: The airbender sends a blast of air similar to that of the *Air Blast* towards a target within a line 50 feet. The target takes 1d4 points of bludgeoning damage and is knocked back as if hit by an *Air Blast* and may take additional damage if applicable. The airbender may increase the concussive force of this blast to do more damage by increasing the DC of the check by +5 per die of damage to a maximum of the airbender's class level.

Airbender's Leap
Base DC:15
You create an outline of his body composed of compressed air and send it charging toward your target.
• *Applications*: The airbender sends a blast of air similar to that of the Air Blast towards a target within a line 50 feet. The target takes 1d4 points of bludgeoning damage and is knocked back as if hit by an Air Blast (taking additional damage if applicable). The seed deals an additional 1d4 damage for every 5 by which the airbender's skill check exceeds the DC of the form (to a maximum of 1d4/level).

Air Scooter
Base DC: 15
By compressing air into a whirling ball, an airbender can make a quick (and entertaining) ride or a useful deterrent to opponents.
• By balancing on his ball of air before it disperses, an airbender can attain great speed and maneuverability. When using this seed, the airbender's base land speed becomes 60 ft, and he can ride the air scooter on any surface that would normally require a climb check, including vertical surfaces, though he must move at least 30 ft per round to avoid falling to the ground on such a surface. An air scooter can be maintained for a number of minutes equal to half the airbender's class levels. The Air Scooter can also traverse normally impossible surfaces, such as water, lava, or thin ice at no penalty, but cannot rise more than a few inches off the ground while the airbender is riding it.

Sound Waves
Base DC: 15
By manipulating air currents and 'thickening' or 'thinning' the air, the airbender may muffle the sounds she makes to move as quietly as a gentle breeze or as loudly as an avalanche.
• *Stillness:* By speeding the air up and forcing it away from herself, the airbender can slow or even cancel sound waves through the air around herself as she moves, granting her a bonus on Move Silently checks equal to her Airbender level. She can extend this to a friendly creature within a 5ft radius by adding +10 to the DC per person. This seed requires concentration, so the airbender may only make a move action each round while using it.
• *Resonating Sound:* By thickening the air and compressing it, the airbender increases the potential for resonating sound energy. The airbender solidifies the air into a line and makes a noise like a crack of thunder through the line of thickened air, causing 1d4 points of sonic damage and forcing those affect to make a Fortitude save or be deafened for a number of rounds equal to the airbender's wisdom modifier, minimum 1. The airbender may increase the damage by 1d4 by increasing the DC by +5 per die to a maximum of the airbender's class level.

Flowing Air Strike
Base DC: 15
By manipulating the air currents around his limbs, an airbender can cause his strikes to come harder and more quickly.
• When attacking in melee combat with unarmed strikes or a light weapon, an airbender gains a +1 circumstance bonus to attack and damage rolls, plus 1 more for every 5 points by which the Airbending check exceeds the DC. This seed can be maintained as a swift action every round.

Levitate
Base DC 20
• *Hover (Base DC 20):* As a move action, an airbender can create rushing winds around his entire body, slowly lifting him into the air. This allows the airbender to move up to 10 ft through the air as a move action. This seed lasts as long as the bender can concentrate (a swift action, up to a maximum number of rounds equal to his class level), and the bender can move up or down as he desires. The bender's maximum speed increases by 5 ft for every 5 by which the Airbending check exceeds DC.

• *Twinkletoes (Base DC 10):* By only pushing the air currents around him enough to make lighten his weight, an airbender can make himself exceptionally light on his feet. The airbender gains partial concealment against any creature sensing him through tremorsense, and gains a +5 bonus to Move Silently checks as long as he maintains this seed. This seed can also be used to walk across surfaces that would usually not support an airbender's weight; such as thin ice, weak branches, floating leaves or similar surfaces. Executing and maintaining this seed are both swift actions, and the Airbending DC for maintaining this seed increases by a cumulative +2 every round.

Air Scythe
Base DC 20
One of the few truly damaging weapons in an airbender's arsenal, the air scythe is feared among those that would provoke an airbender to action.
• *Buffet:* By compressing and suddenly releasing a violent wave of air, and airbender can pound their opponents from afar. As an attack action, an airbender can launch a ranged touch attack dealing 1d6 +1/2 airbender levels bludgeoning damage; plus another 1d6 damage for every 5 points by which the Airbending check exceeds the DC. All damage done with this seed is non-lethal, though an airbender wielding his airbender's staff can choose to deal lethal damage with this seed.
• *Batter:* An airbender wielding his airbender's staff can use this seed at the rate of his quarterstaff attacks. Otherwise, this seed is as above.

Deep Breath (Template)
Base DC: +15
By adding +15 to an Airbending skill check DC, an airbender can do any form without using somatic components (though using the form still provokes attack of opportunity, as normal), as long as the bender's mouth or nose is free and not gagged or otherwise hindered from opening. The form is performed as a cone of air from the bender's mouth, a burst of wind from the bender's nose that makes him fly high into the air, or any other appropriate description.

Stormwinds
Base DC: 20
A highly advanced technique in Airbending, this allows an Airbender to conjure up moderate winds to incredibly powerful winds of hurricane-strength ferocity. Rarely used as Airbenders are notoriously hard to anger, this form possesses devastating potential to all within its path.
Gale Force: Stormwinds forms a cone of air which extends to the end of the Airbender's bending range which he may maintain by making an Airbending check each round at half of the initial DC to maintain. Using this technique is a full round action, and the wind blows until the Airbender's next turn. This wind begins at a DC of 20 to begin at a wind category of Severe. The seed can be maintained up to a number of rounds equal to the bender's airbender level. By adding +10 to the Airbending DC, the Airbender may increase the force of this wind one stage per increase of the DC.
Cyclone: The Airbender may also funnel the wind around himself in a 20ft radius that reaches 40ft high at an additional +10 DC to the bending check when using Gale Force.

Air Shield
Base DC 25
The most powerful defense in the airbender's arsenal, the air shield can protect against numerous attacks and other conditions. An air shield forms starting immediately around the airbender and pushes outward to a radius of 5ft, any creatures or objects no more than one size larger than the airbender are pushed to the edge of the air shield, unless a successful strength check with a DC equal to the Airbending check is succeeded. The air shield acts like a Wind Wall, preventing any and all projectiles up to the size of the airbender from penetrating the air shield, and creatures attempting to push through the air shield must succeed a strength check with a DC of the original Airbending check result. The shield also protects the airbender from any gases or liquids immediately around him. An airbender can increase the radius of the air shield by 5ft by increasing the DC by +5, up to a maximum of 30ft. Additionally, the airbender may choose to form the air shield around the maximum radius rather then starting around himself.
• *Protect Allies:* This application does not push any objects or creatures out of area like normal and increases the DC by +5. An airbender must concentrate using a standard action to keep the air shield, an airbender may also move with the airshield, but only at half speed, any actions besides movement and concentration results in the lose of the air shield.

• *Flight:* A highly skilled airbender has learned how to manipulate the air currents and the swirling air of the shield to allow limited flight while the air shield is active. Whenever an air shield is active, the airbender can make an Airbending check with a DC of the original DC to form the air shield +10, this allows the airbender to move with the shield with a fly speed of 20ft (good). The airbender must make this check each round to continue flying with a colmunalitive +2 to the DC. If the airbender fails the check while airborne, the air shield disappears and the airbender falls, but takes damage as if he fell 20ft plus the radius of the air shield less than the actual distance.

Engulfing Winds
Base DC 30
An airbender learns to manipulate the air currents to create a fast moving channel of turbulence, impeding movement. The current of air is 5ft wide and starts directly in front of the airbender, following a path the airbender specifies that continues away from her but may make any turns up to a 45 degree angle at any point along the path. The total length of the path cannot exceed 10ft per airbender level. The use of this seed takes a full-round action that provokes attacks of opportunity and requires a full-round action to concentrate each round or the effect is lost. Creatures within the area of the current are allowed a Reflex save to avoid being caught.
• *Push*: All objects and creatures in the area of the path are effected as if by the Air Blast. Creatures and objects caught in the current are pushed along the path of the current until they reach the end. If the end is reached and the creature or object would be moved further, they are pushed out of the current in a line. Additionally, any creature attempting to move against the path of the wind must succeed in a strength check DC10 + the airbender's wisdom modifier to move at quarter speed. To move at half speed increases the strength check DC by +10 and another +10 to move at full speed. Creatures that are more stable such as dwarves or creatures with more than two legs or are of large size gain a +4 bonus to their strength check. Creatures of huge size gain a +10 bonus and creatures greater than huge are unaffected by the seed. Moving with the flow of the current is just as difficult, requiring a strength check as if moving against the current at quarter speed. Success means the creature may move at half speed, failure means the creature is affected by the Air Blast effect even if they normally would not be affected.
• *Containment*: Just as creatures cannot easily move against the currents, a creature cannot exit the current easily once caught. A creature can exit the current only by taking a move action to make a DC 15 strength check, resulting in the creature standing adjacent to the path.
• *Updraft*: An airbender is not limited to making the path flow parallel to the ground, but may also have the path flow upwards at any point along the path. The path may bend upwards at a 90 degree angle, costing one 5ft of the length. Any creature in an upward bend gains a bonus to their jump check equal to twice the airbender's level and are considered to have a running start. The updraft can hold 20lb per airbender level in place along the updraft and slow downward movement to 5ft per round for objects of up to 40lb per airbender level or 10ft per round for objects up to 80lb per level.
• *Downdraft*: A downdraft works just like an updraft except the 90 degree bend is downward, forcing creatures down. Creatures in this area take a penalty to jump checks equal to the bonus given for updraft and fall twice as fast, so a 10ft fall would deal damage as a 20ft fall.
• *Quick Draft*: An airbender may take a standard action to create a temporary updraft that sends objects and creatures into the air along a straight upward path. The path follows the rules as normal, but can only have one 90 degree upward or downward bend and no other turns.

Tornado
Base DC: 30
• *Disperse:* By manipulating air currents into a tight spiral, the Airbender can severely impede the movement of his/her foes. This form creates a small tornado anywhere within 30 feet of the Airbender, which can be moved 40 feet per round as a move action, has a 5 foot radius, and may be up to 40 feet tall. Upon contact with a creature, the tornado stops moving, even if it has movement remaining that turn. Creatures inside the tornado need to make a Reflex Save (DC + half the Airbender's class level + the Airbender's Wisdom modifier) or be stunned and flung to the side as if they were bull rushed (the Airbender makes a bull rush attempt against the target who failed using his Airbending skill check). Roll 1d8 to determine the direction the tornado throws the target. Even if the creature passes the Reflex Save, he/she still moves at half speed until out of the tornado. Creatures that are larger than the tornado gain a +4 circumstance bonus to their Reflex Save. The tornado lasts as long as the Airbender concentrates to maintain it (a standard action), up to a maximum number of turns equal to the Airbender's class level.
• *Capture:* By manipulating air currents into a tight spiral, the Airbender can create a massive vortex of wind that forms as a tornado. This seed takes a full-round action to create a tornado around the airbender with a base 5ft wide and 15ft wide at the top and 30ft high. Whenever a creature of up to huge size occupies the same space as the

tornado, that creature must succeed in a reflex save. If the creature fails the reflex save they are carried into the air along with the tornado, otherwise they take 2d6 damage. The creature is carried 5ft up on the first round and another 5ft every other round until it reaches the top. Each round the creature may make a reflex save to exit the tornado at any square adjacent to the creature's current location in the tornado. If the creature remains in tornado that creature takes 2d6 damage. Creatures in the tornado are considered prone and have total concealment, additionally, the tornado protects all the occupants from projectile attacks as a Wind Wall spell. The airbender may locate himself any where inside the 5ft wide section of the tornado and may change position as a swift action. The tornado takes a certain amount of concentration that takes a full-round action on the part of the airbender, but the tornado itself may move up to twice the airbender's base land speed. If the airbender would be hit by an attack, she must make an Airbending check to keep the tornado, otherwise the tornado disappears and the airbender is falls prone on the ground. For every 5 the Airbending check exceeds the DC the height and top width increases by 5ft.

Earthbender

Strong and steady, earthbenders are a highly disciplined group with the ability to manipulate stone, soil, crystal, and other earth-based substances. They can attack aggressively with hurled boulders, or they can be bastions of [defense behind walls of stone and giant fissures.

Adventures - Many earthbenders are attached to earth Kingdom military units and adventure at the command of their superior officers. Others wander for personal reasons including acquisition of wealth and power, to fight in earthbending tournaments, and to find an earthbending Master to help them improve their skills.

Characteristics - Of all the bending arts, earthbending is perhaps the most balanced, strong in both offense and defense. On the offense, earthbenders can hurl large boulders at their enemies, trap their enemies in cages of stone and soil, immerse their enemies in earth, or throw them off balance with localized earthquakes. On the defensive, they can raise stone walls out of the ground, encase their bodies in earthen armor, and hurl their enemies away with quickly-rising columns of stone.

Alignment - An earthbender's training and lifestyle is one of rigidity and endurance. As such, they tend to be lawful. However, unlike other bending disciplines, earthbending lacks any dominant moral imperative and earthbenders fall all over the good-evil axis.

Religion - earthbenders are incredibly self-sufficient and, as a group, show little predilection for religion. Some revere the earth King as a minor deity, but many do not.

Background - Many earthbenders have a military background, employing their formidable powers for the benefit of the earth Kingdom. Others learn in earthbending schools as children. Still others have private tutors.

Races - All earthbenders (with the exception of the Avatar, who is able to master all four elements) are members of the group known as the earth Kingdom.

Other Classes - earthbenders find the evasive style of Airbenders difficult to deal with, and prefer to stand their ground and fight than dodge attacks. They work well with almost all kinds of Benders, where their balance of offense and defense allows them to fill many roles. They also work well with the martial classes for the same reason.

Abilities - A high Wisdom score is essential to an earthbender as it determines the save DC's of many of her best abilities. High Constitution and Strength are also helpful if the earthbender chooses to take advantage of her weapon and armor skills and engage in melee combat.

Alignment – Any

Hit Die – d8

Class Skills – Climb (Str), Concentration (Con), Craft (Int), Earthbending (Wis) Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (Bending) (Int), Knowledge (Geography) (Int), Listen (Wis), Profession (Wis), Spot (Wis)

Skill Points at 1st Level – (2 + Int Modifier) x4
Skill Points at Each Additional Level – 2 + Int Modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Seeds Known	Defense Bonus
1st	+0	+2	+0	+2	Earth Blast 1d6, Move Rock	1	+3
2nd	+1	+3	+0	+3	Deflect Attack	2	+3
3rd	+2	+3	+1	+3	Improved Unarmed Strike	2	+4
4th	+3	+4	+1	+4	Climb 20 ft	3	+4
5th	+3	+4	+1	+4	Earth Blast 2d6	3	+4
6th	+4	+5	+2	+5	Climb 30 ft	4	+5
7th	+5	+5	+2	+5	Head-On Defense	4	+5
8th	+6/+1	+6	+2	+6	Climb 40 ft	5	+5
9th	+6/+1	+6	+3	+6		5	+6
10th	+7/+2	+7	+3	+7	Earth Blast 3d6	6	+6
11th	+8/+3	+7	+3	+7		6	+6
12th	+9/+4	+8	+4	+8	Climb 50 ft	7	+7
13th	+9/+4	+8	+4	+8		7	+7
14th	+10/+5	+9	+4	+9		8	+7
15th	+11/+6/+1	+9	+5	+9	Earth Blast 4d6	8	+8
16th	+12/+7/+2	+10	+5	+10		9	+8
17th	+12/+7+2	+10	+5	+10		9	+8
18th	+13/+8/+3	+11	+6	+11		10	+9
19th	+14/+9/+4	+11	+6	+11	Climb 60ft	10	+9
20th	+15/+10/+5	+12	+6	+12	Earth Blast 5d6	11	+9

Class Features

Weapon and Armor Proficiency - An earthbender is proficient with all simple weapons, throwing hammers, warhammers, light and heavy picks, greatswords, and light and medium armor.

Earth Blast
Base DC: 5
The first offensive ability an earthbender learns is to levitate the earth beneath her and punch or kick at great speeds towards her opponents. A blast deals 1d6 bludgeoning damage at 1st level (half damage to objects) and increases in power as the earthbender gains levels, as shown above. A blast is a ranged attack, and an earthbender can use a number of blasts in one round equal to the number of iterative attacks she can make (as determined by her BAB). A earthbender cannot apply precision-based damage from any source to the damage dealt by her blasts. A earthbender can only use blasts when there is a source of open earth within her bending range. A earthbender does not requires a line of sight to the target of the blast, and as such can maneuver the blast around a corner or other cover by adding +10 to the earthbending DC, but still suffers penalties for concealment, as appropriate. Because of the strength required to move a stubborn element like earth, an earthbender may apply his Strength modifier instead of his Dexterity modifier to an *Earth Blast*'s attack roll, if she wishes; and she also adds her Strength modifier to damage.

Deflect Attack
Base DC: 5
Early in their training, benders learn to block or deflect attacks directed at them and their companions. Once per round, a bender can attempt to negate a ranged attack (either conventional or bending) targeted within 10 feet +5 ft/3 class levels. Negating this attack requires the bender succeed in an opposed attack roll. If the bender's attack roll is less than her opponent's, the attack is unaffected by the deflection attempt and is resolved as normal. Using this initial *Deflect Bending* attempt counts as an immediate action.

Additionally, a bender has the option of reserving iterative attacks in order to gain more *Deflect Attack* attempts. Whenever she makes a full-round attack, a bender may choose to forgo a number of iterative attacks, gaining a number of additional *Deflect Attack* attempts equal to the number of attacks the bender reserved. Regardless of how many attacks a bender forgoes, she cannot use more *Deflect Attack* attempts than she has iterative attacks due to high Base Attack Bonus. These subsequent *Deflect Bending* attempts do not count as actions, and can be used any time during the round, even when it is not the bender's turn.

If a bender is caught flat-footed, she can make a Reflex Save (DC 10 + ½ the attacker's BAB + the attacker's Dexterity modifier) to still make a *Deflect Attack* attempt. A flat-footed bender can never make more than a single *Deflect Attack* attempt.

For example, a 15th level earthbender's Base Attack Bonus allows her to make 3 iterative attacks. If she decides to make a full-round attack, she can reserve as many as 2 of these attacks in order to gain 2 additional *Deflect Attack* attempts (bringing her total to 3 for that round).

Move a Rock
Base DC: 5
The most basic of the earthbending seeds, manipulation involves simple movement or shaping of earth or stone.
Movement: The base DC is for moving a 5-foot cube of earth up to 5 ft/round in any direction. Adding another 5-foot cube of earth to a seed increases the Earthbending DC by +4 per cube, and moving the earth an additional 5 feet adds +2 to the DC. This use of the seed is a move action.
Shaping: This seed can also be used to manipulate the basic shape of earth or stone, though it does not allow intricate detail. For example, creating a sculpture of a humanoid is possible, but making one of a specific person is not, and the sculpture comes out rough and bumpy; creating a sculpture of a specific race is also difficult, but telltale features (like an elf's ears) could give it away. The base DC is for manipulating the shape of a Diminutive mass of earth stone; the Earthbending DC increases by +5 for every size category larger than Diminutive the sculpture is, and this changes to +10 for every size category larger than Large it is. This use of the seed takes one full-round action, plus two more for every size category larger than Diminutive the sculpture is. Shaping stone is essentially cutting away chunks from a block of stone, while shaping earth is actually altering its shape.

Improved Unarmed Strike - An earthbender gains Improved Unarmed Strike as bonus feat at third level.

Climb – By bending hand and footholds into a stone or earthen surface, an earthbender can climb even sheer surfaces easily. An earthbender gains a +8 Competence bonus on all Climb checks. She must still make a Climb check to climb any wall or slope with a DC higher than 0, but she always can choose to take 10, even if rushed or threatened while climbing. This ability only works on substances the earthbender could usually bend.
Head-On Defense – Beginning at 7th level, an earthbender adds her Constitution modifier to her Reflex saves instead of her Dexterity modifier.

Earthbending Forms - Most earthbending seeds require a significant amount of earth. Earth is defined as soil, stone, crystal or any other naturally occurring mineral (metal ores works, too; but worked metal requires special training); though earthbenders have very limited control over sand and it may not be used in earthbending forms. The amount of soil used in bending forms is usually not enough to change the landscape, though using stone does leave noticeable gaps from where it was drawn. Using stone from a stone floor turns the square from where the stone was drawn into rough terrain.

Earthbending Seeds

Note: Certain earthbending seeds (or forms created by combining earthbending seeds) are intended to immobilize their target by encasing it in earth or stone. In these circumstances, the target is rendered completely immobile, but not helpless. Additionally, a creature encased in earth or stone can break out using a Strength or Escape Artist check. The DC for this check is 10 + half the earthbender's class level + the earthbender's Wisdom modifier. Additionally, an earthbender can render an opponent helpless with an earthbending seed by increasing the seed's Earthbending skill DC by 20

Dust
Base DC: 10
By using limited control over small particles of earth, an earthbender obscures vision and blinds her foes.
• *Dust cloud:* An earthbender may make a hemisphere of fog anywhere within her bending range with a radius of 10 ft. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. This seed even functions underwater. Increasing the radius of the cloud adds +5 to the Earthbending DC per 5-foot increase.
• *Blind:* By aiming a spray of sand or dust at an opponent's eyes, an earthbender can try to temporarily blind the creature. The earthbender makes a ranged touch attack against a target's AC, taking -5 on the attack roll because of the small area targeted. If the attack is successful, the target creature is rendered blind until the end of its next round.

Earth Wall
Base DC: 10
A signature ability of many earthbenders for when Move a Rock just doesn't cut it, a wall of earth is often the best weapon in an earthbender's arsenal.
• *Earth Wall:* The earthbender causes a small wall of earth to shoot out of any earthen surface within her bending range as a standard action. The wall is 1 inch thick, plus one more inch per every 2 points by which the Earthbending check exceeds the DC. The wall's area is one five-foot square, but the earthbender can add another such square by increasing the Earthbending DC by +4. Each 5-foot square of the wall has hardness 2 and 10 hit points per inch of thickness. Breaking through with a single attack requires a Strength check of 10 +2 per inch of thickness. An earth wall cannot be used as a bridge and must be made anchored in existing earth.
• *Stone Wall:* As above, except that this seed can only be done on a stone surface, and the wall has hardness 8 and 15 hit points per inch of thickness.
• *Push:* An earthbender can push an existing wall of earth or stone to knock opponents back as a move action. The earthbender pushes the wall back 20 ft in a straight line, plus another 5 ft for every 4 points by which the Earthbending check exceeds the DC. Any opponent caught behind the wall must make a Reflex save, +5 for every 5 feet away from the nearest gap to the wall he is to avoid the wall and jump to that square, provoking attacks of opportunity while doing so.

Column
Base DC: 10
Through the use of this seed, an earthbender causes a column of earth, stone, or crystal to thrust out of an earthen surface.
• *Crush:* An earthbender thrusts a column of earth from the ceiling above, the ground below or a wall beside a creature. The creature must make a Reflex save to avoid the column, moving to the nearest square adjacent to it of its choice. The column has a maximum diameter of 5 ft., but can be widened by another 5 ft by increasing the Earthbending DC by +5. The column's maximum height is 10 ft, plus another 5 ft for every 4 points by which the Earthbending check exceeds the DC. If the column slams a creature against a solid surface, the target takes 4d6 crushing damage and is pinned between the solid surface and the column, but can escape with a DC 30 strength check or Escape Artist check.

Tilt
Base DC: 10
A useful and powerful seed to know within the confines of a city of worked stone, it is difficult to make use of this among natural earth.

• *Unbalance:* By shifting the angle of a level surface, an earthbender can throw enemies off balance and make them easy targets or simply make an area difficult to enter as a standard action. Those caught on the slab must make a Reflex save or fall to the base of the slab, and movement on the slab requires a Balance check with the same DC as the Reflex save to move at half speed. Failing the Balance check by 5 or more indicates that the creature falls to the base of the slab. An earthbender can affect one 5 ft square of worked stone about 1 foot thick, plus one more 5-foot square for every 2 points by which the Earthbending check beats the DC. The earthbender can choose to continue focusing on the slab with a standard action every turn to keep the slab in place, but it will fall naturally into place once released. Using this form with earth or unworked stone first requires that the area affected be separated from the surrounding earth through the use of Move a Rock.

• *Twist:* By twisting a section of stone a full 90 degrees, an earthbender can effectively make an unstable wall of stone to block an opponent's path. This works on an area of worked stone as above, but the wall can balances on its own and can be pushed over with a DC 15 Strength check or by using Move a Rock, dealing damage according to its height as falling damage. The squares being tilted need not be touching each other.

