



降世神通

AVATAR

THE LAST AIRBENDER.

ELEMENTAL CLASSES FOR DUNGEONS AND DRAGONS
4TH EDITION



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Avatar: The Last Airbender, Elemental Classes for Dungeons and Dragons 4th Edition is a set of custom classes designed for the 4th edition rule set of Dungeons and Dragons. Made for use with the core books *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*, available from Wizards of the Coast. Avatar: The Last Airbender and all related characters and concepts are owned wholly by Nickelodeon and Viacom. No copyright infringement intended. This is just a very comprehensize fan work.

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AIRBENDER



“Stay as a leaf on the wind, passing the wind currents around you.”

CLASS TRAITS

Role: Controller. You bend the air itself, conjuring powerful currents and tornadoes to pacify and disable your opponents.

Source: Elemental. It is said that airbenders first learned their abilities from the sky bison who, despite their size, take into the air easily.

Key Abilities: Wisdom, Intelligence, Dexterity.

Armor Proficiencies: Cloth.

Weapon Proficiencies: Simple melee, simple ranged.

Implement: Ki focuses, weapons with which you're proficient

Defense Bonus: +1 Reflex, +1 Will.

Hit Points at 1st Level: 10 + Constitution score.

Hit Points for each Level gained: 4.

Healing Surges: 6 + Constitution Modifier.

Trained Skills: Religion (Int). Choose three more skills at 1st level.

Class Skills: Athletics (Str), Acrobatics (Dex), Diplomacy (Cha), History (Int), Insight (Wis), Nature (Wis), Perception (Wis), Religion (Int).

Build Options: Hurricane airbender, Zephyr airbender

Class Features: Evasive Currents, Monastic Training, Quick Step, Airbending

Airbending is a style of bending that relies on the air around them. You control currents and the winds, controlling them to blow your enemies away.

Air is the element of freedom. Benders in this art are often care-free and fun loving, not allowing things in life to keep them down. Free and able to go where they please -- that's an airbender, alright. Airbenders learn their art at mountain monasteries, leaving them with little attachment to worldly possessions and a strong desire to avoid violence. Many of them are pacifists, opting to use their power to stop a fight, rather than win it. Though that doesn't mean Airbending can't be deadly.”

Your power lies all around you; take it firmly and take to the skies.

CREATING AN AIRBENDER

Airbenders choose one of two paths when it comes to their fighting style.

HURRICANE AIRBENDER

Like a furious storm, you create rampaging bursts of air about the battlefield. Your power is frightening, appearing as a storm. You don't jive well with other airbenders, as your style is often seen as being uselessly and overtly violent. Wisdom is your primary attack stat, followed by Dexterity. Intelligence should be your third highest stat, to help you perform more precise Airbending maneuvers.

Suggested Feat: Harsh Gusts

Suggested Skills: Religion, Athletics, Acrobatics, Perception

Suggested At-Will Powers: Jet of Air, Wind Path

Suggested Encounter Power: Forceful Push

Suggested Daily Power: Flurry of Blows

ZEPHYR AIRBENDER

A gentle breeze, the cool gust of wind: you embody this. You push your enemies away with a calm demeanor, trying to end the fight in the most peaceful way possible. Make Wisdom your highest stat, as that is your attack stat. Make Intelligence your secondary stat to emphasize your calm tactics. Dexterity should be your tertiary stat as it will allow you to react quickly and violently, if necessary."

Suggested Feat: Guiding Winds

Suggested Skills: Religion, Nature, History, Insight

Suggested At-Will Powers: Air Funnel, Ravenous Gust

Suggested Encounter Power: Sphere of Air

Suggested Daily Power: Tornado Projection

CLASS FEATURES

EVASIVE CURRENTS

As an airbender, you are constantly projecting currents around your body, lifting you off into air and away from your enemies. As an immediate reaction, you may shift 1 square when an enemy misses you with a melee attack. Additionally, if you move at least two squares before the end of your turn, you gain a

bonus of +2 to AC until the end of your next turn.

MONASTIC TRAINING

Choose one style of airbending from below.

Zephyr: Once per round when you make a burst or blast attack, you may shift one ally within that burst or blast 1 square before the attack.

Hurricane: Once per round, you may add your Dexterity modifier damage to one creature you hit.

QUICK STEP

You've learned to run alongside the wind itself. Your base speed increases by 1. Additionally, to perform a running jump, you only need to move 1 square.

AIRBENDER POWERS

An airbender's powers are called techniques. They are powers learned at a monastery or some other spiritual establishment.

AIRBENDER OVERVIEW

Characteristics: Airbenders are a spiritual bunch, concerned with balance and freedom of one's soul. They are easy going, carefree and terribly optimistic. They place their spiritual enlightenment above everything else.

Religion: Above all other benders are the airbenders and their link to religion and spirituality. They use their bending powers as a gateway to unlocking their soul to what lies beyond this life.

Races: Deva make marvelous zephyr airbenders, for both their mental prowess and their perspective of the universe. Elves make great hurricane airbenders. Dwarves, halflings, and githzerai also make great airbenders.

Airbending Airbender Class Feature

Your studies of the wind and air around you allow you to move it and compress it into a nearly solid state.

At-Will ♦ Elemental

Minor Action Ranged 2

Effect: You may do any one of the following:

- ♦ Move a gust of wind from any location within range to any other location within range.
- ♦ Pull air into an area where there is none.
- ♦ Heat a gust of wind to hot, desertlike conditions or cool it into a Winter's breeze.
- ♦ Mold up to a square foot of your air within range into any shape until the end of your next turn.

Special: Nothing you create with this technique can deal damage, serve as a weapon or tool, or hinder another creature's action. This technique cannot duplicate the effect of any other power. (Of course, DM's discretion.)

LEVEL 1 AT-WILL TECHNIQUES

Air Funnel Airbender Attack 1

With a hop and an extension of your arms, you project a blast of harsh winds.

At-Will ♦ Elemental, Implement

Standard Action Close blast 3.

Target: Each creature in blast.

Attack: Wisdom vs. Fortitude.

Hit: 1d6 + Wisdom modifier damage and you push the target 1 square.

21st Level: 2d6 + Wisdom modifier damage.

Wind Path Airbender Attack 1

Gesturing forward, a wall of air conjures.

At-Will ♦ Elemental, Implement

Standard Action Ranged 10.

Target: One creature.

Attack: Wisdom vs. Reflex.

Hit: 1d6 + Wisdom modifier damage and the target is slowed until the end of your next turn. Targets adjacent to the target takes Wisdom modifier damage.

21st Level: 2d8 + Wisdom modifier damage.

Jet of Air Airbender Attack 1

Pulling back and pushing forward, you conjure a rush of air.

At-Will ♦ Elemental, Implement

Standard Action Line 3.

Target: Creatures in line.

Attack: Wisdom vs. Reflex.

Hit: 1d8 + Wisdom modifier damage and you push the target a number of squares equal to your Dexterity modifier.

21st Level: 2d8 + Wisdom modifier damage.

Ravenous Gust Airbender Attack 1

Bringing your hand down, a jet of air charges towards the enemy's chest.

At-Will ♦ Elemental, Implement

Standard Action Ranged 5.

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 1d6 + Wisdom modifier damage and the target is knocked prone.

21st Level: 2d6 + Wisdom modifier damage.

Wind Summon Airbender Attack 1

Visualizing the winds attached to your fingers, you manipulate it around some enemies.

At-Will ♦ Elemental, Implement

Standard Action Area burst 1 within 10.

Target: One creature.

Attack: Wisdom vs. Reflex.

Hit: Wisdom modifier damage and the target takes a -2 to their next attack roll.

21st Level: 1d6 + Wisdom modifier damage.

LEVEL 1 ENCOUNTER TECHNIQUES

Crushing Winds Airbender Attack 1

A cloud of crushing winds crashes down.

Encounter ♦ Elemental, Implement

Standard Action Area burst 1 within 10.

Target: Each creature in burst.

Attack: Wisdom vs. Fortitude.

Hit: 1d8 + Wisdom modifier damage and the target is knocked prone.

Forceful Push Airbender Attack 1

With a quick swipe, you push away a foe.

Encounter ♦ Elemental, Implement

Standard Action Range 10.

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 1d10 + Wisdom modifier damage and the target is pushed 1 square and knocked prone.

Hurricane: Push the target a number of squares equal to your Dexterity modifier.

Sphere of Air Airbender Attack 1

Crafting a ball of compressed winds, you smash it against a foe.

Encounter ♦ Elemental, Implement

Standard Action Range 5.

Target: One creature.

Attack: Wisdom vs. Reflex.

Hit: 2d6 + Wisdom modifier damage and enemies adjacent to the target takes damage equal to 1d6 + Intelligence modifier.

Zephyr: The target is immobilized until the end of your next turn.

LEVEL 1 DAILY TECHNIQUES

Eye of the Storm Airbender Attack 1

Closing your eyes, a storm forms around you, growing and building power.

Daily ♦ Elemental, Implement

Standard Action Close burst 2.

Target: Each enemy in burst.

Attack: Wisdom vs. Fortitude.

Hit: 2d8 + Wisdom modifier damage and the target is pushed 1 square.

Miss: Half damage and the target is pushed 1 square.

Flurry of Blows Airbender Attack 1

You deliver a quick set of punches and kicks, sending air waves towards enemies.

Daily ♦ Elemental, Implement

Standard Action Close burst 3.

Target: One, two, or three creatures.

Attack: Wisdom vs. Reflex.

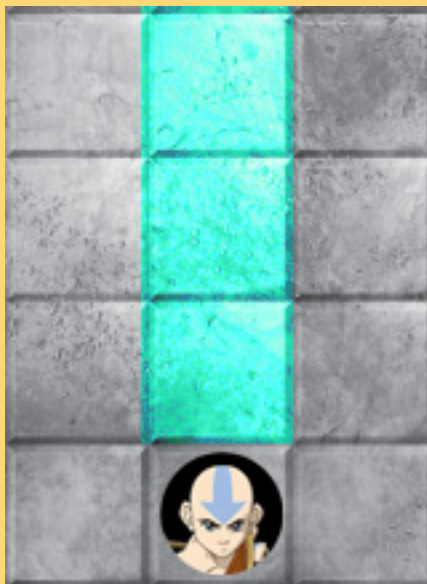
Hit: 2d6 + Wisdom modifier damage.

Hurricane: You gain a bonus to attack and damage equal to your Dexterity modifier.

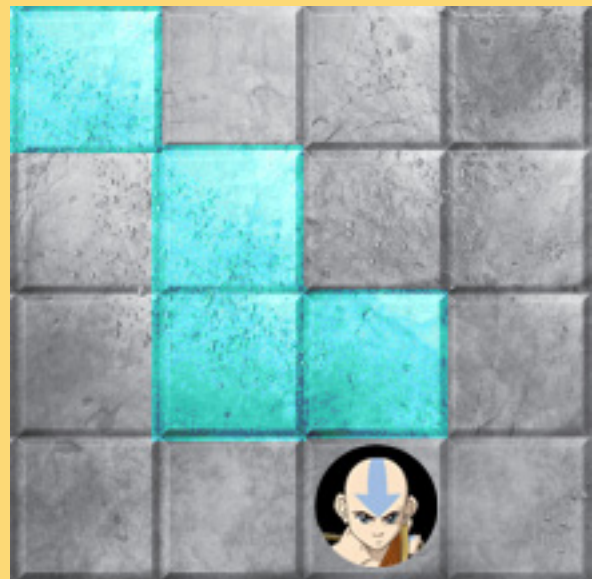
LINES AND PATHS

With Avatar 4e, two new areas of effects are introduced: Lines and Paths.

♦ **Line:** A line is an effect that fills a number of squares in front of you in a straight line. The number next to “Line” states how many squares it extends out. To execute a line attack, you pick an origin square that is adjacent to your character. Counting that square, you extend the power’s effect in a straight line.



♦ **Path:** A path is an effect that fills a number of squares in a line that you guide. The number next to “Path” states how far the Path can go. When you use a Path, you denote what squares it goes into. The only stipulation is that the path must start in a square next to you and that it is connected as it travels. A Path 4 could look like this.



Tornado Projection **Airbender Attack 1**

You spin a tornado in your hands and lay it down.

Daily ♦ **Elemental, Implement**

Standard Action **Area burst 1 within 10.**

Target: Each creature in burst.

Attack: Wisdom vs. Fortitude.

Hit: 2d6 + Wisdom modifier damage and the target takes a -2 to attack rolls (save ends).

Zephyr: Allies within burst gain a bonus to their defenses equal to your Intelligence modifier until the end of your next turn.

LEVEL 2 UTILITY TECHNIQUES**Airball** **Airbender Utility 2**

Shaping a ball of air, you ride it around.

Encounter ♦ **Elemental**

Move Action **Personal.**

Effect: Slide your speed + 2.

Air Lasso **Airbender Utility 2**

Desperately, you pull an ally away from the fray.

Encounter ♦ **Elemental**

Move Action **Range 10.**

Target: One ally.

Effect: Pull the target a number of squares equal to your Intelligence modifier.

Leaping Burst **Airbender Utility 2**

You pulse the wind underneath you, projecting you up.

Encounter ♦ **Elemental**

Move Action **Personal.**

Effect: Jump your speed.

LEVEL 3 ENCOUNTER TECHNIQUES**Fierce Vortex** **Airbender Attack 3**

With a swipe of your hand, you craft a tornado and launch it off.

Encounter ♦ **Elemental, Implement**

Standard Action **Ranged 10.**

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 1d10 + Wisdom modifier damage and the target is pushed 3 squares.

Hurricane: The target is slowed until the end of your next turn.

Path of Winds **Airbender Attack 3**

You will a path of air to snake down the battlefield.

Encounter ♦ **Elemental, Implement**

Standard Action **Wall 3 within 10.**

Target: Creatures within wall.

Attack: Wisdom vs. Fortitude.

Hit: 2d6 + Wisdom modifier damage and the target takes a -2 to all attack rolls until the end of your next turn.

Leaping Tackle **Airbender Attack 3**

With a great leap, you plow into the ground in front of an enemy, knocking them over.

Encounter ♦ **Elemental, Implement**

Standard Action **Melee 1.**

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 1d10 + Wisdom modifier damage and the target is knocked prone.

Special: You may use this at the end of a charge.

Zephyr: Slide your speed after the attack.

LEVEL 5 DAILY TECHNIQUES**Cut Through the Air** **Airbender Attack 5**

Surrounding yourself with a vortex of air, you dart through the battle, smashing into your enemies.

Daily ♦ **Elemental, Implement**

Standard Action **Personal**

Target: Each enemy adjacent during movement.

Attack: Wisdom vs. Reflex.

Hit: 1d6 + Wisdom modifier damage and the target is pushed 1 square and knocked prone.

Special: Shift your speed and perform the attack against each enemy you are adjacent to during your movement. You may perform this attack once per creature.

Gale Blast **Airbender Attack 5**

With a great pushing motion you summon a powerful wind from your open palm.

Daily ♦ **Elemental, Implement**

Standard Action **Close blast 3.**

Target: Each creature in blast

Attack: Wisdom vs. Fortitude.

Hit: 3d6 + Wisdom modifier damage and the target is slowed.

Hurricane: The target is instead slowed (save ends).

Thundering Swipe **Airbender Attack 5**

With a wave of your hand, you brush away a horde.

Daily ♦ **Elemental, Implement**

Standard Action **Wall 4 within 15.**

Target: Creatures within wall

Attack: Wisdom vs. Reflex.

Hit: 2d8 + Wisdom modifier damage and the target is pushed 2 squares.

Zephyr: The target is pushed a number of squares equal to your Intelligence modifier.

LEVEL 6 UTILITY TECHNIQUES**Guiding Winds** **Airbender Utility 6**

As your ally is charged, you gently push him away.

Encounter ♦ **Elemental**

Immediate Interrupt **Ranged 10.**

Trigger: An enemy makes an attack against an ally within range.

Effect: Shift the ally a number of squares equal to your Intelligence modifier.

Gravity Walk **Airbender Utility 6**

You push air down on yourself, keeping yourself grounded.

Encounter ♦ **Elemental**

Minor Action. **Personal.**

Effect: Until the end of your next turn, you may move vertically, as long you do so on solid ground.

Monastery Studies **Airbender Utility 6**

You recall a bit of knowledge from your studies from oh-so-long ago.

Encounter ♦ **Elemental**

Minor Action **Personal.**

Effect: You gain a +5 to the next Arcana, History, Religion, Streetwise, or Nature check you make.

LEVEL 7 ENCOUNTER TECHNIQUES**Concussive Blast** **Airbender Attack 7**

With a forceful push, your enemies swear they've been hit with the force of a hammer.

Encounter ♦ **Elemental, Implement**

Standard Action **Close blast 3.**

Target: Each creature in blast.

Attack: Wisdom vs. Reflex.

Hit: 1d10 + Wisdom modifier damage and the target is dazed until the end of your next turn.

Straight Currents **Airbender Attack 7**

You project a line of pure aerodynamic force.

Encounter ♦ **Elemental, Implement**

Standard Action **Path 3.**

Target: Each creature in path.

Attack: Wisdom vs. Reflex.

Hit: 2d8 + Wisdom modifier damage.

Hurricane: You may change the range of this attack from Path 3 to Range 5. If you choose to do this, this attack does 3d8 + Wisdom modifier damage instead of just 2d8.

Whip of Air **Airbender Attack 7**

Winding a thread of air, you crack it against a foe.

Encounter ♦ **Elemental, Implement**

Standard Action **Ranged 10.**

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 2d10 + Wisdom modifier damage and the target is pushed 3 squares.

Zephyr: The target is knocked prone at the end of the push.

LEVEL 9 DAILY TECHNIQUES**Air Pelt** **Airbender Attack 9**

With a tightly compressed bullet of air, you knock a foe senseless.

Daily ♦ **Elemental, Implement**

Standard Action **Ranged 10.**

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 3d10 + Wisdom modifier damage and the target is knocked prone and immobilized (save ends).

Miss: Half damage and the target is knocked prone and immobilized until the end of your next turn.

Hurricane: The target grants combat advantage (save ends).

Mighty Lungs **Airbender Attack 9**

Taking in a storm of breath, you blast foes up and about.

Daily ♦ **Elemental, Implement**

Standard Action **Close blast 3.**

Target: Each creature in blast.

Attack: Wisdom vs. Fortitude.

Hit: 2d10 + Wisdom modifier damage and the target is slid 3 squares.

Zephyr: The target is knocked prone at the end of the push.

Controlling Winds **Airbender Attack 9**

A sudden storm around you foes wraps around their legs and moves them.

Daily ♦ **Elemental, Implement**

Standard Action **Area** burst 1 within 10.

Target: Each creature in burst.

Attack: Wisdom vs. Fortitude.

Hit: You may use their move action for them (save ends).

Miss: The target is knocked prone.

Zephyr: When you move an enemy, as a free action, one ally within 5 squares may shift 1.

LEVEL 10 UTILITY TECHNIQUES**Shielding Winds** **Airbender Utility 10**

You power the winds around you, shielding yourself from those that would harm you.

Encounter ♦ **Elemental**

Minor Action **Personal.**

Effect: You gain a +2 power bonus to all defenses until the end of your next turn.

Quick on Your Feet **Airbender Utility 10**

Sometimes, you've just got to get away.

Encounter ♦ **Elemental**

Minor Action **Personal.**

Effect: You shift two squares.

Windy Walkway **Airbender Utility 10**

As your friend falls, you summon winds to carry him to safety.

Daily ♦ **Elemental**

Immediate Reaction **Ranged 10.**

Trigger: An ally falls.

Effect: The ally can treat otherwise empty squares as solid ground until the end of their next turn. They move horizontally or downward as if there were steps. If the ally is still in the air when the effect ends, they float safely to the ground.

LEVEL 13 ENCOUNTER TECHNIQUES**Aurora Wall** **Airbender Attack 13**

You guide your hand and a wall of air rises.

Encounter ♦ **Elemental, Implement**

Standard Action **Wall** 4 within 10 squares.

Target: Each creature within wall.

Attack: Wisdom vs. Reflex.

Hit: 3d6 + Wisdom modifier damage and the target is pushed 3 squares.

Leap Frog **Airbender Attack 13**

A torrent of wind crushes an opponent and you use it to jump.

Encounter ♦ **Elemental, Implement**

Standard Action **Close** burst 1

Target: One creature within burst.

Attack: Wisdom vs. Fortitude.

Hit: 1d10 + Wisdom modifier damage. The target is knocked prone and you may jump your speed.

Effect: For each creature knocked prone from this attack, you may shift 1 square after you jump.

Hurricane: You may jump your speed + your Dexterity modifier.

Pathfinder **Airbender Attack 13**

You carve your way through the fray.

Encounter ♦ **Elemental, Implement**

Standard Action **Line** 4

Target: Each creature within line.

Attack: Wisdom vs. Reflex.

Hit: 2d8 + Wisdom modifier damage and you may shift your speed to a square adjacent to a target hit by this power.

Zephyr: The range of this attack is instead Path 4 instead of Line 4.

LEVEL 15 DAILY TECHNIQUES**Air Funnel** **Airbender Attack 15**

Thinking fast, you whip your enemies projectile around.

Daily ♦ **Elemental, Implement**

Standard Action **Ranged** 10

Trigger: An enemy misses you with a ranged attack

Target: The triggering enemy

Attack: Wisdom vs. Reflex

Hit: 4d8 + Wisdom modifier damage.

Special: This attack retains the non-damage effects of the attack that missed i.e. status effects, forced movement and the like.

Zephyr: You may target a creature other than the triggering enemy. Additionally, you may shift your speed before or after the attack.

Gale Force Push **Airbender Attack 15**

With a spin and a push you hurl powerful and yet precise winds at your opponent.

Daily ♦ **Elemental, Implement**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: The target is lifted 3 squares into the air and is prone and immobilized (save ends).

They take a -2 to saving throw against this effect.

Aftereffect: The target falls and takes 3d10 and is knocked prone.

Miss: 1d10 damage + Wisdom modifier damage and the target is knocked prone.

Pinpoint Cyclone **Airbender Attack 15**

You bring a powerful, if small, cyclone into existence on your enemies.

Daily ♦ **Elemental, Implement**

Standard Action **Wall 3 within 10 squares**

Target: Each creature within wall.

Attack: Wisdom vs. Fortitude

Hit: 2d10 + Wisdom modifier damage and the target is slid up to 2 squares and knocked prone.

Hurricane: You may change this power's range to Path 5.

Special: You may have the target end this movement in a space occupied by a creature. If you do, deal 1d8 to both creatures and push the creature that was in this space 1 square.

LEVEL 16 UTILITY TECHNIQUES**Freedom of the Wind** **Airbender Utility 16**

Your kinship with your element allows you to resist impediment.

Encounter ♦ **Elemental**

Free Action **Personal**

Trigger: You are hit by an attack.

Effect: You may immediately end the effect of being Slowed, Restrained or Immobilized. In addition, you gain a +2 bonus to your speed until the end of your next turn.

Wall Running **Airbender Utility 16**

Using forceful winds you simulate the effects of gravity, allowing for some very surprising movement.

At-Will ♦ **Elemental**

Move Action **Personal**

Effect: You move your speed. You may move over vertical surfaces as if they were horizontal during this movement as long as you end your movement on a flat surface.

Winds of Chance **Airbender Utility 16**

By subtly changing wind currents you push your enemies attack away from you and into an enemy, throwing it off guard.

Daily ♦ **Elemental**

Immediate Interrupt **Personal**

Trigger: You are hit by an attack.

Effect: The attack misses. Choose a creature within range of the attack you negated. That creature grants combat advantage to the next creature to attack it before the end of your next turn.

LEVEL 17 ENCOUNTER TECHNIQUES**Air Slice** **Airbender Attack 17**

You assail your opponents with air currents so fast and so thin that they actually cut into their flesh.

Encounter ♦ **Elemental, Implement**

Standard Action **Line 5**

Target: Each creature within line.

Attack: Wisdom vs. Reflex.

Hit: 3d6 + Wisdom modifier damage and the target takes 5 ongoing force damage (save ends).

Concentrated Twister **Airbender Attack 17**

Using complicated fingerwork, you conjure a huge tornado and then shrink it to a controllable size.

Encounter ♦ **Elemental, Implement**

Standard Action **Ranged 10**

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 3d8 + Wisdom modifier damage, and the target is pushed 3 squares and slowed until the end of your next turn. Any enemies adjacent to the target at the end of the movement are slowed until the end of your next turn.

Hurricane: The target is slowed (save ends).

Vacuum Burst **Airbender Attack 17**

You pull all of the air surrounding you closer, creating a vacuum.

Encounter ♦ **Elemental, Implement**

Standard Action **Close** burst 3

Target: Each enemy within burst.

Attack: Wisdom vs. Fortitude.

Hit: 2d10 + Wisdom modifier damage. Make a secondary attack.

Secondary Target: Each enemy within a close burst 1.

Secondary Attack: Wisdom vs. Fortitude.

Secondary Hit: 1d10 + Wisdom modifier damage.

Zephyr: Any ally within the burst may shift 2 squares as a free action.

LEVEL 19 DAILY TECHNIQUES**Hurricane Drop** **Airbender Attack 19**

You rocket into the air and then drop on top of your opponents.

Daily ♦ **Elemental, Implement**

Standard Action **Close** burst 2

Special: Before making this attack, you may teleport your speed.

Target: Creatures within burst

Attack: Wisdom vs. Reflex

Hit: 5d6 + Wisdom modifier damage and the target is knocked prone.

Miss: Half damage.

Hurricane: The target is pushed 2 squares.

Pressing Matters **Airbender Attack 19**

You rocket into the air and then drop on top of your opponents.

Daily ♦ **Elemental, Implement, Force**

Standard Action **Area** burst 2 within 10

Target: Each creature within burst.

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier force damage and the target is knocked prone and immobilized (save ends).

Aftereffect: The target is slowed (save ends).

Miss: Half damage and the target is slowed until the end of your next turn.

Zephyr: Allies within the burst may shift a number of squares equal to your Charisma modifier before the attack is resolved.

Tornado Palm **Airbender Attack 19**

With a touch you hurl an enemy away from you. They won't be getting back up.

Daily ♦ **Elemental, Implement, Force**

Standard Action **Melee** touch

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 4d10 + Wisdom modifier damage and the target is pushed 8 squares and dazed (save ends).

Miss: Half damage and the target is pushed 4 squares.

LEVEL 22 UTILITY TECHNIQUES**Airbounce** **Airbender Utility 22**

With the wind at your back, you can leap across an entire battlefield.

Daily ♦ **Elemental, Stance**

Free Action **Ranged** 10

Trigger: You or an ally makes a jump

Effect: The target gains a +5 bonus to the Athletics check to jump, is treated as having a running start, does not have to jump in a straight line, and can exceed their movement with the jump.

Gust of Wind **Airbender Utility 22**

With a flick of the wrist, you blow your enemies around the field.

Daily ♦ **Elemental, Stance**

Minor Action **Personal**

Effect: Until the stance ends, whenever you shift, you slide one enemy a number of squares equal to the number of squares you shifted.

Updraft **Airbender Utility 22**

You pick your enemies slightly off the ground, forcing them to stop moving.

Daily ♦ **Elemental, Zone**

Minor Action **Close** burst 3

Effect: All enemies in the burst are Immobilized (save ends). In addition, whenever they are hit by an attack while still immobilized, the creature that hit them may push them a number of squares equal to your Dexterity modifier.

LEVEL 23 ENCOUNTER TECHNIQUES

Storm Push **Airbender Attack 23**

Airbending can create strong winds or precise winds, but only a few talented Airbenders can do both at the same time.

Encounter ♦ Elemental, Implement

Standard Action Ranged 20

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 4d8 + Wisdom modifier damage and you may slide the target 3 squares.

Hurricane: The target grants combat advantage to you and all of your allies until the end of your next turn.

Windclone **Airbender Attack 23**

As you charge at your opponent you create a body double of directed air currents and hurl it at your opponent.

Encounter ♦ Elemental, Implement

Standard Action Ranged 5

Target: One creature

Attack: Wisdom +2 vs. Reflex

Hit: 3d8 + Wisdom modifier damage and the target grants combat advantage (save ends).

Effect: While the target grants combat advantage, they take a -5 penalty to attack rolls against you.

Zephyr Sweep **Airbender Attack 23**

The battlefield is a mess, it's time to wipe it clean.

Encounter ♦ Elemental, Implement

Standard Action Area burst 5 within 10.

Target: Each enemy within burst.

Attack: Wisdom vs. Fortitude.

Hit: 1d10 + Wisdom modifier damage and you push the target 3 squares. The target is slowed until the end of your next turn.

Zephyr: Slide creatures within the blast 3 squares instead of pushing them.

LEVEL 25 DAILY TECHNIQUES

Grasping Winds **Airbender Attack 25**

The winds you summon seem to grasp onto your targets and pull them to you.

Daily ♦ Elemental, Implement

Standard Action Ranged 10

Target: One, two or three creatures

Attack: Wisdom vs. Reflex

Hit: 3d8 + Wisdom modifier damage and the target is pulled 3 squares and grasped by a current (save ends). Creatures grasped by a current take a -4 penalty to their AC and Reflex and is pulled 2 squares per current when they are hit by one of your attacks.

Zephyr: A creature with an air current grants combat advantage to one ally. As a free action, you may designate a different ally for the target to grant combat advantage to.

Scything Sprint **Airbender Attack 25**

As you run across the battlefield, you send out razor thin ribbons of air towards your foes.

Daily ♦ Elemental, Implement

Standard Action Melee touch

Effect: Shift your speed +2, and make the following attack at any 3 points during this movement.

Target: One creature.

Attack: Wisdom vs. Reflex

Hit: 4d8 + Wisdom modifier damage, and the target is slowed (save ends).

Miss: Half damage and the target is slowed until the end of your next turn.

Wind Tunnel **Airbender Attack 25**

By moving winds around the battlefield you create a temporary, but intense, mini-weather system.

Daily ♦ Elemental, Implement, Zone

Standard Action Path 6

Target: Creatures in path

Attack: Wisdom vs. Fortitude

Hit: 4d10 + Wisdom modifier damage.

Effect: You create a zone of forceful winds within the area affected that lasts until the end of your next turn. Any time a creature enters a square within the zone, you may shift that creature 1 square. The zone moves with you, you may rearrange it as a minor action.

Hurricane: Whenever you shift a creature because of your zone, you may deal your Dexterity modifier in damage to it.

Sustain minor. The zone persists until the end of your next turn.

LEVEL 27 ENCOUNTER TECHNIQUES

Blocking Winds **Airbender Attack 27**

With a giant sweep of your arm, a wall of hurricane winds emerges.

Encounter ♦ Elemental, Implement

Standard Action Wall 5 within 10

Target: Each creature within wall.

Attack: Wisdom vs. Reflex.

Hit: 2d10 + Wisdom modifier damage and the target is slid 3 squares.

Hurricane: Until the end of your next turn, the wall blocks line of sight and effect for enemies.

Eye of the Storm **Airbender Attack 27**

You stand in the calm center of your own whirlwind of destruction.

Encounter ♦ Elemental, Implement

Standard Action Close burst 2

Target: Each creature within burst.

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier damage, and one target is knocked prone and dazed until the end of your next turn. All other targets are pushed 3 squares.

Sustain Standard: Repeat the attack, reducing the burst by 1.

Zephyr: This attack begins as a close burst 3.

Gale Lash **Airbender Attack 27**

You stand in the calm center of your own whirlwind of destruction.

Encounter ♦ Elemental, Implement

Standard Action Close blast 3

Target: Each creature in blast.

Attack: Wisdom vs. Reflex.

Hit: 3d12 + Wisdom modifier damage and the target is slowed (save ends).

LEVEL 29 DAILY TECHNIQUES

Hurricane Missile **Airbender Attack 29**

This attack is powerful, but it's importance is not in its strength as much as its precision.

Daily ♦ Elemental, Implement

Standard Action Ranged line of sight

Target: Each enemy within sight.

Attack: Wisdom vs. Reflex

Hit: 4d10 + Wisdom modifier damage and the target is slowed (save ends), and take a -2 penalty to saving throws to end this condition.

Miss: Half damage. The target is slowed (save ends).

Effect: Increase the range of all of your Airbender At-Will attack powers by 5 until the end of the encounter.

Hurricane of a Million Winds **Airbender Attack 29**

You slowly build up a hurricane powerful enough to level cities and civilizations.

Daily ♦ Elemental, Implement

Standard Action Close burst 4

Target: Each creature within burst.

Attack: Wisdom vs. Fortitude

Hit: 6d6 + Wisdom modifier damage and the target is slid 5 squares and takes ongoing 15 damage (save ends).

Miss: Half damage and the target is slid 5 squares and takes ongoing 5 damage (save ends).

Effect: Until the end of the encounter, you may slide the target 5 squares as a minor action on your turn.

Hurricane: The target grants combat advantage until the end of the encounter.

Relentless Vacuum **Airbender Attack 29**

You remove the air from your opponents throat, not allowing them to breathe.

Daily ♦ Elemental, Implement

Standard Action Ranged 10

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 5d6 + Wisdom modifier damage, and the target is weakened (save ends), and takes a -5 penalty to saving throws against this power.

First Failed Save: The target is dazed and weakened (Save ends both).

Second Failed Save: The target is stunned and weakened (save ends both).

Third Failed Save: The target is unconscious (save ends).

Miss: Half damage and the target is weakened (save ends).



PARAGON PATHS

AERIAL ACROBAT

"I am a leaf on the wind, watch me soar."

Prerequisites: Airbender

You ride the wind effortlessly. You focus on freedom of movement, never staying in one place for too long. Gravity holds no meaning to you when you are carried up and around. Airbending doesn't mean just blasting enemies and manipulation. Its also a means of propulsion and you best personify this.

