

NAME _____

LOOK _____

Human (Avatar): Wan, Aang, Roku, Kyoshi, Kuruk, Yangchen, Korra

Wild Eyes, Sharp Eyes, Animal Eyes
Hooded Head, Shape-Up Hair, Bald
Light Leather Armor, Avatar Clothes, Casual Clothes
Kid Figure, Flexible Body, Skinny Body
Symbolic Tattoos, Clean Skin, Rugged Skin

ASSIGN THESE SCORES TO YOUR STATS: 16(+2), 15(+1), 13(+1), 12(+0), 9(+0), 8(-1)

STRENGTH WEAK -1 STR

DEXTERITY SHAKY -1 DEX

CONSTITUTION SICK -1 CON

INTELLIGENCE STUNNED -1 INT

WISDOM CONFUSE -1 WIS

CHARISMA SCARRED -1 CHA

DAMAGE



ARMOR



HP



YOUR MAX HP IS
4 + CONSTITUTION

ALIGNMENT

- LAWFUL**
You use your power for the maintenance of peace.
- GOOD**
Use your bending to protect yourself and others.
- CHAOTIC**
Carelessly bend the elements for your amusement.

RACE

You are Human. You are The Avatar.

- AVATAR**
When this character reaches level 10, it must retire. Only when all other characters retire or take on an apprentice, may The Avatar be recreated in the following cycle of the current campaign.

BONDS

Fill in the names of one of your companions in at least one:

I have assembled my "Team Avatar." Our goal is to _____

The team members consist of _____

These people will help me teach me their art of bending.

Avatar State Protection

When these people fall below 1/4 HP. You automatically enter Avatar State (Combat). Must list one person now. And list another at levels 3, 5, 7, and 9.

STARTING MOVES

ORIGIN

Choose your starting element.

- Earth (+1 to all attack rolls involving CON)
- Fire (+1 to all attack rolls involving STR)
- Air (+1 to all attack rolls involving DEX)
- Water (+1 to all attack rolls involving WIS)

AVATAR STATE (COMBAT)

You give control of your character to the DM while in this state. The DM is has an unlimited selection of moves to use from all of the bending elements advanced moves. You take the risk of potential death of your character. Cannot use if above 1/4 your maximum health.

If you character dies in the Avatar State, The Avatar cannot be recreated for the rest of the campaign.

AVATAR STATE (SPIRITUAL)

When you spend uninterrupted time in quiet contemplation. Roll + WIS, on a 10+, you may come in contact with a past Avatar of your choice and ask 3 questions. On a 7-9, the DM will assign an Avatar you can communicate with. You may ask that Avatar 1 question. On a miss, you fail to enter the Avatar state for that day.

MASTER OF THE ELEMENTS

When you come across a person who is capable of teaching you a bending art that is next in line for you to learn in the cycle. If you take at least an entirety of three days to learn that element, you automatically advance to that level at the minimum XP requirement. Gain moves accordingly.



GEAR

Your load is 7+STR. You have Dungeon Rations (5 Uses, 1 Weight).

Choose your clothing.

- Leather Armor (1 Armor, 1 Weight)
- Ostantious Clothing (0 Weight)

Choose an Implement. All are 0 weight.

- A family heirloom of your choice.
- Avatar relics from your childhood.
- Pendant of all the national elemental symbols.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

Ice Berg Spike

Roll + WIS, on a 10+ hold 3, on a 7-9 hold 2, on a miss hold 1. You create 3 ice spikes, with the water you are bending. You may spend a hold and use VOLLEY, to attack with one spike. On a hit, deal 1d10 damage.

Ice Disc

Roll + CON, on a 10+ hold 3, on a 7-9 hold 2, on a miss hold 1. You can spend a hold to create an ice berg from below an opponents feet. The opponent is now frozen at the feet and cannot move. They are also weak. If they resist the ice, spend a hold to maintain the ice berg.

Fire Lashes

You create a dense stream fire from your fingertips. Roll + STR, on a 10+, you engulf your enemy in flames from above, deal 2d6 damage. On a 7-9, deal your damage. On a miss, you take 1d4 damage.

Fire Blast

You send a gust of embers from your palms. Roll + STR, all enemies in front of you take 1d4 damage. On a 7-9, up to two enemies are hit. On a miss, you take 1d4 damage.

Air Suction

Roll + DEX, on a 10+, a gust of wind is sent from behind facing enemies in a success to pull as many people possible towards you. On a 7-9, only one enemy is pulled closer

Air Punch

Roll + STR, on a 10+, the punch/kick is delivered and the enemy is pushed back and dealt damage. On a 7-9, the punch/kicked is delivered, however, both, you and the enemy, are pushed back and each take separate damage.

Earth Launch

You lift an object of certain mass. The DM will tell you if you are capable of lifting the object. Roll + CON, on a 10+, you launch the object towards an enemy and deal damage. On a 7-9, the object hits and deals damage, though is now bits of debris.