Armor
Base DC: 15
The element of earth is known for substance and its powers of protection, and can be used as a solid barrier against harm.

• *Earthen Armor:* By covering her entire body in a thick layer of liquid earth, an earthbender gains DR 5/piercing, and +2 to AC (including touch AC) as a move action. For every 3 points by which the earthbender exceeds the base DC, the damage reduction increases by 1. Maintaining the earthen armor for more than two rounds gives a -4 penalty to all Earthbending checks until the earthbender ends the seed, increasing by -1 every two turns. If this penalty actually makes the difference that causes an earthbender to fail a Earthbending check, she may choose to end the seed and remove the penalty at that time. An earthbender can concentrate on maintaining this seed as a Swift action.

• *Stone Armor:* The earthbender may also choose to fashion actual solid armor from stone molded around her body as a full-round action. The earthbender may fashion any type of armor she is familiar with, and it has all the properties of that armor type, except those based on the armor's material. Adding spikes to the armor increases the Earthbending DC by +4.

Tremorsense
Base DC: Varies
There are few earthbenders that have ever discovered this profound application of their art: the ability to sense that which the solid earth sees.

• *Tremorsense (DC 15):* An earthbender using this form can take a move action to listen and feel the minute movements of the ground. She automatically pinpoints the location of anything within a 10 ft radius that is in contact with the ground, including underground, plus 5 feet for 2 points by which the Earthbending check exceeds the DC. The range of this tremorsense is halved when the Earthbender is standing on sand or similarly loose soil. An earthbender cannot use this ability when not in contact with the ground in some way (i.e. while flying, swimming, standing on ice on a lake, etc.). The earthbender can use this form as a swift action, but doing so increases the Earthbending DC by +10, or she can choose to continue focusing on this form as a full-round action for as many turns as she wishes, sensing anything new that comes into the area.

• *Lie Detector (DC 30):* By concentrating on the minute vibrations a person's body sends through the earth, an Earthbender can tell if a person's words are true or false. The Earthbender must be within 10 feet of the target and the two must be connected by a contiguous area of earth or stone. The target of this seed can make a Will save to lie undetected, gaining a +1 bonus to this save for every 5 ranks the target has invested in the Bluff skill. For every 5 by which the Earthbender's skill check exceeds the base DC, the distance at which she can detect lies increases by 5 feet.

Steady Stance
Base DC: 15
By encasing her feet in earth or stone, an earthbender can better resist attempts to move her, or trap opponents in place.
• *Defensive:* Stabilizing herself with feet solidly connected to the ground, a earthbender gains a +2 to saves or checks to stay in place, +1 for every point by which the Earthbending check exceeds the DC. The earthbender may also encase the feet of allies within her bending range in this way by adding +4 to the DC per ally. Those affected by this seed can move from their square if they want, but doing so ends the seed.
• *Offensive:* By surrounding an enemy's feet in earth and solidifying it suddenly, an earthbender may prevent an enemy from advancing. The target of this seed makes a Reflex save to avoid it altogether, or remain trapped in place. Those who failed the Reflex save can make a Strength check equal to three fourths (.75) of the Earthbending check to break free, or may spend a full-round action chipping the ice away with a light weapon. The earthbender may use this seed against multiple opponents, but doing so adds +4 to the Earthbending DC per additional opponent.

Create Rubble
Base DC: 15
By cracking and tumbling stone beneath opponents, an earthbender can seek to hamper their movement and make them easier to hit.
• *Difficult terrain:* By using this seed, an earthbender turns an earthen surface into heavy terrain in an area with a radius of 5 feet. Anyone caught in the radius during this seed takes 2d6 bludgeoning damage if they fail a Reflex save as the ground turns and buckles beneath them. It costs 2 squares of movement to enter a square with dense rubble. The Balance and Tumble checks on dense rubble take a -5 penalty, and Move Silently checks take -2. The radius of the rubble increases by 5 ft for every 5 points by which the Earthbending check exceeds the DC.
• *Misstep:* True to the teachings of neutral jing, an earthbender can wait and prepare an action to use this seed against a particular opponent. The earthbender focuses on her opponent's movement, following its footsteps, ready to act. If the opponent moves more than 5 ft along the grand, the earthbender may wrench the ground violently beneath her, dealing 2d6 points of damage and immediately stopping the opponent's movement on a failed Reflex save. If the save is failed by 5 or more points, the opponent is also knocked prone. By adding +10 to the Earthbending DC, the earthbender can also attempt to twist her opponent's ankle with this seed; doing so requires the opponent to make a Fortitude save if it fails its Reflex save. Failing the fortitude save imposes a -2 penalty to Dexterity and -10 feet to base land speed. This seed makes the affected square difficult terrain, as above.

Compact
Base DC: 15
Unusually loose or soft earth or sand poses a serious problem for earthbenders, since it hinders their ability to use the earth around them.
• *A place to stand:* An earthbender may use this form to fuse any loose soil or sand into a much sturdier surface. An earthbender may create one 5-foot square, plus another for every 2 points by which the Earthbending check beats the DC. These squares must all be touching at least one other square and at least one must touch the Earthbender. This negates the penalties for standing on loose dirt and the movement penalties for rough ground, as well as those for using the Tremorsense seed.
• *Soften earth:* Earth's abilities to hamper opponents are often just as valuable as those to directly attack or defend. By using this seed, wet earth becomes thick mud and dry earth becomes loose sand or dirt. The earthbender affects a 5-foot square, plus another for every 2 points by which the Earthbending check beats the DC to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Earth or stone creatures are not affected. A creature in mud must succeed on a Reflex save 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.
• *Soften Landing:* Similar to Soften Earth, this use of the seed allows a falling earthbender to soften the ground below her before she lands as an immediate action once per round, taking damage as if she had fallen half the actual distance.

Golem
Base DC: 15
By molding a large chunk of rock into a vaguely human-shaped structure, an earthbender can create a powerful proxy to fight in her place.
• *Creation and control:* As a full round action, an earthbender can create a golem that she can direct in combat. The golem is a Medium animated object composed of stone and compacted earth. The earthbender must direct its actions in combat by making an Earthbending check equal to the original Earthbending DC as a full-round action, with the golem essentially mimicking the actions taken by the earthbender. If the earthbender does not concentrate on maintaining and directing the golem or fails the Earthbending check to control it, the golem collapses. The golem's attack rolls use the earthbender's base attack bonus and are modified by the earthbender's Wisdom modifier instead of the golem's Strength modifier. An earthbender can control a golem she can't see, but the golem is considered blind. Additionally, the earthbender cannot see through the golem, and thus is limited to the vision range of her current location.
• *Attacks:* Because the golem is essentially a reflection of its bender's actions, it can use its slam attack at the same rate as the bender's unarmed strikes, along with whatever extra modifiers gained therein (Weapon Focus, etc.).
• *Size:* The earthbender can increase the size of the golem by adding 5 to the DC for every size increase desired, creating an animated object of the appropriate size. For example, increasing the DC to 35 allows the earthbender to create a Gargantuan golem.
• *Hardness:* An earthbender with the Compact seed can increase the hardness of her golem by adding +2 to the Earthbending DC for every 1 point of hardness she wishes to add.
• *Enhancement:* An earthbender can increase the golem's physical ability scores by adding 2 to the DC for every +1 to a single score. The earthbender cannot increase the golem's ability scores by an amount greater than her Wisdom modifier. An earthbender with a Wisdom modifier of +5 could increase the golem's Strength or Dexterity (or both with a high enough Earthbending check) scores by a maximum of 5, increasing the Earthbending DC by 10 in the process.

Earthen Stride
Base DC: 20
By lifting the ground under your feets into two mounds of soil or a huge rock, you gain considerable speed and inertia, changing into an unstoppable juggernaut.
• *Running Snail:* By shaping crude hemisphere of soil or mud around you feets and moving these swirly "stilts" like snails, or by sculpting yourself a stone tower as a full-round action, travelling is not bothersome anymore, nor enemy troops. You may now only move at your running speed, and the benefits of the Run feat, plus one time the normal speed bonus per 5 points you beat the DC.You may make overrun attempts normally, and if you add +5 the DC of this seed, opponents may not try to avoid you. Your bulk and the earth you displace means you are one size larger than before, and you gain an additional bonus equal to +1 per 5 points of your check. You may use underline forced march while running, but must make constitution checks normally, to which you gain a bonus equal to +1 per 5 points of your check. You only have to do one check per hour to maintain the seed.
• *Earth Jump:* Using this seed, an Earthbender can transport herself through the earth to any point within 25 feet. The Earthbender's starting and ending points must be connected by a contiguous area of earth or stone at least 5 feet thick at all points. For every 5 by which the Earthbender's skill check exceeds the base DC, the distance she can travel increases by 5 feet. Additionally, by increasing the base DC by 20, an Earthbender can use this seed as a Move action.

Catapult
Base DC: 20
Earthbenders are often the least mobile of the elements; preferring a solid stance to a quick dodge. This, however, is not always the case.
• *Transport:* By using this seed, an earthbender thrusts a small column of earth and stone powerfully up from below her at any angle she wishes as a move action, launching herself or another creature or object 20 ft in any direction (including straight up). This distance can be increased by 5 ft for every 2 points by which the Earthbending check exceeds the DC, and affecting an additional target adds +4 to the DC per target. The height of the creature's trajectory at its peak is half the horizontal distance (unless, of course, there is no horizontal distance covered), and the height can be doubled by halving the distance.
• *Knockback:* An earthbender can also use this seed as a way to launch opponents away or into other obstacles. The

form works just as above, except that it is a standard action, the target receives a reflex save to avoid it, and if this seed throws an opponent into a solid obstacle (a cliff wall, a tree, etc.) the target takes 1d6 damage for every 5 points of the Earthbending check.

Excavate
Base DC: 20
Oftentimes, the ability to Move a Rock simply isn't enough to make a proper tunnel or trench. Using this seed pushes earth aside, as opposed to taking it and dumping it elsewhere.
• *Hole:* This seed can make a hole approximately the shape of a 5-foot cube as a standard action, plus another such cube for every 4 points by which the Earthbending check beats the DC. The earth used in this seed is piled around the edges of the excavation, adding a loose wall of earth three feet high around the sides. Making a hole in solid stone doubles the Earthbending DC.
• *Tunnel* By digging directly into the earth, in which case she begins by making a hole (as above) and then making it deeper, or making it horizontal beneath the ground. The earth moved aside by this seed is compacted around the sides of the excavation, making a noticeable bulge in the ground if the tunnel is within 5 ft of the surface. Tunneling through stone doubles the Earthbending DC, and an earthbender can choose to collapse the tunnel through the use of Move a Rock.

Earthquake
Base DC: Varies
An earthbender can send a jarring shockwave of earth along the ground, knocking opponents to the floor.
• *Tremor (Base DC 20):* By creating a quick, local tremor to violently shake the ground below, an earthbender can knocks opponents to the ground and hampers their movement. An earthbender creates an earthquake in a five-foot radius. All creatures within the area of effect must succeed on Balance check opposed by the bender's Earthbending check -5 or fall prone. The radius increases by 5 feet for every 5 points by which the Earthbending check beats the DC. Using this seed also dislodges loose soul and rocks on slopes, possibly causing avalanches in appropriate areas. Creatures climbing within a quake must make a Climb equal to the Climb DC of the surface they're on + half the bender's Earthbending check.
• *Quake (Base DC 20):* By using a full-round action when using a tremor, as above, an earthbender can create a quake that lasts as long as she focuses on it. Doing this forces anyone in the affected area to make a Balance check (as above) in order to enter or move within the affected radius or fall prone. Furthermore, each square of movement through the affected area counts as 2 squares.
• *Ripple (Base DC 30):* By creating a sort of wave along the ground before her, an earthbender can cause opponents to lose their balance and be launched into the air. The wave takes effect in a cone up to the earthbender's bending range. Opponents within the cone must succeed on a Reflex save or be knocked 5 feet into the air or 5 being shoved 5 feet backwards (bender's choice) for every 10 points of the Earthbending check, taking falling damage if appropriate.

Immobilize
Base DC: Varies
Stomping the ground aggressively, the earthbender causes packed clay or stone to burst upwards, trapping the target creature.
• *Applications:* Sheets of crystal, stone, or packed clay burst from the ground and wrap around a single medium-sized or smaller target within the earthbender's bending range. The target must make a Reflex save or be immobilized. An immobilized target may not move, attack, bend, or take any action that requires movement, but is not considered helpless. Those who fail the Reflex save can make a Strength check or Escape Artist check as a full-round action to break free. They can also be dug out by dealing 50 points of damage to the earth. Increasing the earthbending DC by +5 for each size category above medium allows an earthbender can capture larger creatures. An earthbender may capture 1 additional creature for every 10 by which her earthbending check exceeds the DC.

Metalbending (template)
Base DC: Varies
Everything on the planet is an extension of the four elements, including smelted metals. A fundamental secret of the elements, powerful earthbenders have control over even purified steel.
• *Applying (Base DC 35):* An earthbender may use *Move a Rock* with metal rather than earth by adding +35 to the

Earthbending DC. However, the earthbender must be in physical contact with the metal at all times. For example, an earthbender can pick up a 5-foot cube of iron with one hand as a standard action, and move with it as far as she could use *Move a Rock* to with a move action.

• *Warp (Base DC 35):* An earthbender can cause metal to bend and warp with a touch, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at the bender's option). A boat or ship springs a leak. Warped ranged weapons are useless. Warping a worn or wielded item requires an attack roll, as if making a sunder attempt. A warped melee weapon causes a -4 penalty on attack rolls. The earthbender may warp one Small or smaller object, with each size category increasing the Bending DC by +5. Alternatively, the earthbender can unwarp metal (effectively warping it back to normal) with this seed, straightening metal that has been warped by this seed or by other means.

• *Crush (Base DC 45):* An earthbender can constrict the armor of an opponent with a mere touch, crushing him like a grape inside. An earthbender makes a touch attack against an opponent to hit his armor. If the attack is successful, the bender makes an earthbending check. A successful Earthbending check crumples metal armor like paper, dealing 5d6 piercing and 5d6 bludgeoning damage to the wearer and leaving the armor useless. Armor crushed in this way lowers its armor bonus by -4, incurs double its usual armor check penalty (minimum -4), halves the maximum Dexterity bonus (rounded down) and lowers the maximum speed by -5 feet.

Rift
Base DC: 35
By opening a fissure directly beneath an opponent's feet and snapping it suddenly shut around his chest, an earthbender can disable powerful opponents before they become a threat.

• *Engulf:* An earthbender opens a large crack directly beneath her opponent's feet, causing him to fall in, then snaps the crevice shut around him. The target receives a Reflex save to avoid falling into the fissure up to his neck. A target of this form is considered helpless while engulfed, though he may take any actions not requiring somatic components and can escape with a DC 25 Strength or a DC 40 Escape Artist check, or he may be dug out of his predicament. If this seed is done on a stone surface, the target also takes 4d6 crushing damage on a failed save.

Firebender

Quick, chaotic, and destructive, Firebending is a difficult art that only the most dedicated are able to master. Firebenders are always of the offensive, overwhelming their foes with barrage after barrage of fiery kicks, jabs, and sweeps.

Adventures – Often, Firebenders serve as part of military detachments and adventure under the orders of their superior officers or on their own initiative, seeking to advance the interests of the Fire Nation. Alternatively, they may travel on more personal quests, seeking to regain lost honor or improve their standing within the Fire Nation political hierarchy. Still others adventure to prove and increase their power and command of their destructive art.

Characteristics – Firebenders are fast, powerful, and aggressive. Lacking the potent defensive moves of the other bending disciplines, Firebenders seek to strike quick and hard, defeating their opponent before defense is necessary. They use a variety of attacks to project their fire, with quick hand jabs and punches resulting in short bursts of fire while sweeping kicks create arcs of flame. Some of the most powerful Firebenders are able to create walls of fire, or generate blue fire or
electricity, the most powerful forms of the Firebending art.

Alignment – Master Firebenders, like all other benders, show a high degree of discipline and self control, though like their unpredictable medium, they can lose control of their emotions. They can be of any alignment, and can undergo alignment shifts as their beliefs change.

Religion – While the extent of Firebender spirituality is unknown, it is commonly thought that Firebenders revere the sun as the source of their powers. It is also thought that some Firebenders revere past Avatars from the Fire Nation. Many Firebenders are stubbornly individualistic and do not profess any strong religious beliefs.

Background – Many Firebenders receive their training through the military, becoming soldiers in the Fire Nation army. Others seek out individual masters or train at temples dedicated to the art.

Races – All Firebenders (with the exception of the Avatar, who is able to master all four elements) are members of the group known as the Fire Nation.

Other Classes – Of all the other bending disciplines, Firebenders are the most individualistic and the least likely to work well with other benders. That said, they can benefit from working with Airbenders or Waterbenders, who can provide some defensive capabilities to augment the Firebenders' offensive bent. They also work well with the martial classes, often serving amongst them in the Fire Nation army.

Abilities – Wisdom is the most important ability for Firebenders, as it governs the save DC's for some of their best abilities. Dexterity is also important as it provides a boost to Armor Class and increases their ability to hit with their Fire Blasts, as is Constitution, which provides needed hit points for a class that often enters combat.

Alignment – Any.

Hit Dice – d6

Class Skills – Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Firebending (Wis) Intimidate (Cha), Jump (Str), Knowledge (Bending) (Int), Knowledge (History) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Spot (Wis)

Skill Points at 1st Level – (2 + Int Modifier) x4
Skill Points at Each Additional Level – 2 + Int Modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Seeds Known	Defense Bonus
1st	+0	+0	+2	+2	Fire Blast 1d6, Play with Fire, Child of the Sun	1	+3
2nd	+1	+0	+3	+3	Deflect Attack	2	+3
3rd	+2	+1	+3	+3	Improved Unarmed Strike	2	+4
4th	+3	+1	+4	+4	Fire Blast 2d6	3	+4
5th	+3	+1	+4	+4	Endure Elements	3	+4
6th	+4	+2	+5	+5	Firestorm	4	+5
7th	+5	+2	+5	+5		4	+5
8th	+6/+1	+2	+6	+6	Fire Blast 3d6	5	+5
9th	+6/+1	+3	+6	+6		5	+6
10th	+7/+2	+3	+7	+7	Fire Resistance 5	6	+6
11th	+8/+3	+3	+7	+7		6	+6
12th	+9/+4	+4	+8	+8	Fire Blast 4d6	7	+7
13th	+9/+4	+4	+8	+8		7	+7
14th	+10/+5	+4	+9	+9		8	+7
15th	+11/+6/+1	+5	+9	+9	Cold Resistance 5	8	+8
16th	+12/+7/+2	+5	+10	+10	Fire Blast 5d6	9	+8
17th	+12/+7+2	+5	+10	+10		9	+8
18th	+13/+8/+3	+6	+11	+11		10	+9
19th	+14/+9/+4	+6	+11	+11		10	+9
20th	+15/+10/+5	+6	+12	+12	Fire Blast 6d6, Cold and Fire Resistance 10	11	+9

Class Abilities

Weapon and Armor Proficiency – A firebender is proficient with all simple weapons, short swords, longswords, glaives and light armor.

Improved Unarmed Strike – A firebender gains Improved Unarmed Strike as a bonus feat at third level.

Child of the Sun - Firebenders draw much of their power from the sun, the ultimate source of fire. During the day, firebenders gain a +2 circumstance bonus on Firebending checks due to the influence of the sun. Additionally, during the passage of a comet near the planet, Firebenders gain an additional +5 circumstance bonus to Firebending checks. However, the close link between the sun and firebending has its drawbacks. During a solar eclipse, firebenders are unable to use any firebending abilities.

Fire Blast
Base DC: 5
The first ability a Firebender learns is Fire Blast. The Firebender generates fire using the heat inside his body and propels it at great speeds toward his foe using a quick jab with his fist. A blast deals 1d6 damage at 1st level (dealing no damage to non-flammable objects and half damage to flammable objects) and increases in power as the firebender gains levels, as shown above. A blast is a ranged attack, and a firebender can use a number of blasts in one round equal to the number of iterative attacks he can make (as determined by his BAB). A firebender cannot apply precision-based damage from any source to the damage dealt by his blasts. In addition to using his *Fire Blasts* to attack from range, a firebender can channel his blasts through his unarmed strike, dealing *Fire Blast* damage in addition to unarmed strike damage for each blow. A firebender must make a successful melee attack in order to channel his *Fire Blast*.

Deflect Attack
Base DC: 5
Early in their training, benders learn to block or deflect attacks directed at them and their companions. Once per round, a bender can attempt to negate a ranged attack (either conventional or bending) targeted within 10 feet +5 ft/3 class levels. Negating this attack requires the bender succeed in an opposed attack roll. If the bender's attack roll is less than her opponent's, the attack is unaffected by the deflection attempt and is resolved as normal. Using this

initial *Deflect Bending* attempt counts as an immediate action. Because of fire's insubstantial nature and offensive outlook, Firebenders take a -4 penalty on this opposed attack roll.

Additionally, a bender has the option of reserving iterative attacks in order to gain more *Deflect Attack* attempts. Whenever she makes a full-round attack, a bender may choose to forgo a number of iterative attacks, gaining a number of additional *Deflect Attack* attempts equal to the number of attacks the bender reserved. Regardless of how many attacks a bender forgoes, she cannot use more *Deflect Attack* attempts than she has iterative attacks due to high Base Attack Bonus. These subsequent *Deflect Bending* attempts do not count as actions, and can be used any time during the round, even when it is not the bender's turn.

If a bender is caught flat-footed, she can make a Reflex Save (DC 10 + ½ the attacker's BAB + the attacker's Dexterity modifier) to still make a *Deflect Attack* attempt. A flat-footed bender can never make more than a single *Deflect Attack* attempt.

For example, a 15th level firebender's Base Attack Bonus allows her to make 3 iterative attacks. If she decides to make a full-round attack, she can reserve as many as 2 of these attacks in order to gain 2 additional *Deflect Attack* attempts (bringing her total to 3 for that round).

Play with Fire
Base DC: 5
A firebender learns to finely manipulate fire. He gains the ability to draw fire from any source (including the Firebender's own body heat) within his bending range, alter its basic shape, move it around at a rate of 5 feet/round, and hold it in his hands. Firebenders can warm their tea, create balls of fire to act as torches, or start campfires using this ability. Moving the fire an additional 5 feet adds +2 to the Firebending DC. Fire moved using this seed deals damage per round depending on its source; for example, natural fire deals 1d6 damage, and fire produced by the firebender's body deals damage equal to his Fire Blast.

Endure Elements - Beginning at 5th level, a firebender learns to harness his internal heat as protection from extreme temperatures. A firebender can exist comfortably in conditions between 0 and 100 degrees Farenheit without having to make Fortitude saves. Additionally, a firebender gains a +4 bonus on saves to resist the effects of weather, but not fire or cold damage from any other source.

Firestorm – Of all the bending disciplines, firebending is the most offensive, truly embodying the belief that the best defense is a good offense. Beginning at 6th level, whenever a firebender spends a full round attacking, he may make an extra attack at his highest base attack bonus. The extra attack may not be used in a Deflect Bending attempt, and the firebender must make at least two Fire Blasts in a turn in order to use this ability. When using a Firestorm, the firebender takes a -2 penalty to all attacks made that round.

Firebending Seeds

Note: All firebending abilities set fire to combustibles and damage objects they affect. Natural fire deals 1d6 points of fire damage per round. A creature who catches on fire can make a DC 15 Reflex save each round to extinguish the fire. Dousing the fire with water or smothering it automatically extinguishes the fire.

Fire Kick (Template)
Base DC: 5
By using a series of quick kicks to propel his Fire Blast, a firebender can greatly increase the range of his abilities.
• *Applications*: Applying this seed to a Fire Blast doubles the firebenders effective bending range for the purpose of that Fire Blast. Note that this template cannot be applied to any form that cannot be performed with the feet (such as by applying another template involving a body part or when stuck in a waterbender's Steady Stance).

Fire Whip
Base DC: 10
• *Whip*: A firebender may, as a move action that does not provoke an attack of opportunity, form a long, narrow tongue of fire, coiling around like a rope. This whip has all the statistics of a normal whip with the exception that the damage it deals 1d6 fire damage. Additionally, a firebender may apply precision-based damage to attacks with a fire whip and treat it as a normal whip for purposes of weapon-based feats. The fire in this whip can be used to use Deflect Bending without needing to be remade and the whip can also be extended an additional 5 feet by increasing the Firebending DC by +10.