AERIAL ACROBAT PATH FEATURES

Leaping Action (11th Level): When you spend an action point, you may fly your speed as a free action until the end of your next turn.

Leaps and Bounds (11th Level): You gain a +3 bonus to Acrobatics checks and, once per encounter, you may make an Acrobatics check as a free action.

Forced Acrobatics (16th Level): When you are slid, pushed or pulled you gain a +2 bonus to your speed until the end of your next turn.

AERIAL ACROBAT TECHNIQUES

Flash Entrance Aerial Acrobat Attack 10

After a long jump, you land on the ground, blasting air at all sides.

Encounter ♦ Elemental, Implement

Standard Action Close burst 1

Target: Each creature within burst.

Attack: Wisdom vs. Fortitude.

Hit: 3d6 + Wisdom modifier damage and the target is pushed 2 squares.

Special: You may fly your speed before this attack.

Gentle Fall Aerial Acrobat Utility 12

You find yourself plummeting down, further and further. Good to know this Airbending stuff then.

Encounter ♦ Elemental

Immediate Reaction Personal

Trigger: You fall.

Effect: You land safely.

Freefall Touch Aerial Acrobat Attack 20

You choose one target to hurl into the air, using it as a ballistic weapon against a score of foes.

Daily ♦ Elemental, Implement

Standard Action Melee touch or range 10

Target: One creature.

Attack: Wisdom vs. Fortitude

Hit: 2d10 and the target is teleported 6 squares. Make a secondary attack

Secondary Target: Each creature adjacent to the target after the teleportation.

Secondary Attack: Wisdom vs. Reflex

Secondary Hit: Wisdom modifier damage and the target is knocked prone and pushed three squares.

Miss: Half damage and the target is teleported 3 squares.

AIR TEMPLE MONK

"Attachment to worldly concerns is nothing when compared to the utter bliss of perfect freedom."

Prerequisites: Airbender

Airbending is an artform that requires a strong, honest and, most importantly free spirit to learn. The path of properly studying airbending is done in a monastery amongst the original Airbenders, the Air Bison. Unlike the monasteries to be found on the ground, you have learned the value of humor and fun and are a source of great joy to the world.

AIR TEMPLE MONK PATH FEATURES

Take Off Action (11th Level): When you spend an action point you may shift 3 squares, choose one target adjacent to you at either the beginning or the end of this movement, they are knocked prone.

Enlightenment (11th Level): You gain a +3 class bonus to Acrobatics, Insight and Religion checks.

Monk's Will (16th Level): Your mind is as strong and wild as the wind itself. You gain a +2 bonus to your will defense and resist psychic equal to your Intelligence modifier + half your level.

AIR TEMPLE MONK TECHNIQUES

Take Off Dodge Air Temple Monk Attack 10

You are not just hard to hit, you punish those who attempt it.

Encounter ♦ Elemental, Implement
Immediate Interrupt **Close burst 1**

Trigger: You are attacked.

Target: Creatures within burst.

Attack: Wisdom vs. Fortitude.

Hit: 1d6 + Wisdom modifier damage and the target is pushed 1 square and knocked prone.

Effect: You may shift 3 squares.

Stillness of Mind Air Temple Monk Utility 12

You meditate for a moment and prepare to launch an attack.

Daily ♦ Elemental
Move Action Personal

Effect: You end one effect that a save can end.

Eye of the Storm Air Temple Monk Daily 20

You stand at the eye of a gale you control, at peace in the center of a storm.

Daily ♦ Elemental, Implement
Standard Action **Close blast 3**

Target: Enemies within blast.

Attack: Wisdom vs. Fortitude.

Hit: 4d6 + Wisdom modifier damage and the target is pushed 2 squares and takes ongoing 5 damage (save ends).

SOUNDBENDER

"I can manipulate the sound of the night into a howling monstrosity. I can make a dragon's flight into the slight swishing of a winged lemur's wings!"

Prerequisites: Airbender

You discovered through experimentation that you can use your airbending abilities to change the pitch, volume, or the very essence of sound itself. You can use it to mute someone's actions or exaggerate it into being extremely loud.

SOUNDBENDER PATH FEATURES

Perfect Pitch (11th Level): While you are within 5 squares of an enemy that suffers from the deafened or dazed effects, they take a -2 penalty to saving throws against that effect.

Deafening Action (11th Level): each creature adjacent to you is deafened. You may daze adjacent creatures instead of taking another action.

Muffled Steps, Better Eats (16th Level): You gain a +3 class bonus to Stealth and Perception. Allies within 5 squares of you also gain a +2 bonus to Stealth.

SOUNDBENDER TECHNIQUES

Sonic Boom Soundbender Attack 10

As you speed past, the sound barrier is shattered in your wake.

Encounter ♦ Elemental, Implement, Thunder
Standard Action **Close burst 1**

Target: Creatures within burst.

Attack: Wisdom vs. Will.

Hit: 2d6 + Wisdom modifier damage and the target is dazed until the end of your next turn.

Effect: The target is deafened (save ends).

Special: You may shift your speed before the attack.

Sound Funnel Soundbender Utility 12

You meditate for a moment and prepare to launch an attack.

Encounter ♦ Elemental
Minor Action **Close burst 5**

Target: Each ally within range.

Effect: The target gets a +5 power bonus to Perception checks until the end of your next turn.

Bellowing Burst Soundbender Daily 20

You lower the pitch and amplify your voice.

Daily ♦ Elemental, Implement, Thunder
Standard Action **Close blast 5**

Target: Each creature in burst.

Attack: Wisdom vs. Fortitude

Hit: 3d10 + Wisdom modifier damage and the target is deafened and dazed (save ends both).

Miss: Half damage and the target is deafened (save ends).

TYPHOONIST

"Gentle winds make no impact on the land. The ferocity of the storm can level kingdoms and instill fear!"

Prerequisites: Airbender

The calm mind and philosophy of mainstream airbending does not and never will appeal to you. Airbending can be as fierce and as destructive as firebending. You are nature's wrath and retribution and a precursor to a coming storm.

TYPHOONIST PATH FEATURES

Fierce Winds (11th Level): Once per round when you push, pull, or slide a creature as a result of an Airbender or Typhoonist attack power, you may knock them prone with a move action.

Strong Current Action (11th Level): When you spend an action point to take an extra action, you may push every creature within two squares of you 1 square.

Reactive Movement (16th Level): When you are pushed or slid, you may shift 3 square after the movement is complete.

TYPHOONIST TECHNIQUES

Distant Cyclone Typhoonist Attack 10

You conjure a small tornado on an oncoming group of enemies.

Encounter ♦ Elemental, Implement
Standard Action Area burst 1 within 10 squares.

Target: Each creature within burst.

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier damage and the target is slid 3 squares.

Tornado Platform Typhoonist Utility 12

You conjure a small tornado to lift you up and about.

Daily ♦ Elemental

Move Action Personal

Effect: You have a fly speed equal to your land speed (hover 2) until the end of your next turn.

Sustain Minor: The effect lasts until the end of your next turn.

Foreboding Storms Typhoonist Attack 20

Only a low rumble hints towards what you're about to do.

Daily ♦ Elemental, Implement

Standard Action Area burst 3 within 10 squares.

Target: Each creature within burst.

Attack: Wisdom vs. Fortitude

Hit: 4d8 + Wisdom modifier damage and the target is knocked prone and slid 3 squares.

Miss: Half damage and the target is knocked prone.

Special: You may delay this attack and use it as an immediate interrupt with a trigger of your choice. If you do, you gain a +2 bonus to the attack. If the trigger doesn't happen before the end of your next turn, the power is wasted.

WINDSTAFF GLIDER

"Why bother even touching the ground, this world is so much bigger than that."

Prerequisites: Airbender

You are practiced with the Air Nomads Windstaff and have learned to fly with it. There is nothing beyond your reach, it's all within the grasp of the winds. But that doesn't mean you have forgotten the affairs of the grounded, you are adept at taking them by surprise. Airbending is about freedom of spirit, and for you not even the sky is the limit!

WINDSTAFF GLIDER PATH FEATURES

Gliderstaff (11th Level): You are always ready to fight the effects of gravity. Anytime you would fall you may treat the fall as being 6 squares shorter.

Lemur's Leap (11th Level): When you would shift, you instead fly the same distance. In addition, once per encounter you may fly 2 squares as a minor action.

Ride the Winds (16th Level): You gain a fly speed equal to your land speed.

WINDSTAFF GLIDER TECHNIQUES

Falcon's Dive Windstaff Glider Attack 10

You take off from the ground and then fly into your opponent with the force of a hurricane.

Encounter ♦ Elemental, Implement

Standard Action Melee 1

Special: You may fly your speed before making this attack.

Target: One creature.

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier damage and the target is pushed 3 squares.

Effect: The target is knocked prone.

Ride the Thermals Windstaff Glider Utility 12

You pull the wind up underneath you and hover for a moment.

Daily ♦ Elemental

Move Action Personal

Effect: You may hover until the end of your next turn.

Sustain Minor: The effect persists.

Surf the Gale Windstaff Glider Attack 20

With incredibly precise movement you stand up on top of your staff leaving your hands free as you ride it through the ranks of your enemies.

Daily ♦ Elemental, Implement

Standard Action Melee 1

Special: You may fly your speed without provoking attacks of opportunity and make the following attack up to twice during that movement.

Target: One creature

Attack: Wisdom vs. AC

Hit: 2d8 + Wisdom modifier damage and the target is pushed 2 squares, knocked prone and dazed (save ends).

WINDRUNNER

"The wind is always at my back."

Prerequisites: Airbender

You can fly, that's true, but you prefer to stay on the ground and simply move at tremendous speeds. No one can catch you, you are nearly untouchable. Because of your speed you are more comfortable fighting close up to enemies than other Airbenders.

WINDRUNNER PATH FEATURES

Winding Current (11th Level): You don't need to take the most efficient path in order to count as charging. You must still move at least 2 squares before hand.

Wind's Protection (11th Level): The attack penalty from running only lasts until the end of the turn in which you ran.

Windwalker (11th Level): Increase your base speed by 2.

WINDRUNNER TECHNIQUES

Mercurial Slam Windrunner Attack 10

You move with blinding speed and ram yourself into an opponent.

Encounter ♦ Elemental, Implement

Standard Action Melee 1

Target: One creature.

Attack: Wisdom vs. AC

Hit: 3d10 + Wisdom modifier damage and the target is dazed until the end of your next turn and pushed 3 squares. You are dazed until the end of your next turn and you are pushed 3 squares directly away from the target.

Special: You may use this attack as part of a charge.

Quick as Lightning Windrunner Utility 12

You move faster than the eye can see.

Daily ♦ Elemental

Immediate Reaction Personal

Trigger: You are hit by a melee attack.

Effect: You shift 4 squares.

Hurricane Kick Windrunner Attack 20

You bring new meaning to the term flying kick.

Daily ♦ Elemental, Implement

Standard Action Close burst 2

Target: One creature in burst.

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier damage and the target is pushed 3 squares, knocked prone and stunned.

Effect: Make the secondary attack.

Special: You may use this attack as part of a charge.

Secondary Target: Creatures other than the primary target in burst.

Attack: Wisdom vs. AC

Hit: Wisdom modifier damage and the target is pushed 3 squares and knocked prone.

WINDSWORDSMAN

“It takes great skill to conjure a razor sharp blade out of thin air.”

Prerequisites: Airbender, proficiency with longswords

You’ve learned to create tools and weapons out of the very wind you bend and control. By this time, though, you’ve trained with your windsword, an extension of your airbending that takes the form of a blade.

WINDSWORDSMAN PATH FEATURES

Windsword (11th Level): You gain the use of a windsword. It can be summoned and dismissed as a free action. Otherwise, it is exactly like a longsword. Additionally, when you make a basic melee attack with the windsword, you may use your Wisdom modifier instead of your Strength modifier.

Swordsman’s Action (11th Level): When you spend an action point to take an extra action, you gain reach with your windsword until the end of your next turn.

Guided by the Winds (16th Level): When you hit a creature with your windsword, you may push them one square.

WINDSWORDSMAN TECHNIQUES

Hail of Blades Windswordsman Attack 10

You turn quickly, producing a small cyclone of slashes and stabs.

Encounter ♦ Elemental, Weapon

Standard Action Close burst 1

Target: Each creature within burst.

Attack: Wisdom vs. AC.

Hit: 1[W] + Wisdom modifier damage and the target is knocked prone.

Surging Technique

**Windswordsman
Utility 12**

You put that extra oomph in your abilities.

Encounter ♦ Elemental

Minor Action Personal

Effect: Your windsword’s damage is increased from 1d8 to 1d10 until the end of your next turn.

Forceful Parry Windswordsman Attack 20

Nimbly dodging his attack, you duck under and reciprocate with your own attack.

Daily ♦ Elemental, Weapon

Immediate Reaction Melee weapon

Trigger: When you are missed by a melee attack.

Target: The triggering creature.

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage and the target is dazed (save ends).

Miss: Half damage and the target is dazed until the end of your next turn.



EARTHBENDER

“Know when to strike. Patiently wait for an opening in your enemies defense and attack them head on with the ground beneath them.”

CLASS TRAITS

Role: Defender. Using your amazing abilities, you can mold and shape the earth around you to shield and protect your allies.

Source: Elemental. The first earthbenders learned their powers from creatures called badgermoles tunnel through the ground by molding the stone and earth around them.

Key Abilities: Constitution, Wisdom, Strength.

Armor Proficiencies: Cloth, Leather, Hide.

Weapon Proficiencies: Simple melee, simple ranged, military melee.

Implement: Ki focuses, weapons with which you're proficient.

Defense Bonus: +2 Fortitude.

Hit Points at 1st Level: 15 + Constitution.

Hit Points for each Level gained: 6.

Healing Surges: 8 + Constitution Modifier.

Skills: Insight (Wis). Choose two more skills at 1st level.

Class Skills: Athletics (Str), Endurance (Con), Dungeoneering (Wis), Insight (Wis), Nature (Wis).

Build Options: Shaping earthbender, quaking bender.

Class Features: Watchful Ally, Earthbender Resilience, Neutral Jing, Earthbending

Earthbending is an ancient art form concerned with molding and manipulating the earth itself. Earthbender's use their skills to shield themselves and their allies. Like the element of earth itself, earthbenders are almost universally proud, enduring, durable and, above all, obstinate and stubborn.

The key to Earthbending is neutral jing, which involves waiting and listening for the right moment to strike, and when that moment comes, acting decisively.

Take a strong stance, focus inward, and shape the earth to your will. Protect your allies against the dangers that seek to snuff you out. Most of all, stand your ground, for neither you, nor the earth around you will bend to anything other than your will.



CREATING AN EARTHBENDER

Earthbenders can fall into two categories when it comes to their offensive capabilities.

SHAPING EARTHBENDER

You run the earth up and over your body, constructing a suit of armor, a deadly gauntlet, or otherwise some extension of your own body. Shaping earthbenders fortify their own defenses and wade into the battle, becoming a literal mountain in the frontline of battle. Make Constitution your highest stat, as that is the primary stat for all earthbenders. Make Strength your secondary stat, as you need the physical strength to lift the amount of earth completely covering your body. Make Wisdom your third highest stat, as all earthbenders need a calm, resolute mind.

Suggested Feat: Distant Defender

Suggested Skills: Insight, Endurance, Dungeoneering

Suggested At-Will Powers: Grounded Fist, Fortifying Strike

Suggested Encounter Power: Winding Grasp

Suggested Daily Power: Ground Plate Armor

QUAKING EARTHBENDER

You like to keep your distance, forcing your enemies to sink or swim... sometimes literally. You raise a hand and the earth crumbles at your signal. Keeping a strong, almost meditative stance, the earth bars up and pierces the hordes of enemies. You'll protect your allies: you'll just have the earth itself do it for you. Constitution is your most important stat. Wisdom allows you to perceive and wait for the best time to strike your foes, so make that your secondary. Strength is your tertiary as you'll occasionally have to wade into battle.

Suggested Feat: Headstrong

Suggested Skills: Athletics, Insight, Nature.

Suggested At-Will Powers: Propelling Stone, Shattering Rock

Suggested Encounter Power: Fissure Path

Suggested Daily Power: Seismic Wave

CLASS FEATURES

WATCHFUL ALLY

As an earthbender, you're not interested in direct confrontations with your enemies. Your job as a member of your group is protect your allies and above all, that's what you'll do.

As a minor action, you may designate yourself or an ally within 5 squares (this increases to 10 squares at 11th level, and 15 squares at 21st level) as your "watched ally." until the end of your next turn. Watched allies gain a +2 power bonus to their defenses. In addition, you gain the powers *shifting ground* and *earthen shield* and can use these powers in relation to your watched ally. They are considered watched until the end of your next turn.

EARTHBENDER RESILIENCE

Choose one of the benefits below.

Shaper: You can use your Strength modifier in place of your Dexterity or Intelligence modifier when determining AC.

Quaking: You can use your Wisdom modifier in place of your Dexterity or Intelligence modifier when determining AC.

EARTHBENDER OVERVIEW

Characteristics: Earthbenders are much like their chosen element: strong, proud, and ever enduring to life's challenges. Neither rash or reluctant, earthbenders practice neutral jing, which teach them to wait patiently and strike effectively. Because of this, they are often seen as wise and thoughtful.

Religion: Within the earthbender society, the concept of religion is rare. More or less, the earthbenders have a respect to the earth itself, constantly thankful for its strength.

Races: Dwarves and goliaths are almost the go-to races for earthbenders. Their connections to the earth and their natural affinity almost guarantee a very successful career in earthbending. Other hardy races, such as half-elves and dragonborn, also make great earthbenders.

NEUTRAL JING

You know when to hold your fist when the faintest hint of an opportunity arises. Once per round when an enemy provokes an attack of opportunity from you, you may choose to forgo the attack. If you choose to do this, you gain a power bonus to attack and damage equal to your Wisdom or Strength modifier against that enemy until the end of your next turn.

EARTHBENDER POWERS

An earthbender's attacks are called techniques. They are moves and attacks you learned in unity with the earth element.

Earthbending Earthbender Class Feature

Your study of the earth under your feet lets you move thousands of pounds of dirt and stone with a simple stomp.

At-Will ♦ Elemental

Minor Action Ranged 2

Effect: You may do any one of the following:

- ♦ Move a human sized boulder or clump of dirt from any location within range to any other location within range.
- ♦ Form a clump of dirt with residual dirt on nearby objects.
- ♦ Create a hole in an earthen structure large enough to fit through.
- ♦ Mold up to a square foot of earth within range into any shape until the end of your next turn.

Special: Nothing you create with this technique can deal damage, serve as a weapon or tool, or hinder another creature's action. This technique cannot duplicate the effect of any other power. (Of course, DM's discretion.)

Earthen Shield Earthbender Feature

You give a mighty gesture, bringing up a shard of earth to protect your ally against an oncoming arrow.

At-Will ♦ Elemental, Implement Immediate Interrupt

Trigger: An enemy makes a ranged attack against your watched ally.

Target: The enemy's attack.

Effect: Make Constitution attack against the ranged attack roll. If you meet it or beat it, the ranged attack is negated.

Shifting Ground Earthbender Feature

As an enemy bears its weapon against your ally, you wave your hand, shifting the ground from under him.

At-Will ♦ Elemental, Implement Immediate Reaction

Trigger: An enemy makes a melee attack against your watched ally.

Target: The triggering enemy.

Attack: Constitution vs. Fortitude.

Effect: Slide the target 1 square. This increases to 2 squares at 11th level and 3 squares at 21st level. The target grants combat advantage to all of your allies until the end of its next turn.

LEVEL 1 AT-WILL TECHNIQUES

Force of the Earth Earthbender Attack 1

Your attack hits hard, forcing even the most resolute defender to stumble backward.

At-Will ♦ Elemental, Implement Standard Action Ranged 10

Target: One creature.

Attack: Constitution vs. Fortitude.

Hit: 1d8 + Constitution modifier damage and the target is pushed one square

21st Level: 2d8 + Constitution modifier damage.

Fortifying Strike Earthbender Attack 1

After you strike, the earth's power lingers on you for a while longer.

At-Will ♦ Elemental, Weapon

Standard Action Melee weapon.

Target: One creature.

Attack: Constitution vs. AC.

Hit: 1[W] + Constitution modifier damage and you gain a number of temporary hitpoints equal to your Strength modifier.

21st Level: 2[W] + Constitution modifier damage.

Grounded Fist Earthbender Attack 1

Dirt snakes up your body and congregates to your fist before you strike.

At-Will ♦ Elemental, Weapon

Standard Action Melee weapon.

Target: One creature.

Attack: Constitution vs. AC.

Hit: 1[W] + Constitution modifier damage and you gain a +1 to AC until the end of your next turn.

21st Level: 2[W] + Constitution modifier damage.

Propelling Stone Earthbender Attack 1

You bring up a mound of earth and throw out a punch or kick, launching it forward.

At-Will ♦ Elemental, Implement

Standard Action Range 10

Target: One creature.

Attack: Constitution vs. Fortitude.

Hit: 1d8 + Constitution modifier damage and a square adjacent to you is considered difficult terrain until the end of your next turn.

21st Level: 2d8 + Constitution modifier damage.

Shattering Rock Earthbender Attack 1

With a quick swipe, a rock flies out of the ground and crashes into an enemy, shattering against a friend of his.

At-Will ♦ Elemental, Implement

Standard Action Range 5

Target: One creature.

Attack: Constitution vs. Fortitude.

Hit: 1d8 + Constitution modifier damage and an enemy adjacent to the target takes damage equal to your Wisdom modifier.

21st Level: 2d8 + Constitution modifier damage.

LEVEL 1 ENCOUNTER TECHNIQUES**Double Strike** Earthbender Attack 1

You pull two boulders up and launch them forward.

Encounter ♦ Elemental, Implement

Standard Action Range 10

Target: One or two creatures.

Attack: Constitution vs. Reflex, two attacks.

Hit: 1d6 + Constitution modifier damage per attack and two adjacent squares to you are difficult terrain until the end of your next turn.

Erupting Quake Earthbender Attack 1

As your ally is surrounded, the earth retaliates against your enemies.

Encounter ♦ Elemental, Implement

Standard Action Area burst 1 within 10.

Requirement: You must have a watched ally.

Target: Enemies within burst.

Attack: Constitution vs. Fortitude.

Hit: 1d6 + Constitution modifier damage and the target is pushed one square.

Quaking: One of your watched allies gains a +3 power bonus to all defenses until the end of your next turn.

Special: This attack is centered on your watched ally, they are not affected by it.

Winding Grasp Earthbender Attack 1

Your rocky hand takes a hold of your foe and you withdraw your hand, but the earth keeps its hold.

Encounter ♦ Elemental, Weapon

Standard Action Melee weapon

Requirement: You must have one hand free.

Target: One creature.

Attack: Constitution vs. AC.

Hit: 2[W] + Constitution modifier damage and the target is immobilized until the end of your next turn.

Shaping: The target takes a penalty against first saving throw against this effect equal to your Strength modifier.

LEVEL 1 DAILY TECHNIQUES**Cascade of Earth** Earthbender Attack 1

Earth gathers at your elbow as you plant it into the back of a foe's head. As he falls, the earth catches him for you.

Daily ♦ Elemental, Weapon

Standard Action Melee weapon.

Target: One creature.

Attack: Constitution vs. AC.

Hit: 2[W] + Constitution modifier damage and the target is knocked prone and immobilized (save ends both).

Shaping: The target takes a penalty to save against this effect equal to your Strength modifier.

Miss: Half damage and the target is knocked prone.

Earth Thorns **Earthbender Attack 1**

Stomping into a strong stance, the earth responds to your energy, impaling your enemies.

Daily ♦ **Elemental, Implement**

Standard Action **Close burst 1**

Target: Enemies within burst.

Attack: Constitution vs. Reflex.

Hit: 2d8 + Constitution modifier damage and the target is knocked prone and dazed until the end of your next turn.

Quaking: The area affected is difficult terrain until the end of the encounter.

Miss: Half damage and the target is pushed 1 square.

Ground Plate Armor **Earthbender Attack 1**

The ground fluidly covers your entire body as you make your way into the brawl.

Daily ♦ **Elemental, Weapon**

Standard Action **Melee weapon**

Target: One creature.

Attack: Constitution vs. AC.

Hit: 3[W] + Constitution modifier damage and you gain a +1 to AC until the end of the encounter.

Miss: Half damage and you gain a +2 bonus to AC until the end of your next turn.

LEVEL 2 UTILITY TECHNIQUES**Bend the Earth** **Earthbender Utility 2**

Lifting your palm and channeling your thoughts, the earth obeys.

At-Will ♦ **Elemental**

Move Action **Range 5**

Effect: The ground is elevated 5 feet until the end of your next turn.

Earth Wave **Earthbender Utility 2**

The earth mounds up underneath you, carrying you where you need to be.

Daily ♦ **Elemental**

Move Action **Personal**

Effect: Slide your speed. The squares you leave in this manner are difficult terrain until the end of your next turn.

Earth's Whisper **Earthbender Utility 2**

Due to your tight ties to the earth itself, you feel the sensitive reverberations given off by other creatures.

Encounter ♦ **Elemental, Stance**

Move Action **Personal**

Effect: You gain tremorsense 1 (you can detect invisible or otherwise unseen creatures that are adjacent to you) until the end of your next turn.

Sustain Minor: The effect persists until the end of your next turn.

LEVEL 3 ENCOUNTER TECHNIQUES**Earthen Kick** **Earthbender Attack 3**

You lift your foot off the ground with the earth hugging against it before hitting your enemy.

Encounter ♦ **Elemental, Weapon**

Standard Action **Melee weapon**

Target: One creature.

Attack: Constitution vs. AC.

Hit: 2[W] + Constitution modifier damage and the target is pushed 3 squares.

Shaping: The target is pushed 3 + Strength modifier squares.

Piston Earth **Earthbender Attack 3**

Upon command, the earth tosses your enemies with a quick lift of a pillar.

Encounter ♦ **Elemental, Implement**

Standard Action **Line 3**

Target: Enemies within line.

Attack: Constitution vs. Reflex.

Hit: 1d6 + Constitution modifier damage and the target is raised 10 feet into the air. They take falling damage if applicable.

Rattling Rocks **Earthbender Attack 3**

You deliver a strike so quick it stuns your foes.

Encounter ♦ **Elemental, Implement**

Standard Action **Range 10**

Target: One creature.

Attack: Constitution vs. Fortitude.

Hit: 2d8 + Constitution modifier damage and the target takes a -2 to all attack rolls until the end of your next turn.

Quaking: The target takes a penalty to attack rolls equal to 2 + your Wisdom modifier.

LEVEL 5 DAILY TECHNIQUES

Earth's Coiling Grip Earthbender Attack 5

The earth itself winds up around a foe, keeping him still.

Daily ♦ Elemental, Implement

Standard Action Range 10

Target: One creature.

Attack: Constitution vs. Fortitude.

Hit: 2d6 + Constitution modifier damage and the target is immobilized (save ends).

Shaping: As an aftereffect, the target is slowed (save ends).

Miss: Half damage and the target is slowed until the end of your next turn.

Sink and Return Earthbender Attack 5

The earth consumes your allies' problem and delivers them to you.

Daily ♦ Elemental, Implement

Standard Action Area burst 1 within 10

Requirement: You must have a watched ally.

Target: Each enemy within burst.

Attack: Constitution vs. Fortitude.

Hit: 1d8 + Constitution modifier damage and the target is teleported to a square adjacent to you if possible.

Miss: The target is pushed 2 squares.

Special: This attack is centered on your watched ally and does not affect them.

Quicksand Burst Earthbender Attack 5

Planting a hand into the ground, a distance away turns into quicksand.

Daily ♦ Elemental, Implement

Standard Action Area burst 1 within 10

Target: One creature.

Attack: Constitution vs. Reflex.

Hit: 2d8 + Constitution modifier damage and the target is slowed and takes 5 ongoing damage (save ends).

Quaking: The target is immobilized instead of slowed.

Miss: Half damage and the target is slowed until the end of your next turn.

LEVEL 6 UTILITY TECHNIQUES

Columns of Earth Earthbender Utility 6

A large plate of earth blocks the way between you and them.

Daily ♦ Elemental

Move Action Wall 5 within 10

Effect: You create a wall in unoccupied squares that blocks movement and line of sight. This lasts until the end of your next turn.

Sustain move: The wall persists until the end of your next turn.

Divided Attention Earthbender Utility 6

Your friends are in trouble and you make sure they get out alive.

Encounter ♦ Elemental

Minor Action Personal

Effect: Until the end of your next turn, all allies within 5 squares of you are considered to be your watched ally.

Smooth Sailing Earthbender Utility 6

As obstructive terrain hinders your ally, you glide them across.

Encounter ♦ Elemental

Immediate Interrupt Range 10

Trigger: An ally moves into difficult terrain.

Effect: That ally ignores the effects of difficult terrain until the end of its movement.

LEVEL 7 ENCOUNTER TECHNIQUES

Dirt Headbutt Earthbender Attack 7

You mold a helmet of earth around your head and launch forward, connecting your's with their's.

Encounter ♦ Elemental, Weapon

Standard Action Melee weapon

Target: One creature.

Attack: Constitution vs. AC.

Hit: 1[W] + Constitution modifier damage and the target is dazed until the end of your next turn.

Shaping: You gain a bonus to AC equal to your Strength modifier until the end of your next turn.

Fissure Path **Earthbender Attack 7**

You raise both of your hands and the earth shatters under your determination.

Encounter ♦ **Elemental, Implement**

Standard Action **Line 3**

Target: Creatures within line.

Attack: Constitution vs. Reflex.

Hit: 1d10 + Constitution modifier damage and the target is knocked prone.

Quaking: You may push the target a number of squares equal to your Wisdom modifier.

Spear of the Earth **Earthbender Attack 7**

Stomping your foot, the earth responds with a mighty crash.

Encounter ♦ **Elemental, Implement**

Standard Action **Range 10**

Target: One creature.

Attack: Constitution vs. Reflex.

Hit: 2d6 + Constitution modifier damage and the target is immobilized until the end of your next turn.

LEVEL 9 DAILY TECHNIQUES**Earthfall** **Earthbender Attack 9**

You raise and control a destructive storm of earth and rocks.

Daily ♦ **Elemental, Implement**

Standard Action **Wall 5** within 10

Target: Enemies within wall.

Attack: Constitution vs. Fortitude.

Hit: 2d10 + Constitution modifier damage and the target is blinded until the end of your next turn.

Sustain Standard: Manifest the wall in another location within range, you may rearrange it, and make the following attack.

Secondary Target: Enemies within wall.

Attack: Constitution vs. Fortitude.

Hit: 1d10 + Constitution modifier damage and the target is blinded until the end of your next turn.

Erupting Smash **Earthbender Attack 9**

As your weapon strikes downward, the earth strikes upward.

Daily ♦ **Elemental, Weapon**

Standard Action **Melee weapon**

Target: One creature.

Attack: Constitution vs. AC.

Hit: 2[W] + Constitution modifier damage and creatures adjacent to the target take 1[W] + Constitution modifier damage.

Miss: Half damage and each adjacent creature takes Constitution modifier damage.

Shaping: The target takes a -2 to all defenses until the end of your next turn.

Seismic Wave **Earthbender Attack 9**

You bring a mighty fist down and the earth ripples like water.

Daily ♦ **Elemental, Implement**

Standard Action **Close burst 2**

Target: Enemies within burst.

Attack: Constitution vs. Fortitude.

Hit: 2d6 + Constitution modifier damage and the burst affected is difficult terrain until the end of the encounter.

Miss: Half damage and the area affected is difficult terrain until the end of your next turn.

Quaking: The target is knocked prone on a hit.

LEVEL 10 UTILITY TECHNIQUES**Earth's Protection** **Earthbender Utility 10**

After you fail to protect, your subconscious wills it to happen.

Daily ♦ **Elemental**

Free Action **Range 5**

Trigger: You use *earthen shield* or *shifting ground* and fail.

Effect: One of your Watched allies gains resist 10 until the end of your next turn.

In Tune **Earthbender Utility 10**

If you listen closely, you can hear most anything.

Encounter ♦ **Elemental**

Move Action **Personal**

Effect: Until the end of your next turn, gain a +5 bonus to Perception checks and ignore any penalties to your Perception skill.

Raise the Earth Earthbender Utility 10

You lift your hands and the earth replicates the movement.

Encounter ♦ Elemental

Move Action Close burst 2

Effect: The area's ground is elevated 10 feet until the end of your next turn.

LEVEL 13 ENCOUNTER TECHNIQUES**Avalanche Charge** Earthbender Attack 13

You encase yourself in a solid stone armor and then charge forward.

Encounter ♦ Elemental, Implement

Standard Action Melee touch

Target: One creature.

Attack: Constitution vs. Fortitude.

Hit: 2d8 + Constitution modifier damage and the target is pushed 3 squares. Afterward you must slide to a square adjacent to the target.

Shaping: The target is also dazed until the end of your next turn.

Sand to Stone Earthbender Attack 13

You mar your enemies in quicksand and then harden it into stone.

Encounter ♦ Elemental, Weapon

Standard Action Close blast 1

Target: Each enemy within burst.

Attack: Constitution vs. Reflex

Hit: The target is restrained until the end of your next turn.

Quaking: You may choose one target you hit to be restrained (save ends).

Terra Blast Earthbender Attack 13

With a quick step you launch a series of sharpened stones at a threatening target.

Encounter ♦ Elemental, Implement

Standard Action Ranged 10.

Target: One creature

Attack: Constitution vs. Reflex.

