

NAME

Human (Average): Toph, Bumi, Haru, Tyro, Yu, Fong, Gow
 Human (Desert): Wong, Sha-Mo, Ghashiu

LOOK

Brown Eyes, Foggy Eyes, Animal Eyes
 Short Hair, Long Hair, Pony Tail
 Light Leather Armor, Desert Clothing, Casual Clothes
 Kid Figure, Muscular Body, Rough Body
 Tan Skin, Dark 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
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DAMAGE



ARMOR



HP



YOUR MAX HP IS
6 + CONSTITUTION

ALIGNMENT

- GOOD
Use your bending to protect yourself and others.
- NEUTRAL
Use your bending to prevent conflict.
- EVIL
Use earthbending to strike fear in others and cause conflict.

RACE

You are Human. Choose what type of Human you are.

- AVERAGE
You are learning the art of earthbending at a fast rate. For every XP you mark, mark one more.
- BLIND
You must be on the ground to function properly. You gain Metal Bending as your starting move.
- DESERT
Your origin is from desert lands. You gain Sand Bending as your starting move.

BONDS

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

Earth is the element of substance, making earthbenders and their people diverse, strong, persistent, and enduring. This is much like _____.

In attempt to master the Earth bending art, _____ will be greatly necessary in helping me achieve this.

The key to earthbending is utilizing neutral jing, which involves waiting and listening for the right moment to strike. _____ is patient like this.

To help me mature in my art, _____ will guide me to success.

Earthbenders are very enduring. _____ is very enduring as well.

I agree with the beliefs of _____, even though they contradict earth bending.

STARTING MOVES

EARTH MANIPULATION

You are able to shape any materials of earth-based substances. If you have Metal Bending, this applies to metal materials as well.

EARTH LAUNCH (CON)

Roll + CON, on a 10+, you are buried into the ground and can move quickly. You may launch yourself up to 10-feet into the air when reappearing. On a 7-9, you are buried from below, however, your movements can be seen from above the surface. You cannot make any moves from below the surface. You do not need to roll for this move when out of combat.

EARTH LEVITATION (CON)

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.

STRONG AND ENDURING (CON/STR)

At level 1, choose one effect. At level 6, gain the other.

- Add +1 to all rolls involving CON.
- Add +1 to all rolls involving STR.

This is for Human (Blind) only.

METAL BENDING

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.
- The DM, or player, must tell you when they are lying. Through the person's heartbeat.
- Identify people by the way they walk.

This is for Human (Desert) only.

SAND BENDING

Since sand is the most delicate substance of earth, it is easy for you to bend. Roll + DEX, on a 10+, hold 5. On a 7-9, hold 3. On a miss, hold 1. You may use "Sand" moves for up to as many holds you have that turn.

GEAR

Your load is 9+STR. You have Dungeon Rations (5 Uses, 1 Weight).

You start with a 22 Gold or Sand Pouch.

- 22 Gold
- Sand Pouch (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.
- Wooden necklace with your Earth Kingdom insignia.
- Pendant of the national Earthbending insignia.

ADVANCED MOVES

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

Earth Gauntlet

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.

Earth Sinking

Roll + CON, on a 10+, you are able to sink a targeted person into the ground half way. On your next turn, you are able to fully bury them. In the following turn, they suffocate to death. On a 7-9, only their feet will sink, and they are stuck in place for one turn.

Earth Smash

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.

Earth Wall

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.

Earthquake

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.

Quick Sand

Roll + STR, on a 10+, you create a surface of earth into quicksand, all people within the sand are stuck in place and become shaky. On a 7-9, they are only stuck in place. They are able to climb out, on their next turn, if you choose to not re-roll QUICK SAND.

Sand Spout

Roll + STR, on a 10+, you create a gust of sand in the air that can be used to blind up to five enemies. On a 7-9, only one enemy is blinded.

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

Remote Earthbending

Cannot be used with Human (Blind). You are able to bend earth while lifted off the ground.

Earth Armor

Replaces: Earth Gauntlet

Roll + CON, you bring together a combination of rocks, pebbles, or crystals around you in mold of fitting your body. On a 10+, you gain the following effects. On a 7-9, you gain only one effect of your choice. On a miss, you are encased in the substances and only gain 3 armor. If you use Metal Bending, all effects are doubled. The armor is broken when you take damage.

- 6(12) Armor
- 1d10(2d20) Damage
- Block any attack one(two) time(s)

Earth Bomb

Replaces: Earthquake

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.

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.

Sand Compact

Roll + STR, on a 10+, you create three large sand boulders. On a 7-9, two sand boulders are created. On a miss, only one sand boulder is created. You can send the boulders as a projectile using volley at any time you like in the quickness of combat. You must use VOLLEY to attack with them. On a hit, the boulders deal b[3d12].

Sand Dome

You create a huge dome of sand-gust around you and adjacent people or around targeted enemies. Roll + STR, on a 10+, you create a dome that deals 1d12 damage when contacted. On a 7-9, you create a dome that deals 1d10 on contact. On a miss, you create a dome that deals 1d8 on contact.

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Sand Whip

You begin to bend sand in the shape of a whip. Roll + STR, on a 10+, hold 5, on a 7-9, hold 3, on a miss, hold 2. You can spend a hold to deal 1d12 damage to an enemy.