Explosion (Template)
Base DC: 10
Rather than simply burning her opponents to a crisp, firebenders often seek to earn a strategic advantage in positioning.
• *Repel*: The firebender makes a sudden explosion at the end of his hands, pushing opponents back with the force of the attack. Through this application, a firebender may initiate a bull rush through his Fire Blast, with the bender's Wisdom score acting as the blast's Strength score. The explosion also deals on damage die of the firebender's Blast for every 4 points by which the Firebending check beats the DC. Also, for every 2 points by which the Firebending check beats the DC, the bender gains a +1 on the bull rush attempt. If the blast moves the opponent back more than ten feet, the opponent is also knocked prone.
• *Applications*: By turning her fire into a forceful explosion, a firebender can deal full damage to even non-flammable objects when using Fire Blast, and deals double damage to flammable objects. Applying this template adds +10 to the Firebending DC.

Blades of Fire
Base DC: 10
The Fire Nation is notorious for its soldiers and their capabilities with both martial weapons and the martial use of fire. Their combinations of both are often devastating to the enemy.
• *Channel*: A Firebender is able to channel his internal heat into any melee weapon he wields as a move action. The Firebender may make a single attack with a melee weapon and have that attack deal Fire Blast damage in addition to the weapon damage. Unlike normal Fire Blasts, this form allows the Firebender to apply precision-based damage to his attack. A firebender can choose to maintain the flames around his weapon by spending a swift action every turn to continue dealing Fire Blast damage with the weapon. A firebender can apply this seed with two weapons at a time by adding +15 to the Firebending DC.
• *Create*: Alternatively, a Firebender can use this seed to create a weapon completely out of fire. This weapon deals no damage of its own, but rather deals the firebender's Fire Blast damage, but also allows the firebender to apply weapon-based feats and precision damage.

Intensity
Base DC: 10

• *Intensify*: Oftentimes, from a firebender's point of view, a fire is simply not hot enough. By focusing on an already existing source of fire as a standard action, a firebender can increase the damage it deals by 1d6, plus an additional 1d6 for every 4 points by which the Firebending check exceeds the DC, up to the firebender's Blast damage.
• *Quench*: A little-used form among most firebenders, a firebender can prepare an action to negate a single Fire Blast passing within 10 feet of him. Quenching blasts further away than 10 feet is possible, but the Firebending DC increases by +2 for every 5 feet further away the blast is.

Burning Rush
Base DC: 10
The speed and tenacity of the element of a true firebender are seldom seen, simply because such power is the last thing most opponents see.
• *Speed Burst*: By expelling flames from the soles of his feet, a firebender thrusts himself forward recklessly. The bender increases his base land speed by 5 feet, plus another 5 feet for every 5 points by which the bending check exceeds the DC. This use of the seed is a swift action to execute and a free action to maintain, though the bender can only safely maintain it for a number of rounds equal to his firebender level, and the Firebending DC increases by 5 for every round thereafter.
• *Firebender's Leap*: A sudden jet of flames erupts from the bender's legs, allowing him to reach incredible heights. By taking a full-round action to make a jump, a firebender gains a bonus on his Jump equal to his Firebending check, and the jump is not limited by the firebender's height. A move action can be taken as part of this seed, but only in order to gain a running start for the jump.

Fire Sweep
Base DC: 15
When using this seed, a firebender uses a high, aggressive spinning kick to create a 15-foot cone of fire, affecting all creatures and objects therein with his Fire Blast damage. Creatures within this area take half damage on a successful Reflex Save. The range of the cone is increased by 5 feet for every 5 points by which the Firebending check exceeds the DC.

Fire in the Stomach
Base DC: 15
Firebending is all about breath control; applying this properly allows a firebender incredible resilience to harsh outer cold.
• As a full-round action that doesn't provoke attacks of opportunity, a firebender can take a deep breath and hold it for a number of rounds equal to 5 times his Constitution score. While holding his breath this way, a firebender maintains his body temperature at normal levels and is immune to nonlethal damage by exposure to cold environments. After letting out his breath, a firebender cannot use this seed for at least five minutes. For every point by which the Firebending check exceeds the DC, the firebender holds his breath one additional round.

Incandesce
Base DC: Varies
• *Heat Metal (Base DC Varies)*: By focusing upon a piece of metal every round on a piece of metal within his bending range, a firebender can cause damage upon contact. On the first round this seed is used, the metal becomes warm and uncomfortable to touch but deals no damage. During the second round, intense heat causes 1d4 damage and in subsequent rounds, the metal is searing hot, dealing 2d4 damage. Any cold intense enough to damage the creature negates fire damage from this seed (and vice versa) on a point-for-point basis. Using this seed on unattended metal or one's own equipment has a base Firebending DC of 15 and requires a swift action every round, and affecting another's equipment has a base Firebending DC of 30 and requires a move action every turn. This form can also be used to deal damage to ice, in which case the damage dice increase to d6's.
• *Melt Stone (Base DC 35)*: Often used by canny Fire Nation soldiers in the mountains to discourage enemy forces, a firebender can heat up stone to the point of melting into liquid lava. A firebender can affect one 5-foot cube of stone as the Heat Metal use of this seed, above. Once the stone cube has taken 20 damage from the use of this seed (ignoring hardness), it begins to melt, dealing damage as lava. A firebender can affect one additional 5-foot cube of stone for every 5 points by which the Firebending check exceeds the DC.

Break Stance (Template)
Base DC: +20

• Applications: By adding +20 to the Firebending DC of a Fire Blast, a bender can attempt to take out the root of an opposing bender's stance. The bender takes -4 to attack rolls on these blasts; and if at least two of the blasts are successful, the opponent's stance is broken (essentially making him flat-footed), he's pushed back 5 feet and he must make a Reflex save or lost his next turn as he reels back. Any successive hits from this form, including on the bender's next turn if the opponent failed his Reflex save, make the opponent move an additional 5 feet backwards; once the opponent has been knocked back 15 consecutive feet, he falls prone.

Breath of the Dragon (Template)
Base DC: +25
• *Applications*: By adding +20 to a Firebending DC, a firebender can do any form without using somatic components and without provoking attacks of opportunity, as long as the bender's mouth or nose is free and not gagged or otherwise hindered from opening. The form is performed as a stream of fire from the bender's mouth, a burst of steam from the bender's nose that makes metal red-hot, or any other appropriate description.

Fire Burst
Base DC: 25
By, quite simply, lighting himself up like a torch, a firebender can ignite everything around him in a conflagrant display.
• *Whirlwind*: Using this seed, a firebender creates a whirlwind of fire surrounding him, extending a 5-foot radius around him. All creatures and objects in the area are affected by the firebender's Fire Blast damage. Creatures within the area take half damage on a successful Reflex save, and the radius of the area affected by this seed is increase by 5 feet for every 5 point by which the Firebending check exceeds the DC. A firebender can choose to maintain this seed by taking a full-round action every turn, dealing the appropriate damage within the area each turn. Maintaining the form for more than two turns inflicts a cumulative -2 penalty to the original Firebending check every turn, slowly shrinking the size of the form until it stops working.

Wall of Fire
Base DC: 25
A firebender learns to make an immobile, blazing curtain of shimmering fire springs into existence, discouraging others from passing through an area.
• *Plane*: The wall sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and on the bender's turn each round to all creatures in the area. In addition, the wall deals 2d6 points of fire to any creature passing through it. The wall is a 10-foot square, but can be made 5 feet wider for every 4 points by which the Firebending check exceeds the DC, and the height can be doubled by halving the width. If the wall is made 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 (Note: Do not divide cold damage by 4, as normal for objects). A Wall of Fire can be maintained with a Concentration check each round equal to the Firebending check -5.
• *Ring*: Essentially the same as above, except that the wall is made in the form of a 20-foot-tall ring of fire with a radius of 10 feet, plus another 5 feet for every 4 points by which Firebending check exceeds the DC.

Blue Fire (Template)
Base DC: 20
Instead of the normal reds, yellows, and oranges associated with conventional firebending, the fire produced by this seed glows blue and is exceptionally hot.
• *Applications*: Damage dice for firebending forms using this seed increase by one step (for example, from d6 to d8, or d4 to d6). Additionally, blue fire deals full damage to objects.

Flamethrower
Base DC: 35
Truly, the paragon of the stereotypical firebender, this seed channels the internal heat of a bender through the palm of his hands to create a huge outpouring of flames.
• Using this seed, a firebender affects all creatures or objects in a line with his Fire Blast damage. Creatures caught within the line take half damage on a successful Reflex save.

Lightning
Base DC: Varies
As all masters of the bending disciplines must understand, all things are made up of the four elements, and the power of the mighty lightning bolt can be harnessed by a firebender with sufficient inner balance.
• *Cold fire (Base DC 45)*: Creating a bolt of lightning involves separating the positive and negative energies of the element of fire, releasing a huge amount of power as they join suddenly together again. When using this seed, a firebender takes a full-round action doing a complicated series of motions to separate the two energies, provoking attacks of opportunity as normal. On his following turn, as a standard action, the firebender releases the contained energy in the form of a lightning bolt dealing 1d6 electricity damage per firebender level to a single target. Additionally, lightning generated by this seed is empowered, dealing half again (1.5 times) the amount of damage presented by the dice. This seed deals normal damage to objects.

Waterbender

Adventures - Waterbenders adventure most frequently to aid the tribe, be it to defend against an enemy, gain access to a crucial resource, or provide aid to an ally of the tribe. Also, Waterbenders in small communities may adventure to seek out a master to instruct them in their art.

Characteristics - Waterbenders are able to manipulate water, giving it shape, moving it with great speed and power, or changing its phase from water to ice or vapor (and vice versa). They focus on the defense, turning their opponent's blows against them, blocking them with gushing watery shields, or immobilizing their opponents in ice. Select waterbenders can also heal wounds, using water as a medium through which to align the chi and promote healing.

Alignment - Waterbenders emphasize the defense and try to avoid injuring even their foes. Thus, waterbenders tend toward good. Also, most waterbenders are concerned with their community above all else, eschewing both the wandering lifestyle and the disciplined life of an ascetic or monk. They tend to be neutral instead of lawful or chaotic.

Religion - Waterbenders draw their power from the Moon and venerate the Moon Spirit above all others. Their power waxes in the moonlight and wanes during the day. Also, many members of the Water Tribe revere the Ocean Spirit as the source of life for their people.

Background - Most waterbenders train under a master. In the Northern Water Tribe, there are large group lessons under the tutelage of a single master. In the Southern and Foggy Swamp Water Tribes where waterbenders are fewer in number, waterbenders tend to learn one-on-one from a single master.

Races - All waterbenders (with the exception of the Avatar, who is able to master all four elements) are members of the group known as the Water Tribe, located at the north and south poles and in the Foggy Swamp.

Other Classes - Waterbenders share their defensive focus and high agility with the airbenders. However, they are less at odds with the more solid and unmoving style of the earthbenders, though they prefer to redirect their opponents' attacks instead of overwhelming them. They dislike the unceasing aggression of the firebenders, but can work with them if the need presents itself. They are also capable of working with the more martial classes, using their defensive skills to assist the warriors in battle.

Abilities - Wisdom is important to waterbenders, as it determines the Save DC's and durations of some of their waterbending Seeds. Waterbenders' emphasis on reflexes means that they also benefit from high Dexterity, which helps them turn their enemies' attacks and provides a boost to AC.

Alignment – Any (tending towards good and neutrality)

Hit Die – d6

Class Skills – Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (Bending) (Int), Knowledge (History)(Int), Knowledge (Religion) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex), Waterbending (Wis)

Skill Points at 1st Level – (4 + Int Modifier) x4
Skill Points at Each Additional Level – 4 + Int Modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Seeds Known	Defense Bonus
1st	+0	+2	+0	+2	Water Blast 1d6, Manipulate, Child of the Moon	1	+3
2nd	+1	+3	+0	+3	Deflect Attack, Heat/Chill	2	+3
3rd	+2	+3	+1	+3	Improved Unarmed Strike	2	+4
4th	+3	+4	+1	+4	Ski (20 ft)	3	+4
5th	+3	+4	+1	+4	Water Blast 2d6	3	+4
6th	+4	+5	+2	+5	Ski (30 ft)	4	+5
7th	+5	+5	+2	+5		4	+5
8th	+6/+1	+6	+2	+6	Ski (40 ft)	5	+5
9th	+6/+1	+6	+3	+6		5	+6
10th	+7/+2	+7	+3	+7	Water Blast 3d6, Circular Attack	6	+6
11th	+8/+3	+7	+3	+7		6	+6
12th	+9/+4	+8	+4	+8		7	+7
13th	+9/+4	+8	+4	+8	Ski (50 ft)	7	+7
14th	+10/+5	+9	+4	+9		8	+7
15th	+11/+6/+1	+9	+5	+9	Water Blast 4d6	8	+8
16th	+12/+7/+2	+10	+5	+10		9	+8
17th	+12/+7+2	+10	+5	+10		9	+8
18th	+13/+8/+3	+11	+6	+11		10	+9
19th	+14/+9/+4	+11	+6	+11	Ski (60 ft)	10	+9
20th	+15/+10/+5	+12	+6	+12	Water Blast 5d6	11	+9

Class Features

Weapon and Armor Proficiency – A waterbender is proficient with all simple weapons, and light armor.

Improved Unarmed Strike - A waterbender gains Improved Unarmed Strike as bonus feat at third level.

Child of the Moon - Waterbenders draw much of their power from the moon. During the night, waterbenders gain a +2 circumstance bonus on Waterbending checks due to the influence of the moon. Additionally, during a full moon, Waterbenders gain an additional +5 circumstance bonus to Waterbending checks. However, the close link between the moon and Waterbending has its drawbacks. During a lunar eclipse, waterbenders are unable to use any waterbending abilities.

Water Blast

Base DC: 5

The first offensive ability a waterbender learns is to concentrate water into a large bubble in her hands and blast it at great speeds towards her foe. A blast deals 1d6 bludgeoning damage at 1st level (half damage to objects) and increases in power as the waterbender gains levels, as shown above. A blast is a ranged attack, and a waterbender can use a number of blasts in one round equal to the number of iterative attacks she can make (as determined by her BAB). A waterbender cannot apply precision-based damage from any source to the damage dealt by her blasts. A waterbender can only use blasts when there is a source of open water within her bending range. A waterbender does not requires a line of sight to the target of the blast, and as such can maneuver the blast around a corner or other cover by adding +10 to the Waterbending DC, but still suffers penalties for concealment, as appropriate. Using a Water Blast takes at least one pint of water (one eighth that contained within the average waterskin.

Deflect Attack
Base DC: 5
Early in their training, benders learn to block or deflect attacks directed at them and their companions. Once per round, a bender can attempt to negate a ranged attack (either conventional or bending) targeted within 10 feet +5 ft/3 class levels. Negating this attack requires the bender succeed in an opposed attack roll. If the bender's attack roll is less than her opponent's, the attack is unaffected by the deflection attempt and is resolved as normal. Using this initial *Deflect Bending* attempt counts as an immediate action.

Additionally, a bender has the option of reserving iterative attacks in order to gain more *Deflect Attack* attempts. Whenever she makes a full-round attack, a bender may choose to forgo a number of iterative attacks, gaining a number of additional *Deflect Attack* attempts equal to the number of attacks the bender reserved. Regardless of how many attacks a bender forgoes, she cannot use more *Deflect Attack* attempts than she has iterative attacks due to high Base Attack Bonus. These subsequent *Deflect Bending* attempts do not count as actions, and can be used any time during the round, even when it is not the bender's turn.

If a bender is caught flat-footed, she can make a Reflex Save (DC 10 + ½ the attacker's BAB + the attacker's Dexterity modifier) to still make a *Deflect Attack* attempt. A flat-footed bender can never make more than a single *Deflect Attack* attempt.

For example, a 15th level waterbender's Base Attack Bonus allows her to make 3 iterative attacks. If she decides to make a full-round attack, she can reserve as many as 2 of these attacks in order to gain 2 additional *Deflect Attack* attempts (bringing her total to 3 for that round).

Manipulate
Base DC: 5
The most basic of the waterbending seeds, manipulation involves simple movement or shaping of the three seeds of water (liquid, ice, mist).
Movement: The base DC is for moving a 5-foot cube of water up to 5 ft/round in any direction. Adding another 5-foot cube of water to a seed increases the Waterbending DC by +4 per cube, and moving the water an additional 5 feet adds +2 to the DC. This use of the seed is a move action. A waterbender can manipulate water she can't see but knows is there by adding +10 to the Waterbending DC.
Shaping: This seed can also be used to manipulate the basic shape of water or ice (not mist), though it does not allow intricate detail. For example, creating an sculpture of a humanoid is possible, but making one of a specific person is not, and the sculpture comes out rough and bumpy; creating a sculpture of a specific race is also difficult, but telltale features (like an elf's ears) could give it away. The base DC is for manipulating the shape of a Diminutive mass of water or ice; the save DC increases by +5 for every size category larger than Diminutive the sculpture is, and this changes to +10 for every size category larger than Large it is. This use of the seed takes one full-round action, plus two more for every size category larger than Diminutive the sculpture is. Shaping ice is essentially cutting away chunks from a block of ice, while shaping water is actually altering its shape.

Freeze/Melt
Base DC: 5
Another basic seed, this includes the ability to change the temperature and state of water.
Chill: A waterbender may lower the temperature of one 5-foot cube of liquid water to make it icy cold as a standard action. By doing this to the source, water used in any other seed can deal an additional 1d4 cold. This seed can even be used to make ice so cold it burns. Each additional five-foot cube adds +4 to the Waterbending DC, changing water already of an extreme temperature (a volcanic spring, for example) adds +5 to the DC, and decreasing the bending time to a move action increases the DC by +15. Further increasing the bending time to a swift action increases the base DC by +25.
Change Phase: A waterbender can also freeze or melt a 5-foot cube of water as a standard action that provokes attacks of opportunity. Each additional 5-foot cube adds +4 to the Waterbending DC and going straight from ice to vapor adds +10 to the DC, decreasing the bending time to a move action increases the DC by +5, and decreasing the bending time to a swift action adds +15 to the DC. For ease of reference, ice has hardness of 0 and 3 hit points per inch of thickness.

Ski – Through development of her abilities, a waterbender can move over the surface of water as naturally as if on land, or even more so. A waterbender can move on the surface of water, ice, or snow at the speed indicated on the class table. The waterbender can use the run action while skiing, provided that she skis in a straight line.

Circular Attack: Beginning at 10th level, a waterbender can redirect her enemies' attacks, using the enemy's own energy to retaliate against her. Once per round, when the waterbender successfully deflects a bending or ranged attack she may make a Reflex Save opposed to the opponent's attack roll. If the Waterbender matches or exceeds the opponent's attack roll, she is able to bring the deflecting water round in a circle, absorbing the enemy's energy and immediately making an additional Water Blast attack at that enemy at her full base attack bonus. The waterbender cannot choose to forgo this attack in order to gain an additional Deflect Bending attempt.

Waterbending Forms: Most waterbending seeds require a significant amount of water (i.e., more than is contained in the average water skin). As such, many seeds can only be done near a source of water or in an extremely humid environment, such as a rainforest. Small quantities of water can also be drawn damp earth or other such surfaces using the Manipulate special ability. Note that, in cases where a large source of water is needed, the water must be wherever the form is actually taking place, and not at the bender herself. If there is no source of water within 5 feet of the waterbender, a bending form must combine the form with the *Manipulate* seed to get it there. When using *Manipulate* in this way, a bender need not add the usual +4 to the Waterbending DC for combining seeds.
Maintaining Water: Oftentimes, it can be vital for a waterbender to gauge the amount of water she uses, as she has a limited amount. In order to maintain control of water used in a technique and not allow it to fall to the ground and require a use of Manipulate to recover, a waterbender must make a Concentration check equal to the form's total Waterbending DC – 10.

Waterbending Seeds

Note: Certain Waterbending seeds (or forms created by combining Waterbending seeds) are intended to immobilize their target by encasing it in ice. In these circumstances, the target is rendered completely immobile, but not helpless. Additionally, a creature encased in ice can break out using a Strength or Escape Artist check. The DC for this check is 10 + half the waterbender's class level + the Waterbender's Wisdom modifier.

Mist
Base DC: 10
By breaking a small amount of water into tiny droplets and spreading them through the air, a waterbender learns to make thick fog that obscures vision.
• *Fog Cloud*: A waterbender may make a hemisphere of fog anywhere within her bending range with a radius of 10 ft. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. This seed does not function underwater. Increasing the radius of the cloud requires an addition of +5 to the Waterbending DC per 5-foot increase.
• *Figment:* This seed creates the visual illusion of an object, creature, or force by shaping a cloud of fog into the hazy seeds expected to be seen within it, as visualized by the waterbender. The illusion does not create sound, smell, texture, or temperature. A waterbender may manipulate fog in this way in the same area as she can make a fog cloud, and anyone within the cloud can make a Will save to disbelieve the figments.
• *Applications:* A waterbender with this seed can also make use of mist or vapor with the *ManipulateFreeze/Melt* seeds. In the latter case, a waterbender can condense mist into water at the rate of one pint of water per 5-foot square; but because of the cooling nature of water, a waterbender cannot boil or evaporate water in this way.

Water Whip
Base DC: 10
Arguably the signature weapon of waterbenders everywhere, the whip demonstrates the fundamentals of flexibility that waterbending is based upon.
• *Whip:*A waterbender may, as a move action that does not provoke an attack of opportunity, shape a small quantity of water (approximately the amount in a water skin) into a functional whip. This whip has all the statistics of a normal whip with the exception that it can be used to deal lethal damage even to armored opponents. Additionally, a waterbender may apply precision-based damage to attacks with a water whip and treat it as a normal whip for purposes of weapon-based feats. A bender gains an additional bonus of +2/ 5 levels towards trip and disarm attempts when making use of a water whip. A waterbender can increase damage done by the whip by one step (from 1d4 to 1d6, etc.), increasing the Waterbending DC by +4 per step. The whip can also be extended an additional 5 feet by increasing the Waterbending DC by +10.
• *Capture (Base DC 45):* On a turn in which a waterbender successfully hits with her Water Whip she may, as a swift action, try to engulf the target of the attack in a sphere of water by forcing water through the whip and around the target. He target receives a Reflex save to escape the whip before this can happen, failure meaning that the target is stuck in a sphere of water at the bender's disposal and is considered flat-footed, though not helpless.

Tentacle
Base DC: Varies
This seed involves making, as is implied, a thin tentacle of water to serve various purposes. This is one of the signature weapons and defenses of beginning waterbenders.
• *Tentacle (Base DC 10)*: A waterbender can create a 5-foot-long tentacle from water anywhere within her bending range as a standard action. This tentacle can make a single slam attack dealing 1d8+X damage to any opponent in its range, and can also make trip attempts, with the waterbender's Wisdom score acting as its Strength score and using the waterbender's base attack bonus. If the waterbender has the Improved Trip feat, she may apply the benefits of the feat to her tentacles as well. Creating more than one tentacle at a time increases the Waterbending DC by +4 per tentacle, and no two tentacles can be more than 50 ft. apart. Also, creating a tentacle as Large size (changing reach to 10 ft., adding size bonus to Trip attempts, increasing slam damage to 1d10 and granting a +4 Strength bonus) adds +4 to the DC per tentacle.
• *Octopus (Base DC 15)*: A waterbender may create three tentacles around herself (in her own square) to serve a

defensive purpose. Aside from the statistics of a normal tentacle, the bender may choose to forgo the attacks of those from an octopus seed in order to attempt to negate a melee or ranged attack on the waterbender (spells requiring ranged touch attacks are counted as ranged attacks for this purpose). Each tentacle can make an opposed attack roll and negates the attack if it exceeds the opponent's roll. Doing this seed with additional tentacles adds +3 to the DC per tentacle, and maintaining the seed for more than three rounds requires a Waterbending check every round, with the DC increasing by +1 per round.