Hit: 2d8 + Constitution and the target is dazed until the end of your next turn.

Special: Whenever you could use either shifting ground or earthen shield, you may instead use this attack as an immediate interrupt. This attack targets either the triggering enemy or the enemy that made the triggering attack.

LEVEL 15 DAILY TECHNIQUES**Earthen Uppercut** Earthbender Attack 15

With a rising punch you rocket an opponent into the air.

Daily ♦ Elemental, Weapon

Standard Action Melee weapon or ranged 5

Target: One creature.

Attack: Constitution vs. AC.

Hit: 3[W] + Constitution modifier damage and the target is pushed 2 squares.

Effect: The area that was occupied by the target counts as difficult terrain until the end of the encounter.

Shaping: The area that was occupied by the target and each adjacent square counts as difficult terrain until the end of the encounter.

Rockslide Earthbender Attack 15

As you charge your opponent, you build up far more momentum than expected.

Daily ♦ Elemental, Weapon

Standard Action Melee weapon.

Target: One creature

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage, and you push the target 2 squares. You may charge as a free action following this attack.

Special: You may use this attack instead of a melee basic attack during a charge.

Rock Crush Earthbender Attack 15

You drop a boulder on your opponent, breaking up their formation and keeping them apart.

Daily ♦ Elemental, Implement

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Reflex

Hit: 3d10 + Constitution modifier damage and creatures adjacent to the target are pushed 3 squares.

Quaking: Creatures adjacent to the target take your Wisdom modifier in damage.

LEVEL 16 UTILITY TECHNIQUES

Earthen Upheaval **Earthbender Utility 16**

You rip the ground up, causing jagged rocks and pits to impede movement.

Encounter ♦ Elemental

Minor Action **Close** burst 5

Effect: Each square in the burst becomes difficult terrain until the end of your next turn.

Shaping: You may center this attack on your watched ally.

Indomitable Stone **Earthbender Utility 16**

You become as hard to move as rock, and even harder to break.

Daily ♦ Elemental

Minor Action **Personal**

Effect: Until the end of the encounter you gain resist damage 5 and may not be forced to move. This effect ends immediately if you move more than 1 square in a round.

Stone Tent **Earthbender Utility 16**

You create a crude earthen hut around yourself, granting you a moment's respite from combat.

Daily ♦ Elemental

Standard Action **Personal**

Effect: You are completely surrounded by a tent made of stone, crystal or some other earthen material. While within the hut you cannot be subject to any attacks. Any attack that would target or effect you instead effects your hut. The hut had resist damage 10 and hit points equal to 5 + your Constitution modifier. It shares your defenses. If your hut is reduced to 0 hit points or if you leave the hut, the effect ends. While in the hut, any power you use automatically targets you and cannot target any other creature.

LEVEL 17 ENCOUNTER TECHNIQUES

Dancing Jing **Earthbender Attack 17**

You exert a technique that demonstrates positive and negative jing all in one blow.

Encounter ♦ Elemental, Implement

Standard Action **Close** blast 3

Target: Each enemy within blast.

Attack: Constitution vs. Reflex

Hit: 2d10 + Constitution modifier damage and the target is pushed three squares. If your watched ally is in the blast they may shift their speed to a square adjacent to you.

Follow Through **Earthbender Attack 17**

With a strong stance and strong arc, you shatter the ground ahead of you.

Encounter ♦ Elemental, Implement

Standard Action **Path** 5

Target: Each enemy within path.

Attack: Constitution vs. Reflex

Hit: 2d6 + Constitution modifier damage and the target is immobilized until the end of your next turn.

Quaking: The target is also knocked prone.

Lingering Debris **Earthbender Attack 17**

With a solid fist, you crash into your enemy.

The rock smashes and the pieces linger around you.

Encounter ♦ Elemental, Weapon

Standard Action **Melee** weapon

Target: One creature.

Attack: Constitution vs. AC.

Hit: 2[W] + Constitution modifier damage and you gain a +3 bonus to AC and Reflex until the end of your next turn.

Shaping: The bonus to AC and Reflex is equal to 3 + your Strength modifier.

LEVEL 19 DAILY TECHNIQUES

Crushing Blow **Earthbender Attack 19**

You sink into the earth as an enemy approaches one of your friends.

Daily ♦ Elemental, Weapon

Immediate Interrupt **Melee** weapon

Trigger: An enemy triggers your *shifting grounds* power.

Effect: You teleport to a square adjacent to the target and make the following attack in place of the *shifting grounds* power.

Target: The triggering creature.

Attack: Constitution vs. AC.

Hit: 3[W] + Constitution modifier damage and you push the target 5 squares. They are immobilized (save ends) at the end of the push.

Shaping: The watched ally previously threatened by the target gains a bonus to all defenses equal to your Strength modifier until the end of your next turn.

Stone Prison **Earthbender Attack 19**

You stomp and instantly create a stone prison around your target. Then you crush them.

Daily ♦ **Elemental, Weapon**

Standard Action **Ranged 5**

Target: One creature

Attack: Constitution vs. Fortitude

Hit: The target is restrained and takes ongoing 10 damage (save ends both).

Miss: The target is immobilized and takes ongoing 5 damage (save ends both.)

Terraquake **Earthbender Attack 19**

You lift a strong hand and clench it into a fist, crushing the earth underneath your enemies.

Daily ♦ **Elemental, Implement**

Standard Action **Area burst 2 within 10**

Target: Each enemy within burst.

Attack: Constitution vs. Fortitude.

Hit: 4d10 + Constitution modifier damage and the target is slowed.

Quaking: Each ally within the burst is considered a watched ally until the end of your next turn.

LEVEL 22 UTILITY TECHNIQUES**Earthen Plate** **Earthbender Utility 22**

You put that extra oomph in your earthbending.

Encounter ♦ **Elemental**

Free Action **Personal**

Trigger: You use either your earthen shield or shifting ground power.

Effect: After the attack is resolved, you make a wall 5, starting in a square adjacent to the ally. This wall is two square high, blocks line of sight and lasts until the end of your next turn.

Glorious Smash **Earthbender Utility 22**

You put down an enemy and shatter the ground around him.

Daily ♦ **Elemental**

Immediate Interrupt **Personal**

Trigger: You knock an enemy prone.

Effect: The triggering enemy is dazed (save ends). Additionally, the creatures square and every adjacent square is difficult terrain to your enemies until the end of the encounter.

Pitfall **Earthbender Utility 22**

The ground changes beneath you, creating a pits with thin and extremely fragile lids.

Daily ♦ **Elemental**

Standard Action **Close burst 5**

Effect: You create obscured pit traps around the battlefield. Choose three spaces within the burst, these are now pit traps. The traps look the same as the ground around them, but enemies that step on them are subject to a Constitution +2 vs. Reflex attack. If the attack hits, they fall into the trap, take 1d10 damage and fall prone. It requires a move action to escape from the pit trap.

LEVEL 23 ENCOUNTER TECHNIQUES**Moving Wall** **Earthbender Attack 23**

You take a strong stance and the earth itself rises up to protect you.

Encounter ♦ **Elemental, Implement**

Standard Action **Close burst 2**

Target: Creatures in burst

Attack: Constitution vs. Fortitude

Hit: 2d8 + Constitution modifier damage and the target is pushed 3 squares.

Effect: After the attack is resolved, repeat this attack as a close burst 1, now centered on one current Watched Ally.

Rippling Ground **Earthbender Attack 23**

By punching the earth beneath you, you create a shockwave that can appear nearly anywhere on the battlefield.

Encounter ♦ **Elemental, Implement**

Standard Action **Close burst 2**

Target: Each enemy within burst.

Attack: Constitution vs. Fortitude

Hit: 2d10 + Constitution modifier damage and the target is knocked prone.

Special: You may determine the origin of this attack as if you shared a space with your watched ally.

Quaking: This attack deals an extra d10 of damage.

Stone Blade Earthbender Attack 23

It takes effort to hurl a boulder at an opponent, it takes refinement to sharpen it first.

Encounter ♦ Elemental, Weapon

Standard Action Melee weapon or Ranged 5

Target: One creature

Attack: Constitution vs. AC

Hit: 3[W] + Constitution modifier and the target has vulnerable 5 (save ends).

Shaping: Vulnerable 5 + Strength modifier.

LEVEL 25 DAILY TECHNIQUES**Avalanche Hammer Earthbender Attack 25**

With a single motion you erect a powerful defense and crush an enemy.

Daily ♦ Elemental, Implement

Standard Action Close burst 1

Target: One creature within burst.

Special: You may center this attack on your watched ally.

Attack: Constitution vs. Reflex.

Hit: 4d10 + Constitution modifier damage and the target is pushed 1 square and knocked prone and you pull a wall of continuous squares made of stone out of the ground. At least one square of the wall must be in the square the target vacated. The wall may be up to 5 squares long and 2 squares high. The wall lasts until the end of your next turn.

Miss: No damage but the target is pushed and knocked prone and the wall appears.

Sustain minor: The wall persists until the end of your next turn.

Shaping: Half damage on a miss.

Boulder Slam Earthbender Attack 25

Because sometimes all you need is a really big rock.

Daily ♦ Elemental, Implement

Standard Action Area burst 2 within 10.

Target: Each enemy in burst

Attack: Constitution vs. Fortitude

Hit: 3d8 + Constitution modifier damage, and the target is knocked prone and is marked by you (save ends)

Miss: The target is knocked prone.

Spire Burst Earthbender Attack 25

A wave of pointed spires burst from the ground around you, impaling enemies who attack you.

Daily ♦ Elemental, Implement

Standard Action Area burst 2 within 10.

Target: Each enemy within burst.

Attack: Constitution vs. Fortitude.

Hit: 3d8 + Constitution modifier damage and the target is pushed 2 squares and immobilized until the end of your next turn.

Miss: Half damage and the target is pushed 2 squares.

Special: You may center this attack on your watched ally.

Quaking: Until the end of your next turn, the area affected is difficult terrain.

LEVEL 27 ENCOUNTER TECHNIQUES**Crag Hammer Earthbender Attack 27**

You slam your curled fists into the ground causing a huge plane of earth to fire upwards and then fall on your target.

Encounter ♦ Elemental, Implement

Standard Action Wall 3 within 5.

Target: Each enemy within wall.

Attack: Constitution vs. Reflex

Hit: 3d8 + Constitution modifier damage.

Effect: The earthen plate you dropped on your opponent becomes a wall. A wall 3 squares long and two squares tall appears in the area effected by this attack. It blocks line of sight and effect. The wall lasts until the end of your next turn.

Sustain Minor: The wall lasts until the end of your next turn.

Earthen Shrapnel Earthbender Attack 27

You quickly condense some large rocks, then release them from the pressure, sending bits of rock across the battlefield.

Encounter ♦ Elemental, Implement

Standard Action Close blast 5

Target: Each enemy within blast.

Attack: Constitution vs. Fortitude

Hit: 3d6 + Constitution modifier damage, and ongoing 5 damage and -2 to all AC and Fortitude (save ends).

Quaking: The ongoing 5 damage and penalty to AC and Fortitude have separate saves.

Surging Fist **Earthbender Attack 27**

You collect a fistful of dirt before it forms around your hand. A mighty slug will come from this one.

Encounter ♦ Elemental, Implement

Standard Action **Melee** weapon

Target: One creature.

Attack: Constitution vs. AC.

Hit: 3[W] + Constitution modifier damage and the target is knocked prone. Until the end of the encounter, whenever you hit a creature you may push them 1 square.

Shaping: Whenever you push an enemy due to this power, you gain a +1 to your next attack against the target you pushed.

LEVEL 29 DAILY TECHNIQUES**Earth's Lent Hand** **Earthbender Attack 29**

You curl the earth around your opponent, slowly sapping the life out of him.

Daily ♦ Elemental, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Constitution vs. AC.

Hit: 6[W] + Constitution modifier damage and you gain a +2 bonus to all defenses against the target's attacks until the end of the encounter.

Miss: Half damage and you gain a +2 bonus to all defenses against the target's attacks until the end of your next turn.

Shaping: While you have a defense bonus due to this power against the target, you may add an extra 2d10 damage whenever you hit the target.

Sundered Plates **Earthbender Attack 29**

You only require your strong form and will to control the very plates that hold the earth together.

Daily ♦ Elemental, Implement

Standard Action **Close** burst 3

Target: One creature.

Attack: Constitution vs. Reflex.

Hit: 5d12 + Constitution modifier damage and the target is prone and takes 20 ongoing damage (save ends).

Miss: Half damage and the target is prone. They take 10 ongoing damage (save ends).

Effect: The area affected is difficult terrain for enemies until the end of the encounter.

Quaking: Each ally within the burst is considered a watched ally until the end of the encounter.

Tectonic Cutter **Earthbender Attack 29**

You harness the energy that makes continents move and mountains form.

Daily ♦ Elemental, Implement

Standard Action **Path** 6

Target: Enemies in path

Attack: Constitution vs. Reflex

Hit: 5d10 + Constitution modifier damage and the target is immobilized (save ends).

Effect: The area affected by this attack splits into a deep pit. Anytime a creature stands in a space with a deep pit, they fall in and are trapped (save ends). While a creature is trapped, they cannot use move actions and take a -2 penalty to attack rolls. The pit lasts until the end of encounter. Until the end of the encounter, when you shift, the space you vacate becomes a deep pit. You may dismiss a pit as a move action.



PARAGON PATHS

DAI LI

“...” *A glove made of stone flies out of the shadows and asphyxiates you.*

Prerequisites: Earthbender, Trained in Acrobatics or Athletics

You are a member of an elite group of Earthbenders, trained to move silently and kill with efficiency. The Dai Li are employed as secret police and bodyguards by royalty across the land. If you are forced to enter combat openly you are a master of quickly incapacitating your opponent.

DAI LI PATH FEATURES

Hand of the Dai Li (11th Level): You are trained to use the Hand of the Dai Li, an earthbending technique where you wear gloves made of stone. These gloves take up the Arm Slot, they provide a +3 proficiency bonus to Grab attacks and allow you to make grab attacks as Ranged 10 attacks. They may be enchanted as normal.

Movement of the Dai Li (11th Level): You are trained in Stealth. You gain a +2 bonus to Athletics, Acrobatics and Stealth checks made while climbing.

Grasp of the Dai Li (16th Level): You may sustain a grab as a free action. You are considered to have two extra hands for the purposes of making grab attempts. Creatures take a -2 penalty to Escape attempts vs. your grabs.

DAI LI TECHNIQUES

Crush the Windpipe **Dai Li Attack 10**

Your Hand of the Dai Li flies forward, takes purchase and begins to crush the throat of a foe.

Encounter ♦ Elemental, Implement

Standard Action Range 10

Target: One creature.

Attack: Constitution vs. Reflex.

Hit: 3d8 + Constitution modifier damage.

Special: If you target a foe that is grabbed by you, this attack automatically hits.

Move Unnoticed **Dai Li Utility 12**

You are trained to use your earthen surroundings to sneak up on your foes.

At-Will ♦ Elemental

Move Action Personal

Effect: You may move up to your speed through a surface made of solid earth as long as you end your movement in an empty space.

Incapacitate The Target **Dai Li Attack 20**

You move quickly and efficiently to an opponent and knock them unconscious.

Daily ♦ Elemental, Implement

Standard Action Melee touch

Target: One surprised creature.

Attack: Constitution +2 vs. Reflex

Hit: The target is unconscious (save ends) and grabbed.

EARTHGLIDER

“The earth carries me effortlessly and I carry it the same way.”

Prerequisites: Earthbender

The earth is not as solid and cold as others believe it to be. You know that the earth is made up of very small particles. By concentrating on the pieces that make up the whole, you can bend even the most resolute earth in a fluid motion. Concentrating on that tiny of a level enables you to bend the earth as fluidly as any other bender could with their respective elements.

EARTHGLIDER PATH FEATURES

Throttle Down (11th Level): If an effect forces you to be slid, pulled, or pushed, you can reduce the distance by 1 square.

Rippling Action (11th Level): When you spend an action point, the ground even helps your allies reposition themselves. When you spend an action point to take another action, allies within 10 squares of you may shift 2 squares as a free action.

Not to Touch the Earth (16th Level): When you run, the spaces you run through are considered difficult terrain to your enemies until the end of your next turn.

EARTHGLIDER TECHNIQUES

The Earth Guardian Earthglider Attack 10

To protect your friends, the ground repels enemies.

Encounter ♦ Elemental, Implement

Standard Action Close burst 1

Target: Each enemy within burst.

Attack: Constitution vs. Fortitude.

Hit: 1d8 + Constitution modifier and the target is slid 2 squares and knocked prone.

Special: This close burst is centered on a watched ally.

Ride the Wave Earthglider Utility 12

Falling down isn't much of a problem. The earth picks you back up and you find another place to be.

Encounter ♦ Elemental

Immediate Reaction Personal

Trigger: You fall prone.

Effect: You stand up immediately and slide your speed + 2.

Wrinkle in the Dirt Earthglider Daily 20

Stomping your foot makes the ground jump, almost in fright.

Daily ♦ Elemental, Implement

Standard Action Close burst 5

Target: Each enemy in burst.

Attack: Constitution vs. Reflex.

Hit: 2d10 + Constitution modifier damage and the target is knocked prone.

Effect: The area affected is difficult terrain for your enemies.

Sustain Minor: The area affected continues to be difficult terrain.

METALBENDER

"Refining the earth won't save you from my power."

Prerequisites: Earthbender

Typically, earthbenders cannot bend earth and ore that have been refined. Metals, such as iron and steel, do not react to the will of the earthbender. Its unnatural, thus doesn't have the same reverberations and feel of natural earth. Though, occasionally, strong willed earthbenders become

in tune with these unnatural metals and force them to bend.

METALBENDER PATH FEATURES

Polarized Allies (11th Level): When an enemy attacks your watched ally with a power with the Weapon keyword, the watched ally has a +3 power bonus to AC instead of the normal +2.

Metalbending Action (11th Level): When you spend an action point to take an extra action, your enemies' weapons and armors shudder under your focus. Each enemy within 2 squares of you either take a penalty to damage equal to half your level until the end of your next turn or a penalty equal to your Wisdom modifier to AC.

Further Faults (16th Level): When an enemy adjacent to either you or your watched ally misses with a power with the Weapon keyword, they take a penalty to damage rolls equal to your Wisdom modifier until the end of your next turn.

METALBENDER TECHNIQUES

Devastating Grip Metalbender Attack 10

You curl your focus over your enemy's weapon and it crumbles.

Encounter ♦ Elemental, Implement

Standard Action Range 5

Target: One creature.

Attack: Constitution vs. Fortitude

Hit: 1d10 + Constitution modifier damage and the target takes a -1 to attack rolls (save ends). For every failed save, this increases to -2, -3, etc. to a maximum of -5.

Weapon's New Master Metalbender Utility 12

As he goes to strike your friend, his weapon's allegiance changes quickly.

Encounter ♦ Elemental

Immediate Interrupt Close burst 5

Trigger: Your Watched Ally provokes an opportunity attack.

Target: One creature attacking your ally.

Effect: They automatically miss with their opportunity attack and fall prone.

Armor's Vicegrip Metalbender Daily 20

As they surround you, their armor suddenly tightens and stops them in their tracks.

Daily ♦ Elemental, Implement

Standard Action Close burst 2

Target: Enemies within burst.

Attack: Constitution vs. Reflex.

Hit: 2d6 + Constitution modifier damage and the target is immobilized (save ends).

Special: The close burst can be centered on a watchful ally within 10 squares.

PROFESSIONAL EARTHBENDER

"You think you can touch this, I am the BOULDER!"

Prerequisites: Earthbender

You learned to earthbend so you could fight, and that's what you do. Sure, your technique is a bit showy, but that doesn't mean it doesn't work. You are a Professional Earthbender and you ROCK! Your technique is a bit showy, but that doesn't make it non-functional. You have a proficiency for knocking enemies away and stunning them with elaborate earthbending techniques.

PROFESSIONAL EARTHBENDER PATH FEATURES

Earthbending Gimmick (11th Level): At the end of each extended rest you must choose if your earthbending persona is going to be a Face (A Good Guy) or a Heel (A Bad Guy). This choice just determines how your features and powers work, and doesn't have to have anything to do with your personality outside of the ring. When you take this paragon path you must choose if your Earthbending persona is a Face (A Good Guy) or a Heel (A Bad Guy). This just determines the way your powers work and doesn't have to have anything to do with your personality outside of the ring.

If you are a Heel, you gained a +3 bonus to Intimidate checks and gain a +2 bonus to hit surprised foes. If you are a Face you gain a +3 bonus to Diplomacy checks and you gain a +2 bonus to hit enemies adjacent to your watched ally (as long as that is not yourself).

Spectator Action (11th Level):

Heat (Heel): You fight dirty and play off the fear of your enemies. When you spend an action point to make an extra attack that attack gains the Rattling keyword.

Pop (Face): You fight well with your teammates. When you spend an action point to make an extra attack you may instead have you and one of your allies make a melee basic attack against the same target.

Ring Out (16th Level):

Cheap Shot (Heel): When you move an enemy, you always manage to get in a cheapshot. If you push, pull or slide an enemy at least 2 squares, you deal additional damage equal to your Strength modifier.

Tag Team (Face): You are good at team attacks. If you push, pull or slide an enemy to space adjacent to your watched ally (as long as that is not yourself), that ally gains combat advantage against this enemy until the end of your next turn.

PROFESSIONAL EARTHBENDER TECHNIQUES

Submission Hold Professional Earthbender Attack 10

You have the target where you want them, now you just need to finish this.

Encounter ♦ Elemental, Implement

Immediate Reaction Melee touch

Trigger: An adjacent enemy falls prone.

Attack: Constitution vs. Fortitude

Hit: 4d4 + Constitution modifier damage and the target is dazed until the end of your next turn.

Heel: Target is stunned instead of dazed.

Face: You may spend a healing surge.

Ring Match Professional Earthbender Utility 12

You are used to fighting in an arena, so why not?

Daily ♦ Elemental, Zone

Move Action Area burst 3 within 10 squares.

Effect: You create a wrestling ring in which to fight that lasts until the end of the encounter.

The zone is elevated 5 feet.

Heel: You fill your arena with traps and pitfalls. Enemies in the zone grant you combat advantage.

Face: You use your talent for teamwork to turn the fight in your favor. You and your watched ally gain a +2 bonus to your AC and Reflex defenses while you are both in the ring.

Signature Move Professional Earthbender Attack 20

You launch into the complicated earthbending technique that you are known for.

Daily ♦ Elemental, Weapon

Standard Action Melee weapon

Target: One creature.

Attack: Constitution vs. AC

Hit: 4[W] + Constitution modifier damage and the target is knocked prone.

Heel: You may immediately perform a melee basic attack on the target as a free action.

Face: You may immediately switch places with a watched ally if they are within 5 squares of you. If you do, the ally may perform a melee basic attack against the target as a free action.

SANDBENDER

“The true power of earthbending is in the tiniest particles of dirt, I’m just honest about it.”

Prerequisites: Earthbender

You have practiced your earthbending techniques to focus on the tiniest particles of dirt. When it is grouped together it can hit as hard as any Boulder, but separate it can bypass any defense.

A sandstorm is the ultimate sign of team work, billions of tiny particles working together to topple even the greatest foes.

SANDBENDER PATH FEATURES

Sandbending (11th Level): You use sand and loose soil when you earthbend, you can still bend packed earth and rocks as normal. Once per day you may add the following effect to one of your Encounter or Daily powers before expending it. **Effect:** The target is blinded (save ends)

Sandbending Action (11th level): When you spend an action point, one watched ally has total concealment until the end of your next turn.

Desert Mastery (16th Level): You ignore the effects of difficult terrain caused by sand, loose soil or mud, in addition, while in such an environment you gain a +1 bonus to all defenses.

SANDBENDER TECHNIQUES

Sand in the Eyes Sandbender Attack 10

You can pull the ol’ sand in the eyes trick with surprising efficacy.

Encounter ♦ Elemental, Implement

Immediate Interrupt Close burst 1

Trigger: You or your watched ally is hit by an attack.

Target: The creature that triggered this power.

Attack: Constitution vs. Reflex

Hit: The attack fails. The target is blinded until the end of your next turn.

Special: This power is centered on whoever was attacked by the triggering creature.

Sand Skiff Sandbender Utility 12

By bending the earth you can skate across its surface like boat on water.

Encounter ♦ Elemental

Move Action Personal

Effect: You slide your speed + 2.

Sandstorm Sandbender Attack 20

The earth gives you cover while it cuts into your opponent’s skin.

Daily ♦ Elemental, Implement, Zone

Standard Action Close burst 3

Effect: You create a zone of obscuring sand that lasts until the end of your next turn.

Allies gain concealment while in the zone. Enemies that start their turn in the zone take damage equal to your Strength modifier.

Sustain Minor: The zone persists.

SEISMIC ADEPT

"I don't even need to lay my eyes on you to defeat you."

Prerequisites: Earthbender

You have learned to see with your feet. You leave them bare and place them on the ground to literally feel your opponents movement. You don't need to see a thing in order to fight, in fact vision just distracts you at this point.

SEISMIC ADEPT PATH FEATURES

Seismic Vision (11th Level): You gain tremorsense 5.

Seismic Sense (11th Level): You gain a +5 to perception checks to detect movement in contact with the ground.

Seismic Action (11th Level): When you use an action point to take an extra action, enemies you can see with your tremorsense are knocked prone.

Seismic Superiority (16th Level): Enemies that you can see with your tremorsense cannot gain combat advantage against you or your watched ally.

SEISMIC ADEPT TECHNIQUES

Roundabout Shockwave **Seismic Adept Attack 10**

You cause a ripple in the earth to appear behind an enemy, pulling them closer to you.

Encounter ♦ Elemental, Implement Standard Action **Area** burst 1 with 10 squares.

Target: Each enemy within burst.

Attack: Constitution vs. Fortitude

Hit: 1d6 + Constitution modifier damage and the target is pulled up to 5 squares.

Special: You gain a +2 to this attack if you can sense the target with tremorsense.

Badgermole's Gift Seismic Adept Utility 12

You close your eyes and focus on the seismic sense you learned from studying the Badgermoles.

Daily ♦ Elemental

Minor Action **Personal**

Effect: You are blinded and you gain tremorsense 15 until the end of the encounter. You may end this effect as a free action

Earthquake Seismic Adept Attack 20

You focus all of your technique to deliver the ultimate attack, the unbridled power of the shuddering earth.

Daily ♦ Elemental, Implement Standard Action **Close burst 5**

Target: Creatures within burst.

Attack: Constitution vs. Fortitude.

Hit: 4d10 + Strength modifier and the target is knocked prone.

Miss: The target is knocked prone.

Special: You gain a +2 to this attack if you can sense the target with tremorsense.

STUDENT OF THE BADGERMOLE

"They don't talk, but they're great teachers!"

Prerequisites: Earthbender

You've created and based a few of your earthbending techniques off of the lore of badgermoles, mystical and powerful creatures said to have created earthbending. The earth for you is as useful and accessible as water. You can burrow and dig effortlessly and can do the same for your friends and enemies.

STUDENT OF THE BADGERMOLE PATH FEATURES

Grounding Criticals (11th Level): When you score a critical on a creature, they are immobilized until the end of your next turn.

Burrowing Action (11th Level): When you spend an action point to take an extra action, you may burrow at your speed + 2 as a free action.

Take the Dive (16th Level): When you use your move action to shift, you instead teleport 1 square.

STUDENT OF THE BADGERMOLE TECHNIQUES

Shaking Stomp Student of the Badgermole Attack 10

You stomp the ground and a wayward enemy is engulfed by the earth.

Encounter ♦ Elemental, Implement

Standard Action Melee touch

Target: One creature.

Attack: Constitution vs. Reflex

Hit: 2d10 + Constitution modifier damage and the target is dazed and immobilized until the end of your next turn.

Get Over Here! Student of the Badgermole Utility 12

Your ally sinks into the ground and emerges right next to you.

Daily ♦ Elemental

Move Action Close burst 5.

Target: One watched ally within range.

Effect: The ally teleports to a space adjacent to you.

Dangerous Emergence Student of the Badgermole Attack 20

You burrow into the ground then come up, showering your enemies with rocks and debris from below.

Daily ♦ Elemental, Implement

Standard Action Close burst 2

Target: Enemies within burst.

Attack: Wisdom vs. Fortitude

Hit: 4d6 + Constitution modifier damage and the target is dazed (save ends).

Miss: Half damage.

Special: You may burrow your speed without provoking any opportunity attacks before using this attack.



FIREBENDER

“Learn to control the flame, lest it consume you.”

CLASS TRAITS

Role: Striker. Fire is the element of power, consisting of overpowering force tempered by the unflinching will to accomplish tasks and desires. You wield it as a weapon.

Source: Elemental. Firebenders draw their power from the sun and other cosmic entities with ancient techniques learned from the oldest dragons.

Key Abilities: Dexterity, Charisma, Constitution.

Armor Proficiencies: Cloth, Leather, Hide, Chainmail.

Weapon Proficiencies: Simple melee, simple ranged, military melee.

Implement: Ki Focuses, weapons that you are proficient with.

Defense Bonus: +2 Reflex.

Hit Points at 1st Level: 13 + Constitution score.

Hit Points for each Level gained: 5.

Healing Surges: 7 + Constitution Modifier.

Trained Skills: From the class skills list below, choose four trained skills at 1st level.

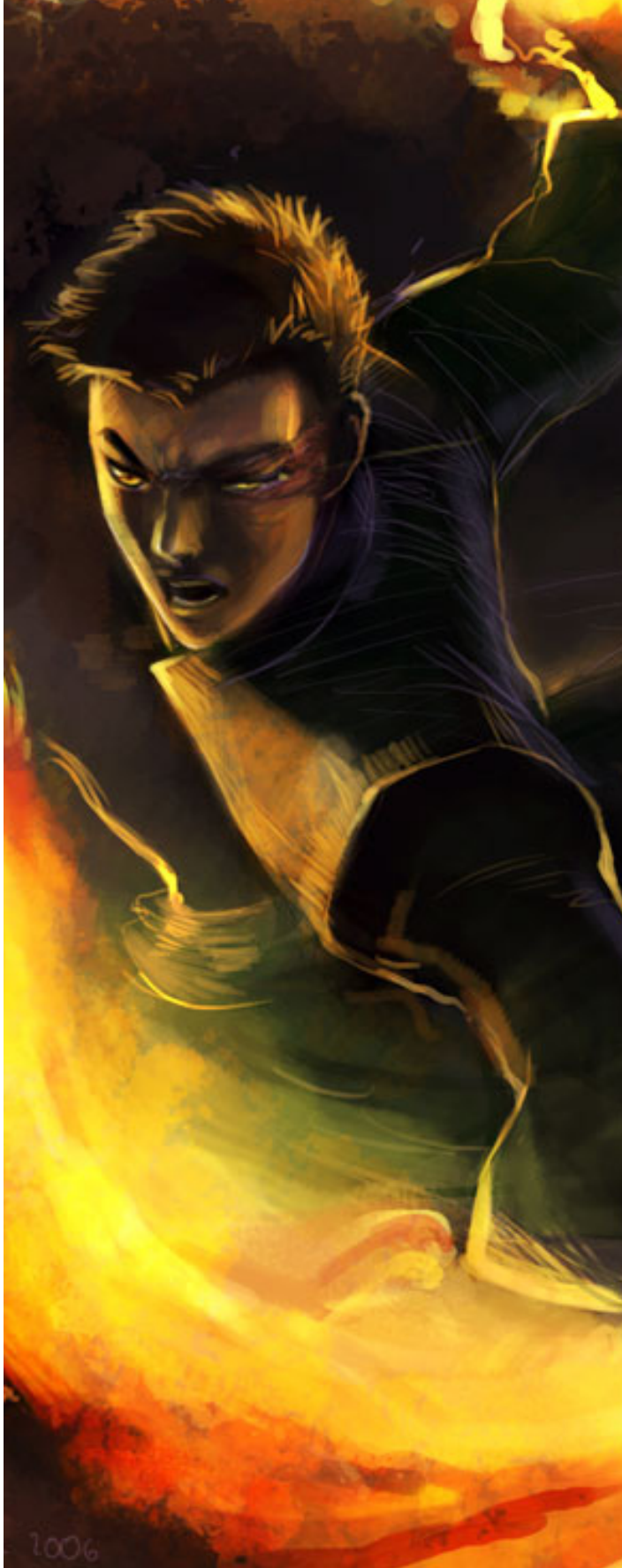
Class Skills: Acrobatics (Dex), Arcana (Int), Bluff (Cha), History (Int), Intimidate (Cha), Perception (Wis), Stealth (Dex), Streetwise (Cha).

Build Options: Harmonious firebender, raging firebender.

Class Features: Source of Strength, Overwhelming Flame, Firebending

Firebending is the mystical power to control fire by channeling ones emotional state to action, either the harmony of ones soul or the rage of ones mind. Practitioner's of Firebending use quick and successive attacks and very few defensive technique,s, making the firebender an almost completely offensive force on the field of battle.

Firebending, however it is accomplished, is about decisively acting on ones desires or goals. Some Firebender's do so by becoming one with the harmony of life, treating the flame as a living, breathing thing. Other's use their anger as a source of destructive power, a crude but effective path.



CREATING A FIREBENDER

Firebenders come in two different ways, both with different strategies and philosophies.

HARMONIOUS FIREBENDER

The element of fire is a pure one. It has the power to take life, but it also has the power to allow re-birth. When using your abilities, you keep a centered breath, channeling the flames of the Dragon to ensure you and yours' safety. Make Dexterity your highest stat, as that's what you attack with. Make Constitution your secondary stat, to help you keep a measured breath in the heat of battle. Charisma should be your third stat, as you are still the brightest presence in a fight.