Remote Earthbending

You are able to bend earth while lifted off the ground.

When you gain a level from 6-10, choose from these moves or the level 2-5

Mini Tornado

Roll+ DEX, when used for attack, the tornado send the enemy flying 10-feet into the air. On a 7-9, both you and the enemy fly into the air.

Air Vortex

Roll + STR, on a 10+, a spherical vortex of air surrounds an enemy and prevents movement and attacks, as long as you concentrate on the bending. On a 7-9, the enemy is pushed back and loses balance

Water Pin Wheel

Roll + WIS, on a 10+, you create a horizontal wheel of rotating water around you, with the water you are bending. On a 7-9, you create a semi-circle of rotating water around you. An enemy that runs into this water is dealt 1d12 of damage.

Water Vortex

Roll + DEX, on a 10+, you create a huge vortex of water at you feet that you can go as high up into the air as you like. On a 7-9, you may only go as high as the DM allows you. You may use this from below an ally or enemy's feet. You or the person, must be standing, or in, a body of water to perform this.

Fire Pinwheel

A spinning wheel of fire is created with your fingertips and palms. Roll + STR, on a 10+, deal 12 damage to a selected target. On a 7-9, deal 8 damage to selected target. On a miss, deal your damage to the selected target and take 1d4 damage.

Fire Lash Barrage

You create two dense streams of fire from your fingertips. Roll + STR, on a 10+ you engulf your enemy in flames from above, deal 4d6 damage. On a 7-9, deal 2d6 damage. On a miss, you deal your damage and take 1d4 damage.

Earth Wave

Used for short traveling distances or maneuvers around a battlefield. Roll + CON, on a 10+, you quickly create a 10-foot wave of earth to ride on. While riding, you cannot make any moves. On a 7-9, you create the wave only for the use of attack. You are able to collapse the wave onto a single target for 1d12 damage.

Earth Bomb

You send a boulder 10-feet into air and back down to collide with force. Roll + CON, on a 10+, the impact sends all adjacent people flying back and makes them shaky. You deal 1d8 to everyone affected by the collision. On a 7-9, deal 1d4 instead

ORIGIN MOVE

Must pick corresponding move to your Origin. You gain this move at level 1.

Fire Whip

FIRE

You create a stream of fire from your fists. Roll + STR, on a 10+, you hit an enemy and deal 2d6 damage. On a 7-9, you only deal your damage. On a miss, you take 1d4 damage.

Water Whip

WATER

Roll + WIS, on a 10+ hold 3, on a 7-9 hold 2, on a miss hold 1. With the water you are bending, you may use a hold to attack with a whip of streaming water, and deal damage. You can spend 2 holds to attack with a sharpened whip of water, to deal 2d6 damage.

Earth Blast

EARTH

You project a force onto the surface of the earth that is sent straight towards your opponents feet. Roll + CON, on a 10+, the blast hits and the target is dealt damage with an additional 1d4. On a 7-9, the target is dealt damage.

Air Blast

AIR

Roll + STR, on a 10+, you deliver a direct damaging hit. On a 7-9, the damage is dealt, however, you are knocked back into a dangerous position.

FIRST LEVEL MOVES

Pick an ability in the order starting from your element: Water, Earth, Fire, Air.

Fire Bullets

FIRE

You create five miniature fire bullets on your fingertips. You can use them at any time. You are required to roll VOLLEY to propel the projectiles. They deal 1d6 each hit.

Water Bullets

WATER

Roll + WIS, on a 10+ hold 3, on a 7-9 hold 2, on a miss hold 1. You may spend a hold, to use the water you are bending, to hit an enemy and deal damage, using b[2d6].

Earth Wall

EARTH

Roll + CON, on a 10+ you create a wall from below the earth onto the surface. It is able to block large projectiles. At any time, you can interrupt a turn to send the wall on a collision course to deal 1d8 damage, however, the target can be able to dodge if the attack is spotted. On a 7-9, the wall is created, but you must wait a turn to send the wall in for an attack.

Air Shield

AIR

Roll + STR, on a 10+, the block is successful and you can make a free HACK AND SLASH as a response without affecting your next turn. On a 7-9, the block is successful.

THIRD LEVEL MOVES

Pick the ability next in the cycle.

Fire Ball

FIRE

You create a spherical ball of flames. End your turn. On your next turn, as a free action, you can move the ball into collision of an enemy. Roll + STR, on a 10+, you hit the enemy and deal your damage. On a 7-9, you hit the enemy, but it requires the use of your legs or fists. You cannot use Lightning Generation on this move.

Water Jet

WATER

Roll + STR, on a 10+ hold 3, on a 7-9 hold 2, on a miss hold 1. You can spend a hold to use the water you are bending to knock back an enemy.

Earth Smash

EARTH

Roll + CON, on a 10+, you are able to break a large rock, even if it is being projected towards you. On a 7-9, you smash the rock, though take 1d6 damage.