Ice Shards
Base DC: 10
• *Weapon*: By molding a relatively small quantity of water into her hands, a waterbender may craft any ordinarily wooden or metal melee weapon or ammunition she is familiar with (not necessarily proficient with) out of ice as a full-round action. Any weapon made with this seed deals normal damage for its weapon type, plus 1d4 cold damage; and one use of this seed creates 10 pieces of ammunition at a time. The base DC is for a light weapon; making a one-handed weapon increases the Waterbending DC by +2, and a two-handed weapon increases the DC by +4. If the Waterbending check exceeds the DC by 5 or more, the weapon is also of masterwork quality. If the weapon ever leaves the waterbender's possession, it begins to melt as normal. Thrown weapons and ammunition can be used as normal.
• *Ranged:* By freezing water into a number of small, smooth, thin shards, a waterbender can strike at long range. This seed deals 1d6 damage to a single creature as a ranged attack with with a maximum range equal to the Waterbender's bending range. Half of this damage is piercing and half is cold. Increasing the damage dealt by this seed adds +4 to the Waterbending DC for each additional +1d6, to a maximum of 1d6/level.
• *Spikes:* Ice is a powerful weapon for a waterbender, and anyone standing on an icy surface stands on the waterbender's turf. The bender may fill one five-foot square with protruding spikes as a standard action, dealing 1d4 piercing and 1d4 cold damage per round to anyone standing or passing through the square, counting as rough terrain. Furthermore, anyone that falls prone in a spiked square takes an additional 1d6 piercing damage. Having this form affect an additional five-foot square adds +4 to the Waterbending DC per square.
• *Entraping Shards* (DC 30): By maneuvering shards of ice with pinpoint accuracy, powerful waterbenders can pin an opponent to a hard surface. If she succeeds in a ranged attack using the *Ice Shards* seed, a waterbender can initiate a grapple attempt instead of dealing damage. The target must be within 5 feet of a wall, tree, or other surface in which a thrown weapon or projectile can be stuck and must be wearing some sort of clothing, armor, or other accoutrement. To break free, the victim must make a DC 15 Strength check or a DC 15 Escape Artist check as a standard action. By increasing the DC of the form by 10, a waterbender can cause the ice shards to originate high in the air, allowing her to pin opponents to the ground instead of to a vertical surface.

Healing Water
Base DC: Varies
This seed actually only encompasses the very basics of an ancient and extensive art of healing through the power of water and the body's own energy. Because of the draining process of healing, applying any of the uses of this seed an amount of times equal to more than half the bender's class level adds +4 to the Waterbending DC per use. Water used in this form may not be maintained.
• *Wounds (Base DC 20)*: The most basic, and often most necessary, seed of healing water; the waterbender may seal the internal and external wounds of the injured by coursing cleansing water through their body. A waterbender may, as a full-round action, touch a living creature to feel the energy of its body and pinpoint the location of its wounds, and then bend the properties of liquid water to replenish that energy. This seed heals 1d6 points of damage +1/2 waterbender levels, plus another 1d6 for every 5 points by which the Waterbending check beats the DC. Focusing for a full round while keeping contact with the target creature before executing the seed grants a +5 circumstance bonus to the Waterbending check.
• *Poisons/Diseases (Base DC Varies)*: By locating the alien energy within a creature's body, a waterbender can help to flush the affliction from its body. This use of healing water requires that the waterbender look over an afflicted creature until the effects of the affliction take place (ability damage, secondary effects, etc.). Whenever a creature makes a saving throw against a poison or disease, a waterbender may also make a Waterbending check opposed to the affliction's DC to negate the effects remove it from the victim's body. Conversely, a bender may make a Waterbending check to flush a poison from a creature's body before the secondary damage takes place, removing the primary damage altogether and stopping the need for a second saving throw. Removing the effects of a poison or disease that has already done secondary damage increases the Waterbending DC by +5.
• *Major Wounds (Base DC 40)*: A difficult technique that few but true healers ever learn to do properly, the healing

power of water can extend far beyond those of the body alone. By creating an icy mold of a creature's lost limb attached to where the body part should be and filling it with water, a waterbender stimulates the body to grow the detached limb again. This process takes a week, at which point the ice cracks to reveal a new and functional limb proportional to the rest of the body. This seed only functions on external body parts and cannot be used to grow internal organs or limbs the creature never had.

Water Shield
Base DC: 10
• *Plane:* By bending a five-foot square of water to hover vertically before her, the waterbender gains a +5 deflection bonus to AC from ranged attacks from one direction (use a line of effect to determine this), as well as concealment (attacks have a 20% miss chance) against opponents more than 5 feet away in that direction. This seed does not affect melee attacks in any way. For every 4 points by which the Waterbending check exceeds the DC, the AC bonus increases by 1; and increasing the width of the square by 5 ft. adds +5 to the DC. The waterbender may rotate the shield around her as a swift action.
• *Hemisphere:* Conversely, the waterbender can make a complete 360 degrees of water anywhere within her bending range, granting whoever is inside concealment from outside the Hemisphere, and vice-versa. Ranged attacks going in or out suffer the deflection bonus noted above, but any creature my simply walk into or out of the dome. The base DC is for a sphere with a 5-foot radius, though this can be increased by adding +5 for every additional 5-foot increase in radius.

Steady Stance
Base DC: 10
By encasing her feet in solid ice, a bender can better resist attempts to move her, or freeze opponents in place.
• *Defensive:* Stabilizing herself with feet solidly connected to the ground, a waterbender gains a +2 to saves or checks to stay in place, +1 for every point by which the Waterbending check exceeds the DC. The waterbender may also encase the feet of allies within her bending range in this way by adding +2 to the DC per ally. Those affected by this seed can move from their square if they want, but doing so ends the seed.
• *Offensive:* By surrounding an enemy's feet in water and freezing it suddenly to the ground, a waterbender may prevent an enemy from advancing. The target of this seed makes a Reflex save to avoid it altogether, or remain frozen in place. Those who failed the Reflex save can make a Strength check to break free, or may spend a full-round action chipping the ice away with a light weapon. The waterbender may use this seed against multiple opponents, but this adds +4 to the Waterbending DC per additional opponent.

Rise with the Tides
Base DC: Varies
• *Water Spout (Base DC 10)*: As a move action you lift water in a swirling, spiraling pattern with yourself at the top. This allows you to move straight up or down at a rate of up to 20 ft. A Water Spout lasts as long as you concentrate (a swift action, up to a maximum number of rounds equal to your class level), and you can move up or down as you desire. Your maximum speed increase by 5 ft for every 5 by which your Waterbending check exceeds the base DC.
• *Column (Base DC 20)*: As a standard action you create a column of ice underneath a single medium creature or object, causing it to rise quickly into the air. The column has a maximum height of 20 ft, plus 5 ft for every 5 by which the waterbender's skill check exceeds the base DC. A waterbender can lift larger creatures by increasing the DC by 10 for every size category of the increase. A waterbender can also lift multiple smaller creatures if they would fit within the space of the largest creature the waterbender can lift. A creature can make a Reflex save to avoid being lifted, and must make a DC 10 Balance check to remain standing. Creatures and objects take 4d6 damage if they are caught between the column and a hard ceiling, and must make a DC 20 Strength or Escape Artist check in order to move.

Pressure (template)
Base DC: 10
Using massive water pressure, a waterbender pushes an opponent back away from her.
• *Repel:* Compatible with the Blast seed, the waterbender bends a bubble of compressed water into her hands, then releases it at high speeds towards her opponents. Through this application a waterbender may initiate a bull rush through her blast in place of damage, with the bender's Wisdom score acting as the blast's Strength score. Also, for every 2 points by which the Waterbending check beats the DC, the bender gains a +1 on the bull rush attempt. If the blast moves the opponent back more than ten feet, the opponent is also knocked prone.

• *Slice:* By altering the surface tension of the water she wields, a waterbender can deal full damage to objects when using *Water Blast*, and her blast deals slicing damage instead.

Water Walk
Base DC: Varies
Not a few waterbenders have found the irony in the fact that the very element that the benders claim to control so leaves them completely vulnerable when immersed within. Fewer waterbenders have developed a solution.
• *Walk (Base DC 15):* A waterbender learns to push up with the water beneath her feet, using its pressure and surface tension to maintain her weight without sinking. By focusing as a move action every round, a waterbender can stand on water as solidly as on land; but should she be knocked prone, she immediately falls into the water and sinks or floats as normal. By increasing the Waterbending DC to 25, the bender can focus as a swift action, and by increasing it to 40, she can focus as a free action each turn. Usage of this seed requires a Waterbending check each turn the bender wishes to use it.
• *Surf (Base DC 10):* By creating a disk of ice beneath and frozen to her legs as a move action, a waterbender can move quickly across surfaces of water. A waterbender uses her bending abilities to propel this board and gains a speed of 30 feet per round while surfing (essentially, the bender makes a Waterbending check as a move action to propel the board). A bender can take the run action while doing this, so long as she moves in a straight line. The bender's speed increases by 5 ft for every 5 points by which the Waterbending check exceeds the DC. Because this seed does allow the bender to remain standing and stable, she may use other Waterbending forms at a -10 penalty while moving in this fashion.

Propel
Base DC: Varies
You push and pull the water under your boat, gaining a level of control over the craft that is impossible with more mundane methods of propulsion.
• *Launch (Base DC 10)*: Instead of pushing a boat into the water, you bring the water to the boat, pulling waves up underneath the craft and causing the waves to draw the craft into the water. Launching a boat in this manner takes 30 seconds (5 full round actions). For every 2 by which your Waterbending check exceeds the base DC, the time required to launch the boat decreases by 1 round.
• *Navigate (Base DC 10)*: Instead of using sails or a motor, you bend the water underneath the boat to propel it forward, slow it down, and change directions. As a full-round action, you can move a Huge or smaller boat 10 ft/round with Average maneuverability (DMG p. 20 – for the purposes of this form, disregard any movement characteristics that have to do with movement in 3 dimensions, including minimum speed and the ability to hover). You can increase the speed and/or maneuverability of the craft by adding 5 to the DC for every 10 feet of speed or to increase the maneuverability to Good. You can also propel a larger craft by increasing the DC by 5 per size increase. You can also slow and stop a boat using this seed. Each full-round action spent slowing a boat reduces its speed by an amount equal to ¼ of its original speed. Increasing the DC by 5 allows you to reduce speed by an amount equal to ½ of the original speed.
• *Slide (Base DC 15)*: As a standard action you create a wave that pushes a craft sideways by 10 ft. For every 5 by which your Waterbending check exceeds the DC the craft moves an additional 5 feet sideways.

Armor
Base DC: 15
The element of water has ever changing and resilient, and if used properly can provide considerable protection.
• *Liquid Armor:* By covering her entire body in a thick layer of liquid water, a waterbender gains DR 3/piercing, and +2 to AC (including touch AC) against bending attacks as a move action. For every 3 points by which the waterbender exceeds the base DC, the damage reduction increases by 1. Maintaining the liquid armor for more than two rounds gives a -4 penalty to all Waterbending checks until the waterbender ends the seed, increasing by -1 every two turns. If this penalty actually makes the difference that causes a waterbender to fail a Waterbending check, she may choose to end the seed and remove the penalty at that time.
• *Ice Armor:* The waterbender may also choose to fashion actual solid armor from water molded around her body and frozen into place as a full-round action. The waterbender may fashion any type of armor she is familiar with, and it has all the properties of that armor type, except those based on the armor's material, and normally metallic armors weigh half as much as usual. Adding spikes to the armor increases the Waterbending DC by +4. The armor melts to the point of becoming useless in five minutes unless the ambient temperature is below freezing.

Wave
Base DC: 15

By accentuating the normal fluctuations in water levels, a Waterbender can make standing water or ice accelerate forward in a wave, crashing into all in its path.

• *Breaker:* The wave created by this seed travels in a straight line from a large source of water (such as a river, the ocean, or standing on a glacier) within the waterbender's bending range as a standard action, and can move 10 ft/ level of the waterbender. The wave initiates a bullrush against any creatures in its path, counting as a Large creature (with a 10-foot face) with a Strength score equal to the bender's Wisdom score+2 for the purposes of resolving bullrush attempts. The waterbender may increase the wave's size to Huge (Giving an additional +4 size bonus and a 15-foot face) by adding +10 to the DC. A waterbender may try to turn the wave 45 degrees two times during its motion, but because of the great mass of water used; each requires another Waterbending check at the same DC as the one to make the wave turn. Any creature pushed back more than 10 feet by the wave is also knocked prone. The waterbender may move with the wave at its crest, ending her movement wherever the wave moves. Water used in this way may not be maintained.

• *Transport:* Rather than make a destructive force against her opponent, a waterbender may make a smaller wave to carry her quickly from one place to another as a standard action. This wave moves at 10 ft/waterbender level and can make four 45 degree turns during its motion, without requiring additional Waterbending checks.

Golem
Base DC: 15

By molding a large mass of water, snow, or ice into a vaguely human-shaped structure, a waterbender can create a powerful proxy to fight in her place.

• *Creation and control:* As a full round action, a Waterbender can create a golem that she can direct in combat. The golem is a Medium animated object composed of stone and compacted earth. The waterbender must direct its actions in combat by making a Waterbending check equal to the original Waterbending DC as a full-round action, with the golem essentially mimicking the actions taken by the earthbender. If the waterbender does not concentrate on maintaining and directing the golem or fails the Waterbending check to control it, the golem collapses. The golem's attack rolls use the waterbender's base attack bonus and are modified by the earthbender's Wisdom modifier instead of the golem's Strength modifier. Also, a golem made of primarily of water or snow has no hardness, but has double the usual hit points for an animated object of the same size. A waterbender can control a golem she can't see, but the golem is considered blind. Additionally, the earthbender cannot see through the golem, and thus is limited to the vision range of her current location.

• *Attacks:* Because the golem is essentially a reflection of its bender's actions, it can use its slam attack at the same rate as the bender's unarmed strikes, along with whatever extra modifiers gained therein (Weapon Focus, etc.).

• *Size:* The waterbender can increase the size of the golem by adding 5 to the DC for every size increase desired, creating an animated object of the appropriate size. For example, increasing the DC to 35 allows the waterbender to create a Gargantuan golem.

• *Reach:* A waterbender with the *Water Whip* seed can increase the hardness of her golem by adding +4 to the Waterbending DC for every 5 ft of reach she wishes to add.

• *Enhancement:* A waterbender can increase the golem's physical ability scores by adding 2 to the DC for every +1 to a single score. The waterbender cannot increase the golem's ability scores by an amount greater than her Wisdom modifier. A waterbender with a Wisdom modifier of +5 could increase the golem's Strength or Dexterity (or both with a high enough Waterbending check) scores by a maximum of 5, increasing the Waterbending DC by 10 in the process.

Feel the Flow
Base DC: 20

The element of water is fluid and continuous, and those in tune with the element can learn to sense objects obstructing its flow.

• *River Sense:* If a waterbender is in contact with moving water, she may begin focusing on feeling the water's flow and anything not in sync with it as a move action that doesn't provoke attacks of opportunity. The waterbender senses (automatically pinpoints) anything within the river not moving along at its same pace in a 30-foot radius of herself. For example, a waterbender could sense a rock jutting beneath the surface of the water, fish swimming against a river's current, or an assailant hidden behind a bend in a stream; but not a floating log or fish swimming downstream, since they flow with the river. A waterbender may use this seed as a swift action, but doing so adds +10 to the Waterbending DC, and she can choose to continue sensing the water's flow in this way by focusing as a

standard action each round to feel how things move within her perception.

• *Lake Sense:* Even still bodies of water have a specific flow to them, though it is fundamentally different to that of moving water. A waterbender sensing a still body of water does so as above, only that she senses anything that has moved within the water in the past round, and by continuously focusing, anything that moves within it.

Bend Plants
Base DC: Varies

Because of the high percentage of water in plants, a waterbender can theoretically exert complete control over them, as with water. However, few waterbenders ever learn more than the basics of this as the use of plants extends to an art within itself.

• *Entangle (Base DC 10):* A waterbender takes basic control of plants in 20 ft radius within her bending range. Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed 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 is not entangled but can still move at only half speed through the area. For every 5 points by which the Waterbending check exceeds the DC, the radius of this seed increases by 5 feet.

• *Entwine (Base DC 25):* By taking control of larger or larger quantities of plants, a waterbender can actually crush opponents within the writhing flora she controls. This seed bends vines and similar plants and seemingly brings them to life. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength. Every creature within the seed's radius must make a grapple check, opposed by the grapple check of the vines. Treat the vines attacking a particular target as a Large creature with a base attack bonus equal to the waterbender's class level and a Strength score equal to her Wisdom score. Thus, its grapple check modifier is equal to the bender's class level + Wisdom bonus + 4. Have hardness 2 and 10 hit points.

Blizzard
Base DC: Varies

By rapidly cooling the moisture in the air above him, the waterbender may alter the weather to a small, localized degree, provided there is enough water in the air.

• *Snow (Base DC 25)*: The waterbender takes control of the ambient moisture in the air or a nearby water source and forms into a blanket of heavy white snow. The waterbender may bring down a curtain of snow which grants all within the waterbender's bending range decreased movement and visibility. The first four rounds of this seed's use creates the weather condition of <u>snow</u> (-4 on Spot and Search checks, -4 to ranged attacks, requires 2 squares of movement to enter a snow covered square) in the bending radius, while subsequent rounds of use increase this to <u>heavy snow</u> (same as snow, requires 4 squares of movement to enter a heavy snow square, restricts visibility further as per fog). The bender may add +5 to the DC of this technique to increase the range half again for every +5 added. This seed can only be used in exceptionally humid areas or if some form of precipitation is already falling.

• *Ice Storm (Base DC 35)*: A favored offensive move by powerful waterbenders in the poles, this technique is similar to snow-making, the waterbender violently swirls the snow and ice around her. In a space within her bending range, the waterbender may creat an ice storm with a radius of 20 ft. Everything within this radius takes 5d6 points of cold damage from the intense cold, slivers of ice, and freezing rain that composes this storm. The bender may move this cloud at a rate of 20ft per round upon a successful DC 30 check. Damage may be increased by increments of +1d6 by increasing the DC of the Waterbending check by +2 per increase. The waterbender must have at least a 20ft range of existing snow, roughly a foot deep, in the surrounding area to use this technique. If she doesn't, then she may use the Snow technique to create it first.

Bloodbending
Base DC: 50

The bodies of all living creatures, humans especially, are composed primarily of water. Possibly the most powerful waterbending seed ever designed, the puppet seed allows a waterbender to make use of this, bending the water in a creatures body to the extent of controlling its actions.

• *Puppet:* As a full-round action, a waterbender may attempt to control the movements of one creature within her bending range. The target must make a Fortitude save or have his body move unwillingly at the waterbender's control. Creatures gain a +4 bonus to their saving throws for each size category larger than Medium when targeted by this seed. The waterbender may make the target move, attack or any any other action he is capable of using the target's modifiers, but may not access the target's feats, knowledge or force him to use any sort of bending. In terms of movement, targets of this form may be moved using their own base land speeds or through the use of the

Manipulate seed, as far as the waterbender may control the targets with a move action during a turn (this does not actually take any action other than the standard full round for this seed). This seed takes the bender's full turn and she may not perform any other physical action on her turn except controlling her opponent, though she may take purely mental actions. A controlled opponent may make a new saving throw on its own turn. A waterbender may control additional opponents by adding +5 to the Waterbending DC per target.

Chapter 3 - Non-Bender Classes

Monk

Dotted across the landscape are monasteries--small, walled cloisters inhabited by monks who pursue personal perfection through physical and mental training. Training themselves to be able warriors even when unarmed and dressed in peasants' clothes, monks may often walk unnoticed around a town's populace, serving as protectors of the farmers and other people residing near their training halls. Benign masters often train the residents of their monasteries to hold life dear and to ensure the safety of those around them. Other masters train their students so they can be the best and gain fame from the tournament victories their prodigies earn, while some monasteries serve as training grounds for elite forces of assassins, thieves, or spies.

In any case, monks train to perfect their own skills and power, not being dependent on specific equipment and always ready for when combat is necessary. As such, monks rarely care overmuch for material wealth, but will go to great lengths to further their skills and refine their respective arts.

Adventures - A monk often approaches an adventure as if it were a personal test. While not prone to shooing off, this type of monk is willing to try her skills against whatever obstacles confront her in order to perfect her art. Others travel the countryside, defeating any opponent foolish enough to accept her challenge in order to prove herself as the greatest warrior around. Still others are employed as mercenaries or special forces by governments and organizations tied to their monasteries and are assigned specific missions to infiltrate, steal, spy, or assassinate.

Characteristics - The key feature of the monk is her ability to fight unarmed and unarmored. Thanks to her rigorous training, she can strike as hard as if she were armed and strike faster than a warrior with a sword. The extent and variations of this ability is largely dependent on the art that individual monks learn at their monasteries, whose fighting styles vary widely depending on the intended uses of the art.

A monk's training also includes refinement of perception and mobility, and monks gain an instinctive awareness of opposition that she is not consciously aware of, and the ability to avoid attacks with frustrating regularity. While some monks attribute these abilities to an inner force, known as *ki*, others say that it is all a matter of physical training. In any case, monks are capable of feats that no other warriors have a chance of achieving.

Background - A monk typically trains in a monastery. Most monks were children when they joined the monastery, as many masters take in orphaned children or accept them from families that can't afford to feed or care for them. Life in a monastery is so focused that by the time a monk sets off on her own, she seldom feels any connection to her former family or village.

In larger cities, master monks have set up martial art schools to teach the interested and worthy. At times, there may be rival schools within a city that compete for the interest of prospective students through highly publicized bouts and tournaments.

A monk may feel a deep connection to her monastery or school, to the master who taught her, to the clan whose art she practices, or all of these. Some monks, however, claim none of these ties and simply follow their own path of personal development.

Monks often recognize each other as separate from the rest of the populace and can hold a deep respect for each other regardless of which art they practice. Others, however, hold contempt for the martial arts of others and fight to prove their art superior to all others at every turn.

Other Classes - Monks sometimes seem distant because they often have neither motivation nor skills in common with members of other classes, or because they have been accustomed to the strict training of their monasteries and are unused to being among people that do not share that singular passion.

Role - The best role for a monk depends largely on her style, which can vary from constantly mobile opportunistic attackers as is common with the Cobra Strike discipline, to rock-solid counter-attackers from the Denying Stance. In any case, monks are often glass cannons that must gauge the amount of punishment they take very carefully.

Abilities - Wisdom powers the monk's AC bonus and save DCs for offensive techniques. Dexterity is a vital ability for most monks in order to balance the lack of armor and give bonuses to useful skills. Strength is a necessity for offense-oriented monks that wish to deal significant damage. Constitution helps to balance out the relatively low hit die that monks have as a warrior class.

Hit Die - d8

Class Skills
The monk's 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 (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill points at 1st Level: (4 + Intelligence modifier) x 4.
Skill points at Each Additional Level: 4 + Intelligence modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus
1st	+1	+2	+2	+0	Enhanced Strike, Combat technique, Style Training	+2
2nd	+2	+3	+3	+0	Style Feat	+2
3rd	+3	+3	+3	+1	Still Mind	+3
4th	+4	+4	+4	+1		+3
5th	+5	+4	+4	+1	Purity of Body	+3
6th	+6/+1	+5	+5	+2	Style Feat	+4
7th	+7/+2	+5	+5	+2		+4
8th	+8/+3	+6	+6	+2		+4
9th	+9/+4	+6	+6	+3		+5
10th	+10/+5	+7	+7	+3		+5
11th	+11/+6/+1	+7	+7	+3	Diamond Mind	+5
12th	+12/+7/+2	+8	+8	+4	Style Feat	+6
13th	+13/+8/+3	+8	+8	+4		+6
14th	+14/+9/+4	+9	+9	+4		+6
15th	+15/+10/+5	+9	+9	+5		+7
16th	+16/+11/+6/+1	+10	+10	+5		+7
17th	+17/+12/+7/+2	+10	+10	+5		+7
18th	+18/+13/+8/+3	+11	+11	+6	Style Feat	+8
19th	+19/+14/+9/+4	+11	+11	+6		+8
20th	+20/+15/+10/+5	+12	+12	+6		+8

Class Features

Weapon and Armor Proficiency: Monks are proficient with the club, crossbow (light or heavy), dagger, eskrima, javelin, quarterstaff, shuriken, sling, and any style weapons (see Style Training, below). Monks are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses her AC bonus, as well as her Enhanced Strike ability and possibly some style abilities.

Style Training: At 1st level, a monk chooses a martial art or style to follow, gaining a +2 competence bonus on a skill associated with her chosen style, as well as adding it to her class skill list. The monk's style also determines other factors, such as damage done by her Enhanced Strike ability, weapon proficiencies (to an extent), and which bonus feats the monk receives at first, second, and sixth levels. If a monk already has a bonus feat provided by her style training, she may instead gain any other feat for which she qualifies in its place.

Styles are broken down into light, balanced and heavy styles in terms of Enhanced Strike damage. Further, the benefits granted by each style depend on what type of styles they are. Style types stack if any abilities grant similar bonuses.

Also, most monks apply their Wisdom as a bonus to armor class. Specific styles, however, may apply Intelligence or Charisma modifiers instead, reflecting an analytical or impulsive approach to fighting, respectively. Intelligence-based styles are labeled Rational, while Charisma-based styles are labeled Vagrant.

Enhanced Strike (Ex): At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually a monk'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 monk's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of feats and effects that enhance or improve either manufactured weapons or natural weapons (though not crafting bonuses, of course).

A monk also deals more damage with her unarmed strikes than a normal person would, though the damage of individual strikes depends largely on her fighting style.