Suggested Feat: Harmonious Backlash

Suggested Skills: Arcana, Bluff, History, Streetwise.

Suggested At-Will Powers: Piece of Fire, Pyro Kick

Suggested Encounter Power: Sniping Flame

Suggested Daily Power: Enveloping Flares

RAGING FIREBENDER

You have no qualms about your Firebending powers to destroy your enemies. The art of Firebending is used to raze fields, burn corpses, and destroy the will of your enemies. You often capitalize on your powers, influencing others through intimidation and coercion. Make Dexterity your primary stat, it decides just how destructive you can be. Make Charisma your secondary stat, to strike fear into your enemies. Make Constitution your third stat, so you can calm yourself after the battle is over.

Suggested Feat: Blue Fire's Rage

Suggested Skills: Arcana, Intimidate, Perception, Streetwise

Suggested At-Will Powers: Bursting Slash, Advancing Flame

Suggested Encounter Power: Heeldrop Burst

Suggested Daily Power: Flaming Palms

CLASS FEATURES

SOURCE OF STRENGTH

Firebending is a martial art that relies on building yourself up, progressively growing in power as the battle goes on. As you fight, your Source of Strength damage increases. You start out dealing 0 extra damage with each attack. Depending on your build, your extra damage increases when you perform

certain actions. Your maximum Source of Strength damage is equal to 4 + your Constitution/Charisma modifier (for Harmonious or Raging respectively). This increases to 6 + Constitution/Charisma at 11th level and 8 + your Constitution/Charisma at 21st level. Your Source of Strength damage resets to 0 at the end of the encounter.

Harmonious: You breathe deeply, finding the eternal flame within yourself. Once per round, you may sacrifice your minor action to increase your extra Source of Strength damage by one. This is cumulative.

Raging: You use your anger to fuel your firebending. Once per round when you hit a target with an attack with the fire keyword, increase the amount of extra damage by 1. This is cumulative.

OVERWHELMING FLAMES

Some say that firebenders bend the very fires that dragons expel. Because of the nature of this element, firebenders can blast through the defenses of supposedly flame resistant creatures. Reduce the resistance to fire of any creature you attack by 5. At paragon tier, this increases to 10 and at epic tier, this increases to 15.

FIREBENDER POWERS

A firebender uses techniques in battle. They often take the form of Katas, recited and heavily practiced strings of kicks, punches and steps.

Firebending Firebender Class Feature

You have studied fire, and can call it from the air itself.

At-Will ♦ Elemental

Minor Action Ranged 2

Effect: You may do any one of the following:

- ♦ Move a burst of flame the size of a campfire from one point in range to another.
- ♦ Produce a burst of flame up to the size of a campfire within range.
- ♦ Lower or raise the rate at which fire burns, from a flickering ember to a raging bonfire.
- ♦ Mold a campfire sized burst of flame within range into any shape until the end of your next turn.

Special: Nothing you create with this technique can deal damage, serve as a weapon or tool, or hinder another creature's action. This technique cannot duplicate the effect of any other power. (Of course, DM's discretion.)

LEVEL 1 AT-WILL TECHNIQUES

Advancing Flame Firebender Attack 1

With a sudden burst of quick shots of fire, you force your opponent back.

At-Will ♦ Elemental, Fire, Weapon

Standard Action Melee weapon

Target: One creature.

Attack: Dexterity vs. AC.

Hit: 1[W] + Dexterity modifier fire damage and you push the target 1 square. You may shift into the square it previously occupied.

21st Level: 2[W] + Dexterity modifier damage.

Breath of the Dragon Firebender Attack 1

With a mighty breath, you expel flames from your mouth.

At-Will ♦ Elemental, Fire, Implement

Standard Action Close blast 3

Target: Each creature in blast.

Attack: Dexterity vs. Reflex.

Hit: 1d6 + Dexterity modifier fire damage.

21st Level: 2d6 + Dexterity modifier damage.

Bursting Slash Firebender Attack 1

You connect your weapon to your target and flames splash on his friend.

At-Will ♦ Elemental, Fire, Weapon

Standard Action Melee weapon

Target: One creature.

Attack: Dexterity vs. AC.

Hit: 1[W] + Dexterity modifier fire damage and an enemy adjacent to the target takes Dexterity modifier damage.

21st Level: 2[W] + Dexterity modifier damage.

Piece of Fire Firebender Attack 1

You punch forward and deal out a burst of fire.

At-Will ♦ Elemental, Fire, Implement

Standard Action Range 10

Target: One creature.

Attack: Dexterity vs. Reflex.

Hit: 1d10 + Dexterity modifier fire damage.

21st Level: 2d10 + Dexterity modifier damage.

Special: You may use this as a basic ranged attack.

Pyrokick Firebender Attack 1

Kicking downwards, a line of fire releases from your body and scourges your enemies.

At-Will ♦ Elemental, Fire, Implement

Standard Action Line 4

Target: Each creature in line.

Attack: Dexterity vs. Reflex.

Hit: 1d6 + Dexterity modifier fire damage.

21st Level: 2d6 + Dexterity modifier damage.

LEVEL 1 ENCOUNTER TECHNIQUES

Flame Wheel Firebender Attack 1

With a circular gesture, you construct a wheel of fire and send it off.

Encounter ♦ Elemental, Fire, Implement

Standard Action Wall 3 within 5.

Target: Each creature within wall.

Attack: Dexterity vs. Reflex.

Hit: 1d8 + Dexterity modifier fire damage.

Harmonious: You may repeat this attack on your next turn.

Heeldrop Burst Firebender Attack 1

You jump into the air and slam a heel into the ground, exploding in flames.

Encounter ♦ Elemental, Fire, Weapon

Standard Action Close burst 1

Target: One or two creatures in burst.

Attack: Dexterity vs. AC.

Hit: 1[W] + Dexterity modifier fire damage and the target is knocked prone.

Special: You may slide 3 squares before this attack.

Swinging Chain Firebender Attack 1

You manifest a long string of fire and swing it around yourself, disrupting the enemies formations.

Encounter ♦ Elemental, Fire, Implement

Standard Action Close burst 1

Target: Each enemy in burst.

Attack: Dexterity vs. Fortitude.

Hit: 1d6 + Dexterity modifier fire damage and the target is pushed 1 square.

Raging: The target is pushed a number of squares equal to your Charisma modifier.

LEVEL 1 DAILY TECHNIQUES

Enveloping Flares Firebender Attack 1

You stomp your foot and flames swallow your foe.

Daily ♦ Elemental, Fire, Implement

Standard Action Range 10

Target: One or two creatures.

Attack: Dexterity vs. Reflex.

Hit: 3d6 + Dexterity modifier fire damage and the target takes 5 ongoing fire damage (save ends).

Miss: Half damage and the target takes 2 ongoing fire damage (save ends).

Raging: On a miss, you may deal 3d6 + Dexterity modifier fire damage instead of half damage with ongoing 2 damage.

Flaming Palms Firebender Attack 1

Your hands become enveloped in intense fire and you strike your opponent's chest with both palms simultaneously.

Daily ♦ Elemental, Fire, Weapon

Standard Action Melee weapon

Target: One creature.

Attack: Dexterity vs. AC.

Hit: 3[W] + Dexterity modifier fire damage and the target is knocked prone.

Miss: Half damage and the target is pushed 1 square.

FIREBENDER OVERVIEW

Characteristics: Firebenders can be as everchanging and erratic as the element they control. Some are rash, some philosophical, some destructive, some respectful.

Religion: As with other benders, deities don't have much sway over the firebenders. They are respectful of spirits and cosmic beings (as they gain their power from them), especially the sun. Logically, it would make the best sense for a firebender to adhere to Pelor.

Races: Savage races make great firebenders, such as bullywugs and gnolls. Though civilized races, such as half-elves and dragonborne, also make great firebenders.

Wildfire Dance Firebender Attack 1

With a few hand waves and a stance, the area around you flares.

Daily ♦ Elemental, Fire, Implement

Standard Action Close burst 1

Target: Each creature in burst.

Attack: Dexterity vs. Reflex.

Hit: 2d10 + Dexterity modifier fire damage.

Effect: Until the end of your next turn, if the target ends their turn adjacent to you, they take 2d6 fire damage.

Special: If a creature starts their turn adjacent to you, they take 1d10 fire damage.

Harmonious: The target is immobilized until the end of your next turn.

LEVEL 2 UTILITY TECHNIQUES

Balance of the Body Firebender Utility 2

You seek harmony in all things, including yourself.

Daily ♦ Elemental

Move Action Personal

Effect: Make a saving throw against each effect on you with a bonus equal to your Constitution modifier.

Blue Fire Scorch Firebender Utility 2

Your flames turn bright blue as you focus your power.

Encounter ♦ Elemental

Minor Action Personal

Effect: Until the end of your next turn, you add a +2 to both attack and damage rolls.

Speed of Light Firebender Utility 2

You move like the fire itself, leaping and hopping towards your target like a series of sparks.

Encounter ♦ Elemental

Move Action Personal

Effect: You shift your speed + 3.

LEVEL 3 ENCOUNTER TECHNIQUES

Combustion Burst Firebender Attack 3

Closing your eyes, you picture your enemies exploding. And they do.

Encounter ♦ Elemental, Fire, Implement

Standard Action Area burst 1 within 5

Target: Each creature in burst.

Attack: Dexterity vs. Reflex.

Hit: 2d6 + Dexterity modifier fire damage.

Harmonious: Allies within this burst gain your Constitution modifier to Reflex for this attack.

Spitfireball Firebender Attack 3

You rear your head back and spit a parcel of fire.

Encounter ♦ Elemental, Fire, Implement

Standard Action Range 5

Target: One creature.

Attack: Dexterity vs. Reflex.

Hit: 2d8 + Dexterity modifier fire damage. If the target leaves its current square, it takes 2d8 damage.

Straightpunch Firebender Attack 3

You step through the fray and plant a fist into their chest, sending them back in a burst of fire.

Encounter ♦ Elemental, Fire, Weapon

Standard Action Melee weapon

Target: One creature.

Attack: Dexterity vs. AC.

Hit: 2[W] + Dexterity modifier fire damage and you push the target 1 square.

Raging: You may slide them a number of squares equal to your Charisma modifier.

Effect: Before the attack, you may slide your speed.

LEVEL 5 DAILY TECHNIQUES**Flaming Blade** Firebender Attack 5

Brandishing your weapon, you light it with flame and slash forward.

Daily ♦ Elemental, Fire, Weapon

Standard Action Path 3

Target: Each creature within path.

Attack: Dexterity vs. AC.

Hit: 2[W] + Dexterity modifier fire damage and the target is immobilized until the end of your next turn.

Raging: You gain threatening reach until the end of your next turn.

Miss: Half damage.

Warmth of the Sun Firebender Attack 5

Increasing your body heat, you become a mini sun.

Daily ♦ Elemental, Fire, Implement

Standard Action Close burst 2

Target: One, two, three, four, or five creatures.

Attack: Dexterity vs. Fortitude.

Hit: 2d6 + Dexterity modifier fire damage and the target takes 5 ongoing fire damage (save ends).

Harmonious: You may add your Constitution modifier to the ongoing damage.

Miss: The target has vulnerable 5 fire damage until the end of your next turn.

Wandering Dragon Firebender Attack 5

You craft a dragon out of fire and send it flowing across the battlefield.

Daily ♦ Elemental, Fire, Implement

Standard Action Wall 3 within 10

Target: Each creature within wall.

Attack: Dexterity vs. Reflex.

Hit: 2d8 + Dexterity modifier fire damage and is dazed until the end of your next turn.

Miss: The target is immobilized until the end of your next turn.

LEVEL 6 UTILITY TECHNIQUES**Concentrated Rage** Firebender Utility 6

Your emotions are in control, your power is limitless!

Daily ♦ Elemental

Move Action Personal

Effect: Consider your Source of Strength to be maximized for the next attack you use.

Daggers of Flame Firebender Utility 6

You shroud your weapon in great flames.

Daily ♦ Elemental, Fire,

Move Action Personal

Effect: You deal an extra 3 fire damage on melee attacks until the end of the encounter.

Lifting Boost Firebender Utility 6

With a blast of fire, you launch into the air.

Encounter ♦ Elemental

Move Action Personal

Effect: You make an Athletics check to jump with a +10 bonus.

LEVEL 7 ENCOUNTER TECHNIQUES**Dragon's Kata** Firebender Attack 7

You wheel around in a kick then a swift and powerful punch.

Encounter ♦ Elemental, Fire, Weapon

Standard Action Close burst 1

Target: One or two creatures.

Attack: Dexterity vs. AC.

Hit: 2[W] + Dexterity modifier fire damage. Make a secondary attack.

Secondary Target: One creature.

Secondary Attack: Dexterity vs. Fortitude.

Hit: 1[W] + Dexterity modifier fire damage and the target falls prone.

Raging: You gain a power bonus to the secondary attack equal to your Charisma modifier.

Flaming Hurricane Firebender Attack 7

You use the momentum of your movement to land a kick.

Encounter ♦ Elemental, Fire, Weapon

Standard Action Melee weapon

Special: You may shift half your speed and perform the following attack against two targets.

Raging: You may perform this attack on a number of targets equal to 2 + your Charisma modifier.

Target: One creature.

Attack: Dexterity vs. AC.

Hit: 1[W] + Dexterity modifier fire damage.

Sniping Flame Firebender Attack 7

You throw a punch with your fingers outstretched creating a flaming missile.

Encounter ♦ Elemental, Fire, Implement

Standard Action Range 10

Target: One creature.

Attack: Dexterity vs. Reflex, two attacks.

Hit: 1d10 + Dexterity modifier fire damage. The target takes ongoing 5 fire damage (save ends) if both attacks hit.

Harmonious: You gain a +2 to attack rolls for this attack.

LEVEL 9 DAILY TECHNIQUES**Razing Path** Firebender Attack 9

You bring your hands up and a path of fire erupts before you.

Daily ♦ Elemental, Fire, Implement

Standard Action Path 5

Target: Each creature within path.

Attack: Dexterity vs. Fortitude.

Hit: 2d8 + Dexterity modifier fire damage and the target takes ongoing 10 fire damage (save ends both).

Miss: The target takes ongoing 10 fire damage (save ends).

Shifting Manuevers Firebender Attack 9

You run forward, making swift and powerful attacks as you go.

Daily ♦ Elemental, Fire, Weapon

Standard Action Melee weapon

Target: One creature.

Attack: Dexterity vs. AC.

Hit: 3[W] + Dexterity modifier fire damage and 10 ongoing fire damage (save ends).

Special: You may shift half your speed before or after the attack.

Effect: You may use the following attack against the target.

Attack: Dexterity vs. AC, two attacks.

Hit: 1[W] + Dexterity modifier damage.

Raging: Each time you hit the target with this power, you may increase your current Source of Strength by one.

Wrapping Flames Firebender Attack 9

You unleash and tighten a rope of fire around your foe.

Daily ♦ Elemental, Fire, Implement

Standard Action Range 10

Target: One creature.

Attack: Dexterity vs. Fortitude.

Hit: 3d8 + Dexterity modifier fire damage and the target is immobilized (save ends).

Special: Every failed save causes 1d10 damage.

Harmonious: Until the end of your next turn, the target takes a penalty to saving throws against this effect equal to your Constitution modifier. This effect can be sustained as a move action.

LEVEL 10 UTILITY TECHNIQUES**Inner Warmth** Firebender Utility 10

Wrestling with an opponent, you calmly touch his metal armor and heat it up, cooking him for a moment.

Encounter ♦ Elemental

Move Action Personal

Special: You must be grabbed to use this power.

Effect: You escape and the target who was grabbing you takes 5 ongoing fire damage (save ends).

Thirsty Charge **Firebender Utility 10**

Your rage notwithstanding, you dart around combatants to reach your enemy.

Daily ♦ Elemental

Minor Action **Personal**

Effect: You may slide 2 + your Dexterity modifier.

Special: If you end this slide adjacent to an enemy, you may add 1 point to your Source of Strength.

Transfer Blessing **Firebender Utility 10**

With a deep breath, you temporarily share your energy with a friend.

Encounter ♦ Elemental

Minor Action **Range 5**

Target: One ally.

Effect: The target gains resist 5 + your Constitution modifier fire until the end of your next turn.

LEVEL 13 ENCOUNTER TECHNIQUES**Practiced Kata** **Firebender Attack 13**

You once thought that learning katas and forms only served to please your master. Not anymore.

Encounter ♦ Elemental, Fire, Weapon

Standard Action **Melee weapon**

Target: One creature.

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier fire damage. Shift 3 squares and make the secondary attack.

Secondary Target: One creature.

Secondary Attack: Dexterity vs. AC

Secondary Hit: 2[W] + Dexterity modifier fire damage and the target is knocked prone.

Scattered Flames **Firebender Attack 13**

You hold a ball of fire in your cupped hand and gently blow on it, scorching your foes.

Encounter ♦ Elemental, Fire, Implement

Standard Action **Close burst 3**

Target: One, two, or three creatures.

Attack: Dexterity vs. Reflex

Hit: 2d6 + Dexterity modifier fire damage.

Harmonious: The target also takes your Constitution modifier damage.

Searing Bolt **Firebender Attack 13**

Your fire is so hot that it obscures the vision of your enemies, creating heat mirages around you.

Encounter ♦ Elemental, Fire, Implement

Move Action **Close blast 3**

Target: Each creature within blast.

Attack: Dexterity vs. Fortitude.

Hit: 1d6 + Dexterity modifier damage and 5 ongoing fire damage (save ends).

Raging: You gain concealment until the end of your next turn.

LEVEL 15 DAILY TECHNIQUES**Fist of the Dragon** **Firebender Attack 15**

Each strike you land empowers you more and more.

Daily ♦ Elemental, Fire, Weapon

Standard Action **Melee weapon**

Target: One creature.

Attack: Dexterity vs. AC, two attacks.

Hit: 2[W] + Dexterity modifier fire damage.

Each time you hit the target, you may add 3 points to your Source of Strength. This cannot go over your maximum amount of damage you can deal with your Source of Strength.

Raging: Until the end of your next turn, you have no maximum Source of Strength. When this effect ends, if your Source of Strength was above its normal maximum, it defaults to the maximum.

Flame Tunnel Burst **Firebender Attack 15**

You shoot a stream of flame around your opponent and once they're surrounded you hit them with an explosive fireball, giving them nowhere to run to.

Daily ♦ Elemental, Fire, Implement

Standard Action **Ranged 10**

Target: One creature

Attack: Dexterity +2 vs. Reflex

Hit: 4d8 + Dexterity modifier fire damage and the target is immobilized (save ends).

Miss: Half damage.

Swallowing Flame Firebender Attack 15

You surround your foe with fire, burning them for an extended period of time.

Daily ♦ Elemental, Fire, Weapon

Standard Action Close burst 2

Target: Each creature within burst.

Attack: Dexterity vs. Fortitude.

Hit: 2d10 + Dexterity modifier damage.

Sustain Standard: Repeat the attack, taking off a die of damage for each turn sustained.

Harmonious: This attack starts at 3d6 + Dexterity modifier damage.

LEVEL 16 UTILITY TECHNIQUES**Hot Foot Firebender Utility 16**

You learned this prank as a child, now you use it to distract your enemy.

Encounter ♦ Elemental, Fire

Minor Action Melee touch

Effect: The target grants combat advantage to you (save ends).

Passion of the Flame Firebender Utility 16

The fire that burns with you also burns inside of you.

Daily ♦ Elemental

Minor Action Personal

Effect: You may spend a healing surge, instead of healing you you may end one effect that a save can end. In addition, you gain a +2 bonus to your defenses until the end of your next turn.

Solar Flare Firebender Utility 16

You create a burst of fire so bright that it blinds your enemies.

Encounter ♦ Elemental, Fire

Minor Action Close burst 1

Effect: Enemies in the burst are blinded until the end of your next turn.

LEVEL 17 ENCOUNTER TECHNIQUES**Burning Sidehook Firebender Attack 17**

Wreathing your fist in flame, you slam it against the side of your opponents face.

Encounter ♦ Elemental, Fire, Weapon

Immediate Interrupt Melee weapon

Trigger: You are attacked.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier fire damage, and you slide the target one square and knock it prone.

Erupting Fires Firebender Attack 17

With a stomp you cause red hot fire to burst from the ground below your opponent.

Encounter ♦ Elemental, Fire, Implement

Standard Action Ranged 10

Target: One creature.

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity modifier fire damage and the target takes ongoing 5 fire damage (save ends).

Raging: Push the target a number of squares equal to your Dexterity modifier.

Proximity Blast Firebender Attack 17

You explode with white hot fury, burning yourself and enemies that are close to you.

Encounter ♦ Elemental, Fire, Implement

Standard Action Close burst 1

Target: Creatures within burst

Attack: Dexterity vs. Reflex

Effect: You take damage equal to your current Source of Strength damage.

Hit: 3d8 + Dexterity modifier damage plus your current Source of Strength damage, this is in addition to the Source of Strength damage you deal with every attack.

Harmonious: You take damage equal to half your current Source of Strength damage.

LEVEL 19 DAILY TECHNIQUES

Blast Furnace Firebender Attack 19

You burn as hot as you possibly can, but the fire is so hot to control, and you must spend a time cooling it down or be burned as well.

Daily ♦ Elemental, Fire, Implement

Standard Action Close blast 3

Target: Creatures within blast

Attack: Dexterity vs. Reflex

Hit: 6d10 + Dexterity modifier fire damage.

Miss: Half damage.

Effect: You take 6d10 damage at the end of your next turn. If you spend a standard action, reduce this damage by 3d10. If you spend a move action, reduce this damage by 2d10. If you spend a minor action, reduce this damage by 1d10.

Dragon's Bite Firebender Attack 19

There are few attacks more devastating than the bite of a dragon. This is perhaps the closest a firebender can come to that.

Daily ♦ Elemental, Fire, Weapon

Standard Action Melee weapon

Target: One creature.

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier fire damage.

Effect: Your next attack is considered a critical on a roll of 19-20.

Raging: This attack is considered a critical attack on a roll of 19-20.

Snaking Dragon Strike Firebender Attack 19

After slashing your opponent a snaking blast of flame charges through your other enemies.

Daily ♦ Elemental, Fire, Implement

Standard Action Melee touch

Target: One creature.

Attack: Dexterity vs. Fortitude.

Hit: 4d8 + Dexterity modifier fire damage.

Effect: Make a secondary attack.

Secondary Target: Creatures within Path 5

Secondary Attack: Dexterity vs. Reflex.

Secondary Hit: Enemies in Path 5 take 1d6 + your current Source of Strength fire damage.

Harmonious: The secondary attack instead targets enemies. Allies within with the secondary attack's path gain a number of temporary hit points equal to your Source of Strength.

LEVEL 22 UTILITY TECHNIQUES

Firewater Firebender Utility 22

In a pinch, your firebending can be used to create a boiling hot concoction that will get you back on your feet.

Encounter ♦ Elemental

Minor Action Personal

Effect: You gain temporary hit points equal to you 10 + your Dexterity modifier. As long as you have these temporary hit points, you gain a +2 to saving throws.

Flame Shield Firebender Utility 22

One of the more advanced firebending techniques, it involves letting flames burn mere inches from your body, to singe your opponents, but leave you unharmed.

Daily ♦ Elemental, Fire

Minor Action Personal

Effect: Until the end of the encounter creatures that moves adjacent to you or starts its turn adjacent to you, takes fire damage equal to your Charisma modifier.

Mirage Firebender Utility 22

By heating the air around you, you make it hard to tell precisely where you are.

Daily ♦ Elemental

Minor Action Personal

Effect: You gain concealment until the end of your next turn. You have total concealment for the purposes of opportunity attacks that you provoke moving out of a square adjacent to an enemy.

Sustain Move: The effect persists.

LEVEL 23 ENCOUNTER TECHNIQUES

Full Stomach Firebender Attack 23

No amount of Lemon Ginger Tea will quell this heartburn.

Encounter ♦ Elemental, Fire, Implement

Standard Action Close blast 5

Target: Each creature within blast.

Attack: Dexterity vs. Fortitude.

Hit: 4d6 + Dexterity modifier fire damage and the target is slid one square.

Harmonious: Allies within the blast are exempt from this attack.

Path of Flames **Firebender Attack 23**

Wreathing your fist in flame, you slam it against the side of your opponents face.

Encounter ♦ **Elemental, Fire, Implement**

Standard Action **Line 5**

Target: Each creature within line.

Attack: Dexterity vs. Reflex.

Hit: 2d6 + Dexterity modifier fire damage and the target takes ongoing 10 damage (save ends).

Splashing Fire **Firebender Attack 23**

As you bring your weapon down, the residue of fire splashes around him.

Encounter ♦ **Elemental, Fire, Weapon**

Standard Action **Melee** weapon

Target: One creature.

Attack: Dexterity vs. AC.

Hit: 3[W] + Dexterity modifier fire damage.

Each adjacent creature to the target, excluding you, take a number of fire damage equal to your current Source of Strength damage.

Raging: Each creature adjacent to the target, excluding you, take your Source of Strength fire damage.

LEVEL 25 DAILY TECHNIQUES**Burning Weapon** **Firebender Attack 25**

Your weapon is coated with fire as you strike, even after the fire disappates your weapon remains heated.

Daily ♦ **Elemental, Fire, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier fire damage.

Effect: Until the end of the encounter, attacks against the target you make with the weapon keyword deal an additional 1[W] fire damage.

Raging: The target takes ongoing damage equal to your Constitution modifier.

Flamseed **Firebender Attack 25**

You don't plant one seed to grow a plant, and you don't use one speck of fire to destroy your foe.

Daily ♦ **Elemental, Fire, Implement**

Standard Action **Ranged 10**

Target: One creature

Attack: Dexterity vs. Reflex (4 attacks)

Hit: If one attack hits; 2d10 + Dexterity modifier fire damage. For every additional attack that hits, deal 1d10 extra fire damage.

Harmonious: When you miss with one of these attacks, you gain a +2 to the next attack roll.

Pyre Flame Touch **Firebender Attack 25**

Your hands are coated in flame, with a touch you immolate your opponent.

Daily ♦ **Elemental, Fire, Implement**

Standard Action **Melee** touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d10 + Dexterity modifier fire damage and the target takes ongoing 20 fire damage (save ends)

Aftereffect: The target takes ongoing 10 fire damage (save ends)

LEVEL 27 ENCOUNTER TECHNIQUES**Flame's Pass** **Firebender Attack 27**

With a well-delivered kick, you fling an enemy back into a group of his friends.

Encounter ♦ **Elemental, Fire, Weapon**

Standard Action **Melee** weapon

Target: One creature.

Attack: Dexterity vs. AC.

Hit: 3[W] + Dexterity modifier damage and the target is slid 5 squares. Any creature that is adjacent to it at the end of the movement takes damage equal to your current Source of Strength damage.

Raging: You may shift your speed and make a basic melee attack against the target as a free action. You may not add your Source of Strength to this attack. If you hit with the secondary attack, enemies adjacent to the target take damage equal to your Source of Strength.

Inferno Strike Firebender Attack 27

With a flip and series of consecutive kicks you create a fire around your opponent that erupts upward, burning them to a crisp.

Encounter ♦ Elemental, Fire, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 4d8 + Dexterity modifier fire damage and the target is vulnerable 10 fire (save ends).

Harmonious: Each ally within 5 squares gains temporary hit points equal to your current Source of Strength.

Rise in Flame Firebender Attack 27

Wreathed in fire, you stand up and your enemy falls.

Encounter ♦ Elemental, Fire, Weapon

Free Action Melee weapon

Trigger: You stand up from prone, use your second wind, or are reduced to 0 hit points.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Strength modifier fire damage, and the target is knocked prone and stunned until the end of your next turn.

Effect: You gain temporary hit points equal to your current Source of Strength.

LEVEL 29 DAILY TECHNIQUES**Fire Tempest** Firebender Attack 29

You release all your rage on a single opponent, incinerating them.

Daily ♦ Elemental, Fire, Implement

Standard Action Ranged 10

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 6d10 + Dexterity modifier damage and the target is trapped in your fire tempest (save ends). As long as they are trapped in your fire tempest, you may deal 1d10 damage to them by spending a minor action.

Miss: Half damage.

Flame of Tranquility Firebender Attack 29

For the duration of the attack, you maintain a neutral chi and for a split second, you become one with the flame you control.

Daily ♦ Elemental, Fire, Implement

Standard Action Ranged 10

Target: One creature.

Attack: Dexterity vs. Reflex.

Hit: 6d8 + Dexterity modifier damage. Pick five creatures within five squares of the target. They take 4d8 damage.

Miss: Half damage. Pick five creatures within five squares of the target. They take 2d8 damage.

Harminious: Before you deal your Source of Strength damage and after you resolve the attack, multiply your Source of Strength damage by the number of creatures that took damage as a result of this attack. You may distribute this damage as you see fit amongst the creatures you hit. This effect replaces your normal Source of Strength damage for this attack.

True Flame Firebender Attack 29

You fire a blast of fire as pure as the breath of the first dragons and bursting with all of the colors of the rainbow.

Daily ♦ Elemental, Fire, Implement

Standard Action Close blast 3

Target: Each creature within blast.

Attack: Dexterity +2 vs. Reflex

Hit: 6d10 + Dexterity modifier fire damage. This attack ignores any resistances or immunities.

Miss: 6d10 + Dexterity modifier fire damage.



PARAGON PATHS

BLUE FIRE ADEPT

“You burn with rage, I burn with passion.”

Prerequisites: Firebender

You are not an average firebender. You have accumulated years of training and mastered the subtle art of the blue flame. Your attacks burn hotter than those of the dragons, and yet they are more precise than those of the great Yu Yan Archers.

BLUE FIRE ADEPT PATH FEATURES

Blue Flames (11th Level): When you firebend your fire is so hot that it's blue. When you miss with a Firebender or Blue Flame Adept Daily attack power that doesn't have a miss effect you deal damage equal to half of your current extra damage from the Source of Strength class feature.

Precision Action (11th Level): When you spend an action point to take make an extra attack action that attack deals an additional 1d10 force damage.

Blue Blaze (16th Level): Your firebending is so precise it's scary. When you make a Firebending attack that affects multiple squares, you may use a minor action to select any number of those squares to remain unaffected.

BLUE FIRE ADEPT TECHNIQUES

Azure Inferno Blue Fire Adept Attack 10

You have refined your blaze to move precisely where you want it to, and no where else.

Encounter ♦ Elemental, Implement, Fire Standard Action Range 10

Target: One, two or three creatures.

Attack: Dexterity vs. Reflex

Hit: 2d6 + Dexterity modifier damage.

Flame Jets Blue Fire Adept Utility 12

You propel yourself into the air by firebending underneath yourself.

Encounter ♦ Elemental, Fire Minor Action Personal

Effect: You gain a fly speed equal to your land speed until the end of your next turn.

Sustain move: You fly your speed.

Special: If you have used a firebender or blue fire adept Encounter or Daily attack power this turn, increase your fly speed by +2.

Pinwheel Attack Blue Fire Adept Attack 20

You create a series of firey rings and hurl them at your opponent.

Daily ♦ Elemental, Implement, Fire Standard Action Range 10

Target: One, two or three creatures.

Attack: Dexterity vs. Reflex

Hit: 3d6 + Dexterity modifier damage and the target takes ongoing 5 fire damage (save ends).

DRAGON OF THE WEST

“Do you know why they call me the Dragon of the West, I won't bore you with a story, it's more of a demonstration.”

Prerequisites: Firebender

Firebending was first practiced by the dragons. When the knowledge was passed onto the mortal races they grew arrogant and claimed it as their own. You practice a form of firebending based on the breath of dragons, both out of respect and efficacy.

DRAGON OF THE WEST PATH FEATURES

Breath of the Dragon (11th Level): When you use firebending based on the works of dragons, it is particularly effective. You gain a +2 class bonus to damage when using Firebending attacks with an area of close blast.

Stance of the Dragon (11th Level): Your stance helps channel the power of your attacks. If you haven't moved since your last turn, attacks with an area of close blast deal an additional 1d6 damage.

Ocean of Chi (16th Level): The stomach is often called the sea of chi, yours is more like a vast ocean. You may increase the blast of a Firebender or Dragon of the West attack by one square by spending a minor action.

DRAGON OF THE WEST TECHNIQUES

Breath of the Great Dragon Dragon of the West Attack 10

You take a deep breath and exhale incinerating enemies in front of you.

Encounter ♦ Elemental, Implement, Fire

Standard Action Close blast 4

Target: Creatures within blast.

Attack: Dexterity vs. Reflex

Hit: 2d6 + Dexterity modifier damage and ongoing 5 fire damage (save ends).

Tea to Calm the Spirit Dragon of the West Utility 12

You always keep a cup of tea handy, even in the middle of battle.

Daily ♦ Elemental

Standard Action Personal

Effect: You gain temporary hit points equal to your Constitution modifier. The first time you use a firebending attack with an area of close blast before then end of your next turn you may make a saving throw.

Blaze of the Last Dragon Dragon of the West Attack 20

Breath is the center of your power and when you are pushed to your last breath you make sure to take your enemy with you.

Daily ♦ Elemental, Implement

Immediate Interrupt Close blast 5

Trigger: You are reduced to 0 hit points by an attack.

Attack: Dexterity +2 vs. Reflex

Target: Creatures within in blast.

Hit: 6d6 + Dexterity modifier damage and ongoing 10 fire damage (save ends).

Miss: 2d6 + Dexterity modifier damage and ongoing 5 fire damage (save ends).make a saving throw.

FIRE BERZERKER

“Fire is passion, fire is violence, fire is power!”