Air Bomb

AIR

Roll + DEX, on a 10+, a gust of air propels from all directions around you. All enemies hit take 1d4 and are pushed back. On a 7-9, the air is propelled in only a forward direction and only pushes aside everyone in the blast.

FIFTH LEVEL MOVES

Pick the ability next in the cycle.

Fire-Jab

FIRE

You create a glove of fire from your palms. Roll + STR, you find an enemy's weak spot and jab, on a 10+, you deal 8 damage. On a 7-9, you deal 8 damage, but take 1d4. On a miss, you deal 1d4 damage to yourself.

Water Healing

WATER

You have the ability to heal injuries by redirecting energy paths, or chi, throughout the body, using water as a catalyst. Roll + WIS, on a 10+, the wound or sickness is healed and that person gains 10 HP. On a 7-9, that person is healed 10 HP and gains weak, shaky, sick, stunned, confuse, scarred. On a miss, the person is hurt even more, deal damage. You must be out of combat to perform this move.

Earthquake

EARTH

Roll + CON, on a 10+, a small sized earthquake surrounds your impact of fists or feet on the ground, dealing 1d4 to everyone adjacent to you and making them shaky. On a 7-9, 1d4 is dealt to all adjacent enemies.

Air Ball

AIR

Roll + DEX, on a 10+, you create a controllable air ball that can be utilized as pleased. On a 7-9, you create a mishandled air ball that can be used one time, for levitating objects or tripping opponents.

降 AVATAR MOVES

SEVENTH LEVEL MOVES

Choose the remaining ability of the cycle.

Fire Daggers

FIRE

You create a stream of fire through your fingertips. Roll + STR, on a 10+, a direct hit is successful and deals 1d8 damage. On a 7-9, you roll your damage. On a miss, you take 1d4 damage.

Water Knife

WATER

Roll + WIS, on a 10+ hold 3, on a 7-9 hold 2, on a miss hold 1. You create an extremely sharp knife edge, with the water you are bending. It may cut through metal, wood, or stone, by spending a hold. You may need to spend multiple holds depending on the objects size.

Earth Gauntlet

EARTH

Roll + CON, on a 10+, you mold a gauntlet of rock around one of your arms. You use it to block small projectiles. When you successfully land a HACK AND SLASH with the gauntlet, deal 1d8 damage. On a 7-9, you can only use the gauntlet to block one attack. When you hit or are hit, with the gauntlet equipped, the gauntlet turns to debris.

Air Swipe

AIR

Roll + STR, on a 10+, a crescent of air is projected at enemy or projectile and successfully hits for a damaging 1d10, or deflects object and destroys it. On a 7-9, the enemy is hit and you are knocked back into harms way, or projectile is hit and you are knocked back into harms way.

NINTH LEVEL TECHNIQUES

You have mastered all four elements. Select a special bending type

Energy Bending

AVATAR

You cannot have CHAOTIC as your alignment. You can feel and manipulate the good and bad energies that flow through every living thing, both physical and spiritual. You gain the following:

- Can see people's alignment.
- Roll + INT, on a 10+, healed to 1/2 HP. On a 7-9, 1/3 HP. You may only heal that person once every two turns.
- When opponent is at your mercy, you may seal their bending permanently.

Metal Bending

EARTH

Using your Seismic Sense, you are able to bend the small processed earth substances from within metal. You can substitute metal, when available, in using moves that require earth substances. When you do so, double the damage of that move. Seismic Sense allows the following:

- See in a surrounding field of view.
- Can tell when people lie based on heartbeat
- Identify people by the way they walk.

Lightning Generation

FIRE

Must have the CHAOTIC alignment. You have the ability to substitute the use of fire in moves, for the use of lightning. When you do, add 1d8 damage on all hits. On a miss, add 1d8 damage, on the moves with repercussion damage

Plant Bending

WATER

You are able to WATER BEND from within plants as a water source. Active plants like vines and fly-traps can be manipulated as well. When you extract water from a plant, it dies. If you are in your origin of the swamps, or in an area of high plantlife, like a forest, you can roll + WIS, on a 10+, you bend the plants around your body, and take form of a super natural creature of your choice. You gain all the abilities listed. On a 7-9, you take form, however, only gain one ability of your choice. You cannot use bending moves in this form. When you take damage, the form is broken.

- Pick up to 2 object or people simultaneously, and make them weak.
- Freely use Water Whip.

Blood Bend

WATER

Must have the CHAOTIC alignment. Can only be used on a Full Moon. Ask your DM when the next Full Moon is. Roll + WIS, on a 10+, hold 5, on a 7-9, hold 3, on a miss hold 1. You can control a person's body by spending a hold. Allowing you to control their limbs. For every action you make with their body, counts as one hold.

MASTER AVATAR

You gain this move at the ninth level.

Multibend

AVATAR

You are master of all four elements. You are able to use one move of each element on the same turn of combat.