Unarmored AC Bonus: When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC.

Still Mind (Ex): A monk of 3rd level or higher gains a +4 bonus on saving throws against fear or mind-affecting effects.

Purity of Body (Ex): At 5th level, a monk gains a +4 to saving throws against disease.

Uncanny Dodge (Ex): Beginning at 7th level, a monk studying an style retains his Dexterity bonus to AC even when flat-footed.

If a monk already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead.

Diamond Body (Ex): At 11th level, a monk gains a +4 bonus on saving throws against poisons of all kinds.

Improved Uncanny Dodge (Ex): Beginning at 14th level, a monk can no longer be flanked.

Style Abilities					
Level	Quick Styles Flurry of Blows	Hard Styles Decisive Strike	Evasive Styles Dodge Bonus	Resilient Styles Damage Reduction	Mobile Styles Speed Bonus
1st	-1/-1	-1	+0	-	+0 ft.
2nd	+0/+0	+0	+0, Evasion	-	+0 ft.
3rd	+1/+1	+1	+0	-	+10 ft.
4th	+2/+2	+2	+1	1/-	+10 ft.
5th	+4/+4	+4	+1	1/-	+10 ft.
6th	+5/+5/+0	+5	+1	1/-	+20 ft.
7th	+6/+6/+1	+6	+1	1/-	+20 ft.
8th	+7/+7/+2	+7	+2	2/-	+20 ft.
9th	+9/+9/+4	+9	+2, Improved Evasion	2/-	+30 ft.
10th	+10/+10/+5	+10	+2	2/-	+30 ft.
11th	+11/+11/+6/+6/+1	+12/+2	+2	2/-	+30 ft.
12th	+12/+12/+7/+7/+2	+13/+3	+3	3/-	+40 ft.
13th	+13/+13/+8/+8/+3	+14/+4	+3	3/-	+40 ft.
14th	+14/+14/+9/+9/+4	+15/+5	+3	3/-	+40 ft.
15th	+15/+15/+10/+10/+5	+16/+6	+3	3/-	+50 ft.
16th	+16/+16/+11/+11/+6/+1	+17/+10	+4	4/-	+50 ft.
17th	+17/+17/+12/+12/+7/+2	+18/+11	+4	4/-	+50 ft.
18th	+18/+18/+13/+13/+8/+3	+19/+12	+4	4/-	+60 ft.
19th	+19/+19/+14/+14/+9/+4	+20/+13	+4	4/-	+60 ft.
20th	+20/+20/+15/+15/+10/+5	+21/+14	+5	5/-	+60 ft.

Enhanced Strike Damage			
Level	Light Styles	Balanced Styles	Heavy Styles
1st	1d4	1d6	1d8
2nd	1d4	1d6	1d8
3rd	1d4	1d8	1d8
4th	1d6	1d8	1d10
5th	1d6	1d8	1d10
6th	1d6	1d10	1d10
7th	1d6	1d10	1d10
8th	1d8	1d10	2d6
9th	1d8	1d10	2d6
10th	1d8	1d10	2d6
11th	1d8	1d10	2d6
12th	1d10	2d6	2d8
13th	1d10	2d6	2d8
14th	1d10	2d6	2d8
15th	1d10	2d6	2d8
16th	2d6	2d8	2d10
17th	2d6	2d8	2d10
18th	2d6	2d8	2d10
19th	2d6	2d8	2d10
20th	4d4	2d10	3d8

Mobile Style Abilities
Mobile styles are those which put an emphasis on movement and using it to your advantage, maneuvering around your opponent, staying out of range, and charging suddenly into the fray before an opponent can prepare a countermeasure.

Unarmored Speed Bonus (Ex): At 3rd level, a monk studying an agile style gains an enhancement bonus to her speed, as shown on the table above. A monk in armor or carrying a medium or heavy load loses this extra speed.

Evasive Style Abilities
Evasive styles focus on avoiding attacks and damage, forcing the opponent to engage and frustrating him with your superior reflexes, opening him up for a counterattack.

Unarmored AC Bonus - A monk of an evasive style gains a +1 Dodge bonus to AC at 5th level. This bonus increases by 1 for every four monk levels thereafter (+2 at 8th, +3 at 12th, +4 at 16th, and +5 at 20th level). This stacks with the monk's normal AC bonus. A monk wearing any armor or carrying a medium or heavy load does not gain the benefits of this ability.

Evasion (Ex) - At 2nd level or higher if a monk studying an evasive style 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 monk is wearing light armor or no armor. A helpless monk does not gain the benefit of this ability.

Improved Evasion (Ex): At 9th level, the evasion ability of a monk studying an evasive style 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 monk does not gain the benefit of improved evasion.

Hard Style Abilities
Hard styles emphasize powerful strikes in melee, pounding the enemy with powerful single strikes and making it too costly for an opponent to engage in melee combat. Hard styles also tend to train by breaking hard objects, such as wooden boards and bricks.

Decisive Strike - When unarmored, a monk studying a hard style may deliver a single powerful blow as a standard action or by making a full attack, in which case each decisive strike counts as two attacks (if the monk has attacks left over, these may be done as normal strikes; decisive strikes are in bold on the class table). When doing so, her attack roll is made with a -2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Decisive Strike column on the above table. When a monk reaches 5th level, the penalty lessens to -1, and at 9th level it disappears. At 11th level, a monk gains a +1 bonus on the attack roll of a decisive strike. A monk must use an attack action to perform a decisive strike. If the attack hits, it deals double damage.

When using a decisive strike, a monk may attack only with unarmed strikes or with style weapons. The monk can't use any weapon other than a style weapon for a decisive strike. Also, when using a decisive strike in a full attack, attacks may be done in any order, and not only as shown on the monk's class table. For example, a monk with a Base Attack Bonus of 14 may make a normal unarmed strike at a +14 modifier, then a decisive strike at a +9 modifier if she wishes. A monk may not use a decisive strike as part of a flurry of blows.

If a decisive strike is used to deliver a stunning attack, the save DC to resist the ability is increased by 2.

Quick Style Abilities
Quick styles focus on getting within melee range of an opponent and keeping him there, overwhelming him with a series of blows that make it extremely difficult to defend.

Flurry of Blows - When unarmored, a monk studying a quick style may strike with a rapid series 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 column on the above table. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. When a monk reaches 5th level, the penalty lessens to -1, and at 9th level it disappears. When a monk 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

second-best base attack bonus. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with style weapons. She may attack with unarmed strikes and style weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus × 1½ or ×½) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a style weapon as part of a flurry of blows.

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

Resilient Style Abilities

Resilient styles don't bother overmuch with defending against an opponents' they rather focus on bearing pain and increasing their own resistance to damage, allowing them to shrug off attacks and deal the damage back in kind.

Damage Reduction - at level 4 monk of a resilient style gains Damage Reduction 1/-. This bonus increases by 1 for every four monk levels thereafter (2/- at 8th, 3/- at 12th, 4/- at 16th, and 5/- at 20th level).

Light Styles

Cobra Strike
Agile, Evasive, Quick Rational Style
Monks of the Cobra Strike School specialize in agility and defense. By making herself hard to pin down, the Cobra Strike monk forces the enemy to fight on her terms.
Style Weapons: dagger, javelin, kama, kukri, sai, shuriken, siangham
Skill Bonus: Escape Artist
1st Level Bonus Feat: Dodge
2nd Level Bonus Feat: Mobility
At 4th level, the dodge bonus to your Armor Class granted by your Dodge feat increases to +1/4 monk levels and may applies to one additional target for every 4 monk levels you have.
6th Level Bonus Feat: Spring Attack
At 8th level, you gain a +2 competence bonus on Climb, Jump, and Tumble checks. This bonus increases to +4 at level 16, this bonus increases to +4.
At 10th level, you gain Mobile Mastery as a bonus feat, even if you don't meet the prerequisites
12th Level Bonus Feat: Bounding Assault
18th Level Bonus Feat: Rapid Blitz
At 20th level, you may make a full attack (including Flurry of Blows) with your Rapid Blitz feat, though you may still only use up to three attacks on a single opponent.

Balanced Styles

Denying Stance
Hard, Quick, Resilient Style
The Denying Stance monk seeks to neutralize the opponent's maneuvers, thwarting him at every turn until he becomes so frustrated that he makes a crucial error.
Style Weapons: dagger, eskrima, kama, quarterstaff, sai
Skill Bonus: Tumble
1st Level Bonus Feat: Combat Expertise
2nd Level Bonus Feat: Combat Reflexes
Denying Stance: Beginning at 3rd level, a monk of the denying stance can forgo any number of attacks she wishes in a full attack and 'save' them for use as immediate actions during the rest of the round. You may only use these attacks against opponents that attack you in melee before you next turn and the attacks are made directly after the opponent's attack. In the case of a full attack, you may trade blow for blow, executing an attack after each of her opponent's attacks. The number of attacks you can 'save' and their base attack bonuses is determined by your Flurry of Blows full attack.
6th Level Bonus Feat: Parry Defense
At 8th level, when fighting defensively or using the Combat Expertise feat, you gain a +2 bonus on grapple checks (including to initiate a grapple), trip attempts and disarm attempts. This bonus increases to +4 at level 14.
12th Level Bonus Feat: Defensive Strike
18th Level Bonus Feat: Improved Combat Expertise
At 20th level, your reflexes and defensive capabilities are such that attacks you execute while using your denying stance technique land before those of your opponent.

Hand and Foot
Agile, Evasive, Hard, Quick Style
The hand and foot style emphasizes combinations interchanging speed and accuracy with the hands and powerful finishing strikes with the feet, confounding opponents' defenses by attacking from four limbs all at once.
Style Weapons: dagger, kama, nunchaku, quarterstaff, three-section staff
Skill Bonus: Balance, Bluff
1st Level Bonus Feat: Stunning Fist
2nd Level Bonus Feat: Deflect Arrows
At 4th level, a monk of the hand and foot learns the founding principle of her art: the differing roles and capabilities of her hands and feet. Whenever making an unarmed strike, you must also specify if you are using your hands or feet (or other body parts, such as elbows and knees, as appropriate). Any unarmed strikes you make with your hands from this point on gain a +1 to attack rolls, plus another +1/four monk levels, and any strikes made with your feet gain a +1 to damage, +1/four monk levels. Unarmed Strikes made with the feet also count as two-handed weapons for the purpose of the Power Attack feat.
6th Level Bonus Feat: Improved Trip
At 7th Level, You gain a +2 bonus on attacks of opportunity made against an opponent attempting to bull rush or trip you, and a +4 bonus on Dexterity or Strength checks to avoid being tripped or bull rushed
At 8th level, you gain one of the hand and foot techniques detailed below.
At 10th level, you gain one of the hand and foot techniques detailed below.
12th Level Bonus Feat: Flying Kick
At 13th level, you gain one of the hand and foot techniques detailed below.
At 16th level, you gain one of the hand and foot techniques detailed below.
18th Level Bonus Feat: Combat Expertise
At 19th level, you gain one of the hand and foot techniques detailed below.
At 20th level, a monk of the hand and foot gains a +2 on all attack rolls, trip, bull rush, or bluff attempts used in her hand and foot techniques. In addition, whenever you make a full attack or flurry of blows, you gain a cumulative +1 to attack and damage rolls on unarmed strikes and attacks with style weapons for every previous successful hit in the full attack.

Hand and Foot techniques

Double Roundhouse Kick – As a standard action or part of a charge, a monk of the hand and foot may make two attacks at her highest base attack bonus instead of one. However, if either of these attacks fails to hit, you are considered flat-footed until you are hit with a melee attack or until your next turn.

Feint Jab - A monk of the hand and foot expands upon the principle of speed over power that dominates the use of her hands. During a full attack, you may make feint jabs as attack actions with your hands (this does not provoke attacks of opportunity), resolving it as a normal feint. However, your opponent is only considered flat-footed against the next attack you use during the same turn as the feint (unlike a normal feint, which can be followed up on your next turn).

Palm Strike – Whenever you make a decisive strike with your hands, you may also make a bull rush attempt against your opponent at a -2 penalty (This does not provoke an attack of opportunity, as you are not moving into your opponent's square) as part of the attack, resolving it as normal. However, you do not have the option to move with your opponent, and it after the initial five feet your opponent is pushed back, your roll must be 10 points higher than your opponent's in order to push him back an additional 5 feet (rather than 5 points higher, as normal). Stunning attacks made with palm strikes gain an additional +2 to their save DCs.

Push Kick – A monk of the hand and foot learns to use her superior leg strength in ways other than direct damage to her opponent. As an attack action, you may make a bull rush attempt against your opponent at a -2 penalty (This does not provoke an attack of opportunity, as you are not moving into your opponent's square), resolving it as normal. However, you do not have the option to move with your opponent, and it after the initial five feet your opponent is pushed back, your roll must be 10 points higher than your opponent's in order to push him back an additional 5 feet (rather than 5 points higher, as normal). If a push kick is made as part of a charge, it deals normal unarmed strike damage as well as initiating a bull rush.

Sweep Kick – Whenever you successfully hit with a hand technique and then a foot technique during a full attack, you immediately gain a free trip attempt against your opponent.

Heavy Styles

Overwhelming Attack
Hard, Quick, Resilient Style

The overwhelming attack fighting style works under the theory that an opponent that cannot get up cannot hurt you. As such, the style has little in the way of defensive power, but seeks to pound enemies into submission before they become a threat.

Style Weapons: dagger, naginata, quarterstaff, siangham
Skill Bonus: Intimidate
1st Level Bonus Feat: Power Attack
2nd Level Bonus Feat: Improved Bull Rush
At 3rd level, you learn the basis for your art: an aggressive stance. You may switch in or out of an aggressive stance as a free action, though you cannot switch out of an aggressive stance on the same turn as you go into it. When in the aggressive stance, you lose your Wisdom bonus to AC and instead gain your Wisdom modifier to attack rolls.
At 5th level, you gain the ability to make a reckless assault, when in your aggressive stance. When making a reckless assault, you may reduce your armor class by an amount up to your total dodge bonus and apply that same amount to your attack rolls for the rest of the turn. This bonus to attack my not surpass your base attack bonus.
6th Level Bonus Feat: Improved Overrun
At 8th level, you may make a move action alongside a full attack on any turn that you begin in the aggressive stance.
At 10th level, you gain half the amount sacrificed as part of a reckless assault as a damage bonus to all attacks that round.
12th Level Bonus Feat: Shock Trooper
18th Level Bonus Feat: Leap Attack

Passive Way
Evasive Style
The Passive Way focuses on making your opponent overreach himself or underestimate your skill.

Style Weapons: dagger, eskrima, kusari-gama, quarterstaff, sai

Skill Bonus: Bluff

1st Level Bonus Feat: Combat Expertise.

2nd Level Bonus Feat: Improved Trip

At 3rd level, you learn the basis for your art: the passive stance. Whenever an opponent attacks and misses you in melee and misses by 5 or more while you are using Combat Expertise to increase your armor class, you automatically gain a trip, grapple, or disarm attempt against him, at your choice. This counts as an attack of opportunity, and you must be aware of your opponent before he makes an attack in order to use any attack from the passive stance.

At 5th level, you gain an additional ability to use with your passive stance, known as flowing. If your opponent attacks and misses you in melee, you may use his own momentum against him. Initially you make a touch attack, as for a grapple attempt. If it is successful, you and your opponent make opposed Strength or Dexterity checks (whichever is higher for each individual). If your check is greater, then you may shove your opponent 5 feet in any direction you wish, plus another 5 for every 2 points by which you won the opposed check (you may lessen the distance, if you wish). If an opponent is charging your or doing a bull rush attempt, you gain a +5 on your check. You must be able to execute an unarmed strike to do this technique.

6th Level Bonus Feat: Improved Feint.

At 8th level, you gain a +4 bonus on all checks made as part of a technique from the passive stance (Strength checks for trip attempts, touch attacks for grapples, Dexterity checks to flow your opponent, etc.), as well as an additional +4 to any of these checks if your opponent is flat-footed. In addition you gain additional attacks of opportunity per round equal to your Wisdom modifier. This stacks with Combat Reflexes or any other source of attacks of opportunity.

At 10th level, you may execute an attack with a light weapon or unarmed strike as an immediate action against an opponent as you execute a flow on him. This does not require an additional attack of opportunity other than the initial one.

12th Level Bonus Feat: Defensive Strike

At 14th level, you may combine a flow attempt with any other special attack you can do in the passive stance. For example, you could trip your opponent, in which case he would fall face-first five feet away from you (or further, as appropriate). In the case of a grapple, you flow with your opponent, beginning the grapple in the square where he ends.

18th Level Bonus Feat: Improved Combat Expertise

At 20th level, you learn how to use your ability to flow offensively against opponents. As an attack action, you may make a touch attack against an opponent. If it is successful, you may flow your opponent as usual, including any bonuses or additional abilities you've gained with it.

Ranger

Stalwart warriors and hunters in the wilderness, rangers are known for their ease in traversing difficult or seemingly impossible terrain and martial prowess. The outlands and wastelands and jungles, where contemporary knowledge fails and soldiers fear to tread, where the terrain is more deadly than any assassin and the elements are in their primal forms; these are the ranger's turf. He knows the wilderness as if it were his home (and, indeed, it often is) and he knows his prey in deadly detail.

Adventures - A ranger often accepts the role of protector, aiding those who live in or travel through the woods. In addition, rangers carry grudges or special training against specific warriors and looks for opportunities to find and destroy them. He may also adventure for all the reasons that a fighter does.

Characteristics - A ranger can use a variety of weapons and is quite capable in combat. His skills allow him to survive in the wilderness, to find his prey, and to avoid detection. He also has special knowledge of certain fighting organizations, which makes it easier for him to find and defeat such foes. Finally, a ranger has such knowledge and experience of nature that he can find and apply natural herbs ranging from home remedies to deadly poisons.

Alignment - Rangers can be of any alignment. Most are good, and such rangers usually function as protectors of the wild areas. In this role, a ranger seeks out and destroys creatures and people that threaten the wilderness. Good rangers also protect those who travel through the wilderness, sometimes as unseen guardians. Many rangers are also chaotic, preferring to follow the ebb and flow of nature of their own heart instead of rigid rules. Evil ranger, though rare, are much to be feared. They revel in nature's thoughtless cruelty and seek to emulate her most fearsome predators.

Background - Some rangers gain their training as part of special military teams, but most learned their skills from solitary masters who accepted them as students and and assistants. The ranger of a particular master may count themselves as allies, or they may be rivals for the status of best student and thus rightful heir to their master's fame. Rangers are also commonly hired as mercenaries for their ability to track opponents quickly over long distances.

Nation - Rangers come from any nation and often view themselves as independent from them, since nature spans the world and belongs to no one. That being said, Air Nomads often take levels in ranger to assist them in their travels and survive their endless voyages throughout the world.

Role - The ranger's best role is that of a scout and secondary combatant. Without a fighter's heavy armor or the resilience of a barbarian, the ranger should focus on opportunistic and ranged attacks. When in combat against a favored enemy, however, rangers can quickly turn the tide of a battle.

Abilities - Dexterity is important for a ranger both because he tends to wear light armor and because several ranger skills are based on that ability. Strength is important for rangers that focus on melee combat. Several important ranger skills, such as Survival and Knowledge (nature) are based on Wisdom, meaning that the trademark abilities Track and Wilderness Lore are also dependent upon it.

Hit Die - d8

Class skills - Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill points at 1st level - (6 + Int modifier) ×4.
Skill Points at Each Additional Level - 6 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus
1st	+1	+2	+2	+0	Favored Environment, Track, Wild Empathy, Wilderness Lore	+6
2nd	+2	+3	+3	+0	Favored Enemy, Combat Style	+6
3rd	+3	+3	+3	+1	Endurance	+7
4th	+4	+4	+4	+1	Balanced Combat Style	+7
5th	+5	+4	+4	+1	2nd Specialization	+7
6th	+6/+1	+5	+5	+2	Improved Combat Style	+8
7th	+7/+2	+5	+5	+2	Woodland Stride	+8
8th	+8/+3	+6	+6	+2	Swift Tracker	+8
9th	+9/+4	+6	+6	+3	Evasion	+9
10th	+10/+5	+7	+7	+3	3rd Specialization	+9
11th	+11/+6/+1	+7	+7	+3	Greater Combat Style	+9
12th	+12/+7/+2	+8	+8	+4		+10
13th	+13/+8/+3	+8	+8	+4	Camouflage	+10
14th	+14/+9/+4	+9	+9	+4		+10
15th	+15/+10/+5	+9	+9	+5	4th Specialization	+11
16th	+16/+11/+6/+1	+10	+10	+5	Combat Style Mastery	+11
17th	+17/+12/+7/+2	+10	+10	+5	Hide in Plain Sight	+11
18th	+18/+13/+8/+3	+11	+11	+6		+12
19th	+19/+14/+9/+4	+11	+11	+6		+12
20th	+20/+15/+10/+5	+12	+12	+6	5th Specialization	+12

Class Features

Weapon and armor proficiencies - A ranger is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

Favored Environment - At 1st level, a ranger may select a natural environment from among those given on Table: Ranger Favored Environments. Due to the ranger's experience in that environment, he gains a +2 bonus on Hide, Listen, Move Silently, Spot, and Survival checks when using these skills in that environment. He also gains the same bonus on Knowledge (nature) checks made in association with that environment (or on Knowledge (dungeoneering) checks made in association with underground environments, if the ranger has selected underground as a favored environment).

If the ranger chooses desert or forest, he must also choose a climate type, as indicated on the table (either "cold" or "temperate or warm" for desert, or "cold or temperate" or "warm" for forest).

Favored Enemy (Ex) - At 2nd level, a ranger may select a group or organization to specialize in opposing. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

This ability can affect groups such as Fire Nation infantry, Dai Li agents, members of a specific mercenary group, Water Tribe waterbenders, martial artists of a specific style, or other groups of opponents with similar fighting styles, as displayed on the table below.

Specialization - At 5th level and every five levels thereafter (at 10th, 15th, and 20th level), the ranger may select an additional favored environment or favored enemy from those given on their respective tables and gains an identical bonus on the appropriate checks in that environment or against that opponent. In addition, at each such interval, the bonuses in any one specialization (including the one just selected, if so desired) increase by 2. For example, a 5th-level ranger has two favored environments. In one he has a +4 bonus on the appropriate skill checks, and in the other he has a +2 bonus. At 10th level, he has three favored environments, and he gains an additional +2 bonus, which he can allocate to any of his three favored environments. Thus, his bonuses could be either +4, +4, and +2 or +6,+2,

and +2. Also, if a Ranger is applying his skills against a favored enemy while within his favored environment, the ranger applies whichever skill bonus is greater adds half of the lower bonus to it.

Wilderness Lore - A ranger may use his knowledge and experience in the natural environment to identify plants with uses both medicinal and poisonous. Whenever a ranger uses the Survival skill to forage for food, he may also make a Knowledge (nature) check to identify herbs with useful properties. If the Knowledge check exceeds the DC of each herb and if it is present in the area the ranger searches through, the ranger may gather it and apply it as noted in each herb's description.

Track - A ranger gains Track as a bonus feat.

Wild Empathy (Ex) -A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

Endurance - A ranger gains Endurance as a bonus feat at 3rd level.

Woodland Stride (Ex) - Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

Swift Tracker (Ex) - Beginning at 8th level, a ranger can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Evasion (Ex) - At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.

Camouflage (Ex) - A ranger of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex) - While in any sort of natural terrain, a ranger of 17th level or higher can use the Hide skill even while being observed.

Combat styles - At 2nd level, a ranger must select pne combat style to pursue from among the list below. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way. The combat style treats the rangers as having feats, even if he does not have the prerequisites for them.
The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor. Should the ranger already have a feat when he would earn it from his combat style, he may instead take another feat to which he has the prerequisites in its place.