Prerequisites: Firebender, Raging Source of Strength

Some people think that firebending is about control, harmony and stability, you know that the opposite is true. When you first started firebending your anger got in the way of your control but now it is an asset. You can push yourself one step beyond where the other benders go and lose yourself in the blaze.

FIRE BERZERKER PATH FEATURES

Blazing Charge (11th Level): When you charge you deal Constitution modifier fire damage to any creatures that make opportunity attacks against you during your charge.

Raging Action (11th Level): When you spend an action point to make an extra attack action, you may double the extra damage from your source of strength for that attack. If you do, return your extra damage to 0 after the attack is resolved.

Rage of the Dragon (16th Level): When you are first bloodied, increase the extra damage from your source of strength by 4. 2 and you can't go over your maximum Source of Strength damage.

FIRE BERZERKER TECHNIQUES

Meteor Jumpkick Fire Berzeker Attack 10

You make a running jump and surround yourself by flame blazing into your enemy.

Encounter ♦ Elemental, Weapon, Fire

Standard Action Melee weapon

Target: One creature.

Attack: Dexterity vs. AC.

Hit: 2[W] + Dexterity modifier fire damage.

Special: You may use this as part of a charge instead of a melee basic attack.

Fast Rage Fire Berzerker Utility 12

You don't have time to get worked up.

Daily ♦ Elemental, Fire

Move Action Personal

Effect: Increase the current extra damage from your source of strength class feature by 2.

Nova Rage Fire Berzerker Attack 20

You bring your anger to the surface and convert it into pure heat.

Daily ♦ Elemental, Implement, Fire

Standard Action Close burst 2

Target: Creatures in burst

Attack: Dexterity vs. Fortitude

Hit: 2d10 + Dexterity modifier fire damage.

Effect: Double the extra damage you deal from your source of strength class feature until the end of your next turn. At that point return to 0.

FIREDANCER

"The flame is as graceful as the dancer."

Prerequisites: Firebender, trained in Acrobatics

You wield the power of fire with grace, bending the flames to your will and making them your own. You put on a show for all the world to see... and you make it deadly. For you, firebending isn't just a power. It's a dance.

FIREDANCER PATH FEATURES

Synchronized Firebending (11th Level):

When you use your move action to shift, you gain a +2 to damage to all Firebender and Firedancer attack powers until the end of your turn.

Captivating Action (11th Level): When you spend an action point to take another action, you may shift your speed. At the end of the movement, you may deal your Source of Strength damage to all creatures that are adjacent to you.

Jump Up and About (16th Level): When stand up, cease being immobilized, or save from being immobilized, you may shift half your speed as a free action.

FIREDANCER TECHNIQUES

Fire Masamune Firedancer Attack 10

You draw out long whips of flame and swing them around yourself.

Encounter ♦ Elemental, Implement, Fire

Standard Action Close burst 1

Target: Each creature within burst.

Attack: Dexterity vs. Reflex.

Hit: 2d10 + Dexterity modifier damage.

Enveloping Flames Firedancer Utility 12

Finding yourself trapped, you seemingly disappear in a burst of fire.

Daily ♦ Elemental

Move Action Personal

Target: Creatures in burst

Effect: Every creature adjacent to you grants combat advantage until the end of your next turn. You teleport 3 squares.

Summoning the Sun Firedancer Attack 20

You twist and twirl your firebending into a large sun-like ball of flame.

Daily ♦ Elemental, Implement, Fire

Standard Action Close burst 2

Target: Creatures within in burst.

Attack: Dexterity vs. Fortitude.

Hit: 3d12 + Dexterity modifier damage and the target takes ongoing 5 fire damage (save ends).

Miss: Half damage.

LIGHTNINGBENDER

"Firebending is only the beginning."

Prerequisites: Firebender

Some call Lightning "The Cold Fire" because to bend it, you must wipe all emotions from your mind. It takes great skill and precision to separate the Yin and Yan of your chi, but when you do, tremendous power is released when they reunite.

LIGHTNINGBENDER PATH FEATURES

Fight Fire with Lightning (11th Level):

Reduce the Lightning resistance of any creature you attack by 10. This increases to 15 at epic tier.

Cold Fire Action (11th Level): Whenever you spend an action point to make an attack that has only 1 target, you may have that attack deal

lightning damage. If you do, increase the damage dealt by 1d10.

Lightning Crush (16th Level): Whenever you use a firebender or lightningbender attack with the Lightning keyword, you may choose to take a -2 penalty to the attack roll to increase the damage dealt by 4.

LIGHTNINGBENDER TECHNIQUES

Pinpoint Lightning Lightningbender Attack 10

Sometimes it is best to focus all of your strength on one spot.

Encounter ♦ Elemental, Implement, Lightning Standard Action Range 10

Target: One creature.

Attack: Dexterity vs. Reflex

Hit: 2d12 + Dexterity modifier lightning damage and the target is stunned until the end of your next turn.

Lightning Fury Lightningbender Utility 12

Though it takes a strong mind to bend lightning, it takes an even stronger one to empower such techniques with your emotions.

Encounter ♦ Elemental, Lightning Free Action Personal

Trigger: You use a firebender attack power with only 1 target and the Fire keyword.

Effect: The attack loses the Fire keyword and gains the Lightning keyword. In addition, it deals 2d10 additional damage.

Lightning Strikes Twice Lightningbender Attack 20

You fire two bolts of lightning in rapid succession.

Daily ♦ Elemental, Implement Standard Action Range 10

Target: One creature

Hit: 2d10 + Dexterity modifier damage and the target is stunned until the end of your next turn.

Effect: Make a secondary attack against the target.

Secondary Attack: Dexterity vs. Reflex

Secondary Hit: 2d10 + Dexterity modifier damage.

MASTER OF THE AGNI KAI

“A proper, honorable battle is fought one on one.”

Prerequisites: Firebender

You are a warrior and that means you have principles. You are willing to fight enemies with the help of your allies, but a worthy foe must be faced one on one. You are a veteran of the Agni Kai, a ritualized duel traditionally fought between firebenders.

MASTER OF THE AGNI KAI PATH FEATURES

Agni Kai (11th Level): As a free action you may designate one opponent as your foe in an Agni Kai. You may only change this once the opponent is dead, unconscious, has given up or the encounter has ended. . When your foe in an Agni Kai shifts, you may shift 1 square as a free action.

Honorable Defense (11th Level): If you fight unarmored or wearing Cloth armor Firebender and Master of the Agni Kai attacks deal additional damage equal to your Constitution modifier.

Finishing Blast (16th Level): When you attack a prone enemy you deal additional damage equal to your Constitution modifier.

MASTER OF THE AGNI KAI TECHNIQUES

Close Quarters Blaze Master of the Agni Kai Attack 10

You take advantage of the one on one nature of your duel and burn your foe.

Encounter ♦ Elemental, Weapon, Fire Standard Action Melee weapon

Target: One creature under your Agni Kai.

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Honor Bound

Master of the Agni Kai Utility 12

The Agni Kai is more than just a mode of combat or a way of settling grievances. Once one is engaged, you are honor bound to finish it.

Daily ♦ Elemental, Zone, Fire

Move Action Personal

Effect: Until the end of the encounter or until you change the creature that is under your Agni Kai, you gain a +1 bonus to all defenses and a +2 bonus to attacks. This effect immediately ends if you target a creature other than yourself or a creature that is under your Agni Kai with any power.

Last Blast

Master of the Agni Kai Daily 20

You leap towards your foe and hit them with a blast so powerful it leaves you winded.

Daily ♦ Elemental, Weapon, Fire

Standard Action Melee weapon

Target: One bloodied creature under your Agni Kai.

Attack: Dexterity vs. AC

Hit: 6[W] + Dexterity modifier fire damage and you are dazed until the end of your next turn.

Miss: Half damage and you are immobilized until the end of your next turn.

SUN WARRIOR

“You think your fire is impressive? My flames have scorched the hides of dragons!”

Prerequisites: Firebender, Harmonious Source of Strength.

Everyone knows that that the first firebenders were the dragons, but you are one of the few in this generation who has sought their tutelage. When you firebend your fire burns with all the colors of the rainbow.

SUN WARRIOR PATH FEATURES

Dragons Movement (11th Level): None of your movement is wasted, you gain a +2 bonus to defenses against opportunity attacks.

Flames of the Dragon (11th Level): Your relationship with fire is completely reciprocal. You

gain resist fire 5. When your Source of Strength rises above 5 in an encounter, increase your resistance at the same rate.

Harmony of Soul (16th Level): Your mind burns as steadily as the flames you control. When you use any Firebender or Sun Warrior powers you gain a +2 bonus to your Will defense until the end of your next turn.

SUN WARRIOR TECHNIQUES

Perfect Flame

Sun Warrior Attack 10

You have refined the act of firebending to the point of near perfection.

Encounter ♦ Elemental, Implement, Fire

Standard Action Melee touch

Target: One creature.

Attack: Dexterity vs. Reflex.

Hit: 4d6 + Dexterity modifier damage and you gain temporary hit points equal to your Constitution modifier.

Harmonious Spirit

Sun Warrior Utility 12

You take a moment to center yourself.

Daily ♦ Elemental, Healing

Minor Action Personal

Effect: You may make a saving throw. Until the end of your next turn you do not provoke attacks of opportunity.

Dance of the Dragon

Sun Warrior Attack 20

You control the flame and the flame guides you.

Daily ♦ Elemental, Weapon, Fire

Standard Action Melee weapon

Target: One, two, or three creatures.

Attack: Dexterity vs. AC.

Hit: 3[W] + Dexterity modifier fire damage and you may spend a healing surge and you may shift 5 squares and make a secondary attack.

Secondary Attack: Dexterity +2 vs. AC

Hit: 2[W] + Dexterity modifier fire damage and you may make a saving throw and shift 5 squares and make a tertiary attack.

Tertiary Attack: Dexterity +3 vs. AC

Hit: 1[W] + Dexterity modifier damage and you gain a +1 to all defenses until the end of your next turn.



WATERBENDER

“Flow like the water itself: steady and calm like a stream and fierce and torrential like the storm.”

CLASS TRAITS

Role: Leader. You use your bending powers to direct the chi inside your allies, healing wounds and raising spirits. You can also push enemies around and craft things out of ice to present advantageous situation to allies.

Source: Elemental. The waterbenders gather their power from the moon and its natural pull on the oceans, directing the waters in the same way.

Key Abilities: Wisdom, Dexterity, Charisma.

Armor Proficiencies: Cloth, Leather, Hide.

Weapon Proficiencies: Simple melee, simple ranged.

Defense Bonus: +1 Fortitude, +1 Will.

Hit Points at 1st Level: 12 + Constitution score.

Hit Points for each Level gained: 5.

Healing Surges: 7 + Constitution Modifier.

Trained Skills: Choose four skills at 1st level.

Class Skills: Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis).

Build Options: Torrential waterbender, calming waterbender.

Class Features: Healing Waters, Moon’s Blessing, Flowing Strike, Waterbending

Waterbending is a calm and fluid style of bending. Whereas other benders are quick, strong, and fast, Waterbenders are smooth and steady, much like the water itself.

Waterbenders gain their powers from the moon, whose planetary orbit directs and the tides and waves of the ocean. Binding their will with such cosmic entities, they direct and pull the water. They also concern themselves with the inner chi of the body, healing wounds miraculously. They move and concentrate the chi down paths within the body, using water as a base for that power.

As a waterbender, you are concerned for the lives of those around you. You can wade fearlessly into



battle, using abilities that are as versatile as your element. Your attacks often have two effects, one that deals damage and one that helps allies.

CREATING A WATERBENDER

Waterbenders can use their powers in many different ways, but can be generalized in two ways.

CALMING WATERBENDER

There's no need to be offensive with it. Being calm and content, you bend the water with ease, helping your allies and hindering your enemies. Steady as the stream, complacent as the pond. Make Wisdom your primary as it dictates your powers. Make Charisma your secondary as you'll rely on it to remain calm in the heat of battle. Make Dexterity your tertiary, to help you react quickly to changes in the fight.

Suggested Feat: Calming Tides

Suggested Skills: Diplomacy, Heal, History, Nature

Suggested At-Will Powers: Water Whip, Shielding Ice

Suggested Encounter Power: Freezing Ray

Suggested Daily Power: Chi Funnel

TORRENTIAL WATERBENDER

Despite your calm demeanor, you direct the water in overtly fierce ways, creating dangerous tidal waves and torrential conditions. You intend to drown your enemies and batter them with terrible waves of water. Make Wisdom your highest stat as it determines your general bending prowess. Dexterity should be your second highest stat as you need bursts of quickness to direct such terrible power. Charisma should be your third stat to help you coax and control the chi of your allies.

Suggested Feat: Water's Extension

Suggested Skills: Athletics, Endurance, Insight, Nature

Suggested At-Will Powers: Water Bullet, Waving Uppercut

Suggested Encounter Power: Wave of Water

Suggested Daily Power: Arctic Blast

CLASS FEATURES

HEALING WATERS

You can heal your allies with a simple touch, rapidly directing the chi in their body using water. You gain the *healing waters* power.

MOON'S BLESSING

Choose one style of waterbending.

Torrential: Whenever an enemy bloodies an ally, you may slow that enemy until the end of your next turn as a free action.

Calming: Whenever an enemy bloodies an ally, that ally may shift a number of squares equal to your Charisma modifier towards you.

FLOWING STRIKE

Your bending style is based on redirecting outside forces, whether your enemies hit you or miss you, you can use it to your advantage. You gain the *flowing strike* power.

WATERBENDER OVERVIEW

Characteristics: Waterbenders are a calm people, often thinking before they act. Whenever they have an ideal, they are passionate about and often go out of their way to solve problems related to it.

Religion: The first waterbenders replicated the push and pull of the ocean caused by the moon. Waterbenders respect these natural forces above all else, the push and pull are the yin yang that waterbenders use to understand the world.

Races: Because of their adherence to the moon, shifters (especially razorclaw) make stupendous waterbenders. Other races, such as halflings, deva, and elves, also make great waterbenders.

WATERBENDER POWERS

A waterbender's powers are called techniques. They are studied and emotional powers displayed by Waterbenders.

Healing Waters Waterbender Feature

The waters surrounding your hands glows silver as you heal your ally.

Encounter (Special) ♦ Elemental, Healing

Minor Action Melee touch.

(close burst 5 at 11th level, 10 at 21st level)

Target: You or one ally in range.

Effect: The target can spend a healing surge and regain additional hit points equal to your Wisdom modifier. The target may also make a saving throw.

Level 6: 1d6 + Wisdom modifier additional hit points.

Level 11: 2d6 + Wisdom modifier additional hit points.

Level 16: 3d6 + Wisdom modifier additional hit points.

Level 21: 4d6 + Wisdom modifier additional hit points.

Level 26: 5d6 + Wisdom modifier additional hit points.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

Waterbending Waterbender Class Feature

You have learned how to manipulate water, moving it, changing it from ice to steam, or drawing it from your surroundings.

At-Will ♦ Elemental

Minor Action Ranged 2

Effect: You may do any one of the following:

- ♦ Move up to a gallon of water from any location within range to any other location within range.
- ♦ Produce up to a gallon of water from moisture in the air, water in the ground or other inanimate sources.
- ♦ Change the temperature of water within range, boiling it or freezing it.
- ♦ Mold up to a gallon of your element within range into any shape until the end of your next turn.

Special: Nothing you create with this technique can deal damage, serve as a weapon or tool, or hinder another creature's action. This technique cannot duplicate the effect of any other power. (Of course, DM's discretion.)

Flowing Strike Waterbender Feature

You are as versatile as water itself, turning any attack into an advantage for you and your allies.

At-Will ♦ Elemental, Implement

Free Action Range 10

Trigger: An enemy targets you with a melee attack.

Effect: The effect depends on whether the attack hits, or misses.

Hit: You or one ally within range gains a +1 to all defenses against the attacking creature until the end of your next turn. Increase the bonus to +2 at 11th Level, and +3 at 21st Level.

Miss: Choose an ally within range or yourself, they gain a damage bonus to their first attack against the attacking creature equal to your Dexterity or Charisma modifier until the end of your next turn.

Special: You may not affect the same creature with this power more than once in the same round. When you create your character, choose Dexterity or Charisma as the ability score you use when giving damage bonuses with this power. These two choices remain throughout your character's life and do not change the power's other effects.

LEVEL 1 AT-WILL TECHNIQUES

Bursting Geysers Waterbender Attack 1

Lifting your arms, the ground cracks as water explodes.

At-Will ♦ Elemental, Implement, Flowing
Standard Action Line 2

Target: Each creature within line.

Attack: Wisdom vs. Reflex.

Enemies: 1d6 + Wisdom modifier damage.

Allies: Allies within the line get a +3 to their next damage roll.

21st Level: 2d6 + Wisdom modifier damage.

Shielding Ice Waterbender Attack 1

After blasting an enemy, you use the residue of the water to protect an ally.

At-Will ♦ Elemental, Implement

Standard Action Range 10

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 2d4 + Wisdom modifier cold damage and an adjacent ally to the target gains a number of temporary hit points equal to your Wisdom modifier + one half your level.

21st Level: 4d4 + Wisdom modifier damage.

Water Bullet **Waterbender Attack 1**

You smash an enemy with a cascade of water.

At-Will ♦ **Elemental, Implement**

Standard Action **Range 10**

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 2d4 + Wisdom modifier damage and until the end of your next turn, if the enemy moves his full speed, he falls prone at the end of it.

21st Level: 4d4 + Wisdom modifier damage.

Waving Uppercut **Waterbender Attack 1**

You raise your hands and a bolt of water lifts up, connecting to the target's chin.

At-Will ♦ **Elemental, Implement**

Standard Action **Range 10**

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 1d8 + Wisdom modifier damage and one ally of your choice does not provoke an attacks of opportunity from moving from the target until the end of their next turn.

21st Level: 2d8 + Wisdom modifier damage.

Water Whip **Waterbender Attack 1**

With a crack, a stream of water lurches up and knocks your opponent.

At-Will ♦ **Elemental, Implement**

Standard Action **Line 2**

Target: Each creature in line.

Attack: Wisdom vs. Reflex.

Enemies: 1d8 + Wisdom modifier damage.

Allies: Allies in line gain a +3 bonus to their next attack.

21st Level: 2d8 + Wisdom modifier damage and allies gain a +4 bonus to their next attack.

LEVEL 1 ENCOUNTER TECHNIQUES**Freezing Ray** **Waterbender Attack 1**

You slide the water across the ground and it connects with your target, freezing him. Nearby allies are coated in a protective layer of ice.

Encounter ♦ **Elemental, Implement, Flowing**

Standard Action **Line 2**

Target: Each creature within line.

Attack: Wisdom vs. Reflex.

Enemies: 1d8 + Wisdom modifier damage and the target is immobilized until the end of your next turn.

Allies: Allies in line gain Temporary hit points equal to 5 + your Wisdom modifier.

Calming: The temporary hit points are equal to 10 + Wisdom modifier.

Greater Water Whip **Waterbender Attack 1**

Surging water into your whip, you crack it upside a foe's head.

Encounter ♦ **Elemental, Implement**

Standard Action **Range 10**

Target: One creature.

Attack: Wisdom vs. Reflex.

Hit: 1d8 + Wisdom modifier damage and an ally adjacent to the target may make a basic melee attack against the target.

Wave of Water **Waterbender Attack 1**

Pushing and pulling the water into a rhythm, you crash a wave into your enemies.

Encounter ♦ **Elemental, Implement, Flowing**

Standard Action **Line 2**

Target: Each creature within line.

Attack: Wisdom vs. Fortitude.

Enemies: 1d8 + Wisdom modifier damage and the target grants combat advantage until the end of your next turn

Allies: Allies in line gain a +2 bonus to all defenses until they are hit by an attack.

Torrential: The target is pushed a number of squares equal to your Dexterity modifier.

FLOWING ATTACKS

Waterbender Attacks with the Flowing keyword are called Flowing Attacks, because they can change from Offensive to Defensive in nature depending on the flow of the battle. Flowing Attacks can be used as on the fly utilities, normal attacks or half and half.

- When you use a Flowing Attack against a hostile creature, use the Attack entry to determine if you hit, as normal. If you do, the target takes the damage and other conditions detailed in the Enemies entry.
- If you target a friendly creature with a Flowing Attack, ignore the Attack entry, the ally gains the positive conditions detailed in the Allies entry. You may designate two enemy targets for a Flowing Attack, two ally targets or one of each. You may also choose to reduce the area of a Flowing power by 1 and effect yourself as per the allies entry.

LEVEL 1 DAILY TECHNIQUES

Arctic Blast **Waterbender Attack 1**

The ground underneath an enemy freezes and he trips over himself trying to get away.

Daily ♦ Elemental, Implement

Standard Action Range 10

Target: One creature.

Attack: Wisdom vs. Reflex.

Hit: 3d6 + Wisdom modifier damage and the target is slid 1 square and immobilized (save ends).

Torrential: The target is slid a number of squares equal to your Dexterity modifier.

Icy Tracks **Waterbender Attack 1**

You move water over the ground under your foes and then suddenly freeze it.

Daily ♦ Elemental, Implement

Standard Action Path 3

Target: Each enemy within the line.

Attack: Wisdom vs. Reflex.

Hit: 1d12 + Wisdom modifier cold damage and the target is knocked prone and grants combat advantage.

Miss: The target takes a -2 penalty to AC and Reflex until the end of your next turn.

Chi Funnel **Waterbender Attack 1**

Pulling the water of life from an enemy, you direct it instead to an ally.

Daily ♦ Elemental, Implement

Standard Action Range 10

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 2d8 + Wisdom modifier damage. The first time an ally hits the target before the end of your next turn, that ally can spend a healing surge.

Calming: The ally regains an additional number of hit points equal to your Charisma modifier.

LEVEL 2 UTILITY TECHNIQUES

Protective Wall **Waterbender Utility 2**

You slide the water across the ground and it connects with your target, freezing him.

Encounter ♦ Elemental

Immediate Reaction Range 10

Trigger: An ally is flanked.

Target: One enemy flanking an ally.

Effect: The target is pushed 3 squares and slowed.

Soothing Mists **Waterbender Utility 2**

You manipulate the water in the air to soothe and conceal your friends.

Encounter ♦ Elemental

Standard Action Area burst 1 within 10

Target: Each ally within burst.

Effect: The target regains hit points equal to your Charisma modifier and has total concealment until the end of your next turn.

Waterwalk **Waterbender Utility 2**

Before they take their first step, you solidify the water beneath them.

Encounter ♦ Elemental

Immediate Interrupt Range 10

Trigger: You or an ally step into water.

Target: You or one ally.

Effect: The target considers water to be a solid surface until the end of your next turn.

Sustain Minor: The effect persists.

LEVEL 3 ENCOUNTER TECHNIQUES

Cascade of Water **Waterbender Attack 3**

You bring down a waterfall of force down on a group of enemies.

Encounter ♦ Elemental, Implement, Flowing

Standard Action Line 2

Target: Each creature within line.

Attack: Wisdom vs. Reflex.

Enemies: 2d6 + Wisdom modifier damage and the target is knocked prone.

Allies: Allies in line are who are restrained, prone, immobilized or slowed automatically save against all such conditions and may shift their speed.

Push of the Tides **Waterbender Attack 3**

You push water away from you on all sides disrupting your foes and protecting yourself simultaneously.

Encounter ♦ Elemental, Implement

Standard Action Close burst 1

Target: Each enemy within the burst.

Attack: Wisdom vs. Reflex.

Hit: 1d6 + Wisdom modifier damage and the target takes a -2 to a defense of your choice (save ends).

Torrential: You may slide the target up to 3 squares.

Moon's Push **Waterbender Attack 3**

A jet of water propels your ally's weapon deeper into foes.

Encounter ♦ **Elemental, Implement, Flowing**
Standard Action **Line 2**

Target: Each creature within the line.

Attack: Wisdom vs. Reflex.

Enemies: The target takes a damage penalty equal to 2 + Dexterity modifier to all attacks until the end of your next turn.

Allies: Allies in line gain a damage bonus of 2 + your Dexterity modifier to all attacks until the end of your next turn.

Calming: The additional damage and damage penalty are both equal to 5 + your Charisma modifier.

LEVEL 5 DAILY TECHNIQUES**The Morning Tide** **Waterbender Attack 5**

Seeing a friend go down, you carve a path through the battlefield to him.

Daily ♦ **Elemental, Implement**

Immediate Reaction **Area** burst 2 within 10

Trigger: An ally is reduced to 0 hit points by an attack.

Target: Each enemy within burst.

Attack: Wisdom vs. Fortitude.

Hit: 1d10 + Wisdom modifier damage.

Effect: The target is knocked prone.

Torrential: The target is pushed 3 squares then knocked prone.

Special: The burst is centered on the ally that triggered this power.

Trapping Water **Waterbender Attack 5**

The projectile of water is what forces him down; the quickly forming ice is what keeps him there.

Daily ♦ **Elemental, Implement**

Standard Action **Range 10**

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 2d8 + Wisdom modifier damage and the target is dazed (save ends).

Effect: The target is knocked prone (save ends).

Calming: The target makes attacks at a -4 penalty while prone or dazed due to this power.

Streaming the Water **Waterbender Attack 5**

You use a technique designed to teach young waterbenders to deliver a surprising attack.

Daily ♦ **Elemental, Implement**

Standard Action **Line 2**

Target: Each enemy within the line.

Attack: Wisdom vs. Reflex.

Hit: 1d8 + Wisdom modifier damage.

Effect: You repeatedly move a line of water through your enemies squares. Your allies gain combat advantage against the target. The line moves with you. You may change the angle of the line on your turn as a move action. The water lasts until the end of your next turn.

Sustain Minor: Repeat the attack.

LEVEL 6 UTILITY TECHNIQUES**Cooling Vapors** **Waterbender Utility 6**

You surround an ally with a cooling mist to protect the from the harmful effects of heat.

Encounter ♦ **Elemental**

Move Action **Range 5**

Target: You or one ally.

Effect: Until the end of the encounter, the target gains resist fire equal to your Charisma or Dexterity modifier.

Icy Patch **Waterbender Utility 6**

You drench an area in water and then freeze it, making moving harder for your foes.

Daily ♦ **Elemental, Zone**

Minor Action **Area** burst 3 within 10

Effect: The burst creates a zone of icy ground that lasts until the end of your next turn. Enemies treat the zone as difficult terrain and any time an enemy would be pushed, pulled, or slid through the zone you may add 2 squares to the distance. While in the zone, any enemy takes a -5 penalty to Acrobatics checks.

Sustain minor: The zone persists.

The Evening Tide **Waterbender Utility 6**

As your friend falls, you catch him in a cradle of water that carries him away and rejuvenates him.

Daily ♦ **Elemental**

Immediate Reaction **Range 10**

Trigger: An ally is reduced to 0 hit points by an attack.

Target: The ally that triggered this attack.

Effect: The target is slid two squares and may make a saving throw (including a death saving throw) with a +2 bonus as a free action.

Calming: Your ally may spend a healing surge as a free action instead of rolling a death saving throw.

LEVEL 7 ENCOUNTER TECHNIQUES**Mercy of the Sea** **Waterbender Attack 7**

You embrace the dual nature of the sea, protecting and healing your allies and crushing your foes.

Encounter ♦ **Elemental, Implement, Healing, Flowing**

Standard Action **Range 10**

Target: One creature.

Attack: Wisdom vs. Reflex.

Enemies: 2d8 + Wisdom modifier damage and the target is weakened until the end of your next turn.

Allies: Allies in line may spend a healing surge. They regain additional hit points equal to your Charisma modifier.

Calming: Allies in line may also make a saving throw.

Part the Seas **Waterbender Attack 7**

You push enemies to the side and break up their ranks.

Encounter ♦ **Elemental, Implement**

Standard Action **Range 10**

Target: One or two adjacent creatures.

Attack: Wisdom vs. Fortitude.

Hit: 2d8 + Wisdom modifier damage and you slide one of both targets 2 squares. They must end their movement farther away from each other than they started.

Torrential: The targets are also knocked prone.

Steamshot **Waterbender Attack 7**

You heat a jet of water and guide it straight towards the eyes of your target.

Encounter ♦ **Elemental, Implement, Flowing**
Standard Action **Line 2**

Target: Each creature within line.

Attack: Wisdom vs. Fortitude.

Enemies: 1d10 + Wisdom modifier damage and the target is blinded until the end of your next turn.

Allies: Allies within line gain a +2 bonus to their next attack before the end of your next turn.

LEVEL 9 DAILY TECHNIQUES**Hail of Icicles** **Waterbender Attack 9**

You hurl water at your opponent then freeze it in mid-air, pinning them.

Encounter ♦ **Elemental, Implement, Cold**
Standard Action **Area** burst 2 within 10

Target: Enemies within the burst.

Attack: Wisdom + 2 vs. AC.

Hit: 3d6 + Wisdom modifier cold damage.

Effect: The target is immobilized (save ends).

Octopus Form **Waterbender Attack 9**

You create eight arms to protect you and your allies from all sides.

Encounter ♦ **Elemental, Implement, Stance**
Standard Action **Personal**

Effect: You and any adjacent allies gain +2 to AC and Reflex and you may make the following attack once per round as an opportunity attack or a standard action attack.

Attack: Wisdom vs. Fortitude.

Hit: 1d6 + Wisdom modifier damage and the target is knocked prone.

Torrential: You push the target 2 squares then knock them prone.

Water Spout **Waterbender Attack 9**

You summon a column of water that envelops your foes.

Encounter ♦ **Elemental, Implement, Healing**
Standard Action **Line 3**

Target: One, two, or three enemies.

Attack: Wisdom vs. Reflex.

Hit: 2d8 + Wisdom modifier damage and the target is immobilized until the end of your next turn.

Effect: The first ally to hit your target before the end of your next turn may spend a healing surge.

Calming: Allies gain additional hitpoints equal to your Charisma modifier from healing surges gained from this attack.

LEVEL 10 UTILITY TECHNIQUES**Cleansing Mists** **Waterbender Utility 10**

Your water washes away the lingering affects of an attack.

Encounter ♦ **Elemental**

Minor Action **Range 5**

Target: A creature within range is taking ongoing damage.

Effect: Reduce all ongoing damage affecting the target to 0 until the end of your next turn.

The target may make a saving throw as a free action against one source of ongoing damage with a +2 bonus.

Cradle Wave **Waterbender Utility 10**

When your friend slips and falls, you're there to help him back up.

Encounter ♦ **Elemental**

Immediate Interrupt **Range 5**

Trigger: An ally within range falls or falls prone, becomes immobilized, restrained, stunned or dazed.

Target: One ally.

Effect: The effect ends. The ally may also shift 1 square as a free action.

Healing Current **Waterbender Utility 10**

You convert your healing waters to a mist and send it to refresh your allies.

Daily ♦ **Elemental, Healing**

Move Action **Close blast 3**

Target: Each ally within blast.

Effect: Each ally in blast may spend a healing surge. Until the end of the encounter whenever you use your Flowing Strike class feature on an ally affected by this attack, they regain 5 hit points.

Calming: The target heals additional hit points equal to your Charisma modifier.

Torrential: Increase the area to blast 5.

LEVEL 13 ENCOUNTER TECHNIQUES**Encasing Frost** **Waterbender Attack 13**

You curl the ice around their legs. The ice is so tough that only the force of another blow could break it.

Encounter ♦ **Elemental, Implement, Cold**

Standard Action **Range 5**

Target: One creature.

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier cold damage.

Effect: The target is immobilized (save ends).

They have a -2 penalty to saving throws against this effect. Immediately end the immobilized condition if the target is hit by a melee attack.

Softened Blows **Waterbender Attack 13**

You place a soft mist of water around an enemy that soothes any ally he dares to try and attack.

Encounter ♦ **Elemental, Implement, Flowing**

Standard Action **Line 2**

Target: Each creature within line.

Attack: Wisdom vs. Reflex.

Enemies: 2d8 + Wisdom modifier damage.

Until the end of your next turn, the target takes a damage penalty equal to 5 + your Charisma modifier.

Allies: Allies in line gain 5 + Charisma modifier temporary hit points.

Calming: The damage penalty and temporary hit points are both equal to 5 + your Wisdom modifier.

Wetstone **Waterbender Attack 13**

A torrent of water washes over your foes, cutting them up. The water swerves around your allies' weapons, sharpening them.

Encounter ♦ **Elemental, Implement, Cold, Flowing**

Standard Action **Line 2**

Target: Each creatures within line.

Attack: Wisdom vs. Fortitude.

Enemies: 1d10 + Wisdom modifier damage.

Until the end of your next turn, the target takes a damage penalty equal to 5 + your Dexterity modifier.

Allies: Allies in line gain a bonus to damage equal to 5 + your Dexterity modifier.

Torrential: The damage penalty is equal to 5 + your Wisdom modifier.

LEVEL 15 DAILY TECHNIQUES**Chi Exchange** **Waterbender Attack 15**

You pull the water out of your foe, and with it their life force, leaving them cold and your allies empowered.

Daily ♦ **Elemental, Implement, Cold**

Standard Action **Area** burst 2 within 10

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier damage, and ongoing 10 damage (save ends). While this power's ongoing damage is in effect, you and your allies regain hit points equal to 5 + your Charisma modifier when starting a turn adjacent to one or more targets taking the ongoing damage.

Calming: You and your allies regain hitpoints equal to 5 + your Charisma modifier.

Ice Crush **Waterbender Attack 15**

You encase an opponent in brittle ice. Once they wrestle free the ice shatters into dozens of brittle, razorsharp shards.

Daily ♦ **Elemental, Implement, Cold**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier cold damage.

Effect: The target is immobilized (save ends).

