

NAME \_\_\_\_\_

LOOK \_\_\_\_\_

Human (Sun Warrior): Ham Ghao, Ran, Shaw  
Human (Military): Raiko, Kuei, Yu Dao, Yakone  
Human (Royalty): Zuko, Ozai, Azuela, Iroh, Ty Lee, Piando, Shoji, On Ji

Scarred Eye, Red Eyes, Wild Eyes  
Jet Black Hair, Pony Tail, Gray Hair  
Light Leather Armor, Military Clothing, Royal Clothes  
Kid Figure, Muscular Body, Aged Body  
Pale Skin, Tan Skin, Burnt 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  
6 + CONSTITUTION

## ALIGNMENT

- GOOD  
Use your bending to protect yourself and others.
- CHAOTIC  
Carelessly use firebending to benefit yourself.
- EVIL  
Use firebending to strike fear in others and cause conflict.

## RACE

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

- SUN WARRIOR  
Your origin is from a secret firebending tribe. You gain The Dancing Dragon as your starting move.
- MILITARY  
You must choose the CHAOTIC alignment. You abide all orders of Fire Nation royalty. You are eligible for advanced moves requiring military status.
- ROYALTY  
You must choose the EVIL alignment. You are a descendant of Fire Nation royalty. You gain Lightning Generation as your starting move.

## BONDS

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

Fire is the element of power, consisting of overpowering force tempered by the unflinching will to accomplish tasks and desires. \_\_\_\_\_ is persistent like this.

In attempt to master the Fire bending art, \_\_\_\_\_ will be greatly necessary in helping me achieve this.

Firebending is notable for its intense and aggressive attacking style and general lack of adequate defensive moves. \_\_\_\_\_ will teach me a more defensive way of this art.

Fire bending is fueled by rage, hatred, and anger. \_\_\_\_\_ fights like this as well.

I agree with the beliefs of \_\_\_\_\_, even though they contradict fire bending.

## STARTING MOVES

### FIRE STREAMS

You are able to spontaneously create fire. You can use up to four moves a turn. Only one move from each body part, can be used a turn.

- Fingertips
- Fists
- Palms
- Legs

### FIRE WHIP

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.

### FIRE BOMB

A short ranged attack of fire, created from your palms. Roll + STR, on a 10+, you throw a ball of fire, the size of your fists at up to two enemies and deal your damage. On a 7-9, only one enemy is hit. On a miss, you take 1d4 damage.

**This is for Human (Sun Warrior) only.**

### THE DANCING DRAGON (WIS)

You do not deal damage to yourself on missed attacks you attempt.

Whenever you are attacked in melee or range, you have the opportunity to evade the attack. Roll + WIS, on a 10+, you successfully deflect the incoming attack and deal your damage in return. On a 7-9, you are able to simply evade the attack.

**This is for Human (Royalty) only.**

### LIGHTNING GENERATION

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.



# FIREBENDER

LEVEL \_\_\_\_\_

XP \_\_\_\_\_

# GEAR

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

You start with a 22 Gold or a Long Sword.

- 22 Gold
- Long Sword (Close, +1 Damage, 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.
- Metal necklace with your Fire Kingdom insignia.
- Pendant of the national Firebending insignia.

## ADVANCED MOVES

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

### Fire Daggers (Fingertips)

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.

### Fire Lashes (Fingertips)

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-Jab (Palms)

You create a glove of fire from your palms. Roll + STR, you find an enemies 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.

### Fire Kick (Legs)

You kick a ball of fire from your legs. Roll + STR, on a 10+, the ball of fire hits up to two enemies, deal your damage. On a 7-9, a direct hit is made onto one enemy, deal your damage. On a miss, you take 1d4 damage.

### Fire Bullets (Fingertips)

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.

### Fire Blast (Palms)

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.

### Fire Ball (Legs & Fist)

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.

### Fire Comet (Fists)

Requires: Military

You launch a huge ball of fire from your fists. This can be launched at long range. Roll + STR, on a 10+, up to five enemies are hit, deal 1d12 damage. On a 7-9, deal your damage. On a miss, you take 1d4 damage.

### Fire Missiles (Fists)

Requires: Military

You launch a barrage of three missile fireballs from your fists. This can be propelled at far distances. Roll + STR, on a 10+, all three missiles hit for 1d8 damage. Up to three enemies can be hit with each missile. On a 7-9, only two missiles hit. On a miss, one missile hits and you take 1d4 damage.

### Fire Cannon (Palms)

Requires: Military

You hold above your head a ball of fire the size of a large boulder. It is being bended through your palms. Roll + STR, on a 10+, you hit a selected are and deal 1d12 damage to all enemies adjacent to the blast. On a 7-9, you deal 1d8 damage. On a miss, you deal your damage and take 1d4 damage.

### Fire Breath

Replaces: Fire Blast

You blow massive fire from your mouth. This can be the only move of your turn. Roll + STR, on a 10+, all enemies in front of you take 1d8 damage. On a 7-9, all enemies take 1d4 damage. On a miss, you take 1d4 damage.

### Fire Pinwheel (Fingertips & Palms)

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.

### Firelash Barrage (Fingertips)

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.

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

### Enraged Charged Attack (Fists, Fingertips, & Legs)

You create immense fire from your fists, fingertips, and legs. Your next attack is maxamized damage on hit. Skip your next turn to cooldown.