Two-weapon melee
<u>Combat Style</u> - Two-weapon fighting
<u>Balanced Combat Style</u> - Two-weapon defense
<u>Improved Combat Style</u> - Improved Two-weapon fighting
<u>Greater Combat Style</u> - Improved Two-weapon defense
<u>Combat Style Mastery</u> - Greater Two-weapon fighting, <u>Greater Two-weapon defense</u>

Two-handed melee
<u>Combat Style</u> - Power Attack
<u>Balanced Combat Style</u> - Cleave
<u>Improved Combat Style</u> - <u>Favored Power Attack</u>
<u>Greater Combat Style</u> - Great Cleave
<u>Combat Style Mastery</u> - Favored Power Attack

Sniper
<u>Combat Style</u> - Far Shot
<u>Balanced Combat Style</u> - Precise Shot
<u>Improved Combat Style</u> - Sharpshooting
<u>Greater Combat Style</u> - Improved Precise Shot
<u>Combat Style Mastery</u> - Greater Sharpshooting

Hunter
<u>Combat Style</u> - Point-Blank Shot
<u>Balanced Combat Style</u> - Rapid Shot
<u>Improved Combat Style</u> - <u>Dead Eye</u>
<u>Greater Combat Style</u> - Manyshot
<u>Combat Style Mastery</u> - Improved Manyshot, Improved Rapid Shot

Mounted
<u>Combat Style</u> - Mounted Combat
<u>Balanced Combat Style</u> - Mounted Archery
<u>Improved Combat Style</u> - Ride-by Attack
<u>Greater Combat Style</u> - Trample
<u>Combat Style Mastery</u> - Spirited Charge, <u>Improved Mounted Archery</u>

Ranger Favored Enemy List			
Type (Subtype)	**Type (Subtype)**	**Type (Subtype)**	**Type (Subtype)**
Animal (mammal)	Fire Nation (firebender)	Earth Kingdom (Dai Li)	Monk (evasive)
Animal (bird)	Fire Nation (military)	Air Nomads (airbender)	Monk (hard)
Animal (reptile)	Water Tribe (waterbender)	Swamp (waterbender)	Monk (quick)
Animal (aquatic)	Water Tribe (military)	Sun Warrior (firebender)	Monk (resilient)
Magical Beast	Earth Kingdom (earthbender)	Sun Warrior (warrior)	Raider
Vermin	Earth Kingdom (military)	Monk (agile)	Prowler

Ranger Favored Environments List	
Environment	**Examples**
Aquatic	sea, ocean (on or under water)
Desert, cold	tundra
Desert, temperate or warm	badlands, sandy desert
Forest, cold or temperate	pine or deciduous forest
Forest warm	jungle
Hills	rugged terrain up to 2,000 feet elevation
Marsh	bog, moor, swamp
Mountain	rugged terrain above 2,000 feet elevation
Plains	farmland, grassland, steppe, prairie
Underground	dungeons, caverns

Herb List

Ginger Root (DC 5) - Found almost anywhere in lightly to densely forested environments, this root has a strong, sharp flavor and is often used to flavor food. When boiled in water to make tea, ginger root fortifies the body's immune system, granting a +2 to fortitude saves against disease for one day. The average ginger root can weigh anywhere from two to eight ounces depending on size, and it takes half an ounce to make a cup of ginger tea.

Wumei (Plum) (DC 5) - Commonly found on plum trees in any deciduous forest, this specially prepared fruit is a very common medicine used for strengthening the body as opposed to healing it. One fruit grants a +2 bonus on all fortitude saves for 10 minutes. Additional fruits extend this duration by 10 minutes up to a maximum of 1 hour per day. Collecting takes a single move action per fruit and the preparing takes 1 hour for every 100 fruits, and there may be anywhere from 20 to 40 plums on a single tree during the spring. Eating at least one plum fruit every day for at least two weeks makes the bonus on Fortitude saves continuous for as long as one eats at least one plum a day. Missing a day once the two weeks are complete has no effect, though missing four or more consecutive days removes the bonus and two more weeks of eating plum are necessary to get it back. The average plum weighs 4 to eight ounces, depending on size and ripeness.

Jasmine Flowers (DC 10) - Commonly found in warm and tropical forests, these flowers have a distinctive star-shaped structure and grow as climbers vines on larger plants. Strongly and sweetly scented, the flowers may be boiled into a fragrant tea which grants a +1 to Fortitude saves against disease for rest of the day in which it is drunk. For every week in which at least one cup of Jasmine Tea is drunk every day, the bonus increases by 1 to a maximum of +3.

Sandalwood (Oil) (DC 15) - The oil of the Sandalwood tree is full of nutrients and curative agents that heal the skin. It takes one minute to harvest one square foot of bark from the sandalwood tree and one hour to prepare Sandalwood oil which requires 2gp worth of normal oil. Once prepared, the Sandalwood oil mixture can be applied to any burn, blemish, or other skin injury for 10 minutes to completely remove the effect. Sandalwood Oil cures 3d8 non-lethal damage with a single dose as well as 1d8+3 damage dealt by fire or acid. Pure Sandalwood Oil is extremely potent and should never be used, if pure Sandalwood Oil is used it causes 1d6 damage which cannot be healed except by the Healing Waters seed. Sandalwood Oil (in pure form) can also be used as a laxative that effects the drinker 1 minute after being taken causing the drinker to make a DC20 fortitude save or become nauseated. Sandalwood Oil has a distinct smell and taste which can be identified by a DC 5 Knowledge (Nature) check. Sandalwood bark weighs half a pound per square foot, sandalwood oil weighs the same as regular oil. Cost: 5gp per dose, 10gp per dose of pure oil

Frozen Wood Frogs (DC 20) - These frogs produce a potent medicinal slime that has the ability to cure even deadliest of diseases. By sucking on the frog for a continuous 2 hours, a patient is cured of any and all of the following conditions: confused, dazed, nauseated, and sickened. The frog's secretions are also a powerful medicine, and they may be used to cure any physical disease with a Fortitude save DC of 20 or lower. The frogs must have been frozen for at least a week before enough of the slime is produced to have any effect. The frozen frogs are actually quite tasty both raw and cooked, though few people would suffer the indignity of eating the animal. The frogs thaw out of their frozen state within a period of 1d2+4 hours.

Chapter 4 - Feats and Skills

Feats

Airbending Study [Bending]
The flows of the wind may influence all elements, and an astute bender may learn power by understanding this.
Prerequisites: Knowledge (Bending) 9 ranks.
Benefit: Depending on one's bending class, this feat grants the following:
Earth - Air flows around all obstacles, and the earthbender who learns this understands a new way to mold his stubborn element. By breaking down his earth blast into dozens of pebbles, he may negate a foe's cover. Reduce a foe's cover bonus by one step (full to partial, partial to none), but reduce the earth blast by 1d6 due to the loss of solid mass.
Water - Air currents mass and swell around an airbender, aiding their movements. The insightful waterbender learns that while air exists around the body, water exists inside of it. With this understanding, the waterbender may use his water to aid his equilibrium, gaining his Wisdom modifier as a circumstance bonus to Balance and Tumble checks.
Fire - With similarly insubstantial elements, the firebender learns ways to manipulate his flame to increase it's defensive capabilities, as befits an airbender. By learning to channel his flame's currents through the air around him, he makes a better defense for himself. The firebender's penalty to Deflect Bending is reduced to +0.

Balanced Blade [Style, Fighter]
You have mastered the unique fighting style of wielding your sword in one hand, using your other hand to balance your strikes and gain better control over your motions.
Prerequisites: Combat Expertise, Dodge, Weapon Focus (longsword), Intelligence 13
Benefit: When using a longsword in one hand and wearing no more than light armor, you gain a bonus on your attack rolls and a Dodge bonus to your armor class equal to 1+one-fifth your base attack bonus (round down).
Special: A fighter may take this as one of his fighter bonus feats.

Behind The Back [General]
Darting forward and circling your opponent, you manage to position yourself behind her back and avoid her strikes.
Prerequisites: Dodge feat or a dodge bonus to AC as a class feature, Tumble 9 ranks
Benefit: As a full-round action, you move into your opponent's square and behind her back, rotating as she spins and moving as she moves. Whenever the opponent targets you with an attack, you make a Tumble opposed by her attack roll. You may add any Dodge bonuses to you have to your AC to this opposed check. If your check exceeds his/her attack roll, you are able to remain behind her and the attack is negated. If you fail, the attacker doesn't need to make an additional attack roll, but must still hit your AC. You do not threaten any squares while using this maneuver.

If the opponent moves, you may either elect to move with her, or may remain where you are (though neither of you provokes an attack of opportunity for moving out of each other's spaces). An opponent can attempt to trick you using a Bluff check. If he/she wins this Bluff check, you cannot move with her. You can remain behind your opponent's back as long as you succeed in opposed checks. If you are successfully hit by the opponent, you automatically move into an adjacent square of your choice and your attempt ends (though you can initiate another as a full-round action).

Channel Blast [Bending]
Through practice with your bending and weapon of choice, you learn to use both at the same time.
Prerequisites: Base attack bonus +5, Weapon Focus (weapon chosen), the ability to use a bending *Blast*
Benefit: When wielding a weapon with which you have the Weapon Focus feat, you may use your bending *Blast* as if you had two free hands.
Normal: Your hands must be free in order to bend

Chi Disruption [General, Fighter]
Your accurate strikes block the flow of chi with a person's body, hampering their movement.
Prerequisites: Improved Unarmed Strike, Stunning Fist, BAB +6, Wis 13+
Benefit: At the cost of a Stunning Fist attempt, you may make a precisely-placed strike at a weak point in your opponent's body, blocking the flow of her chi and making even simple movements difficult. If you hit with an unarmed strike, the target must make a Fortitude save (DC 10 + half your character level + your Wisdom modifier) or take a -2 penalty to Dexterity or Strength (your choice). If you miss with your unarmed strike or the target successfully saves, you still count as having expended the Stunning Fist. Unlike the Stunning Fist feat, you can use this feat multiple times in a single round and multiple uses on the same target are cumulative. This feat can never reduce a creature's Dexterity score below 1. You can only use this feat against foes of the Humanoid type.
Special: A fighter may select *Chi Disruption* as one of his fighter bonus feats.

Chi Immobilization [General, Fighter]
You know the exact pressure points that cut off the flow of Chi to a foe's extremities.
Prerequisites: Improved Unarmed Strike, Stunning Fist, Chi Disruption
Benefit: At the cost of two Stunning Fist attempts, you can attempt to limit or cut off a foe's use of her limbs. As a standard action, you make a single melee attack. If your attack hits, your opponent must make a Fortitude save (DC 10 + half you character level + your Wisdom modifier) or lose the use of a single limb. Losing the use of an arm (or equivalent limb) gives the creature a -4 penalty to attack rolls and prevents the use of Two-Weapon Fighting and two-handed weapons. Losing the use of both arms increases the penalty on attack rolls to -8 and prevents the use of any weapons (though the creature can still make unarmed strikes using his/her legs or head). Losing the use of a leg gives the creature a -4 penalty to AC and halves the creatures base speed. Losing both legs renders the creature prone, eliminates any bonuses to AC other than Armor, Natural Armor, and Deflection bonuses, and limits the creature to 5 feet of movement per round. You can only use this feat against foes of the Humanoid type.
Special: A fighter may select *Chi Immobilization* as one of his fighter bonus feats.

Circle Walking [General]
Have you ever tried to grasp the wind?
Prerequisites: Tumble 8 ranks
Benefit: When making a full round attack, you take a 5-foot step between each attack. You gain a +1 dodge bonus to AC while circle walking. Using this maneuver requires a successful DC 25 Tumble check. For every 5 by which your Tumble check exceeds the DC, your dodge bonus increases by 1. You can use this maneuver even if you reserve attacks to gain Deflect Bending attempts.
Normal: You cannot move while making a full round attack.

Deflect Arrows [General, Fighter]
Prerequisites: Dex 13, Improved Unarmed Strike or Weapon Focus (any melee weapon)
Benefit: Once per round, when you would normally be hit with a ranged attack, you may make an opposed attack roll to deflect the attack, taking no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons cannot be deflected. You must either have a hand free or be wielding the weapon to which you have applied the Weapon Focus feat in order to deflect arrows.
Special: A fighter may select Deflect Arrows as one of his fighter bonus feats.

Disperse Attack [Bending]
Prerequisites: Deflect Attack as a class ability, 8 ranks in any Bending skill
Benefit: You have mastered the defensive techniques presented by your element, allowing you to avoid even the most ferocious of attacks. In addition to being able to deflect attacks as normal, you can negate the effects of area of effect bending forms as well. As an immediate action that uses up one of your *Deflect Attack* opportunities, you may make an opposed bending check against your opponent. If you succeed, you negate the effects of the form for the 5-foot square you occupy. For every 5 by which you win the opposed bending check, you can negate the effect of the form for an additional 5-foot square, which must be adjacent to another square you are able to effect with this ability. For example, if you win the opposed bending check by 10, you can negate the area of attack form in three 5-foot squares.

Normal: You can only negate or deflect effects requiring an attack roll with your *Deflect Attack*

Disrupt Bending [General]
You accurately strike crucial points on a bender's body, making it difficult to bend.
Prerequisites: Improved Unarmed Strike, Stunning Fist, BAB +6, Wis 13+
Benefit: At the cost of a Stunning Fist attempt, you may make a precisely-placed strike at a weak point on your opponent's body, blocking the flow of his/her chi and disrupting his/her ability to bend. If you hit with an unarmed strike, the target must make a Fortitude save (DC 10 + half your character level + your Wisdom modifier) or take a penalty to all Bending checks equal to half your character level. If you miss with your unarmed strike or the target successfully saves, you still count as having expended the Stunning Fist attempt. Unlike the Stunning Fist feat, you can use this feat multiple times in a single round, and multiple uses on the same target stack. You can only use this feat against foes of the Humanoid type. ability.

Earthbending Study [Bending]
Hard and unyielding, the earthbender's element is as resilient as he is. A truly perceptive bender glean an epiphany with his own element by understanding this.
Prerequisites: Knowledge (Bending) 9 ranks.
Benefit: Depending on one's bending class, this feat grants the following:
Air - The resolute and unyielding earth defies the changing winds, and the airbender that learns this, learns that his element too may be unyielding it's strength. The airbender may now oppose bull rush attempts by utilizing his airbending, using an airbending skill check instead of the normal bull rush resistance roll.
Water - Water may carve canyons into the earth, but the hardest earth directs where this water flows. By learning how to form harder ice, the waterbender learns to be unyielding. The waterbender may add his Wisdom modifier to the hardness of his ice and twice his Wisdom modifier to the ice's hit points, and he may increase the break DC on immobilizing ice constructs by +2.
Fire - The stubborn and tenacious nature of earth aids the firebender in learning to stand tough against any onslaught. The firebender adds his Wisdom modifier to Fortitude saves.

Extra Bending Seed [Bending]
Through careful practice, you have learned more bending techniques in your studies.
Prerequisites: The ability to use a bending Blast, Knowledge (Bending) 6 ranks.
Benefit: You may add one additional bending seed to your list of seeds known.

Focused Bending [Bending]
You become more competent at bending a specific way.
Effects: Choose one Bending seed. You gain a +4 competence bonus to the appropriate bending skill when using a form with that seed.
Special: You may take this feat multiple times. Its effects do not stack, but must be applied to different seeds.

Firebending Study [Bending]
The breath of the dragon is the power of the firebender, and by learning this principle a bender may find that the breath can bring strength to his own element.
Prerequisites: Knowledge (Bending) 9 ranks.
Benefit: Depending on one's bending class, this feat grants the following:
Air - Breath is the airbender's territory, for it is the element itself that they bend. By manipulating air currents, the bender may reduce some of the sting of a firebender's breath. So long as the airbender is aware of the incoming fire and he is taking a defensive action, he gains a Fire Resistance equal to his Wisdom modifier.
Water - The natural antithesis of fire, the waterbender learns that strength of fire lies in its intensity. With this knowledge, the waterbender may increase the force of his water blast by adding his Wisdom modifier to the damage.
Earth - For the earthbender, the ways of fire may teach a lesson of haste and passion. The earthbender may increase the speed of his earth blasts by reducing the size and power of the blast. When making a full attack action, the earthbender receives an extra attack at his highest attack bonus. The damage of the blasts are reduced by 1d6 and all attacks receive a -2 penalty.

Greater Sharpshooting [General, Fighter]
Prerequisites: Base Attack Bonus +14, Dexterity 15, Precise Shot, Sharpshooting
Benefit: When making use of the Sharpshooting feat, every other ranged attack made in the round you fire your shot gains a bonus equal to half the bonus your original attack received.
Special: A fighter may take this as one of his fighter bonus feats.

I'm Great With Animals [General]
You have befriended an animal, who trusts you implicitly and accompanies you on your travels.
Prerequisite: Character level 6
Benefit: You gain an animal companion as the Druid class feature. You count as a Druid three levels lower than your character level for the purpose of this ability.

You can choose your animal companion from the following list. The listed levels are equivalent druid level.

1st Level or Higher	4th Level or Higher	7th Level or Higher	11th Level or Higher	13th Level or Higher
Bearded Cat	Bear	Armadillo-lion	Giant Beetle	Badger-bear
Buffalo-deer	Bull-antelope	Buzzard-wasp	Kimodo-rhinoceros	Boar-q-pine
Cat-owl	Cat-gator		Mongoose-dragon	Flying Bison
Fox-antelope	Ostrich-horse		Platypuss-bear	Shirshu
Hog-monkey	Wolf-bat			
Messenger Hawk				
Polar Bear-dog				
Raven-eagle				
Winged Lemur				

Improved Chi Disruption [General, Fighter]
With a flurry of precise blows, you are able to render a foe unconscious or immobile.
Prerequisites: Improved Unarmed Strike, Stunning Fist, Chi Disruption, BAB +9, Wis 13+
Benefit: Your *Chi Disruption* attempts deal ability damage instead of imposing ability penalties. This means that you can reduce an opponent's abilities to 0 using this feat. In addition, the DC to resist your *Chi Disruption* attempts increases by 2. Finally, if you reduce an opponent's ability score to 0 using this feat, the opponent must make a Will save or fall unconscious. You can only use this feat against foes of the Humanoid type.
Special: A fighter may select *Improved Chi Disruption* as one of his fighter bonus feats.

Item of Fame [Crafting]
Prerequisite: Item of Renown, Craft (specific skill) 9 ranks
Benefit: With this feat, the craftsman improves upon his existing talent at creating superior masterwork items. The master craftsman can create masterwork items that are three times as effective as standard masterwork items – weapons confer a +3 bonus to attack rolls, armor bonus is increased by 3, and skill bonus items confer a +6 bonus. These items of renown take three times as long to create.
Normal: Masterwork weapons confer a +1 bonus to attacks, bonus is increased by 1, and skill bonus items confer a +2 bonus.

Item of Glory [Crafting]
Prerequisite: Item of Renown, Item of Fame, Craft (specific skill) 12 ranks
Benefit: With this feat, the craftsman improves upon his existing talent at creating superior masterwork items. The master craftsman can create masterwork items that are four times as effective as standard masterwork items – weapons confer a +4 bonus to attack rolls, armor bonus is increased by 4, and skill bonus items confer a +8 bonus. These items of renown take four times as long to create.
Normal: Masterwork weapons confer a +1 bonus to attacks, bonus is increased by 1, and skill bonus items confer a +2 bonus.

Item of Legend [Crafting]
Prerequisite: Item of Renown, Item of Fame, Item of Glory, Craft (specific skill) 15 ranks
Benefit: With this feat, the craftsman improves upon his existing talent at creating superior masterwork items. The master craftsman can create masterwork items that are five times as effective as standard masterwork items – weapons confer a +5 bonus to attack rolls, armor bonus is increased by 5, and skill bonus items confer a +10 bonus. These items of renown take five times as long to create.
Normal: Masterwork weapons confer a +1 bonus to attacks, bonus is increased by 1, and skill bonus items confer a +2 bonus.

Item of Renown [Crafting]
Prerequisite: Craft (specific skill) 6 ranks
Benefit: With this feat, the craftsman improves upon his existing talent at creating superior masterwork items. The master craftsman can create masterwork items that are twice as effective as standard masterwork items – weapons confer a +2 bonus to attack rolls, armor bonus is increased by 2, and skill bonus items confer a +4 bonus. These items of renown take twice as long to create.
Normal: Masterwork weapons confer a +1 bonus to attacks, bonus is increased by 1, and skill bonus items confer a +2 bonus.

Mobile Mastery [Tactical]
You've found that understanding the influence of footwork and motion on a battle can be the keys to victory.
Prerequisites: Intelligence 13, Dexterity 15, Dodge, Mobility, Base Attack Bonus +9
Benefit: You gain access to three tactical maneuvers when wearing light or no armor.
• *Clever Footing:* If your opponent attacks and misses you in melee combat and you have enough of your full base land speed "left over" from your previous turn, you may choose to take a five-foot step immediately after your opponent's attack.
• *Tactical Maneuvering:* When making a full attack, you may choose to make a five-foot step between each attack, though you may not move any further than your base land speed during one turn. This feat can also be used with consecutive uses of the Cleave feat, or in any such situation where multiple attacks are done consecutively during your turn.
• *Press the Advantage:* You may choose to forego a move action during you turn in order to follow cowardly opponents that turn their backs. In doing so, you may follow an opponent up to your base land speed on his turn. Your opponent still provokes attacks of opportunity if his motion would have carried him out of your threatened area and another if his motion actually does take him out your threatened area. This feat cannot be used to move in any direction or for any purpose other than to follow your opponent.
Special: A fighter may take this as one of his fighter bonus feats.

Parry Defense [General, Fighter]
You have learned the value of deflecting your opponent's strikes, leaving them open to counterattack.
Prerequisites: Combat Expertise, Combat Reflexes, Base Attack Bonus +5, Dexterity 13
Benefit: If an opponent attacks you and misses while you're using Combat Expertise to increase your armor class, you get an immediate attack of opportunity against him, counting against your number of attacks of opportunity for the round.
Special: A fighter may take this as one of his fighter bonus feats.

Point-Blank Blast [Bending]
You are skilled at aiming with your bending abilities at close range
Prerequisites: Base attack bonus +6, the ability to use a bending *Blast*
Benefit: You can apply precision-based damage with your *Blast* when targeting an opponent within 30 feet of yourself. This does not work on forms using any seed other than the bender's *Blast*, only the *Blast* itself.
Normal: You can't apply precision-based damage to a *Blast*.

Redirect Charge [Bending, Fighter]
Prerequisite: 6 ranks in Airbending, Earthbending, or Waterbending
Benefit: You are able to redirect the movements of a charging opponent, causing it to pass over or around you. To use this maneuver, you must ready an action, similar to setting a weapon against a charge. When a charging opponent enters your threat range, you make a Bending check opposed by the charging opponent's attack roll. If you succeed, the target continues on in a straight line for the remainder of its movement. The target of a successful Redirect Charge attempt must move its entire allowable distance. It does not provoke an attack of opportunity for leaving any squares you threaten, but it does provoke attacks of opportunity as normal from other creatures. If you are an earthbender or a waterbender, you and the charging creature must be standing on a bendable surface (earth, soil, stone or similar for an earthbender, water, ice or snow for a waterbender) to use this feat.
Normal: You can ready an action to attack an opponent who charges you.
Special: A fighter may select Redirect Charge as one of his fighter bonus feats.

Sharpshooting [General, Fighter]
Prerequisites: Precise Shot, Dexterity 13
Benefit: As a Full-Round Action, you do nothing else other than aim at your target using this feat. You may keep aiming at your target for as long as you wish, and each round adds a +2 to your next attack roll against that target (max +5). You fire the shot as a free action the round after you've finished aiming. If you are in a threatened square, are the subject of any attack, or lose sight of your target, you lose the benefits of this feat until you start aiming again.
Special: A fighter may take this as one of his fighter bonus feats.

Solitary Strike [Tactical]
The power and versatility of a single strike is all that it takes to swing the battle in your favor.
Prerequisites: Weapon Focus (any non-light slashing weapon), Base Attack Bonus +8
Benefits: You gain access to three tactical maneuvers when wielding a one-handed weapon by itself.
• *Swath* – As a standard action, you may make an attack with an arc so wide that it targets opponents in four adjacent squares within your reach; making as single attack roll against all the targets and taking a -4 penalty on this attack.
• *Lunge* – As a standard action, you may lunge forward, extending your body to the fullest, and deliver a single attack against an opponent usually beyond your reach. When using this maneuver, you effectively extend your reach by 5 feet for the attack, provoking attacks of opportunity (including from your opponent, if he can reach you).
• *Finisher Cut* – By making an attack as a standard action and taking -2 on the attack roll, you may make an attack dealing double damage on a successful hit.
Special: A fighter may take this as one of his fighter bonus feats.

Stunning Fist [General]
Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +4
Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + ½ your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC. You may attempt a stunning attack a number of times per day equal to your character level and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.
Special:A fighter may select Stunning Fist as one of his fighter bonus feats.

Sundering Blast [Bending]
Prerequisites: Ability to use any bending *Blast*, Point Blank Shot, BAB +6
Benefit: You can use your bending blast to make a sunder attack against an opponents weapon or armor. Your blast must be able to deal direct damage in order to be used for sundering. Blasts count as one-handed weapons for the purpose of resolving sunder attempts. You must be within 30 ft of the target to use this feat.
Normal: You can only make a sunder attack with a slashing or bludgeoning melee weapon.