Aftereffect: The target takes 2d4 + Wisdom modifier cold damage.

Slick Surface **Waterbender Attack 15**

You coat the field with a great wave of water, turning it into a sheet of ice that's friendly to your friends, but not to your enemies.

Daily ♦ **Elemental, Implement, Cold**

Standard Action **Area** burst 2 within 10

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 3d6 + Wisdom modifier damage. Until the end of the encounter, the area effected is considered difficult terrain for your enemies. Additionally, when an ally within the area shifts, they may shift an additional two squares.

Torrential: Allies may instead shift an additional number of squares equal to your Dexterity modifier.

LEVEL 16 UTILITY TECHNIQUES**Ocean's Kiss** **Waterbender Utility 16**

You pull water together, infuse it with healing magic and then blow it towards your allies.

Encounter ♦ **Elemental, Healing**

Minor Action **Range 5**

Target: One ally.

Effect: The target regains hit points as if they had spent a healing surge.

Calming: A secondary target is affected

Secondary Area: Burst 5 centered on the target.

Secondary Target: Other allies in burst.

Secondary Effect: The ally gains temporary hit points equal to your Charisma modifier.

Regrouping Cascade **Waterbender Utility 16**

You flood the battlefield and then pull your allies back to you like the tides.

Encounter ♦ **Elemental**

Move Action **Close** burst 5

Effect: Slide allies within in the burst up to 5 squares. They gain +2 to all defenses until the end of your next turn.

Versatility of the Water Waterbender Utility 16

Your tactics have become as fluid as the water you control.

Daily ♦ Elemental

Minor Action Personal

Effect: One ally within 5 may make a saving throw or spend a healing surge. Until the end of the encounter, anytime one of your powers would allow someone to spend a healing surge, they may make a saving throw instead, and vice versa.

LEVEL 17 ENCOUNTER TECHNIQUES

Cold Feet Waterbender Attack 17

Don't worry, you're just nervous.

Encounter ♦ Elemental, Implement, Cold, Flowing

Standard Action Line 2

Target: Each creature within line.

Attack: Wisdom vs. Fortitude

Enemies: 2d10 + Wisdom modifier cold damage, and the target is immobilized and grants combat advantage until the end of your next turn.

Allies: The next time allies in line would grant combat advantage this encounter they instead gain a +2 to all defenses until the end of their next turn.

Ice Hammer Waterbender Attack 17

You hurl a watery blast at your opponent and, just prior to hitting them, you freeze it solid.

Encounter ♦ Elemental, Implement, Cold

Standard Action Range 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier damage and the target is pushed 3 squares and dazed.

Torrential: The target is stunned until the end of your next turn.

Waterfall Strike Waterbender Attack 17

By targeting the enemy with a surging current of falling water you prevent them from lifting their weapon.

Encounter ♦ Elemental, Implement, Flowing

Standard Action Line 2

Target: Each creature within line.

Attack: Wisdom vs. Fortitude

Enemies: 1d10 + Wisdom modifier damage and the target is immobilized and unable to make attacks until the end of your next turn.

Allies: Allies in line may make a basic attack with a +2 bonus as a free action.

LEVEL 19 DAILY TECHNIQUES

Foe Freeze Waterbender Attack 19

With a spin and a clench of your fist the water inside your enemy freezes. Their life force drains into a nearby ally.

Daily ♦ Elemental, Implement, Cold

Standard Action Ranged 10

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 4d8 + Wisdom modifier cold damage, and the target takes ongoing 10 cold damage (save ends), one ally within 5 gains regeneration 10 until the target saves.

Miss: Half damage and the target takes ongoing 5 cold damage (save ends). One ally within 5 gains regeneration 5 until the target saves.

Flash Boil Waterbender Attack 19

With a motion you coat an enemy with water and then bring the water to boil, brutally scalding them in the process.

Daily ♦ Elemental, Implement

Standard Action Ranged 10

Target: One creature.

Attack: Wisdom vs. Fortitude

Hit: 2d10 + Wisdom modifier damage and the target is stunned until the end of your next turn.

Miss: Target is stunned until the end of your next turn.

Tempest Blast Waterbender Attack 19

Waterbending is about reflection, the reflection of attacks and emotions. But sometimes, it's also about releasing emotions... violently.

Daily ♦ Elemental, Implement

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 4d8 + Wisdom modifier damage and allies adjacent to you or the target may spend a healing surge.

Miss: Half damage and one ally within 5 may spend a healing surge.

LEVEL 22 UTILITY TECHNIQUES

Smooth Current Waterbender Utility 22

With a smoothness of motion borrowed from the sea and a strength of stance borrowed from the moon, you control the battlefield.

Daily ♦ Elemental, Stance

Minor Action Personal

Effect: Until the stance ends, you and all allies within 5 squares may shift 1 square before, and 2 squares after, all standard action attacks. In addition, whenever an ally makes an attack that includes a push, pull, or slide on a hit, they gain a +2 power bonus to attack rolls.

Water Apotheosis Waterbender Utility 22

You coat yourself and your allies with a thin layer of water that allows all of you to breathe underwater.

At-Will ♦ Elemental, Stance

Minor Action Personal

Effect: You, and any allies within 10 squares of you, may breathe underwater and gain a +10 power bonus to Athletics checks made to swim.

Rain Storm Waterbender Utility 22

By pulling water together tightly you create rain-clouds. When you release your focus, a small weather system forms on the battlefield.

Encounter ♦ Elemental, Stance

Standard Action Personal

Effect: You create a zone of rain in burst 5 within 10 that lasts until the end of the encounter, the water disrupts your enemies and heals your allies. Choose 3 spaces within the burst, those spaces now have heavy rain. You may change the location of the heavy rain to anywhere else in the burst as a minor action. Enemies within the rain suffer a -2 penalty to attacks. Enemies in areas of heavy rain suffer a -4 penalty to attacks. Allies within the rain gain Regeneration 2, allies in areas of heavy rain gain Regeneration 4.

LEVEL 23 ENCOUNTER TECHNIQUES

Deadly Mist Waterbender Attack 23

A mist surrounds your target and then, with incredible speed, the individual drops begin to fly around tearing them apart and dashing harmlessly on your allies.

Encounter ♦ Elemental, Implement, Cold

Standard Action Close blast 5

Target: Each enemy within blast.

Attack: Wisdom vs. Fortitude.

Hit: 2d8 + Wisdom modifier damage.

Effect: Allies within the blast may spend a healing surge. If they do not, they gain temporary hitpoints equal to your Wisdom modifier.

Calming: Allies within the blast may spend a healing surge and gain temporary hit points equal to Wisdom modifier.

Watering Ram Waterbender Attack 23

As you run you pull water along with you and then strike a line of enemies with tremendous force.

Encounter ♦ Elemental, Implement, Flowing

Standard Action Line 2

Target: Each creature within line.

Attack: Wisdom vs. Reflex.

Enemies: 3d8 + Wisdom modifier damage and the target is immobilized (save ends).

Allies: Allies in line deal additional damage to immobilized targets equal to your Dexterity modifier until the end of your encounter.

Effect: Choose one; target within 5 is immobilized until the end of your next turn or one ally within 5 deals additional damage to immobilized targets equal to your Dexterity modifier until the end of your next turn.

Torrential: Allies may shift 3 squares before or after this attack.

Icicle Barrage Waterbender Attack 23

Water flies over your enemy and then freezes into a deadly sharp rain of icicles.

Encounter ♦ Elemental, Implement, Cold, Flowing

Standard Action Line 2

Target: Each creature within line

Attack: Wisdom vs. Reflex

Enemies: 2d8 + Wisdom modifier cold damage and if the target moves before the end of your next turn, it take damage equal to your Wisdom modifier.

Allies: Allies in line gain a +4 to attacks made against enemies that begin their turns in the same spot where they were at the end of their previous turn.

LEVEL 25 DAILY TECHNIQUES**Chi Spike** Waterbender Attack 25

You form a spike of ice that drains your opponents chi into your allies.

Daily ♦ Elemental, Implement

Standard Action Ranged 10

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 4d8 damage + Wisdom modifier damage, whenever an ally hits the target, they regain 5 hit points, and gain a +2 to Fortitude and Will until the end of their next turn (save ends all).

Miss: Half damage and when an ally hits the target, they regain 5 hit points (save ends).

Crashing Waves Waterbender Attack 25

With a clap you bring two titanic waves together, smashing your targets from either side.

Daily ♦ Elemental, Implement

Standard Action Line 5

Target: Creatures within line.

Attack: Wisdom vs. Fortitude.

Hit: 3d10 + Wisdom modifier damage and the target is stunned (save ends). The first ally to hit the target before the end of your next turn may spend a healing surge.

Miss: Half damage and the target is stunned until the end of your next turn. The first ally to hit the target before the end of your next turn may spend a healing surge.

Calming: When an ally spends a healing surge after hitting the target, they regain additional hit points equal to 8 + your Charisma modifier.

Glacial Onslaught Waterbender Attack 25

You create a huge chunk of ice and, with great effort, force it to run your enemies over.

Daily ♦ Elemental, Implement

Standard Action Line 5

Target: Each enemy within line.

Attack: Wisdom vs. Will.

Hit: Hit: 4d10 + Wisdom modifier damage and spaces between you and the target and spaces adjacent to the target are difficult terrain for enemies until the end of the encounter.

Miss: Half damage.

Torrential: Targets in line are knocked prone and take damage equal to your Dexterity modifier.

LEVEL 27 ENCOUNTER TECHNIQUES**The Tides of Healing** Waterbender Attack 27

Your mastery of the element that makes up the ocean allows you to force your foes to obey the laws of the waves.

Encounter ♦ Elemental, Implement

Standard Action Line 2

Target: Each creature within line.

Attack: Wisdom vs. Fortitude

Enemies: 2d6 + Wisdom modifier damage and when the target regains hit-points it is dazed until the end of it's next turn (save ends).

Allies: Allies in line gain a +2 bonus to all defenses whenever they spend a healing surge or make a saving throw until the end of the encounter.

Torrential: Enemies in the burst are also subject to a -2 penalty to saving throws (save ends). Allies gain a +2 bonus to their next saving throw.

Exposing Mist Waterbender Attack 27

Your stinging mist opens your target up to attacks by nearby allies.

Encounter ♦ Elemental, Implement

Standard Action Ranged 10

Target: One creature.

Attack: Wisdom vs. Will.

Hit: 2d6 + Wisdom modifier damage. Choose an ally adjacent to the target. Until the end of the encounter, attack rolls of 19-20 made by that ally against the target are considered critical hits.

Calming: When a critical hit is scored, you may add an additional 2d6 damage as a minor action.

Icicle Fusillade **Waterbender Attack 27**

You spear your enemies to the ground, impaling two of them with a single spear of ice so they share the same fate.

Encounter ♦ **Elemental, Implement, Cold, Flowing**

Standard Action **Line 2**

Target: Each creature within line.

Attack: Wisdom vs. Reflex.

Enemies: 3d8 + Wisdom modifier cold damage and the target is immobilized (save ends.) If the target is adjacent to another creature immobilized by this attack neither creature can move until they both save.

Allies: Allies in the line are covered in blades of ice. Until the end of the encounter when they are hit by a melee attack, the attacker takes 15 cold damage.

LEVEL 29 DAILY TECHNIQUES**Drench** **Waterbender Attack 29**

You soak your target with water. The water burns its skin line acid, but when it splashes on your allies it heals them.

Daily ♦ **Elemental, Implement**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 6d10 + Wisdom modifier damage, and until the end of the encounter whenever an ally hits the target they regain hit points equal to your Charisma modifier.

Miss: Half damage.

Calming: Allies who regain hit points due to this attack also gain a +2 bonus to their next attack.

The Moon's Grasp **Waterbender Attack 29**

Your power over water has become as strong as the moon itself.

Daily ♦ **Elemental, Implement**

Standard Action **Close blast 5**

Target: Each enemy within blast.

Attack: Wisdom vs. Fortitude

Hit: 8d6 + Wisdom modifier and the target is slid 3 squares.

Miss: Half damage and the target is pushed 3 squares.

Effect: Until the end of the encounter, whenever an ally hits the target, you may slide the target up to 3 squares.

Torrential: Allies who slide a creature due to this attack deal +1d8 extra damage on their next attack before the end of their next turn.

Ocean's Crash **Waterbender Attack 29**

At the start of a fight you flood the battlefield, letting your allies move in and slamming into your opponents.

Daily ♦ **Elemental, Implement, Cold**

Immediate Interrupt **Close burst 5**

Trigger: You roll initiative

Target: Each ally in burst.

Effect: Slide the target a number of squares equal to your Dexterity or Charisma modifier. At the end of their movement, you may make the following secondary attack using your ally as the origin square.

Secondary Target: One creature within melee reach of your ally

Secondary Attack: Wisdom +2 vs. Reflex.

Secondary Hit: 3d8 + Wisdom modifier damage and the target grants combat advantage to one ally until the end of your next turn.



PARAGON PATHS

BLOODBENDER

"I have power over water, the same water that is flowing through your veins right now."

Prerequisites: Waterbender

You have refined your waterbending technique so effectively that you can move the very blood that flows through your enemies bodies. You harm your foes bodies from the inside out or cause them to move to your will like an automaton.

BLOODBENDER PATH FEATURES

Bloodied Superiority (11th Level): Your power over blood lets you gain advantage against wounded foes. When an enemy is first bloodied in an encounter you gain combat advantage against them until the end of your next turn.

Bloodbending Action (11th Level): When you spend an action point to take an extra action you may force a bloodied creature within 10 squares to make a melee basic attack as a free action.

Blood Control (16th Level): When you are first bloodied you may immediately spend a healing surge as a free action.

BLOODBENDER TECHNIQUES

Bloodbend **Bloodbender Attack 10**

You tug at the insides of your foe, preventing them from moving and ripping their insides apart.

Encounter ♦ Elemental, Implement
Standard Action Ranged 10

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 3d8 + Wisdom modifier damage. The target is immobilized until the end of your next turn.

Special: If the target is bloodied, they are instead stunned until the end of your next turn.

Bloodmoon **Bloodbender Utility 12**

Your body is so in tune with the phases of the moon that you can simulate its effects with your own blood.

Daily ♦ Elemental

Minor Action Personal

Effect: You take 1d8 damage. Until the end of your next turn your Bloodbender and Waterbender attack powers get a +2 power bonus to attack and damage.

Sustain Move: The bonus persists.

Sustain Minor: You take the damage again and the bonus persists.

Puppetmaster **Bloodbender Attack 20**

You push and pull the water in the body of your enemy, allowing you to control their movements.

Daily ♦ Elemental, Implement
Standard Action Ranged 10

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 2d8 + Wisdom modifier damage and the target is dominated until the end of your next turn.

Sustain Standard: Make the attack again.

FOLLOWER OF THE MOON SPIRIT

"We waterbenders learned our art from the Moon. I have learned the old ways still have great power!"

Prerequisites: Waterbender, Calming Path

You learn your power from the moon itself, like the original waterbenders did. Your power waxes and wanes like the moon. This cycle would seem a weakness to someone else, but you know it to be a sign of strength.

FOLLOWER OF THE MOON SPIRIT PATH FEATURES

Phases of Power (11th Level): Your power changes as you use your powers. You begin each encounter in the Phase of the New Moon. When you use a Encounter, Daily or Utility Waterbending power you manifest the next phase at the end of your turn. The phases go New, Crescent, Gibbous, Full, New... ect.

Phase of the New Moon: You are darkened to the world making you harder to see, but also reducing your power. You gain concealment but you cannot use Daily Attack or Utility powers.

Phase of the Crescent Moon: Your power protects you, but it is not strong as of yet. You gain a +1 to Will and Fortitude but you cannot use Daily Attack powers.

Phase of the Gibbous Moon: Your power is growing. You gain a +1 to all defenses.

Phase of the Full Moon: Your power is at its peak. You gain a +2 bonus to all defenses and attacks made with waterbender or follower of the moon spirit attack powers.

Moon's Action (11th Level): When you use an action point to gain an extra action you may change your Phase to any Phase at the end of your turn.

Moon's Blessing (16th Level): When you are pushed or pulled you gain temporary hit points equal to your Charisma modifier.

FOLLOWER OF THE MOON SPIRIT TECHNIQUES

Harvest Moon Follower of the Moon
Spirit Attack 10

You harness the power of the Harvest Moon to guide your allies blows.

Encounter ♦ Elemental, Implement

Standard Action Ranged 10

Target: One creature.

Attack: Wisdom vs. AC.

Hit: 2d8 + Wisdom modifier damage. The first time an ally hits the target with melee attack before the end of your next turn that ally may spend a healing surge or make a melee basic attack.

Blue Moon Follower of the Moon
Spirit Utility 12

The power of the Blue Moon helps your allies share their boons with each other.

Daily ♦ Elemental

Immediate Reaction Ranged 10

Trigger: An ally uses a healing surge or makes a saving throw.

Effect: Another ally within range may spend a healing surge or make a saving throw.

Tidal Blast

**Follower of the Moon
Spirit Daily 20**

You harness the force that guides the ocean and use it to hurl water at your foes.

Daily ♦ Elemental, Implement

Standard Action Close blast 5

Target: Enemies within blast.

Attack: Wisdom vs. Fortitude.

Hit: 3d10 + Wisdom modifier damage and the target is pushed 2 squares and takes ongoing 5 damage (save ends).

FOLLOWER OF THE SEA SPIRIT

"You know what you and mountains have in common? The ocean can destroy you both!"

Prerequisites: Waterbender, Torrential Path

The ocean is the most powerful force in the world. It works slowly, but given enough time it can destroy continents and you have learned how to attune with it. Your waterbending is powered by the phases of the moon, like all Waterbenders, but you have such a kinship with the ocean that your style is almost completely alien to your peers.

FOLLOWER OF THE MOON SPIRIT PATH FEATURES

Relentless Waves (11th Level): Your power grows like the power of the wave, ushering in the next as it leaves. When you use an Encounter attack power, your gain a +2 bonus to the next attack you make. When you use a Daily attack power, you gain a +3 bonus and you deal an addition 1d8 damage with the next attack you make.

Indomitable Action (11th Level): When you spend an action point to take another action you can instead stop being Immobilized, Stunned and Slowed if any apply.

Cascading Attack (16th Level): Anytime you push an enemy more than 1 square you deal extra damage to them equal to your Charisma modifier.

FOLLOWER OF THE SEA SPIRIT TECHNIQUES

Kiss of the Sea

Follower of the Sea
Spirit Attack 10

Like a polite gesture, a row of water pushes your enemies away, clearing a path.

Encounter ♦ Elemental, Implement

Standard Action Line 3

Target: Enemies in line.

Attack: Wisdom vs. Reflex.

Hit: 2d6 + Wisdom modifier damage.

Effect: The target is pushed 2 squares.

Cascade

Follower of the Sea
Spirit Utility 12

Like a wave in the sea, pushing one away only brings in a stronger one.

Daily ♦ Elemental

Immediate Reaction Personal

Trigger: You are pushed or pulled.

Effect: An ally within 10 may charge as a free action.

Vortex

Follower of the Sea
Spirit Daily 20

A whirlpool of water appears and drags your opponents towards its center.

Daily ♦ Elemental, Implement

Standard Action Area burst 3 within 10 squares

Target: Enemies within burst.

Attack: Wisdom vs. Reflex.

Hit: 2d8 + Wisdom modifier damage.

Effect: Targets are pulled as close to the center of the burst as possible and take ongoing 5 (save ends).

ICEBENDER

“Water may not frighten you, but ice has two things water doesn’t, heft and a pointy end.”

Prerequisites: Waterbender

Water is just a transitional state, you’ve mastered the ability to move water around and then freeze it solid into weapons, barricades and complicated traps. You can disrupt the field by making the ground slick and you can hold your enemies in blocks of ice.

ICEBENDER PATH FEATURES

Persistent Cold (11th Level): If an enemy is immobilized by a waterbender or icebender attack with the Cold keyword, that enemy remains immobilized for one turn longer than they otherwise would have.

Freezing Action (11th Level): When you spend an action point to take an extra action, you may deal Charisma or Dexterity modifier cold damage to enemies in Close Burst 1.

Absolute Zero (16th Level): Add your Charisma or Dexterity modifier to damage with any waterbender or icebender attack powers with the Cold keyword.

ICEBENDER TECHNIQUES

Freezing Blast

Icebender Attack 10

You coat your enemies in water and freeze them into place.

Encounter ♦ Elemental, Implement, Cold

Standard Action Close blast 3

Target: Enemies within blast.

Attack: Wisdom vs. Reflex.

Hit: 1d8 + Wisdom modifier damage and the target is immobilized until the end of your next turn.

Ice Armor

Icebender Utility 12

Your bending creates thick plates of icy armor to protect you or an ally.

Daily ♦ Elemental, Cold

Standard Action Range 10

Target: An ally within range or you.

Effect: The target gains a +2 to AC and resist fire equal to half your level until the end of the encounter. Attacks the targets make with the Cold keyword deal an additional 5 damage until the end of the encounter.

Icy Charge

Icebender Attack 20

Using your powers over ice to propel yourself along the slick ground you charge into combat freezing enemies feet as you go.

Daily ♦ Elemental, Implement, Cold

Standard Action Melee touch

Special: You may slide your speed and make this attack against up to three targets that you are adjacent to at some point during this movement.

Target: One, two, or three creatures.

Attack: Wisdom vs. Reflex.

Hit: 2d8 + Wisdom modifier damage and the target is immobilized (save ends).

Miss: The target is immobilized until the end of your next turn.

PLANTBENDER

“Water is the source of life itself for everything in this forest... everything except for you!”

Prerequisites: Waterbender

Animals are complex, they resist, they think, they feel. Plants on the other hand are simple, simple and powerful. By bending the water within plantlife you can protect yourself, control the plants natural defenses and restrain your foes.

PLANTBENDER PATH FEATURES

Plantbending (11th Level): You may substitute non-hostile plant matter for water for any of your Waterbender attacks as long as there are sufficient amounts of it. Once per day you may add the following effect to a waterbender or plantbender attack power prior to using it: Effect: The target is restrained (save ends).

Plant Proxy (11th Level): You may treat any plant within 20 squares of you, as the origin square for waterbender or plantbender attack powers.

Foggy Swamp Style (16th Level): While in difficult terrain that is caused by a natural plant-like substance, you gain a +2 to AC

PLANTBENDER TECHNIQUES

Vineblade **Plantbender Attack 10**

You surround one of your arms with vines and thorns letting you slash enemies close to you and impale enemies far away.

Encounter ♦ Elemental, Implement

Standard Action Close burst 1

Target: Each creature in burst.

Attack: Wisdom vs. AC.

Hit: 2d6 + Wisdom modifier damage and the target is immobilized until the end of your next turn. Make a secondary attack.

Secondary Target: One creature within 10.

Secondary Attack: Wisdom vs. AC

Hit: 1d6 + Wisdom modifier damage and the target is restrained until the end of your next turn.

Plant Guardian **Plantbender Utility 12**

You pull plants from nearby together and create a totem to help your allies.

Daily ♦ Elemental, Conjunction, Healing

Standard Action Range 10

Effect: You conjure a plant guardian into 1 square within range. Allies who start their turn adjacent to it regain 5 hit points and gain a +2 bonus to their Fortitude defense. The guardian persists until the end of the encounter or until it is destroyed. It has 1 hit point and your defenses.

Plant Body **Plantbender Attack 20**

You pull local plants to you creating a huge body that protects you from attacks.

Daily ♦ Elemental, Implement

Standard Action Close burst 1

Target: Each creature within burst.

Attack: Wisdom vs. Reflex.

Hit: 2d8 + Wisdom modifier damage.

Effect: You are surrounded by plants and vines, giving you a protection. Your size changes to Large, you gain threatening reach and you gain regeneration 5 until the end of the encounter.

PUPIL OF CHI

“Chi constantly moves, wanders throughout the body. Left unattended, it moves freely. I, as a director of Chi, can optimize its potential.”

Prerequisites: Waterbender, trained in Heal

You’ve trained in a different area from your waterbending brethren and sisters. You trained in a primarily pacifist style of waterbending. Though bending water is a major part of it, it also concentrates on the actual chi, or life force, of a person. You’ve known for a long time that aligning chakras has a greater effect on a person’s well-being than any amount of water can.

PUPIL OF CHI PATH FEATURES

Calm Stance, Calm Mind (11th Level):

At the end of your turn if you did not deal any damage you gain a +1 bonus to all defenses and your flowing strike class feature is enhanced until the end of your next turn. While flowing strike is enhanced all attacks against you are considered

to have hit and missed for the purposes of the bonuses granted by the feature.

Concentrated Aligning (11th Level):

During a short rest you may Align the Chakras of your allies who are also resting. If you do, they regain additional hit points equal to half your level for each healing surge they spend at the end of the rest.

Pacifist Action (16th Level): If, at the end of your turn, you have dealt no damage, one ally within 5 gains temporary hit points equal to your Charisma or Dexterity modifier.

PUPIL OF CHI TECHNIQUES

Vicious Sap Pupil of Chi Attack 10

You pull one being's chi and compliment another's with it.

Encounter ♦ Elemental, Implement Standard Action Range 5

Target: One creature.

Attack: Wisdom +2 vs. Will.

Hit: The target is weakened (save ends) and one creature within range gains a +3 bonus to their next attack before the end of your next turn.

Chakra Manipulation Pupil of Chi Utility 12

You feel the pulsing and the reverberation of a creature's inner being and manipulate it.

Daily ♦ Elemental

Immediate Interrupt Close burst 3

Trigger: A creature within range makes a saving throw.

Target: The creature that triggered this power.

Effect: You may either give a +5 bonus or a -5 penalty to the saving throw.

Soullink Pupil of Chi Attack 20

A dangerous technique, practiced only by master of Chi, that overloads a person's body by forcing your life force into them.

Daily ♦ Elemental, Implement

Standard Action Ranged 5

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 3d8 + Wisdom modifier damage and the target is dazed and grants combat advantage (save ends).

Miss: Half damage the target is dazed until the end of your next turn.

Effect: You are weakened until the end of your next turn.

SWEATBENDER

"Water is power and I'm full of it, it just takes time to get it out."

Prerequisites: Waterbender

You were stranded somewhere without water, you felt powerless without it. But you found a way around all of that. You have learned to bend the sweat your body naturally exudes in the heat of combat. Now as you tire your power only increases.

SWEATBENDER PATH FEATURES

Power of Weariness (11th Level): As you become more exhausted, your power only grows. When you use your second wind choose an ally. That ally gains a +2 bonus to all defenses until the end of your next turn. Increase this bonus by +1 for each of the following statuses that currently apply to you: bloodied, weakened, dazed, stunned or slowed.

Strenuous Action (11th Level): When you spend an action point, you or one ally gains a +2 bonus to their next attack. Increase this bonus by +1 for each of the following statuses that currently apply to you: bloodied, weakened, dazed, stunned or slowed.

Tactical Exhaustion (16th Level): When you could spend a healing surge, you may instead choose to lose that healing surge. If you do an ally within 10 squares of you gains hit points as if they had spent a healing surge.

SWEATBENDER TECHNIQUES

Steaming Uppercut Sweatbender Attack 10

You throw an uppercut and a geyser bursts underneath your opponent rocketing them into the air.

Encounter ♦ Elemental, Implement Standard Action Range 10

Target: One creature.

Attack: Wisdom vs. Fortitude.

Hit: 2d8 + Wisdom modifier damage and the target is blinded until the end of your next turn and knocked prone.

Stenuous Recharge **Sweatbender Utility 12**

With a strained breath you reveal that you are only just beginning to fight.

Daily ♦ Elemental

Standard Action **Personal**

Effect: You regain an Encounter power you have already used or you may spend a healing surge.

Steamroom **Sweatbender Attack 20**

You raise the temperature of the water around a foe causing a beneficial, if a tad icky, circumstance for your allies.

Daily ♦ Elemental, Implement, Zone

Standard Action **Close blast 3**

Target: Each enemy in blast.

Attack: Wisdom vs. Fortitude.

Hit: 2d10 + Wisdom modifier damage and the target is blinded (save ends).

Effect: The blast creates a zone of burning vapor that lasts until the end of the encounter. Any enemy that enters the zone is blinded until the end of your next turn.



PARAGON PATHS

MISCELLANEOUS PARAGON PATHS

These paragon paths represent other characters in the Avatar: The Last Airbender series that are not benders. They are available to all characters that meet the prerequisites.

BLUE SPIRIT

"I was never here."

Prerequisites: Trained in Stealth and Acrobatics, Two-Weapon Fighting.

Swords are often misjudged as loud and blundering weapons, at best people think of them as elegant or powerful. Your swords are as silent as an owl in flight and as precise as any dagger. No



one sees them coming unless you want them too, and no one sees you coming at all.

BLUE SPIRIT PATH FEATURES

Two Sword Style (11th Level): You may treat Scimitars as if they had the Off-Hand property.

Stealthy Kill (11th Level): If you are hidden when you make an attack, and that leaves the target helpless, restrained or kills the target, you remain hidden as if you hadn't acted.

Incapacitating Action (16th Level): When you spend an action point to make an extra attack while you are hidden you may choose to deal no damage. If you do, the target is knocked unconscious (save ends).

BLUE SPIRIT POWERS

Tie 'Em Up Blue Spirit Attack 10

You surprise your opponent by attacking them and then rapidly tying them up instead of killing them.

Encounter ♦ Martial, Weapon
Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Reflex

Hit: The target is restrained (save ends).

Stealth Infiltration Blue Spirit Utility 12

Even the most observant enemy will never find a target that isn't where they're looking.

At-Will ♦ Martial

Immediate Reaction **Personal**

Trigger: You succeed on Stealth check.

Effect: You may make an Acrobatics or an Athletics check with a +2 bonus. If you succeed you remain hidden.

Twin Blade Fury Blue Spirit Attack 20

As you attack your swords spin so fast that they deflect enemy attacks.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Special: You must be wielding two weapons.

Target: One or two creatures.

Attack: Dexterity vs. Reflex (main weapon and off-hand) two attacks.

Hit: 2[W] + Dexterity modifier damage.

Effect: You gain a +2 to your AC and Reflex defense for each time this attack hits. This bonus lasts until the end of your next turn.

CHI BLOCKER

"It's like we're dancing! Oh... did I break you? I'm sorry!"

Prerequisites: Trained in Acrobatics and Athletics, Dexterity 17.

Your agility is your strong suit. You can leap and jump around the battlefield and you have been trained to hit an opponent in their pressure points, causing their limbs to go limp and, in certain enemies, blocking their ability to channel magic by disrupting the flow of chi through their body.

CHI BLOCKER PATH FEATURES

Pressure Point Critical (11th Level):

When you score a critical hit you may block the targets chi (save ends). If you do your attack is no longer considered a critical hit. Creatures with blocked chi cannot take any actions except for standard movement and melee and ranged basic attacks.

Acrobatic Movement (11th Level): You move around the battlefield very unpredictably. When you succeed on an Acrobatics check to perform an Acrobatic Stunt you gain a +2 bonus to your next attack roll.

Chi Blocking Action (16th Level): When you spend an action point to make an extra melee attack action, if the attack hits, the targets Chi is blocked until the end of your next turn.

CHI BLOCKER POWERS

Chi Block Strike Chi Blocker Attack 10

You spring upon your foe, launching dozens of short, sharp jabs with your fingers. Suddenly, their powers stop working!

Encounter ♦ Martial, Weapon

Standard Action Melee touch

Target: One creature.

Attack: Strength or Dexterity vs. AC.

Hit: 2d10 + Strength or Dexterity modifier damage and the target's Chi is blocked until the end of your next turn.

Acrobat's Movement Chi Blocker Utility 12

Some people walk into a fight, some people run, you prefer to do a handstand.

Daily ♦ Martial, Stance

Move Action Personal

Effect: Until this stance ends, you may move through opponents spaces, shift as a minor action and gain a +5 bonus to Acrobatics and Athletics checks.

Pressure Point Flurry Chi Blocker Attack 20

Your attack is blindingly fast and surgically precise, leaving your opponent confused and then paralyzed.

Daily ♦ Martial, Weapon

Standard Action Melee touch

Target: One creature.

Attack: Strength or Dexterity vs. AC.

Hit: 3d10 + Strength or Dexterity modifier damage.

Effect: The target is stunned until the end of your next turn.

Aftereffect: The target's Chi is blocked (save ends).

JIAN SWORDSMAN

"I may not be able to shoot fire or heal people or fly, but that doesn't make me worthless!"

Prerequisites: Any Martial Class, the ability to mark opponents.

Your weapon is an extension of yourself. It is as much a part of you as any other part of your body. Creativity, versatility, intelligence, these are the traits that define a great swordsman and these are the traits that define you. You begin your training by practicing calligraphy, you finished your training by crafting your own sword.

JIAN SWORDSMAN PATH FEATURES

The Way of the Sword (11th Level): You are proficient with the Jian. During an extended rest, you can modify a longsword in your possession into a Jian. The Jian is a specialized type of Longsword with the High Crit property. Otherwise it is the same as a Longsword.

Stroke of the Brush (11th Level): You move your sword with the same subtle movements you use with writing calligraphy. You may

add your Dexterity modifier to damage dealt with a Jian.

Cutting the Bamboo (16th Level): You have learned to cover your retreat by disrupting your environment. Whenever you Shift 1 square as a move action, the space you leave is considered difficult terrain until the end of your next turn.

JIAN SWORDSMAN POWERS

Write Your Name Jian Swordsman Attack 10

When you use your sword you write your name on the battlefield.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Target: One creature.

Attack: Strength vs. AC.

Hit: 2[W] + Strength modifier damage and you score a critical hit on a 19-20 when attacking this foe until the end of the encounter.