Template Mastery [Bending]
Choose a single template bending seed that you know.
Prerequisites*:* 8 ranks in any bending skill
Benefit*:* Whenever you use a form that can have the chosen template applied to it, the template is automatically applied with -5 taken away from its base DC. The base DC added by a template seed can never go below 5.
Special*:* This feat may be taken several times. Its effects do not stack; instead, it may be used to apply to different templates.

A Thousand Cuts [Tactical]
You've found that opponents can seldom cope with the devastation caused by repeated attacks.
Prerequisites: Weapon Focus (any light or one-handed bladed weapon), Base Attack Bonus +6, Dexterity 13
Benefit: This feat enables you to use three tactical maneuvers when wielding any light or one-handed bladed weapon to which you have applied the Weapon Focus feat in one hand.
• *Manyslice* – When making a full attack with your chosen weapon, you may take -4 to all attacks that round to gain an additional attack at your highest base attack bonus.
• *Double Counter* - When readying an action to strike an opponent that comes within your reach, you may ready two attacks instead of one, using your base attack bonus normally.
• *Shower of Sparks* - You may make numerous, weak hits against an opponent to cause great injury, just as many small sparks do. You make a single melee attack against an opponent as a full-round action. If that attack hits, decrease the attack roll by -2; if the reduced roll still hits the opponent, apply damage and continue reducing the attack roll until an attack misses. The opponent takes damage normally hit by the first attack, and each additional attack deals 1d4 damage. These attacks are all quick stabs (dealing piercing damage).
Special: A fighter may take this as one of his fighter bonus feats.

Waterbending Study [Bending]
By studying the arts of the ebb and flow of the tides like a waterbender, a bender may use those principles in bending their own element.
Prerequisites: Knowledge (Bending) 9 ranks.
Benefit: Depending on one's bending class, this feat grants the following:
Earth - The earthbender learns that water may carve canyons and may apply this technique to his earthbending. The earthbender may add his Wisdom modifier to rolls to overcome another bender's Deflect Bending attempts.
Air - By studying the effects of pressure on water, an airbender may learn to better focus his energies with pressurized air. The airbender may now make an air blast attack as if he were a waterbender of equal level. The damage from this attack is non-lethal. If the airbender possesses the Air Scythe seed, he may now do lethal damage with that attack, regardless of whether or not he has a staff.
Fire - Redirect Lightning: A firebender can use a Deflect Bending action to redirect any lightning bolts (natural or otherwise) passing within 5 feet of the firebender. Because the bender is essentially letting the lightning hit him, this seed does not require an attack roll, as opposed to Deflect Bending. It does, however, require a DC 35 Firebending check to initiate the maneuver.
The firebender must make a DC 15 Concentration check to ensure that the lightning doesn't pass through his heart as he channels it to his other hand. Failure indicates that the firebender takes the appropriate damage for the lightning, and he fails to redirect it. On a successful check, the firebender channels the lightning to the other side of his body, redirecting it as he desires.

Where There Is Life, There Is Water [Bending]
One of waterbending's greatest weaknesses is its dependence on an external supply of water. However, powerful waterbenders know that water can be found in many places, if only you know where to look.
Prerequisites: Waterbending 12 ranks, *Manipulate*
Benefit: With a successful DC 20 Waterbending check, you can use the Manipulate ability as a move action to draw water from the air. Enough water can be drawn from the air to use the Water Blast, Water Whip, Ice Shards, or Healing Water seeds.

Alternatively, you can use the Manipulate ability as a move action to draw water from a single plant or creature within your bending range. Creatures affected by this ability take 2d6 points of Constitution damage. Creatures can

make a Fortitude Save (DC 10 + half your class level + your Wisdom modifier) to negate this damage and cause the drawing of water to fail. A waterbender can only use this ability on a single creature or plant at a time, and each Medium-sized creature or plant produces the equivalent of one 5 ft cube of water.

Finally, by increasing the Waterbending DC of a seed by +15, you can use this feat as part of using the seed.
Normal: A Waterbender must have some source of water, snow, or ice nearby to perform her bending.
Special: When in dry are such as a desert, the Waterbender must make a DC 30 Waterbending check to collect water from the air. Additionally drawing out water in such an area while executing any form increases the DC by +35. In an area of high moisture such as a swamp or seacoast, drawing out water in such an area while executing any form increases the DC by +5.

Skills

Knowledge (Int; Trained Only)
Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Below are listed typical fields of study.

- Arcana – ancient mysteries, arcane symbols, cryptic phrases, mystic practices
- Architecture & Engineering – buildings, aqueducts, bridges, fortifications, war machinery
- Bending Arts – bending forms, bending philosophies
- Dungeoneering – caverns, spelunking, subterranean creatures
- Geography – lands, terrain, climate, people
- History – royalty, wars, colonies, migrations, founding of cities
- Local – legends, personalities, inhabitants, laws, customs, traditions, humanoids
- Nature – animals, plants, seasons and cycles, weather, vermin
- Nobility & Royalty – lineages, heraldry, family trees, mottoes, personalities
- Religion – the spirits, religious practices and symbolism, philosophy

Check
Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster.

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

Action
Usually none. In most cases, making a Knowledge check doesn't take an action—you simply know the answer or you don't.

Try Again
No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Synergy
- If you have 5 or more ranks in Knowledge (Bending Arts), you gain a +2 synergy bonus on Bending checks.

New Knowledge Uses
- Knowledge (Arcana) can be used in conjunction with various aids (bones, palm lines, fire omens, etc.) to predict the future. Using Knowledge (Arcana) in this matter requires at least five minute of examination and contemplation, as the fortune-teller manipulates the aids and attempts to decipher their meanings. Using Knowledge (Arcana) in this way is difficult and requires substantial training.
- A DC 20 check will tell the fortune-teller whether a particular action will be good or bad for the subject of the reading. If the fortune-teller succeeds in this check, she gets one of four results: Positive, Negative, Both Positive and Negative, or Inconclusive

  This use of Knowledge (Arcana) allows the fortune-teller to predict events up to two days in the future. This information has a 70% chance of being correct. For every point by which the fortune-teller exceeds the base DC, the percent chance of correct information increases by 1% to a maximum of 90%.

- A DC 30 check will tell the fortune-teller a bit of useful (if vague) information about a specific action up to one week in the future. This information has a 70% chance of being correct (though often the information is vague enough that multiple situations will allow it to be correct). For every point by which the fortune-teller exceeds the base DC, the percent chance of correct information increases by 1% to a maximum of 90%.

- A DC 35 check will tell the fortune-teller general information about a subject's future, providing vague information for up to 1 year in the future. For every 2 by which the fortune-teller's Knowledge (Arcana) check exceeds the base DC, the fortune-teller receives information about an additional year.

  Note that practitioners of fortune-telling use multiple methods to aid them, and that this use of the skill cannot be used without some sort of physical aid. Bones, fire, palm lines, head bumps, cloud pictures, celestial patterns, and sacred texts are all common aids. Using multiple methods provides a +2 circumstance bonus on this check. In addition, a fortune-teller who has a personal relationship with the subject (more significant than a first-time acquaintance) gains a +2 circumstance bonus on this check.

  Finally, note that practitioners of fortune-telling often embellish the information they give. It also is not unheard of for fortune-tellers to give outright false information. DM's should feel free to provide more or less information as they feel necessary for their campaigns.

- Knowledge (Nature) can be used to identify and employ healing plants and animals. There are many plants and roots both blooming and hidden throughout the world whose medicinal properties can only be harnessed by those that know how to bring them out. If you succeed on a check to identify an herb's use, it means you know the herb's properties as well as how to prepare it in order to bring it out. Failing a check by 4 or less means that you vaguely know what the herb does, but may be foggy on how to use it. Failing the check by 5 or more means that you don't know the herb's uses and may even have false information, which could lead to dire results as some plants are venomous if used incorrectly.

Wilderness Lore - Rangers (and NPC experts) can use this skill to even greater extents in order to find the plants themselves in the wild. A ranger may use his knowledge and experience in the natural environment to identify plants with uses both medicinal and poisonous. Whenever a ranger uses the Survival skill to forage for food, he may also make a Knowledge (nature) check to identify herbs with useful properties. If the Knowledge check exceeds the DC of each herb and *if it is present in the area the ranger searches through*, the ranger may gather it and apply it as noted in each herb's description.

- *Ginger Root* (DC 5) - Found almost anywhere in lightly to densely forested environments, this root has a strong, sharp flavor and is often used to flavor food. When boiled in water to make tea, ginger root fortifies the body's immune system, granting a +2 to fortitude saves against disease for one day. The average ginger root can weigh anywhere from two to eight ounces depending on size, and it takes half an ounce to make a cup of ginger tea.
- *Wumei (Plum) (DC 5)* - Commonly found on plum trees in any deciduous forest, this specially prepared fruit is a very common medicine used for strengthening the body as opposed to healing it. One fruit grants a +2 bonus on all fortitude saves for 10 minutes. Additional fruits extend this duration by 10 minutes up to a maximum of 1 hour per day. Collecting takes a single move action per fruit and the preparing takes 1 hour for every 100 fruits, and there may be anywhere from 20 to 40 plums on a single tree during the spring. Eating at least one plum fruit every day for at least two weeks makes the bonus on Fortitude saves continuous for as long as one eats at least one plum a day. Missing a day once the two weeks are complete has no effect, though missing four or more consecutive days removes the bonus and two more weeks of eating plum are necessary to get it back. The average plum weighs 4 to eight ounces, depending on size and ripeness.

- *Sandalwood (Oil) (DC 15)* - The oil of the Sandalwood tree is full of nutrients and curative agents that heal the skin. It takes one minute to harvest one square foot of bark from the sandalwood tree and one hour to prepare Sandalwood oil which requires 2gp worth of normal oil. Once prepared, the Sandalwood oil mixture can be applied to any burn, blemish, or other skin injury for 10 minutes to completely remove the effect. Sandalwood Oil cures 3d8 non-lethal damage with a single dose as well as 1d8+3 damage dealt by fire or acid. Pure Sandalwood Oil is extremely potent and should never be used, if pure Sandalwood Oil is used it causes 1d6 damage which cannot be healed except by the Healing Waters seed. Sandalwood Oil (in pure form) can also be used as a laxative that effects the drinker 1 minute after being taken causing the drinker to make a DC20 fortitude save or become nauseated. Sandalwood Oil has a distinct smell and taste which can be identified by a DC 5 Knowledge (Nature) check. Sandalwood bark weighs half a pound per square foot, sandalwood oil weighs the same as regular oil. Cost: 5gp per dose, 10gp per dose of pure oil
- *Frozen Wood Frogs (DC 20)* - These frogs produce a potent medicinal slime that has the ability to cure even deadliest of diseases. By sucking on the frog for a continuous 2 hours, a patient is cured of any and all of the following conditions: confused, dazed, nauseated, and sickened. The frog's secretions are also a powerful medicine, and they may be used to cure any physical disease with a Fortitude save DC of 20 or lower. The frogs must have been frozen for at least a week before enough of the slime is produced to have any effect. The frozen frogs are actually quite tasty both raw and cooked, though few people would suffer the indignity of eating the animal. The frogs thaw out of their frozen state within a period of 1d2+4 hours.

Chapter 5 - Weapons and Equipment

Weapons

Airbender's Staff
Two-Handed Simple Melee Weapon
<u>Damage</u>: 1d6/1d6
<u>Critical</u>: 20/x2
<u>Range Increment</u>: -
<u>Type</u>: Bludgeoning
<u>Weight</u>: 2 lbs
<u>Cost</u>: NA
<u>Special</u>
The Airbender Staff counts as a quarterstaff in terms of proficiency and weapon-based feats, and is always considered a masterwork weapon. The Airbender Staff can also unfold into a glider by pushing a simple lever in the side, allowing the airbender's ability to fly, though it doesn't grant any special benefits to non-airbenders.

The Airbending Staff is included in the airbender's basic motions, and thus can be held without penalty while executing airbending forms.The staff also grants a +1 to any Airbending checks made while wielding it, and affects airbending seeds in different ways (see the individual seeds for details).

Dai Li Shackles
<u>Earthbending Version</u>
These shackles consist of expertly-crafted chains and manacles with small quantities of earth mixed in with the iron. They can be worn around the wrists and concealed in the sleeves of a character's robes, and they grant the wearer a +2 bonus to Slight of Hand checks to conceal them.

Dai Li shackles can be used to initiate a grapple check at a distance of up to 20 feet. Doing so requires a DC 15 Earthbending check. If you are successful at grappling the target, the target cannot move beyond the maximum range of the shackles. Additionally, you can pull the target toward you as a move action by making a successful Earthbending check opposed by the target's Strength check or Earthbending check (see the rules for contested bending). If you are successful, the target ends up prone in the closest square adjacent to you. You can also use Dai Li shackles to initiate a trip attempt.

Price: 200 gp Weight: 5 lbs

<u>Non-Bending Version</u>
These shackles consist of expertly-crafted chains and manacles with a powerful launching device at their base. They can be worn around the wrists and concealed in the sleeves of a character's robes, and they grant the wearer a +2 bonus to Slight of Hand checks to conceal them.

Dai Li shackles can be used to initiate a grapple check at a distance of up to 20 feet. If you are successful at grappling the target, the target cannot move beyond the maximum range of the shackles. Additionally, you can pull the target toward you as a move action by making a successful opposed Strength check against the target. If you are successful, the target ends up prone in the closest square adjacent to you. You can also use Dai Li shackles to initiate a trip attempt.

Price: 300 gp Weight: 7 lbs

Sandbender Capture Cord
Two-Handed Exotic Melee Weapon
Damage: -
Critical: -
Range Increment: 10 ft
Type: -
Weight: 6 lbs
Cost: 10 gp
Special

This useful item is essentially a bag of sand tied to the end of a long rope, and has been used by sandbender bandits for as long as memory serves. The cord is 50 feet long and can be used to make trip attacks because of the weight of the bag at the end. The main usage of this weapon is to trip and entangle opponents, as it does no actual damage. A capture cord is treated as a thrown weapon that can only be thrown a maximum distance controlled by the length of its rope. Using a sandbander capture cord provokes attacks of opportunity.

A sandbender capture cord can be used to make trip attacks. If a trip is successful, the target of the trip must make a DC 15 Escape Artist check as a move action or take a full-round action to escape from the rope wrapped around his feet. The rope may also be cut by dealing 6 points of damage to it with a slashing weapon.

The primary use of the Sandbender capture cord is to hogtie and capture animals for sale. In order to do this, you must make a ranged attack roll against a creature. If the attack roll succeeds, you may begin a grapple against the opponent. If multiple people use a capture cord in this way against a single opponent, then the highest grapple check is used as a base roll, and each additional combatant to successfully initiate a grapple grants a bonus of 2 + half his Strength bonus (rounded down, if any) to the main grapple.

Once pinned, an opponent may be tied up with a Use Rope check, though he may attempt a grapple or Escape Artist check to break free once per turn while this is taking place. Keep in mind that the overall grapple check will decrease if one of the rope users is the one to tie the knot.

Tiger Head Hook Swords
One-Handed Exotic Melee Weapon
Damage: 1d6 (primary) OR 1d4 (cross guard and hilt spike)
Critical: 20/x2 (primary) OR 19-20/x2 (cross guard) OR 20/x3 (hilt spike)
Range Increment: -
Type: Slashing (primary and cross guard) OR Piercing (hilt spike)
Weight: 3 lbs
Cost: 800 gp

Special
Tiger Head Hook Swords are always sold as a set of two Masterwork weapons, which is reflected in the above cost.

The different blades of a set of Tiger Head Hook Swords are used for different purposes and have different benefits and drawbacks. Only one blade may be used per round, with the player choosing which blade to employ at the beginning of his or her turn. Striking with the primary blade (the long hooked blade) grants the wielder a +2 bonus to Trip and Disarm attempts. Striking with the cross guard grants the user a +2 shield bonus to AC when fighting defensively, using Combat Expertise, or taking a total defensive action. Finally, the hilt spike may be used while grappling as a dagger, but striking with it outside of a grapple results in a -2 penalty to attack rolls.

Tiger Head Hook Swords count as one weapon for the purpose of enhancements; while a one-handed weapon, you may wield two as if they were light weapons; may be used with weapon finesse, but not with power attack. All bonuses when wielding two Tiger Head Hook swords stack (i.e. you get +4 to Trip and Disarm attempts), but if you opt to drop a weapon due to a failed trip attempt, you must drop both if you used both bonuses. You may use the hooks to hang on to an outcropping, branch, etc.

Twin Dao and Dao
One-Handed Martial (dao) or Exotic Melee Weapon (twin dao)
Damage: 1d8
Critical: 18-20/x2
Range Increment: -
Type: Slashing
Weight: 4 lbs
Cost: 10 gp (dao) OR 400 gp (twin dao)

Special
The twin dao is both a single weapon and a set of two weapons. Both are masterwork, and fit into the same scabbard as though they were a single sword. Twin dao must be used as a set; attempting to use a single twin dao as a normal dao gives a -4 penalty to attack rolls due to the strange balance the swords have. A twin dao may, however, be used as a single sword when held together. All feats that apply to normal dao (such as Weapon Focus) also apply to twin dao, whether used as a single sword or when used as a set.

When used as a pair, one in each hand, however, the twin dao show their true colours. They are perfectly balanced for wielding in two hands; while they are one-handed weapons, they can be used as if they were light for the purposes of two-weapon fighting, but only when paired together. Additionally, the wielder may add their full strength bonus to damage to both dao as if wielding them in their primary hand.

Twin dao are a Fire Nation weapon. If the wielder is a Firebender, and has the Channel Blast feat, they may Firebend as normal even with both hands occupied

Mundane Item Enhancement System

Masterwork Items

All weapons, armor, shields, and tools can gain up to 5 levels of masterwork. This levels are as follows in order: Item of... Masterwork, Renown, Fame, Glory, Legend. All bonuses that the masterwork quality applies are multiplied by the level of masterwork of the item. Additional levels of masterwork cannot be gained, only created as such. You must meet the prerequisite level to benefit from a certain level of masterwork as shown by the table below.

Character Level	Maximum Masterwork Level
1-3	1
4-7	2
8-11	3
12-16	4
17-20	5

In addition to the masterwork levels, any weapon or armor can gain craftsmanship bonuses up to twice their masterwork level. These bonuses can be applied during crafting or afterwards with a 10% price increase with the exception of the AC and Damage increases. Each bonus cost 1000gp base cost.

No item can have more than 1 craftsmanship bonus of the same name at a time. Additionally, if a bonus has different ranks as indicated by roman numerals, you may apply a higher rank over the lower rank by only paying the difference in cost.

Masterwork Cost by Level			
Level	Weapon Cost	Armor Cost	Tool Cost
1	300	300	50
2	630	630	105
3	960	960	160
4	1290	1290	215
5	1620	1620	270

Craftsmanship Cost by Level		
Level	Weapon Cost	Armor Cost
1	1000	1000
2	2000	1500
3	4500	3375
4	6000	4500
5	7500	5625
6	9000	6750
7	10500	7875
8	12000	9000
9	13500	10125
10	15000	11250

Note: Ammunition counts as a Weapon for determining cost except it applies to 50 units. Additionally, you may add 1/2 (rounded up) of the ammunition's masterwork bonus on attack rolls to the masterwork bonus from the weapon.

Craftsmanship Bonuses

Weapon Bonuses		
Name	**Level**	**Effect**
Damage Increase I	1	+1 to damage.
Damage Increase II	2	+2 to damage.
Damage Increase III	3	+3 to damage.
Damage Increase IV	4	+4 to damage.
Damage Increase V	5	+5 to damage.
Keen Edge[1]	1	double critical threat range.
Defending	1	Gain a +1 bonus to AC for each -1 you take to your attack roll up to your masterwork level, cannot be applied to ammunition.
Distance[4, 5]	1	Double weapon's range increment if any, ammunition apply this bonus to the weapon used.
Serrated[1]	4	Deals 2 points of damage for 1d4 rounds, Fort DC20 negates. Additional hits do not stack, but extend duration.
Weighted[3]	1	double critical threat range.
Penetrating[4, 5]	2	Ignore DR up to the ammunition's masterwork level and ignore hardness up to twice the masterwork level.
Balanced	1	Decrease two-weapon fighting penalties by 2 when using this weapon. (The reduction only applies to this weapon, not the other)
Barbed[4]	4	Deals 2 points of damage for 1d4 rounds, Fort DC20 negates. Additional hits do not stack, but extend duration.
Long-Hafted[2]	1	The reach increases by +5ft.
Heavy	1	Hit points is increased by 2, +1 bonus to damage, -2 penalty on attacks, +20% weight.
Light	1	Hit points decreased by 1, -1 penalty to damage, +2 bonus on attacks, -20% weight.
Shattering[4]	2	Deals -2 damage but deals damage as normal if deflected or snatched.
Loaded[4]	1	Counts as 1 size larger for purposes of damage but decreases range by 50%.

[1] - Slashing and piercing melee weapons only

[2] - Polearms only

[3] - Bludgeoning melee weapons only

[4] - Ammunition only

[5] - Ranged weapons only

Weapon Craftsmanship Bonuses

Balanced

By keeping the weight of a weapon uniform throughout, with a bit more being put into the handle, a craftsman can make a weapon uniquely suited to being used in one hand alongside another. Balanced weapons lower the penalties for two-weapon by 2 when used in one hand. This may never result in an actual bonus when two-weapon fighting.

Barbed

By putting sharp spikes into the heads of ammunition, a craftsman creates a weapon that continues to damage the interior of those unfortunate enough to be hit by it, possibly causing internal bleeding. Anyone hit by a barbed weapon continues to take 2 points of damage for 1d4 rounds, beginning on the round after the weapon strikes. Multiple hits do not stack damage, but prolong the duration.

Damage Increase

By adding increased weight and penetration to a weapon's striking portions, a craftsman can allow it to deal additional damage in steps. Each level of damage increase increases the damage dealt by the number of the step. Thus, a weapon with Damage Increase IV would deal an additional 4 damage.

Defending
Defending weapons have their balanced shifted in greater proportion towards the haft or hilt. You may transfer some or all of a defending weapon's masterwork bonus to attack into your AC at the start of your turn, before using the weapon. This transfer lasts until the start of your next turn and the bonus stacks with all others, including the use of Combat Expertise.

Distance
Distance weapons are ranged weapons or ammunition designed for especially far shots, and are often very taut or tense when ready for use. Distance arrows or stones are extremely smooth to prevent any air resistance possible. Weapons with this enhancement double their range increment. Using a distance weapon alongside distance ammunition instead triples the weapon's range increment.

Heavy
Heavy weapons are built thicker than most weapons, and gain additional momentum and penetration power, but are unwieldy as a result. Weighted weapons gain an additional 2 hit points and gain a +1 to damage, but suffer a -2 to attack rolls. In addition, heavy weapons increase their weight by 20%

Keen Edge
Weapons forged with keen edges are exceptionally sharp, allowing them to score devastating hits more often. This enhancement doubles a weapon's critical threat range.

Light
Light weapons are designed for ease of use and precision, but are relatively frail and lack penetration power. Light weapons gain a +2 to attack rolls, but suffer a -1 to damage rolls and have 1 less hit point than other weapons of their type. In addition, light weapons lower their weight by 20%

Loaded
Loaded ammunition are made with heavier throughout and meant for powerful, close range strikes. Loaded weapons count as one size category larger for the purposes of damage, but cuts the weapon's range increment in half. Loaded ammunition cancels out the bonus granted by a *distance* weapon.

Long-Hafted
Polearms designed for the express of purpose of keeping opponents at bay are often made with especially long hafts in order to gain an advantage. A long-hafted polearm extends its reach by 5 feet, but it no longer threatens the five feet closest to the wielder that a standard weapon of its type would before applying this craftsmanship bonus.

Penetrating
Ammunition designed to tear through armor or deprive enemies of cover can be a great asset to a ranged attacker. Penetrating weapons or ammunition ignores hardness equal to its masterwork level.

Serrated
By carving small, sharp notches into the blade or point of a weapon, a craftsman can cause it to inflict cruel wounds that bleed profusely, dealing additional damage. Any creature hit with a serrated weapon bleeds an additional 2 damage for 1d4 rounds, beginning on the round after the weapon strikes. Multiple hits do not stack damage, but prolong the duration.

Shattering
The bane of many arrow-snatchers and deflectors, shattering ammunition comes prepared to break at the slightest provocation, biting even into opponents that had blocked the missile. Shattering weapons suffer a -2 penalty to damage rolls, but deal normal damage even to opponents that grab the ammunition or deflect, such as through the Snatch Arrows feat or Deflect Attack class ability.

Weighted
By placing additional weight at the very end of bludgeoning weapon's head, a craftsman makes it more likely for a weapon to deal devastating blows that can crush bone or shatter shields. A weighted weapon doubles its critical threat range.

Armor Craftsmanship Bonuses		
Name	Level	Effect
DR Increase I[1]	1	DR +1/-
DR Increase II[1]	2	DR +2/-
DR Increase III[1]	3	DR +3/-
DR Increase IV[1]	4	DR +4/-
DR Increase V[1]	5	DR +5/-
Lined	3	Cold Resistance 5
Fire Retardant I	3	Fire Resistance 5
Fire Retardant II	6	Fire Resistance 10
Reinforced	2	25% to negate critical hit and/or precision damage
Ergonomic I	1	Increase maximum Dex bonus by 1
Ergonomic II	2	Increase maximum Dex bonus by 2
Bending	2	Do not double armor check penalty to bending checks

[1] - you may only increase the DR of your armor up to twice the base DR value.

Armor Craftsmanship Bonuses

Bending
A design first perfected by the military armorsmiths of the Fire Nation under Firelord Souzin, bending armor is designed with extra room around the arms and a greater range of motion in the shoulder and thigh guards to allow the mobility necessary for firebenders to be effective even when armored. Bending armor does not double its armor check penalty when applied to Airbending, Earthbending, Firebending, or Waterbending checks, but does apply its penalty once. This craftsmanship bonus may not be applied to heavy armor.

Damage Reduction Increase
By adding additional layers of chain links or plates or simply by making the armor thicker, a craftsman may increase its protective ability significantly. Each level of damage deduction increase increases the armor's damage reduction by the amount of the level, though an armor's total damage reduction may never increase past double its base.

Ergonomic
A craftsmanship style reserved for quick and agile fighters, ergonomic armor is particularly spacious, allowing the wearer to use greater dexterity while fighting. Ergonomic armor has its Dexterity increased by 1 for every level of the bonus it has.

Fire Retardant
The origin of this revolutionary armor design is unknown, but it has the potential to save many that would otherwise be more victims of the Fire Nation's military force. By angling the surfaces of an armor to disperse the heat of a fire, the armor can protect against heat being directed at its wearer. This means that the armor does not protect against standing in a fire or anything that does not involve heat being launched at the wearer.

Lined
Many smiths of the Northern and Southern Water Tribes do not even realize that this is an optional ability for armor, as it is basic to survival in their territories. Lined armor protects against extreme cold through a layer of animal fur and insulation, granting cold resistance 5. In addition, lined armor grants a +4 to Fortitude saves against the effects of cold environments.

Reinforced
An invaluable style of armor for guards and law enforcement in crime-infested areas, reinforced armor puts special emphasis on vital areas of the wearer's body, protecting it from otherwise lethal blows from rogues and critical hits. Reinforced armor has a 25% chance of negating any precision damage targeted at the wearer.

Shield Craftsmanship Bonuses		
Name	**Level**	**Effect**
Bashing	1	Shield bash deals damage as if two sizes larger
Reinforced	1	25% to negate critical hit and/or precision damage
Deflecting	5	Grants a bonus to Deflect Attack attempts equal to the shield's AC bonus

Shield Craftsmanship Bonuses

Bashing

Designed for offensive use, bashing shields can be applied to ram opponents through a metal weight in the shield's front. A bashing shield deals damage as if it were a weapon of two size categories larger (a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage). The shield acts as a +1 weapon when used to bash. (Only light and heavy shields can have this ability.

Reinforced

Commonly used by guards and warriors assigned to maintain order in seedy areas, reinforced shields put special emphasis on vital areas of the wearer's body, protecting it from otherwise lethal blows from rogues and critical hits. Reinforced shields have a 25% chance of negating any precision damage targeted at the wearer. This bonus stacks with that of reinforced armor, but is only applied against opponents that the user is aware of.

Deflecting

By placing the majority of a shield's weight in the very center of the shield, a craftsman may make it incredibly easy to move around and use to block specific attacks. Deflecting shields grant a bonus on opposed attack roles of the Deflect Arrows feat and the Deflect Attack class ability for benders equal to their armor bonus.

Equipment

Chi Enhancing Tea
This rare tea is brewed from the leaves of a plant that creates a natural stimulant. It has been known to increase the drinker's energy tenfold for a short period of time. Consuming a cup of this tea grants the drinker a Haste effect (as the spell) lasting one minute.

Preparing this special tea is difficult, and requires a DC 20 Profession (Herbalist) or Profession (Tea Maker) check or a DC 25 Profession (Cook) check.

Price: 50 gp/dose

Dynamite Stick
This powerful weapon is essentially explosive powder or blasting jelly stuffed into a tough outer coating and equipped with a fuse to ignite it. You can throw a dynamite stick as a splash weapon or light its fuse and let it explode on its own. In any case, it is a move action to light a dynamite stick's fuse with a torch or other fire source. Some dynamite sticks are equipped with a piece of sulfur paper on their fuses, allowing them to be lit as a swift action instead.

Since dynamite sticks are sometimes used as weapons and sometimes as mining tools or signal devices, the fuse may be so short that the stick explodes within two or three seconds after being lit (allowing it to explode as soon as you throw it), or it may be long enough to explode several rounds or even minutes after the fuse is lit. Regardless of the length of the fuse, however, dynamite sticks have a 20% chance of exploding for every point of fire damage they take, and immediately explode if they take 5 or more points of fire damage.

Upon exploding, dynamite deals 1d6 fire damage in a 10-foot radius, and 3d6 bludgeoning damage in a 20-foot radius. If there are small rocks or other damaging objects that would serve as shrapnel in this radius, they deal between 1d6 and 3d6 piercing damage, at DM discretion. The radius increases by 5 feet for every four sticks of dynamite used, up to a maximum of 16 sticks of dynamite. Thus, four sticks tied together would have a 4d6 fire damage in a 15-foot radius and 12d6 bludgeoning damage in a 25-foot radius.

Throwing several sticks of dynamite together is cumbersome, though, and attack rolls suffer a cumulative -2 for every stick of dynamite past the first in the bunch, and the range increment is decreased from 10 ft to 5 ft for 4 or more stick of dynamite.

Price: 150 gp (75 gp for Fire Nation soldiers) Weight: 1/2 lb

Iron Bomb
This powerful weapon is essentially explosive powder or blasting jelly poured into a ball of cast iron, placed under pressure, and equipped with a fuse. You can throw an iron bomb as a splash weapon or light its fuse and let it explode on its own. In any case, it is a move action to light an iron bomb's fuse with a torch or other fire source. Some bombs are equipped with a piece of sulfur paper on their fuses, allowing them to be lit as a swift action instead of a move action.

Since iron bombs are generally used as weapons, the fuse may be so short that the bomb explodes within two or three seconds after being lit (allowing it to explode as soon as you throw it), or it may be long enough to explode several rounds or even minutes after the fuse is lit. Because iron is not flammable, iron bombs do not run a risk of accidental explosion, though the fuse of an unattended bomb may be accidentally lit if it takes any amount of fire damage.

Upon exploding, iron bombs deal 1d6 fire damage in a 10-foot radius and 3d6 bludgeoning damage in a 20-foot radius, and the hot iron shell explodes outwards, dealing 2d6 piercing damage in a 40-foot radius. If there are additional materials that could serve as shrapnel present, the bomb may deal an additional 1d6 to 3d6 damage, at DM discretion.

Price: 300 gp (150 gp for Fire Nation soldiers) Weight: 1/2 lb

Smoke Bomb

Smoke bombs are small spherical devices consisting of an outer container made of thin wood or metal, some powder or other smoke-generating agent, and a very small quantity of explosive. When smoke bombs strike a hard surface, they explode, dealing no damage but covering a 10 foot radius with thick smoke. This smoke obscures all sight beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round. Smoke bombs do not function underwater.

Smoke bombs can be crafted with a DC 25 Craft (alchemy) skill check.

Price: 20 gp Weight: 1/2 lb

Spirit Oasis Water [Major Artifact]

This water can be found at only one location; the Spirit Oasis at the north pole. The water has special properties that enhance a waterbender's healing abilities. When used in conjunction with the *Healing Water* form, Spirit Oasis Water creates an effect identical to the [True Resurrection](#) spell, except that the subject of the effect is restored to one hit point and remains unconscious for 1d4 weeks. In addition, the subject's body must be more-or-less intact for the effect to work, and any permanent damage to the body (missing limbs, major scars, etc.) remain after resurrection. Finally, this effect only works within 1 hour of the subject's death.

Tangle Mine

Tangle mines are large, buoyant, spherical containers filled with seaweed, stinkfish, and a small amount of explosives. Too large and unwieldy to be thrown, they are usually floated on the surface of a body of water. They are deployed at strategic maritime locations (the mouths of rivers, around harbors, etc.) to prevent the passage of propeller-driven boats and ships. When detonated, the mines explode, covering the boat with seaweed and stinkfish, entangling the propeller and unleashing a foul stench.

Tangle mines detonate when struck by a creature or object of size Huge or larger. When detonated, a tangle mine deals 4d6 fire damage to all creatures and objects within a 10 foot radius. Additionally, any propeller-driven ship that strikes a tangle mine has its movement rate reduced by half. If the ship strikes multiple tangle mines, the movement reductions stack. Any ship that has its movement rate reduced to less than 5 feet by tangle mines is rendered immobile. Creatures struck by a tangle mine must make a DC 15 Reflex save or be entangled.

In addition to their immobilizing properties, the overpowering stench of a tangle mine also affects the sailors of the vessel. All creatures within a 50 foot radius of the tangle mine must make a DC 15 Fortitude save or be sickened. Additionally, all creatures within the radius must make a DC 15 Will save or be compelled to move away from the tangle mine as quickly as possible, even abandoning the ship if necessary to escape the smell. If a creature successfully saves against either of these effects, it is immune to that specific effect for 24 hours, even if it is the result of a different tangle mine detonation.

Tangle mines can be crafted with a DC 25 Craft (alchemy) or Craft (trapmaking) check.

Price: 50 gp, Weight: 10 lb

Chapter 6 - Prestige Classes

Dai Li Agent

The Dai Li are the cultural enforcers of Ba Sing Se. They are under the direct command of Long Feng, the culture minister, and function as a sort of secret police; arresting and re-educating anyone who breaks regulations concerning mention of the war. In addition to distinct uniforms, they are notable for sporting stone gloves and shoes, which can be used to great effect as weapons through Earthbending.

Though they serve the Earth King, they are loyal only to Long Feng. However, after the events of the coup d'état led against the Earth Kingdom capitol, they have pledged loyalty to Azula. It is the Dai Li who are responsible for tearing down Ba Sing Se's walls to allow the entrance of the Fire Nation army invasion force and the eventual firm occupation of the capital city.

The Dai Li was actually created several centuries ago by Avatar Kyoshi to preserve the cultural heritage of Ba Sing Se, in response to a peasant uprising against the government and forty sixth Earth King. She currently regrets having created the Dai Li, as she had no idea how corrupt they would become at the time.

Hit Die: d6

Requirements
To qualify to become a Dai Li Agent, a character must fulfill all of the following criteria.
Skills: Earthbending 10 ranks, Hide 2 Ranks, Intimidate 8 ranks, Move Silently 2 ranks.
Seeds: Must know the Immobilize earthbending seed.

Class Skills – Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Earthbending (Wis), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Bending) (Int), Knowledge (Local) (Int), Knowledge (Nobility and Royalty) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Int), Slight of Hand (Dex), Spot (Wis), Tumble (Dex).

Skill Points at Each Additional Level – 6 + Int Modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Seeds Known
1st	+0	+0	+2	+2	Earthbender, Grasp of the Dai Li, Sneak Attack +1d6	0
2nd	+1	+0	+3	+3	Trapfinding, Evasion	1
3rd	+2	+1	+3	+3	Dai Li Authority, Obscure Passage	1
4th	+3	+1	+4	+4	Break Away +4, Sneak Attack +2d6,	2
5th	+3	+1	+4	+4	Teamwork Infiltration +2	2
6th	+4	+2	+5	+5	Defensive Roll 1/day	3
7th	+5	+2	+5	+5	Sneak Attack +3d6	3
8th	+6/+1	+2	+6	+6	Teamwork Infiltration +4	3
9th	+6/+1	+3	+6	+6	Defensive Roll 2/day	4
10th	+7/+2	+3	+7	+7	Improved Evasion, Sneak Attack +4d6	4

Class features

Weapon and Armor Proficiency - Dai Li Agents gain no additional weapon or armor proficiencies.

Earthbender: The Earthbender class feature for Climbing increases with the Dai Li Agent's class level as if they were Earthbender levels. The Dai Li Agent selects his seeds from traditional Earthbending seeds.

Grasp of the Dai Li: This technique of earthbending is a secret one dating back to the formation of the Dai Li by

Avatar Kyoshi. By coating their fists and forearms with a thin layer of stone to use their earthbending, they minimize property damage and always have stone at hand, literally.

Flying Fist - By hardening the earth on his hands, the Dai Li may project it via his Earth Blast ability at a target in the shape of his fist to cause grievous amounts of harm using the minimum amount of material. The precision of this attack is almost surgical, allowing the Dai Li to add his sneak attack damage to this ability. Using Flying Fist increases the earthbending check on the use of Earth Blast by +10.

Hand Cuff - By firing a flurry of stony hands, the Dai Li may use the Immobilize seed and use chains of stony hands to render someone immobilized (as per the terms of the Immobilize seed) but still be able to be moved by the Dai Li by simply moving them (with their own might or through earthbending). This increases the earthbending DC by +5 to use Immobilize in this way.

Sneak Attack: The Dai Li Agent gains the Sneak Attack class feature as a rogue of the same level. If the Dai Li Agent possesses another class that grants the Sneak Attack class feature, then those levels stack with his levels in Dai Li Agent.

Evasion (Ex:) At 2nd level and higher, a Dai Li can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Dai Li is wearing light armor or no armor. A helpless Dai Li Agent does not gain the benefit of evasion.

Trapfinding: A Dai Li Agent can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. A Dai Li who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Dai Li Authority: As the secret police of the Earth Kingdom, they are known of only through rumor and myth. The Dai Li have the cultural authority to arrest, question, detain, or capture any member of the Earth Kingdom. They also have the right to set warrants and bounties pending approval from their higher ranking officers, should their quarry escape them.

Obscure Passage(Ex): Beginning at 3rd level, a Dai Li Agent is extraordinarily hard to be tracked along surfaces of earthly material (stone, sand, dirt, etc; any material that the Dai Li Agent can bend). The Dai Li Agent adds twice his Dai Li Agent level to the difficulty of the tracking roll.

Break Away (Ex): As skilled as he is, a Dai Li Agent knows the sensibility of falling back from an unwinnable fight. Starting at 4th level, he gains a +4 dodge bonus to Armor Class in any round during which he makes a withdrawal from combat action.

Teamwork Infiltration (Ex): Starting at 5th level, a Dai Li Agent can study a small area (typically up to 10 square feet, such as a doorway or guard post) in order to prepare for infiltrating that area. If the Dai Li Agent spends 1 hour studying the area from a distance of no more than 60 feet, he gains a +2 competence bonus on Balance, Climb, Disable Device, Hide, Move Silently, Open Lock, Search, and Tumble checks attempted in that area for the next 24 hours. All allies within 30 feet of the Dai Li Agent gain the same bonus in that area (The allies need not be present while the Dai Li Agent studies the area.) At 8th level, this bonus improves to +4.

Defensive Roll (Ex): At 6th level, the Dai Li Agent can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the Dai Li Agent can attempt to roll with the damage. To use this ability, the Dai Li Agent must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the Dai Li Agent's evasion ability does not apply to the defensive roll. The Dai Li Agent gains another use of this ability at 9th level.

Improved Evasion (Ex): The Dai Li gains improved evasion as the Rogue special ability.

Disciple of Healing Waters

Among the water tribes, some exceptional waterbenders have been known to manifest the cooling power of water in a profound and benevolent application of the element. Waterbenders that develop this talent find that the lifeblood of living creatures is in actuality a system of thousands upon thousands of flowing rivers and streams, all interconnected with the body's streams of chi, so that proper understanding of both can apply the body's energy to heal itself with the flowing of healing waters throughout both systems.

Disciples of Healing Waters are generally kind-hearted and fairly powerful waterbenders that have had training in the human body to understand its flow of energy as well as blood. While disciples continue to practice several aspects of the general waterbending art, they are prone to eschewing combat in favor of healing; and try their hardest not to harm opponents past what is absolutely necessary.

Hit Die - d6

Requirements
To qualify to become a disciple of healing waters, a character must fulfill all of the following criteria.
Skills: Waterbending 11 ranks, Heal 8 ranks.
Seeds: Must know the Healing Waters waterbending seed.

Class Skills
Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Bending) (Int), Knowledge (History) (Int), Knowledge (Religion) (Int), Listen (Wis), Perform (Cha) Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex) Waterbending (Wis)

Skill points at each level: 4 + Int Modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Seeds Known
1st	+0	+0	+2	+2	Sense the lifestream, *Greater Healing Waters*	0
2nd	+1	+0	+3	+3	Direct the flow	1
3rd	+1	+1	+3	+3	Innate Understanding	2
4th	+2	+1	+4	+4	Revitalizing Pool	3
5th	+2	+2	+4	+4	Reutrn to the Lifestream	4

Class features

All of the following are class features of the Disciple of Healing Waters prestige class.
Weapon and Armor Proficiency - Disciples of healing waters gain no additional weapon or armor proficiencies.
Greater Healing Waters – The first concept that a disciple of healing waters learns is the greater application of the healing arts' foundations. She learns to a much greater extent the body's natural flow and how better to apply her bending to repair damage done to it without exhausting herself. Disciples of healing water can use the Healing Waters seed a number of times per day equal to her waterbender level plus her disciple level before Waterbending DCs begin to increase in each attempt. The disciple also gains a bonus equal to her waterbender levels plus her disciple levels in each application of the seed, rather than half her class levels, as normal.

Sense the Lifestream – By touching a willing or helpless living creature and sensing how the body devotes chi and nutrients to certain areas of the body, a disciple of healing waters can assess the physical and spiritual health of the creature. The disciple must focus on feeling the creature's lifestream for a full round to feel its pathways before learning what ails it. After this first round of focus, the disciple learns of any minor wounds and conditions the creature possesses (Current and total possible vitality points, states of fatigue and exhaustion). After the second round of focusing on this creature, the disciple learns of the number and severity of a creature's more serious wounds (Current wound points as well as total possible). On subsequent rounds, the disciple of healing waters can decide to search the body's systems for any one of the following ailments, each requiring a full-round action of

concentration to assess.
- Pathogens (disease, viruses, infection, etc.)
- Toxic substances (poisons, if still active)
- Damage to specific body parts (caltrop wounds, broken bones, burned skin, damaged organs)
- Physical debilitation (Strength, Dexterity, or Constitution damage)
- Mental enfeeblement (Intelligence, Wisdom, or Charisma damage)
- Permanent damage (Ability drain)
- Spiritual infirmity (Strong negative emotion, absence of the creature's spirit, possession)

Direct the flow — Disciples of healing waters quickly learn that the basics of healing learned by general waterbenders is child's play compared to the full potential of water's restoring touch. Disciples learn that they can use their own flow of chi to help lead a creature's body to the proper way to heal itself by infusing a small stream of water with her own spiritual energy. A disciple of healing waters can restore a number of hit points in this way equal to her Wisdom modifier multiplied by her combined Waterbender and Disciple of Healing Waters levels each day. The disciple rolls a Waterbending check, and she can heal a number of hit points per round equal to the result of the check. A disciple of healing waters requires eight hours of uninterrupted rest to recover her 'pool' of healing.

Innate Understanding -- The disciple of healing waters has gained a thorough enough understanding of the body systems of living creatures that she no longer needs to take a full-round to focus on the target of her seeds and class abilities, but may take the time anyway to gn a +5 to her Waterbending check for the purposes of using them.

Revitalizing pool -- By spending one use of her Healing Waters seed, the disciple may imbue the water around her with her healing touch. She must first be in contact with a body of water, and then she may create a five-foot radius through which her power is released. The disciple may use any appropriate seeds or class abilities (*Greater Healing Waters* and Direct the Flow, for example) on anyone within this radius without having to be directly in contact with them, as long as they are touching the same body of water as the disciple. This radius lasts for one round for every five points of the Waterbending check per use, and it may be increased by 5 feet for every 5 points by which the Waterbending check beats the DC.

Return to the Lifestream
Base DC: 35
The disciple of healing waters has learned to heal even those that have shuffled off the mortal coil. In order to do so, she must take a full-round action to heal whatever wounds or afflictions killed the target of this ability, jump-start his vitals, and restore his flow of chi. If the Waterbending check is successful, the target is brought back to life at -1 hit points and stable, and if the target was killed by massive damage, he will always bear the wound that slew him. The DC for this ability increases by +2 for every round after the target's death that the healing is attempted.

Seed List

Somatic Recuperation
Base DC: Varies
While dangerous wounds do not disappear immediately; with proper care they can be taken care of overnight.
- **Ability Damage (Base DC 20):** If a disciple of healing waters is providing long-term care of a patient, she can use the healing power of her element to aid the recovery process. Upon a successful Heal check to provide long-term care to patients, a disciple can double the rate at which hit points and physical ability damage are recovered (remember that a doubled double is a triple; so 3 points of ability damage recovered for 8 hours of rest, or 6 for a full 24 hours). For every patient over the first that the disciple wishes to treat this way, the Waterbending check increases by +5.
- **Ability Drain (Base DC 35):** Even the deepest of wounds can recover if treated by an experienced healer for a proper amount of time. In order to heal otherwise permanent damage to a creature, a disciple must make the bending check in order to apply her skill to its wound once a day for one full cycle of the moon (one month, or approximately 30 days) for each point of ability drain she wishes to heal. Any day missed in this period does not ruin the healing, but each day missed adds another two days of application to the process before the damage is healed, and a disciple cannot use this function of the seed more than once per day on any one creature.

Mental Recuperation
Base DC: Varies
The soothing coolness of water can even repair the anxiety and injuries of the mind.
• **Ability Damage (Base DC 20):** If a disciple of healing waters is providing long-term care of a patient, she can use the healing power of her element to aid the recovery process. Upon a successful Heal check to provide long-term care to patients, a disciple can double the rate at mental ability damage is recovered (remember that a doubled double is a triple; so 3 points of ability damage recovered for 8 hours of rest, or 6 for a full 24 hours). For every patient over the first that the disciple wishes to treat this way, the Waterbending check increases by +5.
• **Ability Drain (Base DC 35):** A disciple of healing waters can heal the mental scars and loss of memory by constant application of a her element's power to the creature's head. In order to heal otherwise permanent damage to a creature, a disciple must make the Waterbending check in order to apply her skill to wound for one full cycle of the moon (one month, or approximately 30 days) while the target is resting. In order for a creature to heal the damage through this, it must get a full 8 hours' rest every day for this month. Any day in which any of these conditions is not filled adds an additional two days to the time necessary before the damage is healed.
• **Special (Base DC Varies):** A waterbender also gains the ability to heal mental afflictions and states of mind not directly related to damage, such as amnesia and specific mental disorders. These situations are very case-specific, and thus can't be generalized upon here.

Panacea
Base DC: Varies
The cleansing power of water can be used to flush away even the most dangerous of diseases.
• **Cure (Base DC varies):** By expending one of her daily uses of *Healing Waters*, a disciple may attempt to cure a disease within an afflicted creature that is willing to be healed. In order to do so, she must first have identified the disease afflicting the person through *Sense the Lifestream* or through another method (being told by a doctor beforehand, for example). She then makes a Waterbending check as a full-round action (throughout which the disciple must be in constant contact with the patient) opposed by double the disease's Fortitude save DC to cure it. If the check is successful, the target of this seed must take at least a full 8 hours of uninterrupted rest while the body finished disposing of the infection; and at the end of this period the disease is cured.
• **Bolster (Base DC 5):** By expending one of her daily uses of *Healing Waters*, a disciple may reinforce a person's immune system against disease. By focusing for a full round on a creature's body systems while maintaining contact, the disciple of healing waters can prepare the immune system for future assaults against it. Any creature targeted by this form gets a bonus to any Fortitude saves against disease equal to half the disciple's Waterbending check (rounded down). This bonus lasts for one day for every 5 points of the Waterbending check.

Major Wounds
Base DC: 40
• A difficult technique that few but true healers ever learn to do properly, the healing power of water can extend far beyond those of the body alone. By creating an icy mold of a creature's lost limb attached to where the body part should be and filling it with water, a waterbender stimulates the body to grow the detached limb again. This process takes a week, at which point the ice cracks to reveal a new and functional limb proportional to the rest of the body. This seed only functions on external body parts and cannot be used to grow internal organs or limbs the creature never had.

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