Take Everything In Jian Swordsman Utility 12

You pause for a moment letting your other senses help you find your target.

Encounter ♦ **Martial**

Minor Action Personal

Effect: You immediately know the location of any creatures within 10 squares that you have marked and take no penalties from concealment or cover when attacking them until the end of your next turn.

Jian Master Jian Swordsman Attack 20

Your sword is an extension of you, like an extra long, really sharp arm.

Daily ♦ **Martial, Weapon, Stance**

Standard Action Melee weapon

Target: One creature.

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: You assume the stance of the Jian Master. Until the end of the encounter you gain combat advantage against foes you have marked and gain a +2 to your Reflex and AC defenses against them.

OLD MASTER

“Don’t you know that all old people know each other?”

Prerequisites: Trained in Streetwise, Wisdom or Intelligence 17

You may be old, but that isn’t a weakness it is a strength. Not only do you have friends in high places, just like all members of the White Lotus, but you are a master of something. Perhaps your swordsmanship is without peer, perhaps you are a great bender or maybe you are just the world’s best librarian. Whatever you do, you are a powerful figure in the Order of the White Lotus and you use your skills to great effect in the name of the Order.

OLD MASTER PATH FEATURES

White Lotus Contacts (11th Level): You gain a +3 bonus to Streetwise checks and a +2 bonus to all other Knowledge skill checks.

Great Mastery (11th Level): Choose one At-Will attack power, you gain a +1 bonus to attacks made with that power.

Elder Member (16th Level): Your life experience has taught you that you can work with anybody, no matter how different they are from you. When you roll initiative at the beginning of an encounter, choose one ally. That ally may choose to use your Initiative roll instead of their own. If they do, you still act first.

OLD MASTER POWERS

The Best in the World Old Master Attack 10

The Old Master’s of the White Lotus are a diverse group, but they are all the best there is at what they do.

Encounter ♦ **Special**

Standard Action Special

Special: This power is considered to have the same keywords, range, attack and hit as the at-will power you use with it.

Target: Special

Effect: Use a melee or ranged at-will attack power that you know. Make a secondary attack.

Secondary Attack: Use a melee or ranged at-will attack that you know.

Secret Technique **Old Master Utility 12**

When you are backed into a corner, your prowess truly begins to show.

Daily ♦ Special

Immediate Reaction **Personal**

Trigger: You are bloodied.

Effect: You regain the use of an expended encounter power.

Special: This power has the same power source as the encounter power you restore.

Peerless Strike **Old Master Attack 20**

Your mastery is not a matter of simple skill, but also great versatility.

Daily ♦ Special

Standard Action **Range 5 or Melee Weapon**

Target: One creature

Special: Choose one attack you know, this attack gains the Power Source and attacking Ability Score of that attack.

Attack: Special vs. AC

Hit: 3d10 or 3[W] and you may choose one of the following effects.

Effect 1: You may spend a healing surge and make a saving throw.

Effect 2: You gain a +3 bonus to all defenses until the end of your next turn.

Effect 3: The target is dazed (save ends).

Effect 4: Use one at-will attack power you know against the target.

TIGER HOOK SWORDSMAN

“My weapons are everything I need them to be. They change as the battle changes.”

Prerequisites: Any Martial Class, Two-Weapon Fighting.

Swords are an inelegant weapon, too simple and forceful to be your style. You use the Tiger Hooks, a complicated form of sword, used in pairs, that take years to learn how to use at all, let alone master. The Tiger Hooks have a long curved blade ending in a hook, a crescent shaped, bladed guard and a daggerlike protrusion at the bottom of the handle.

TIGER HOOK SWORDSMAN PATH FEATURES

Tiger Hook Mastery (11th Level): You gain proficiency in the Tiger Hooks. When you wield Tiger Hooks, they gain the Defensive property.

Linking Swords (11th Level): Tiger Hooks can be used as a single weapon by linking the end of the blades together and swinging the swords like nunchaku. As a Minor Action you may convert your Tiger Hooks into a single weapon, until the end of your next turn they gain the Reach property.

Tripping Action (16th Level): When you spend an action point to take an extra action, one enemy adjacent to you is knocked prone.

TIGER HOOK SWORDSMAN POWERS

Disarming Slash **Tiger Hook Swordsman**
Attack 10

Using the hooked end of your weapon to pull an enemies weapon away from them.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Special: You must be wielding Tiger Hooks.

Target: One creature

Attack: Strength or Dexterity vs. Reflex

Hit: 2[W] + Strength or Dexterity modifier damage. If the target is holding a weapon, that weapon is dropped and thrown up to 5 squares.

Brachiation Tiger Hook Swordsman Utility 12

Your Tiger Hooks are good for more than just combat, the hooks help you climb and swing from trees.

At-Will ♦ Martial, Weapon

Move Action **Personal**

Special: You must be wielding Tiger Hooks.

Effect: If you are climbing trees, climb your speed, otherwise make an Athletics check to climb with a +5 bonus.

Heaven and Moon Swords Tiger Hook Swordsman Attack 20

Using your Tiger Hooks you perform a complicated kata that exploits every unique aspect of the swords.

Daily ♦ Martial, Weapon, Stance

Standard Action **Melee** weapon

Special: You must be wielding Tiger Hooks.

Target: One, two or three creatures

Attack: Strength or Dexterity vs. Reflex, up to three attacks

Hit: 1[W] + Strength or Dexterity modifier. Each attack has a different additional effect. No one creature may be the target of the same effect more than once.

Disarming Strike: If the target is holding a weapon, that weapon is dropped and thrown up to 5 squares.

Tripping Attack: The target is knocked prone.

Cutting Blow: 2[W] damage.



HYBRID CLASSES

HYBRID AIRBENDER

You are an airbender, through and through, though you've decided to accent your elemental prowess with another class's abilities. Did the slow pace of the monk lifestyle steer you away from becoming a true airbending master? Possibly something forced you out of the monastery, forcing you to take up another class to compensate for the rest of your airbending training?

HYBRID CLASS FEATURES

Role: Controller.

Power Source: Elemental.

Key Ability: Wisdom.

Secondary Abilities: Intelligence, Dexterity.

Armor Proficiencies: Cloth.

Weapon Proficiencies: Simple melee, simple ranged.

Implements: Ki focuses, weapons with which you are proficient with.

Bonus to Defense: +1 Will or Reflex.

Hit Points at 1st Level: 5

Hit Points per Level Gained: 2

Healing Surges per Day: 3

Trained Skills: Athletics (Str), Acrobatics (Dex), Diplomacy (Cha), History (Int), Insight (Wis), Nature (Wis), Perception (Wis), Religion (Int).

Class Features: Evasive Currents (hybrid), Airbending.

EVASIVE CURRENTS (HYBRID)

This functions just as the class feature, except you do not get to shift one square when an enemy misses you.

AIRBENDING

You gain the Airbending class feature.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

MONASTIC TRAINING

This class feature functions exactly like the airbender class feature.

QUICK STEP

This class feature functions exactly like the airbender class feature.



HYBRID EARTHBENDER

As an earthbender, you will and control the forces of the earth. However, you've supplemented your training with the skills of another class, losing some of your potential as an earthbender. What lead you away from fully encompassing earthbending? Did you decide that another class, mixed with earthbending, better suited your fighting style?

HYBRID CLASS FEATURES

Role: Defender.

Power Source: Elemental.

Key Ability: Constitution.

Secondary Abilities: Strength, Wisdom.

Armor Proficiencies: Cloth, Leather, Hide.

Weapon Proficiencies: Simple melee, simple ranged, military melee.

Implements: Ki focuses, weapons with which you are proficient with.

Bonus to Defense: +1 Fortitude.

Hit Points at 1st Level: 7.5

Hit Points per Level Gained: 3

Healing Surges per Day: 4

Trained Skills: Athletics (Str), Endurance (Con), Dungeoneering (Wis), Insight (Wis), Nature (Wis).

Class Features: Watchful Ally (hybrid), Earthbending.

WATCHFUL ALLY (HYBRID)

This functions just as the class feature, except you may designate an ally with a move action, instead of a minor action.

EARTH BENDING

You gain the Earthbending class feature.

HYBRID TALENT OPTIONS

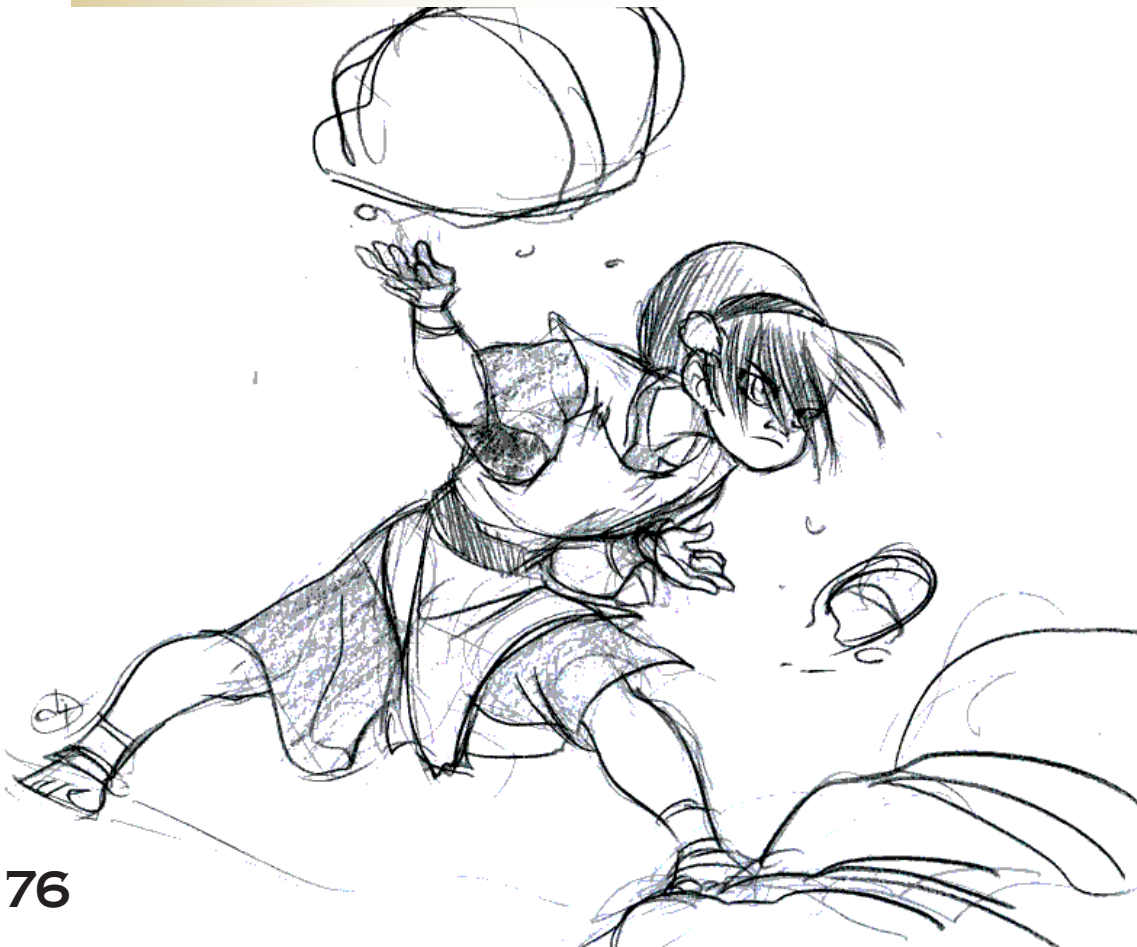
If you take the Hybrid Talent feat, you can select one of the following options.

EARTH BENDER RESILIENCE

This class feature functions exactly like the earthbender class feature.

NEUTRAL JING

This class feature functions exactly like the earthbender class feature.



HYBRID FIREBENDER

The passion of firebending lies within you and from an early age, you honed and sharpened your skills. However, for some reason, you have another class's abilities with you, curtailing your firebending abilities. Did you purposely learn another style of combat to hide your destructive firebending abilities? Did an accident, caused by you, cause you to abandon your lessons?

HYBRID CLASS FEATURES

Role: Striker.

Power Source: Elemental.

Key Ability: Dexterity.

Secondary Abilities: Constitution, Charisma.

Armor Proficiencies: Cloth, Leather, Hide, Chainmail.

Weapon Proficiencies: Simple melee, simple ranged, military melee.

Implements: Ki focuses, weapons with which you are proficient with.

Bonus to Defense: +1 Reflex.

Hit Points at 1st Level: 6.5

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3.5

Trained Skills: Acrobatics (Dex), Arcana (Int), Bluff (Cha), History (Int), Intimidate (Cha), Perception (Wis), Stealth (Dex), Streetwise (Cha).

Class Features: Source of Strength (hybrid), Firebending

SOURCE OF STRENGTH (HYBRID)

This functions just as the class feature, except it is $2 + \text{Charisma/Constitution modifier}$ and increases to $4 + \text{Charisma/Constitution modifier}$ at 11th level, and $6 + \text{Charisma/Constitution modifier}$ at 21st level. You select Harmonious or Raging as normal.

FIREBENDING

You gain the Firebending class feature.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

OVERWHELMING FLAMES

This class feature functions exactly like the firebender class feature.



HYBRID WATERBENDER

The spark of waterbending was born within you, but you never progressed past your natural abilities. Were you not allowed the time to learn waterbending, formally? Were you unable to find a suitable master to learn from?

HYBRID CLASS FEATURES

Role: Leader.

Power Source: Elemental.

Key Ability: Wisdom.

Secondary Abilities: Dexterity, Charisma.

Armor Proficiencies: Cloth, Leather, Hide.

Weapon Proficiencies: Simple melee, simple ranged.

Implements: Ki focuses, weapons with which you are proficient with.

Bonus to Defense: +1 Fortitude or Will.

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3.5

Trained Skills: Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis).

Class Features: Healing Waters (hybrid), Waterbending.

HEALING WATERS (HYBRID)

This functions just as the class feature, except you may use it once per encounter, as opposed to twice. At 16th level, you can use it twice per encounter.

WATERBENDING

You gain the Waterbending class feature.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

MOON'S BLESSING

This class feature functions exactly like the waterbender class feature.

FLOWING STRIKE

This class feature functions exactly like the waterbender class feature.





EPIC DESTINIES

AIRBENDER SIFU

“Airbending is about the path of liberation and freedom. Truly, I am now free.”

Prerequisite: 21st level, Airbender

Airbending is more than controlling the winds around you. It is about soul searching and becoming enlightened, leading you to activities and duties that are more valuable than anything on this plane. To you, the art of airbending is not merely a tool for combat, but rather a physical realization of your philosophy.

You have come a long way with your studies and now, you finally understanding. Subtly, your airbending abilities has lead you to a single thesis, one that suggests that you must be like the wind: everchanging, fluid, and free. Through the many enemies and obstacles you have conquered, it is now your duty to pass on this knowledge and this opportunity to those that would now learn it.

IMMORTALITY, AS A TEACHER

Airbending Sifus do not wish for immortality as it is an anchor to physical necessities they do not want. After you inevitably retire from your career as an adventurer, you will probably settle and begin teaching young and upcoming airbender pupils, passing along the knowledge you have gathered along your journey through life. You may not hold immortality like other adventurers, but your teachings will now pass through the ages, keeping your memory and your philosophy alive for eternity. Truly, immortality fit for an Airbending master such as yourself.

AIRBENDER SIFU FEATURES

All Airbender Sifus have the following features.

Liberated Mind, Liberated Body (21st Level): Your eyes are truly open. You gain a +2 to Wisdom.

Truly Free (24th Level): Your mind, soul and body are all free from worldly impediments. You cannot be slowed, immobilized or restrained.

Indomitable Will (30th Level): Nothing can shackle you to this world and your example teaches your allies how to free themselves. The first time you drop to 0 hit points or fewer in a day, you may immediately spend a healing surge and stand up. Every enemy within 10 squares is pushed 5 squares and every ally within 10 squares makes a saving throw with a +5 bonus.

AIRBENDER SIFU POWER

Evasive Bounds Airbender Sifu Utility 26

As they take aim, you seem to fly away.

Daily ♦ Elemental

Immediate Interrupt Personal

Trigger: You are targeted by an attack.

Effect: The attack fails and you may fly twice your speed.. Any condition that would prevent you from moving immediately ends. Before or after the movement is resolved any ally within 5 squares of you may make a saving throw with a +5 bonus.

GRAND LOTUS

“Pai Sho is more than just a game, and I am more than just a player of Pai Sho.”

Prerequisite: 21st level, Joining the Order or Old Master.

The Order of the White Lotus is a secret society that transcends political and social boundaries. It is older than you know, and you know much, much more than most people. Your more than just a member of the order, you are one of the oldest members. When you were young you were invited into the order because the Old Master’s of your day saw great potential in you, now you have reached the highest rank in the order. For decades, perhaps centuries you have subtly influenced the political machinations of your world, but a time will come for you to make the ultimate gambit.

Not even your closest allies know of your status in the order. Many members of the order never meet, and if they do they only learn for sure over a game of Pai Sho. But your status in the order is more than just a political position, it is a sign of great wisdom and great tactical genius. But most importantly it is a sign that you can keep one doozy of secret!

IMMORTALITY? I RESPECTFULLY DECLINE.

As a member of the White Lotus you must have shown great humility, honesty and compassion. In the end, though your destiny is great, you have no great interest in immortality.

The Ultimate Gambit: The Order of the White Lotus is a subtle organization. Its members don't meet very often, and when they do, they do so in secret. But there is an understanding amongst the members of the White Lotus that a time could come when its members will have to unite in broad daylight and perform the Ultimate White Lotus Gambit. Some great inequality will require the united power of the whole order to correct. On that day members may die and the order may have reveal itself to the world, but afterwards the world will never be the same.

Those who are lower in the order, younger than you and less experienced won't have realized it fully, but you are now certain that the day of this Ultimate Gambit is on the horizon. You must prepare, get in contact with the Old Master's, those who rank just below you in the order. They will have sensed something is up, but it will be up to you, the Grand Lotus, to inform them of the details.

After the battle is over, you will finally have space to rest. After the day of the Ultimate Gambit comes along and you show your hand, you may just settle down and open up a tea shop. The world will never forget what you did that day, even if they never know that you did it.

GRAND LOTUS FEATURES

All Grand Lotuses have the following features.

Years of Experience (21st Level): You are very old and very wise. Increase your Intelligence and Wisdom by 2.

Grand Lotus Tactics (24th Level): You have seen many battles in your time, tactical genius come to you naturally. You cannot be surprised. If you have not yet acted in a round you gain a +2 bonus to all defenses.

The Lotus Opens Wide (30th Level): Once per encounter, as a free action, you may choose an ally within line of sight. That ally shares any bonuses and beneficial conditions currently affecting you until the end of your next turn.

GRAND LOTUS POWER

Great Secret

Grand Lotus Utility 26

Even the highest ranked members of the Order don't know about your final secret. It was told to you by the previous Grand Lotus, and to her by the Grand Lotus before her.

Daily ♦ Elemental, Healing

Immediate Interrupt

Close burst 10

Trigger: You, or an ally, are reduced to 0 or fewer hit points.

Effect: The target regains hit points up to their bloodied value. Until the end of the encounter, if the target has not yet acted in a round they gain a +2 to all defenses. This stacks with your Grand Lotus Tactics feature.

THE MOON SPIRIT

"The legends say the moon was the first Waterbender. Our ancestors saw how it pushed and pulled the tides and learned how to do it themselves."

Prerequisite: 21st level, Waterbender

When you were born, you were special, instead of crying when you were born you were born asleep. But something was also terribly wrong, and not even the greatest healers could help you. Maybe you were sick, or cursed or malformed, whatever the problem your parents turned to the great spirit Tui, the Moon Spirit, to help you. Tui agreed, for she saw in you a great destiny.

Ever since she healed you, you have carried with you a piece of the Tui's life force, and it has

marked you. Perhaps you have white hair, or unusually colored eyes, perhaps you have a moon shaped birthmark or your skin seems to sparkle when the moon is full. Whatever the case, you may or may not have been aware of the cause until now, when the world calls on you to fulfill the destiny Tui saw in you as an infant.

But this destiny isn't just the end to your story. Tui is, after all, the source of power for all Waterbender's everywhere. You took to Waterbending naturally after you were revived and ever since then your power has only grown.

IMMORTALITY?

You will someday join Tui and become the new Moon Spirit. How this will happen is not clear, nor is it clear whether this is a great burden or a great honor.

The Spirit Oasis: There will come a time when the piece of Tui's life force that you carry within yourself will have to be returned. Perhaps Tui's life will be in danger, and only you can heal her. Or maybe you will simply be elected her successor, to gift the power of Waterbending to the world until you find yourself a successor.

The only thing you do know, and this is something you have known in your heart your whole life, is that this moment where your destiny is fulfilled will happen somewhere called the Spirit Oasis. You've looked in libraries and asked sages and the words Spirit Oasis do seem to pop up where you go, but the true nature of the Spirit Oasis, it's purpose and it's true location remain a mystery. There is some group that might know more, but the only lead you have on them is a lowly Pai Sho tile with a flower on it.

THE MOON SPIRIT FEATURES

The Moon Spirit has the following features.

Gift of the Moon Spirit (21st Level): Your contact with Tui has given you great Waterbending prowess. Your Waterbending Class Feature has a range of 20 and can be used on up to 50 gallons of water at a time.

Great Wisdom (21st Level): Your brief contact

with Tui has left you with a fragment of her great wisdom. Increase your Wisdom score by 2.

Moon's Blessing (24th Level): Your relationship with the Moon Spirit has allows you to replenish your power sooner. During an extended rest you may choose one Waterbender or Waterbender Paragon Path Daily Power, you may use it once per encounter until your next extended rest.

Tui's Apotheosis (30th Level): Your power has peaked, soon you will find yourself at the Spirit Oasis. But the danger has never been greater, knowing this Tui has granted you a penultimate gift. During an extended rest you may choose one Waterbender or Waterbender Paragon Path Utility power, you may use it at-will until your next extended rest.

THE MOON SPIRIT POWER

Moon's Wrath **The Moon Spirit Utility 26**

Though you are a kind and gentle soul, sometimes you are forced to show your power.

Daily ♦ Elemental, Stance

Minor Action Personal

Effect: Until the stance ends you gain a +2 power bonus to Waterbender attack powers and once per round you may push, pull or slide one target your Charisma or Dexterity modifier squares as a free action.

PHOENIX KING

"I am no more. Just as the world will be reborn in fire, I shall be reborn as the supreme ruler of the world. From this moment on, I will be known as the Phoenix King!"

Prerequisite: 21st level, Firrbender

The world is really a simple place, there are the strong and weak. Those that are born lucky and those that are lucky to be born. You are powerful. You are worthy. You are destined to rule them all! You might be royalty, but you could also be a serf of no particular note. The important thing is that you are capable, and ready, to crush your opposition underneath your heel. The fire of passion burns within you brighter than in any other being, that is all the notoriety you need.

Your power is like the fire you control. It starts

with an errant spark, but with the right conditions it becomes an unstoppable inferno. Just as your flames know no bounds, your ambition knows none either, and nothing, not sentimentality, or family or anything else will tie you to the ground and prevent you from ascending to lead the world!

IMMORTALITY

Your search for power will not end until you control the world. It isn't because you are power hungry, and it isn't out of greed. It is for the betterment of the world because it's your destiny to rule.

King of the World: People don't like to admit it, but they need a ruler. They don't want to handle the kind of responsibility that comes with a shared, harmonious existence. They want wealth and power and if you give it to them, and tell them they deserve it they won't question it. Even if it means that someone, somewhere else had to have something taken away. Which it does. That's why the world needs you. You have the strength and the perseverance and the mental clarity to do what needs to be done. So really, when you say you want to control the world, you're being noble. And let's face it, if you don't take over the world, someone else will. Someone less... worthy.

But before you rule the world, you need to prove yourself to your future subjects. You needn't take the world by force, although what could stop you if you tried? You are fated to rule.

PHOENIX KING FEATURES

All Phoenix Kings have the following features.

Never Stop Burning (21st Level): Your Source of Strength can increase past its maximum.

Anytime you deal damage and your Source of Strength is above its maximum, reduce it by 1.

Flames of the Phoenix (24th Level): Your Firebending surpasses that of the rest of the world.

Anytime you would increase your current Source of Strength, increase it by 1 more.

Right to Ascendancy (30th Level): The first time you are bloodied in an encounter, choose a target that is your level or higher. You may use

any attack power you know against the target as a free action, even if you have already expended it.

PHOENIX KING POWER

Phoenix Rebirth **Phoenix King Utility 26**

You think I'm done fighting! You will learn respect, and suffering with your teacher!

Daily ♦ Elemental, Healing

Immediate Interrupt **Personal**

Trigger: You are reduced to 0 hit points or fewer.

Effect: You regain hit-points equal to your Maximum Source of Strength. Your current Source of Strength increases to maximum. Until the end of the encounter, or you are no longer bloodied, when you deal fire damage to an opponent of yours or a higher level, you regain hit points equal to your maximum Source of Strength.

PLANETBENDER

"There, beneath you, beneath all of you is me. You have ground to stand on only because I allow it."

Prerequisite: 21st level, Earthbender

Each of the bending disciplines harnesses something of great power, but without the earth beneath them Firebenders would have nothing to burn, Airbenders would have no air through which to soar, Waterbenders no oceans to command. You have mastered Earthbending so thoroughly that mountains are nothing more than stepping stones, valleys are minor pitfalls.

As you stride across the ground you command, the the extent of your power constantly increases like the slow but steady movement of the continents that eventually creates entire mountain ranges. Of course at the rate that your powers are increasing someday soon you will be able to bend entire kingdoms, perhaps the entire planet. What you do with that power is up to you.

IMMORTALITY?

Some day you'll die, but before that happens you have the power to change the very shape of the

planet.

Shaping the Planet: Perhaps you'll use the power to crush every evil creature on the planet, or maybe you feel like creating your own country to rule over. Maybe it's time to reset the clock and return the planet to the way it was before life began, or just before the civilized races "conquered" it.

However you choose to express your power you can't just go about doing it, sure you have the power to move mountains, but without proper control and solid understanding you might destroy everything, sinking all of the land beneath the waves. What exactly it is you need to accomplish your goals depends on what you intend to change. Maybe you need to walk the expanse of the civilized world in order to properly visualize your bending. Maybe you simply need to find enough stone to shape your new world. Whatever it is, you have more ground behind you in your journey than ahead of you. Though what is ahead might turn out to be the rockiest ground of all.

PLANETBENDER FEATURES

All Planetbenders have the following features.

Mountainbending (21st Level): Your power is limitless in scope, but for now you can only safely move so much earth without throwing the whole planet off balance. Increase the range of your Earthbending Class Feature to 20 and multiply the quantity of earth you can bend by 10.

Mountains Toughness (21st Level): Your connection to the earth beneath you makes you frighteningly tough. Your Constitution score increase by 2.

Continentbending (24th Level): Choose an Earthbender At-Will Attack power, if it has a range of Melee Weapon, change that to Close burst 1. If it has a range of Ranged 5 or 10, change that to Area burst 1 within 5 or 10 respectively.

Planetbending (30th Level): Any Earthbender or Earthbender Paragon Path powers that have either Area or Close in the Range entry increase their area by 2.

PLANETBENDER POWER

Control the Battlefield Planetbender Utility 26

When most people say "Control the Battlefield" they mean some tactical nonsense. You have always been more literally minded.

Daily ♦ Elemental

Immediate Interrupt

Close burst 10

Trigger: You roll initiative.

Effect: Select any number of squares within the burst. Those squares can either be made into difficult terrain, normal terrain, raised 5 feet or lowered 5 feet until the end of your next turn.

Sustain Free: The effect persists.



FEATS

HEROIC TIER FEATS

AIR'S SWEEPING HAND

Prerequisites: Airbender

Benefit: When you move at least 2 squares you gain +2 bonus to your Reflex defense until the end of your next turn.

BATTLE HARDENED

Prerequisites: Earthbender

Benefit: Unless you are surprised, when you roll initiative you gain 5 temporary hit points.

BLUE FIRE

Prerequisites: Firebender

Benefit: As long as you remain composed your fire burns blue. While you are not bloodied during an encounter, your Firebender attacks deal an additional 2 damage.

BLUE FIRE HARMONY

Prerequisites: Firebender, Constitution 15

Benefit: When you bloody an enemy you gain a +2 bonus to the next attack you make against that enemy before the end of your next turn.

BLUE FIRE RAGE

Prerequisites: Firebender, Charisma 15

Benefit: When you bloody an enemy you deal an addition 5 damage to attacks you make against that enemy before the end of your next turn.

CALM BLESSING

Prerequisites: Waterbender, Charisma 15

Benefit: You may shift 2 squares as a free action when an ally is bloodied.

CALMING TIDES

Prerequisites: Waterbender, Charisma 15

Benefit: When you use a Flowing Encounter power and you affect two allies you gain temporary hit points equal to your Charisma modifier.

CAN'T DODGE THE WIND

Prerequisites: Airbender

Benefit: When you miss every target of a Daily Airbender attack power that doesn't have a miss effect, you may push the targets 3 squares.

CRASHING WAVES

Prerequisites: Waterbender, Dexterity 15

Benefit: When you use a Flowing Encounter power and you affect two enemies you gain a +2 bonus to your next attack.

DISTANT DEFENDER

Prerequisites: Earthbender

Benefit: Increase the distance your watched ally can be from you by 2.

EARTH'S GRASPING HAND

Prerequisites: Earthbender, Strength 15

Benefit: When you would be pushed, pulled or slid you may reduce the distance moved by 1.

FIRE NATION SOLDIER TRAINING

Prerequisites: Trained in Endurance, Firebender.

Benefit: You are proficient with the Fire Nation Uniform and you are very good at synchronizing your fire attacks. If you make an attack with the fire keyword while adjacent to a party member that has used an attack power with the fire keyword since their last turn, you gain a +2 bonus to your attack.

FIRE'S CLOSED FIST

Prerequisites: Firebender

Benefit: When you score a critical hit you may increase your extra damage from your source of Strength class feature by 2, but not above your normal maximum. Increase this bonus to 4 when you reach Paragon tier and 6 when you reach Epic.

FLEETING STRIKE

Prerequisites: Airbender

Benefit: When you use a Daily Airbender attack

power, you gain a +2 bonus to your speed until the end of your next turn.

FOCUS ON THE BATTLE

Prerequisites: Earthbender, Wisdom 15

Benefit: When you designate a watched ally, you may designate an adjacent ally to the target as well.

FROZEN TORRENT

Prerequisites: Waterbender, Dexterity 15

Benefit: Whenever an enemy bloodies an ally, you may immobilize that enemy until the end of your next turn instead of slow it.

GUIDING CHI

Prerequisites: Waterbender

Benefit: You may make Heal checks as minor actions in combat.

Additionally, when you treat a creature with a disease, you gain a +5 bonus to the Heal check you make.

GUIDING WINDS

Prerequisites: Airbender, Intelligence 15

Benefit: When you make a burst or blast attack, you may slide two allies, instead of one, within that burst or blast 1 square before the attack.

HARMONIOUS BACKLASH

Prerequisites: Firebender, Constitution 15

Benefit: Once per day, you can increase your maximum damage (instead of 2 + Charisma, it would be 4 + Charisma) from your Source of Strength by two points if an ally within 5 squares drops to 0 or lower.

HARSH GUSTS

Prerequisites: Airbender. Hurricane Monastic Training

Benefit: When you deal your Dexterity modifier in damage as per the Hurricane Monastic Training class feature, you may also push that creature 1 square.

HEADSTRONG

Prerequisites: Earthbender

Benefit: When you move to a space adjacent to an enemy you gain a +1 bonus to a defense of

your choice until the end of your next turn.

MOUNTAIN BREEZE

Prerequisites: Airbender, Dexterity 15

Benefit: When you shift as a move action you gain a +2 bonus to your AC until the end of your next turn.

OCEAN'S FLOWING HAND

Prerequisites: Waterbender, Wisdom 17

Benefit: When you use a Flowing Encounter power and you affect both an ally and an enemy with it you gain a +2 to all defenses until the end of your next turn.

RAGE UNLEASHED

Prerequisites: Firebender, Raging

Benefit: Once per day, you can increase your maximum damage (instead of 2 + Constitution, it would be 4 + Constitution) from your Source of Strength by two points if an enemy's attack drops you to 0 or lower.

RUNNING START

Prerequisites: Airbender, Dexterity 17

Benefit: Unless you are surprised, when you roll initiative you may run as a minor action.

SPLIT THE BLAST

Prerequisites: Any elemental class

Benefit: You may convert any power with the range of close blast 3 into two separate line 3 attacks.

STUBBORN OPPONENT

Prerequisites: Earthbender, Constitution 17

Benefit: When you fail a saving throw you gain a +2 to your next saving throw against that effect.

SUPERIOR BENDING

Prerequisites: Any elemental class, bending class feature

Benefit: Increase the range of your bending class feature to 5. Double any quantity limits mentioned in your power's description.

TEACHINGS OF THE AIR NOMADS

Prerequisites: Trained in Insight, Airbender, (Air Nomads)

Benefit: You are proficient with the Air Nomad Glider Staff. In addition you may meditate during an extended rest, if you do you gain a +3 bonus to your next Initiative check.

WATER'S EXTENSION

Prerequisites: Waterbender, Flowing Strike

Benefit: Your Flowing Strike class feature can be activated by ranged attacks.

PARAGON TIER FEATS

BURNING SOUL

Prerequisites: Firebender, 11th Level

Benefit: Unless you are surprised, you start each encounter dealing 2 extra damage instead of 0.

EARTH'S GRACE

Prerequisites: Earthbender, 11th level

Benefit: When you score a critical hit on a creature, you may pull them a number of squares equal to either your Strength or Wisdom modifier. Choose the appropriate stat when you take this feat.

ELEMENTAL MASTERY

Prerequisites: Any elemental class, 11th level

Benefit: You gain resist 10 to an element based on your class.

Airbender: Resist 10 force

Earthbender: Resist 10 acid

Firebender: Resist 10 fire

Waterbender: Resist 10 cold.

Increase this resistance to 15 at 21st level.

Special: If you qualify as multiple bender classes, you must choose one. You may take this feat multiple times, each time you take it, you gain a different resistance that you qualify for.

FLOATING WINDS

Prerequisites: Airbender, 11th level

Benefit: When you use your move action to shift, you may add 1 square to the distance.

MOMENTUM WAVE

Prerequisites: Waterbender, 11th Level

Benefit: Once per encounter when you miss

with a Waterbender Encounter or Daily power with no miss effect, you may use a Waterbender At-will attack power as a free action.

NEGATIVE JING

Prerequisites: Earthbender, 11th level

Benefit: When a watched ally shifts as a move action, the space they left is considered difficult terrain until the end of your next turn.

OCEAN'S PROTECTION

Prerequisites: Waterbender, 11th Level

Benefit: When you push, pull or slide an ally, that ally gains a +1 to all defenses until the end of your next turn.

OUTBURST OF STRENGTH

Prerequisites: Firebender, 11th level

Benefit: When you spend your second wind, you may add 3 to your current Source of Strength damage.

PERSISTENT FLAMES

Prerequisites: Firebender, 11th Level

Benefit: Enemies take a -2 penalty to saving throws against ongoing fire damage from your attacks.

PERSONAL HEALING

Prerequisites: Waterbender, 11th level

Benefit: As a free action when you use your *healing waters* class feature, you may change the range from close burst 5 or 10 to melee touch. If you do, you may add an extra 1d6 to the hit points regained.

POSITIVE JING

Prerequisites: Earthbender, 11th level

Benefit: You may designate one ally as your watched ally as a free action once per turn.

SUPERIOR EVASIVE WINDS

Prerequisites: Airbender, 11th level

Benefit: Instead of gaining a +2 to AC from your Evasive Winds class feature, you may spend a minor action to gain a +2 bonus to AC.

EPIC TIER FEATS

EARTH'S GAPING MAW

Prerequisites: Earthbender, 21st level

Benefit: When you hit an enemy with the shifting ground power, the target is also immobilized until the end of its next turn.

EARTH'S GREAT SHIELD

Prerequisites: Earthbender, 21st level

Benefit: When you deflect a ranged attack with your earthen shield power, the watched ally you protected has cover until the end of your next turn.

LIGHTNING BURST

Prerequisites: Firebender, 21st Level

Benefit: You may substitute lightning damage for fire damage with any Firebender or Firebender Paragon Path Power. If you do, you deal an additional 1d10 damage and reduce your current Source of Strength damage by 2.

LINGERING CHI

Prerequisites: Waterbender, 21st level

Benefit: When you heal an ally with the healing waters power and they are still bloodied, they gain regeneration 3 until they are no longer bloodied.

SCORCH THE DRAGON'S HIDE

Prerequisites: Firebender, 21st level

Benefit: Your attacks ignore fire resistance and fire immunity.

UNSUBTLE BREEZE

Prerequisites: Airbender, 21st level

Benefit: When an adjacent enemy is missed by a melee attack, they may shift 1 square as a free action as per your evasive currents class feature.

WINDRUNNER

Prerequisites: Airbender, 21st level

Benefit: Increase your base speed by 2.

MULTICLASS FEATS

AIRBENDING DABBLER

[MULTICLASS AIRENDER]

Prerequisite: Wis 13

Benefit: You gain training in one skill from the airbender's class skill list.

Choose a 1st-level airbender at-will power. You can use that power once per encounter. In addition, you can use a ki focus as an implement when using a airbender power or a airbender paragon path power.

AIRBENDER PUPIL

[MULTICLASS AIRBENDER]

Prerequisite: Wis 13

Benefit: You gain training in one skill from the airbender's class skill list.

In addition, twice per encounter, when an enemy misses you with an attack, you may shift 1 square. You can use a ki focus as an implement when using a airbender power or a airbender paragon path power.

EARTH BENDING DABBLER

[MULTICLASS AIRENDER]

Prerequisite: Con 13

Benefit: You gain training in the Insight skill.

Choose a 1st-level earthbender at-will power. You can use that power once per encounter. In addition, you can use a ki focus as an implement when using a earthbender power or a earthbender paragon path power.

EARTH BENDING INITIATE

[MULTICLASS EARTH BENDER]

Prerequisite: Con 13

Benefit: You gain training in the Insight skill.

In addition, once per encounter, you may make an ally within 5 squares a watched ally. You may use the *shifting grounds* and *earthen shard* powers to protect them. You can use a ki focus as an implement when using a earthbender power or a earthbender paragon path power.

FIREBENDING DABBLER [MULTICLASS AIRENDER]

Prerequisite: Dex 13

Benefit: You gain training in one skill from the firebender's class skill list.

Choose a 1st-level firebender at-will power. You can use that power once per encounter. In addition, you can use a ki focus as an implement when using a firebender power or a firebender paragon path power.

MOON'S ACOLYTE [MULTICLASS WATERENDER]

Prerequisite: Wis 13

Benefit: You gain training in the Heal skill.

Once per day, you can use the waterbender's *healing waters* class feature. In addition, you can use a ki focus as an implement when using a waterbender power or a waterbender paragon path power.

STUDENT OF THE FLAME [MULTICLASS FIREBENDER]

Prerequisite: Dex 13

Benefit: You gain training in one skill from the firebender's class skill list.

In addition, twice per encounter, you may deal 5 extra fire damage when you damage a creature. You can use a ki focus as an implement when using a firebender power or a firebender paragon path power.

WATERBENDING DABBLER [MULTICLASS WATERENDER]

Prerequisite: Wis 13

Benefit: You gain training in the Heal skill.

Choose a 1st-level waterbender at-will power. You can use that power once per encounter. In addition, you can use a ki focus as an implement when using a waterbender power or a waterbender paragon path power.

KYOSHI WARRIOR

The Kyoshi Warrior's are an elite sect of fighters who have created a fighting style based on one of the past lives of the current Avatar, an Earthbending woman named Kyoshi. They fight with ceremonial armored dresses, red, white and

black face paint and an extremely specialized weapon called a War Fan. These warriors are traditionally all female, but men have been known to be accepted among their ranks if they prove to be worthy.

KYOSHI INDUCTION [MULTICLASS KYOSHI WARRIOR]

Prerequisite: Trained in Intimidate

Benefit: You gain a +2 to Intimidate checks.

You gain proficiency with the Kyoshi War Fan. When you wield a Kyoshi War Fan you may treat it as a light thrown weapon with a range of 5/10. In addition, once per encounter, you may make an Intimidate check as minor action.

KYOSHI WARRIOR NOVICE

Prerequisite: 4th Level, Kyoshi Induction feat

Benefit: You can swap one 3rd level or higher encounter power for the *kyoshi's strike* power.

Kyoshi Strike

The war fan is a delicate weapon, but with finesse you can use it to strike with the force of an earthbender.

Encounter ♦ Martial

Standard Action Melee weapon

Special: You must be wielding a Kyoshi War Fan.

Target: One creature

Attack: Strength or Dexterity vs. AC.

Hit: 2[W] + Dexterity modifier damage and the target is pushed 3 squares and marked.

Special: When you choose this power, choose whether you use Strength or Dexterity to make the attack.

KYOSHI WARRIOR EXPERT

Prerequisite: 8th Level, Kyoshi Induction feat

Benefit: You can swap one 6th level or higher utility power for the *intimidating visage* power.

Intimidating Visage

The make-up you wear looks decorative in daily life, but fearful on the battlefield.

Encounter ♦ Martial

Minor Action Close burst 1

Target: Each enemy within burst.

Effect: The target grants you combat advantage until the end of your next turn.

KYOSHI WARRIOR SPECIALIST

Prerequisite: 10th Level, Kyoshi Induction feat

Benefit: You can swap one 9th level or higher utility power for the *kyoshi fan dance* power.

Kyoshi Fan Dance

The Kyoshi Warriors are trained to use precise, dancelike movements to cut a swath across the battlefield.

Daily ♦ Martial

Standard Action Close burst 1

Target: One, two or three creatures in burst

Attack: Strength or Dexterity vs. AC, up to three attacks

Hit: 2[W] + Dexterity modifier damage. You may forgo up to 2 extra attacks. If you forgo 1, the targets are dazed, if you forgo 2 the target is stunned.

Special: When you choose this power, choose whether you use Strength or Dexterity to make the attack.

SOUTHERN WOLF

The Southern Wolves are an elite class of warrior whose style of combat is informed by their hunting and survival practices in the arctic regions from which they hail. They wear highly stylized armors colored in grays and blues, often with similar facial makeup, and a weapons made from bone. It is the practice of these tribes to train their men for combat as soon as they reach maturity. Though women among their ranks are rare due to these ancient customs, they are not unheard of.



COMING OF AGE [MULTICLASS SOUTHERN WOLF]

Prerequisite: Proficient with a Mace, Spear or Light Blade weapon

Benefit: You gain proficiency in the Water Tribe Boomerang. When you wield a Water Tribe Boomerang, its range increases to 20/30 and it gains the High Crit property. You ignore difficult terrain that is caused by water and ice.

SOUTHERN WOLF NOVICE

Prerequisite: 4th Level, Coming of Age feat

Benefit: You can swap one 3rd level or higher encounter power for the *boomerang strike* power.

Boomerang Strike

Your effectiveness with the boomerang allows you to hit enemies from the side, or even their backs.

Encounter ♦ Martial

Standard Action Melee weapon

Special: This power is considered to have the same keywords and range as the at-will power you use with it. You must be wielding a Water Tribe Boomerang.

Target: One creature

Effect: Use a melee or ranged at-will attack power. You do not need to have line of sight to hit your target as long as they are in range and you have line of effect. Ignore cover and concealment when making this attack.

SOUTHERN WOLF EXPERT

Prerequisite: 8th Level, Coming of Age feat

Benefit: You can swap one 6th level or higher utility power for the *cold hearted warrior* power.

Cold Hearted Warrior

Your warrior training in the coldest climates prepares you to fight the elements.

Daily ♦ Elemental

Minor Action Personal

Effect: Until the end of the encounter you gain resist cold equal to half your level.

SOUTHERN WOLF SPECIALIST

Prerequisite: 10th Level, Coming of Age feat

Benefit: You can swap one 9th level or higher daily power for the *wolf pounce* power.

Wolf Pounce

You have been trained to intercept an enemies attack and throw them to the ground.

Daily ♦ Martial

Immediate Interrupt **Melee 1**

Trigger: An enemy attacks you.

Target: The triggering enemy.

Effect: 4d10 + Strength modifier damage. The target is knocked prone.

WHITE LOTUS

The Order of the White Lotus is an ancient secret society that transcends the boundaries of countries and other political alliances. They seek balance, beauty and truth. They are devoted to the sharing of ancient knowledge across national and political divides.

JOINING THE ORDER

[MULTICLASS WHITE LOTUS]

Benefit: You gain training in Streetwise. Once per encounter when you roll initiative, you may subtract up to 5 from your roll and add it to the initiative of an ally within 10. In addition you may find a place of refuge in any large settlement at a secret waystation of the Order of the White Lotus. These waystations can be found in any nation regardless of political or social boundaries. You show your membership at such a waystation by playing Pai Sho, a tile based game, and performing the White Lotus Gambit. These waystations have food, water and a secret room where you may hide or rest. Only players with this feat may enter the secret room. When you fail a Streetwise check made at a White Lotus Waystation you never risk drawing attention.

WHITE LOTUS NOVICE

Prerequisite: 4th Level, Joining the Order feat

Benefit: You can swap one 3rd level or higher encounter power for the *pai sho tactics* power.

Pai Sho Tactics

Pai Sho is much more than a just game.

Encounter ♦ Elemental

Standard Action

Special: This power is considered to have the same keywords and range as the at-will power you use with it.

Target: One creature

Effect: Use a melee or ranged at-will attack power. If you hit, you may slide the target a number of squares equal to half your level. The target grants combat advantage to you until the end of your next turn.

WHITE LOTUS EXPERT

Prerequisite: 8th Level, Joining the Order feat

Benefit: You can swap one 6th level or higher utility power for the *white lotus memory* power.

White Lotus Memory

Amongst the ranks of the Order, there are men and women who have fought in every war for the last hundred years. You have learned from each of them.

Daily

Immediate Interrupt **Personal**

Trigger: You make an initiative check

Effect: You may make a Streetwise check instead, use the result as your initiative.

WHITE LOTUS SPECIALIST

Prerequisite: 10th Level, Joining the Order feat

Benefit: You can swap one 9th-level or higher daily attack power you know for the *white lotus gambit* power.

White Lotus Gambit

Not many still cling to the ancient ways.

Daily

Move Action **Melee 1**

Target: One creature

Effect: Before the attack, you shift your speed. Allies within 5 squares may shift their speed as well. For each ally that does this, they may make a basic melee attack against the target with a +3 bonus to their attack and damage roll.

Attack: Wisdom, Intelligence or Charisma vs. Will

Hit: Wisdom, Intelligence, or Charisma modifier damage and the target is stunned until the end of your next turn.

PLAYING THE AVATAR

The Avatar is the Spirit World's hand in keeping the balance between the four elements secure. They are the barrier between two worlds, freely walking between the material plane and the Spirit World. When the Avatar learns of their destiny, they will already know one bending art very well and must begin to study the other three. Eventually they master every element. The Avatar is the only being capable of learning each bending style like this.

The Avatar is a chosen individual whose sole purpose is to keep the balance between the four elements. The Avatar's destiny is often decided before they are born, by the powers that be. Each bending style has a method of determining who, when it is their element's turn in the cycle, of their people is the Avatar.

Whenever the Avatar dies, the spirit of the Avatar reincarnates. Each time the Avatar dies, their spirit is reincarnated. When this happens, the new Avatar hails from a different bending discipline. The cycle passes from airbenders, to waterbenders to earthbenders, and finally to the firebenders. Then the cycle continues once more, from the firebenders to the airbenders.

Typically the Avatar is informed of their destiny on the day of their sixteenth birthday. Then begins a long journey to meet with teachers of each bending style and thus master all of the styles of bending.

Besides being a master of all four bending styles (usually referred to as a "Fully Realized Avatar"), the Avatar has many abilities to aid them in their quest to protect the world. The Avatar has an innate talent for their first bending art, much superior to the other young bender's their age.

In their repertoire of abilities is a self defense mechanism known as the Avatar State. When their life is threatened, they transcend to a higher state of consciousness and become a being of pure power. Their eyes glow a bright blue and their original personality is all but gone, replaced by a serious and often vengeful one. In this form, an Avatar's power is twofold. However, with this great power comes a great drawback. If the Avatar is ever killed while in their Avatar State, the cycle is forever broken and never again will the Avatar become reincarnated.

Play the Avatar if you want...

- to be a character with a great responsibility to the world.
- to eventually master every style of bending.



- to become the in-between for the material plane and the Spirit World.

PHYSICAL QUALITIES

The Avatar is not physically different from other people. They appear as normal (or as different, as the case may be) as a regular member of their race and class.

When the Avatar goes into the Avatar State, their eyes glow a bright blue. Depending on the race or cultural norms, markings or tattoos may glow blue as well.

PLAYING THE AVATAR

The Avatar holds great responsibility and great power. They are the sole defender of the balance between the four elements, and by extension the general good of the world.

Understandably, when the Avatar is informed of their destiny to become the defender of this balance and the mediator for the Spirit World, it can be overwhelming. Their whole world would be turned upside as they were sent off to different parts of the world to learn the different bending styles. However, pushing through the frustration of learning the different styles (namely the style that is “opposite” of the Avatar’s original style, like fire and water, air and earth) can bring great inner strength and wisdom.

Through the hardships, the Avatar becomes a responsible and reasonable person, keen to the spiritual nuances of the world.

How each Avatar takes to the responsibility of being the Avatar differs from individual to individual.

FEATS

Being the Avatar means having the Avatar’s Destiny feat. A number of these feats are power-swap feats. If you use retraining to replace a power-swap feat with another feat, you lose any power gained from the power-swap feat and regain a power of the same level from your primary class. The Avatar’s Destiny feat and other Avatar feats are part of a new classification of feat known as bloodline feats. All bloodline feats are noted as

such in the feat’s name. You can have bloodline feats of only one type; thus, if you choose the Avatar’s Destiny feat, you can have only Avatar Bloodline feats.

AVATAR’S DESTINY [AVATAR BLOODLINE]

Prerequisite: Any elemental class, 1st level

Benefit: You gain the *Avatar State* daily power. Additionally, you gain a +2 bonus to Religion and Insight checks regarding lore with the Avatar.

The Avatar State

They think they might’ve killed the Avatar, but destiny will not allow it.

Daily

Immediate Reaction Personal

Trigger: You drop to 0 hit points.

Effect: You enter the Avatar State, becoming a destructive force against those that would kill you. You spend a healing surge and stand up. Until the end of your next turn, you gain a +2 bonus to all attack rolls and deal an extra 1d6 damage.

HEROIC TIER FEATS

AVATAR’S RESOLVE

Prerequisite: Avatar’s Destiny feat

Benefit: You gain a +2 bonus to your Will defense. You also gain a +2 bonus to save against the dazed and stunned conditions.

LEARNING THE FIRST STYLE

Prerequisite: Avatar’s Destiny feat

Benefit: You learn your first style, the next bender class in line. What the first style is depends on what your primary bending class is. The waterbender’s first style is earthbender, earthbender’s first style is the firebender, firebender’s first style is airbender and airbender’s first style is waterbender. You may swap one of your primary class’s powers with your first style’s class. You gain power of the same kind that you swapped out. You use your primary stat when making attacks taken from your first style. From now on, when you gain a level which grants you a power, you may choose a power from the your first style instead of a power from your primary class. You

may change the primary stats if you wish.

THE AVATAR CANNOT DIE

Prerequisite: Avatar's Destiny feat

Benefit: When making death saving throws, you may spend a healing surge on a roll of 19 or 20. Additionally, you only fail a death saving throw when you roll a 7 or below.

PARAGON TIER FEATS

LEARNING THE SECOND STYLE

Prerequisite: Avatar's Destiny feat, Learning the First Style

Benefit: You learn your second style, the next bender class in line. What the second style is depends on what your first style is. The waterbender's second style is earthbender, earthbender's second style is the firebender, firebender's second style is airbender and airbender's second style is waterbender. You may swap one of your primary class's powers with your second style's class. You gain power of the same kind that you swapped out. You use your primary stat when making attacks taken from your second style. From now on, when you gain a level which grants you a power, you may choose a power from the your second style instead of a power from your primary class or first style. You may change the primary stats if you wish.

MASTER THE CHAKRAS

Prerequisite: Avatar's Destiny feat

Benefit: You may use The Avatar State power as a minor action instead of an immediate reaction. You don't need to fail a death saving throw to use it this way. You may sustain it with a move action. When you are no longer under the effect of the Avatar State, you are weakened (save ends).

EPIC TIER FEATS

LEARNING THE FINAL STYLE

Prerequisite: Avatar's Destiny feat, Learning the First Style, Learning the Second Style

Benefit: You learn your final style, the next bender class in line. What your final style is depends on what your second style is. The water-

bender's final style is earthbender, earthbender's final style is the firebender, firebender's final style is airbender and airbender's final style is waterbender. You may swap one of your primary class's powers with your final style's class. You gain power of the same kind that you swapped out. You use your primary stat when making attacks taken from your final style. From now on, when you gain a level which grants you a power, you may choose a power from the your final style instead of a power from your primary class, first style or second style. You may change the primary stats if you wish.

ELEMENTAL PERFECTION

Prerequisite: Avatar's Destiny feat, Learning the Final Style

Benefit: When you use an elemental power, you may reroll 1's on damage rolls.

FULLY REALIZED AVATAR

Prerequisite: 21st level, Avatar's Destiny feat, Learning the Final Style feat

Your training is done and your destiny is now coming together. You are a fully realized Avatar and the only thing that rivals your power, is your responsibility. A fully realized Avatar commands all four elements, blending them into the perfect style. You use the powers of air, earth, fire, and water as smoothly as a master of any one element.

Your fate is now sealed however.

The mere act of becoming a master of all four elements signifies that they are on their way to conquering some looming evil, righting an overwhelming wrong, and restoring the balance to the world. An Avatar that has traveled this far has acquired the tools and learned the discipline to face the any enemy that threatens the world and its balance.

Each time the Avatar cycle turns and brings a new face into the fold, the fates align to bring about a worthy challenger to the Avatar. Soon enough, as a fully realized Avatar, your foe will make themselves known and challenge you. How-

ever, you'll have the power of a thousand benders locked within your style, prepared to protect the world from any threat.

PRESERVING THE CYCLE

As the Avatar you will achieve immortality of a sort. However your death is relied on to continue the cycle of reincarnation that assures the world will always have an Avatar. One element must not have a monopoly over an eternal Avatar; it goes against their creed and their purpose in the world. Though you must eventually die, it is said that the Avatar's spirit itself travels from element to element, reincarnating into another person as soon as the Avatar dies. In that sense you have always been immortal. The Avatar, in spirit, is always alive and forever reborn. Avatars have passed on in many different ways; some have died of old age others have perished in a terrible battle. Your fate may already be known to you, but no matter what it is, unless you are to be killed while in the Avatar State, your life will continue for generations.

FULLY REALIZED AVATAR FEATURES

All fully realized Avatars have the following features.

Avatar's Resource (21st level): A fully realized Avatar may declare, after rolling an attack roll, that an attack is a critical hit three times per day.

Fury of the Avatar State (24th level): Once per day, when you fall to 0 hp or fewer, you may use the The Avatar State daily power as a free action even if you have already expended it. The power lasts until the end of the encounter. Additionally, every creature within a close burst 3 is pushed back 3 squares and stunned until the end of your next turn.

Elemental Aptitude (26th level): Choose an at-will from every elemental class other than your own. You gain that at-will.

Avatar's Grace (30th level): Your Elemental Encounter powers that normally require a Standard Action to use require a Move Action. Additionally, when using an elemental power, you can score a critical on a roll of 18-20.

EQUIPMENT

MILITARY MELEE WEAPONS

Chainmail (Heavy)	Armor Bonus	Minimum Enhancement Bonus	Check	Speed	Price	Weight	Special
Fire Nation Uniform	+6	-	-1	-1	40g	40 lbs.	See description.

ARMOR TYPES

Fire Nation Uniform: Your armor displaces heat very effectively. You gain resist fire 5. In addition, when making an Endurance against a heat based effect, roll twice and choose either result.

MILITARY MELEE WEAPONS

One-Handed

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Kyoshi War Fan	+2	1d8	-	8g	3 lbs	Light blade	Defensive Offhand
Glider Staff	+2	1d8	-	35g	1 lb	Staff	Special
Tiger Hook Sword	+3	1d8	-	50g	2 lb	Light blade, Polearm	Off-Hand, Special
Water Tribe Boomerang	+2	1d6	10/20	5g	5 lbs	Light blade Light thrown	

WEAPON TYPES

Kyoshi War Fan: This is a carefully crafted war fan, used by an ancient order of all female warriors. This carefully crafted metal fan is equipped with a sharp, bladed edge. It can be opened and closed easily, making it ideal to trap an opponent's weapon with.

Glider Staff: The Glider staff is a slightly lighter Quarterstaff that can, when struck on the ground or spun in a very specific way, produce a set of gliding wings on either side and a stabilizing tail. While wielding a Glider Staff you gain a +5 bonus to Athletics checks made for the purposes of jumping.

Tiger Hook Sword: The tiger hook sword is a blade with a curved end, effective for disarming and grabbing opponents. It is often dual wielded and masters of the Tiger Hook Sword develop special techniques possible only with such a weapon. When using a grab attack while wielding a tiger hook sword, you gain a +2 bonus to the attack roll.

Water Tribe Boomerang: Specially made by tribes in the arctic areas in the world, it is made of a metal that is highly resistant to the biting sting of the cold. Most of its edges, with the exception of the handle, are thinned to a sharp edge. It always returns to a proficient thrower.



ARMOR

Wolf Armor

Level 4+

This protective armor is designed to keep you warm while giving you maximum mobility.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Armor: Hide, Chainmail

Enhancement: AC

Property: You gain Resist cold 5.

Lvl 14+: Resist cold 10.

Lvl 24+: Resist cold 15.

Power (Daily): Standard action. Make a melee basic attack against the target. If you hit the target is knocked prone and takes a penalty to all defenses equal to this armor's enhancement bonus until they are no longer prone or until the end of your next turn, whichever comes first.

WEAPONS

Acrobat's Staff

Level 4+

This staff is made with a supple wood, providing the perfect tool for jumping.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Weapon: Quarterstaff

Enhancement: Attack rolls and damage rolls.

Power (Encounter): Free action. When you make an Athletics check to jump and have this equipped, you may jump an extra square.

Black Meteorite Weapon

Level 15+

This long black sword was crafted from a hunk of fallen space rock, it is especially effective against powers different than your own.

Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			
Lvl 25	+5	625,000 gp			

Weapon: Longsword, Jian

Enhancement: Attack rolls and damage rolls.

Critical: +1d6 per plus

Property: Anytime you take typed damage of a variety you cannot deal or resist, your next attack against the target that hit you deals extra damage equal to this weapon's enhancement bonus until the end of your next turn.

Burning Sai

Level 17+

This dark red dagger has two retractable claws that can be extended with a flick of the wrist.

Lvl 17 +4 65,000 gp

Lvl 22 +5 325,000 gp

Lvl 27 +6 1,625,000 gp

Weapon: Dagger

Enhancement: Attack rolls and damage rolls.

Critical: 1d10 per plus.

Property: This dagger can be converted into a Sai as a free action. In Sai form it has the Defensive property and a proficiency bonus of +2.

Power (At-Will): Free action. Use this power when you hit with a Coup de Grace. You deal additional damage equal to your Dexterity modifier.

Ember Knives

Level 15+

These knives are tinted red in the center, they are perfectly weighted for throwing.

Lvl 15 +3 25,000 gp Lvl 30 +6 3,125,000 gp

Lvl 20 +4 125,000 gp

Lvl 25 +5 625,000 gp

Weapon: Dagger

Enhancement: Attack rolls and damage rolls.

Critical: 1d6 per plus.

Property: These knives always come in sets of four. You are considered to have the Quick Draw feat as long as you are drawing an Ember knife. They have a range of 10/20. You gain a +4 bonus to attacks made with these knives against targets granting combat advantage, instead of the normal +2.

Power (Daily): Standard action. Make up to four ranged basic attacks. You must use an Ember Knife for each such attack. If the targets of all attacks made as a result of this power are surprised, this power takes a minor action instead.

Whale Tooth Scimitar Level 1+

This scimitar, favored by the Southern and Northern Water tribes, is built from the bone of a Whale-Dolphin.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Weapon: Scimitar

Enhancement: Attack rolls and Damage rolls.

Critical: +1d6 Cold per per plus.

Power (Daily): Minor action, Burst 5, affected creatures with resist fire or fire immunity gain vulnerable 5 Cold until the end of your next turn.

Lvl 15: Vulnerable 10 Cold

Lvl 25: Vulnerable 15 Cold

Special: Waterbender's may use this weapon as an implement even if they are not proficient with Scimitars.

KI FOCUSES

Aang's Staff Level 10+

This gliderstaff is a token of the Great Air Nomad Avatar Aang. It lifts your spirits just to hold it.

Lvl 10	+4	5,000 gp	Lvl 25	+6	625,000 gp
Lvl 15	+5	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+6	125,000 gp			

Implment (Ki Focus)

Enhancement: Attack rolls and damage rolls.

Critical: +1d8 per plus or you gain a bonus to your speed equal to this items enhancement bonus until the end of the encounter.

Property: You cannot be slowed.

Power (Daily): Minor Action, you move a number of squares equal to this items enhancement bonus. Allies within 5 squares of you at either the beginning or end of this movement, may make a saving throw.

Air Bison Tooth Level 3+

This fist sized molar was purportedly taken from an Air Bison. It is said to make Airbending easier.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls.

Critical: +1d8 per plus

Power (Daily ♦ Elemental): Free action, Use this power when you miss all of the targets of an Airbender or Airbender Paragon Path attack power, you may shift your speed.

Claw of the Badgermole Level 4+

You use the tools of your earthbending ancestors, focusing your strength and agility to burrow into the ground and surprise your enemies.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls.

Critical: +1d10 per plus

Power (Encounter): Move action. You may burrow 2 + your Wisdom modifier. The square you leave becomes difficult until the end of your next turn. You do not provoke opportunity attacks with this movement.

Coin of Ba Sing Se Level 20+

A large stone coin necklace purportedly pulled from the great wall of Ba Sing Se.

Lvl 20	+4	125,800 gp
Lvl 25	+5	625,000 gp
Lvl 30	+6	3,125,000 gp

Implment (Ki Focus)

Enhancement: Attack rolls and damage rolls.

Critical: +1d6 per plus.

Property: You gain a +2 bonus to *shifting ground* and *earthen shield* attack rolls.

Power (Encounter ♦ Elemental): Minor action, Close burst 5, allies within the blast are considered to be your watched ally. This lasts for one round per plus.

Drums of Rolling Thunder Level 3+

This battered drum thrums like thunder as you focus your powers and call forth the storm.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls.

Critical: +1d8 per plus

Power (At-Will ♦ Thunder): Free action. Trigger: You make an attack using this ki focus.

The attack deals thunder damage instead of any other damage type.

Elemental Technique Scroll Level 1+

You study the imagines of bending techniques in this scroll vigourously, gaining a mastery of the damage your chosen element can inflict.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls.

Critical: +1d6 per plus

Property: Choose one elemental at-will you know. When you hit with that attack using this ki focus, you gain a +2 bonus to damage. After an extended rest, you may choose a new at-will for this ki focus to benefit.

Fire Days Mask Level 3+

These masks are worn during the Fire Days celebrations, held within the Fire Nation. However, this particular mask holds great power.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls.

Critical: +1d10 per plus

Property: As a free action when you use a firebender Path power, you may change it to a Line power with an increased range of 2 squares.

Firebending Coal Level 4+

As you hold this coal in your hands, you feel the source of your power rise to the surface.

The coal burns red hot and your powers explode.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls.

Critical: +1d10 per plus

Power (Encounter): Free action. Trigger: You hit an enemy with a firebender or firebender paragon path power. Deal your maximum Source of Strength damage for that attack.

Gyatso's Prayer Bead Level 20+

This bead once belonged to the great Monk Gyatso. It still contains modicum of the great power he once wielded.

Lvl 20	+4	125,800 gp
Lvl 25	+5	625,000 gp
Lvl 30	+6	3,125,000 gp

Impliment (Ki Focus)

Enhancement: Attack rolls and damage rolls.

Critical: +1d8 per plus.

Property: When your Evasive Currents Class Feature would activate, you gain a +2 bonus to Will as well.

Power (Daily ♦ Elemental): Free action, Use this power when you would hit with an Airbender Close burst 1 attack. You gain a +1 bonus to your speed for every two creatures hit by this attack. This bonus lasts for one round per plus.

Jennomite Ring Level 10+

This bright green is made from Jennomite, or creeping crystal. Only your Earthbending prowess keeps it from encasing you.

Lvl 10	+4	5,000 gp	Lvl 25	+6	625,000 gp
Lvl 15	+5	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+6	125,000 gp			

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls.

Critical: +1d6 per plus or the target is immobilized (save ends).

Property: Unless you have the Earthbending Class Feature, you are slowed. Each round you must make saving throw or you are immobilized (save ends), First Failed Saving Throw: The target is stunned (save ends). While wearing a Jennomite Ring, you gain a bonus to saving throws against being immobilized equal to this items enhancement bonus.

Power (Daily): Free action, use this power when you hit with a melee weapon Earthbender Attack power, the target is immobilized (save ends).

Kuruk's Wolf Helm Level 9+

It looks exactly like the wolf skin helm the last waterbender Avatar, Kuruk, wore. His life was dedicated to defeating Koh, the Face Stealer.

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 19	+4	105,000 gp			

Implement (Ki Focus)

Critical: +1d6 per plus.

Power (Encounter): Free action, when you use a waterbender power. You may mark one target until the end of your next turn.

Moon Crystal Level 20+

This vial of water is said to briefly replicate the effects of the Full Moon on Waterbender's.

Lvl 20	+4	125,800 gp
Lvl 25	+5	625,000 gp
Lvl 30	+6	3,125,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls.

Critical: +1d6 per plus.

Property: Any time you would push, pull or slide a target with a Waterbender power, you can choose to deal 1d6 damage to the target or heal the target 1d6 hit points as a minor action.

Power (Daily ♦ Elemental): Standard action, Close burst 5, you may slide any target in the area up to one square per plus.

North Pole Waters Level 3+

Knowing that a source of healing is safely at your side grants you the courage to fight with a clear head and makes your enemies wish they had your advantage.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls.

Critical: +1d6 per plus

Property: When using your healing waters class feature, you may add you Charisma or Dexterity modifier as a bonus to the saving throw you grant.

Roku's Pin Level 9+

This wooden pin is said to have belonged to the great Fire Nation Avatar Roku, it carries a spark of his power.

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 19	+4	105,000 gp			

Implement (Ki Focus)

Critical: +1d10 per plus or the target takes ongoing 10 fire (save ends).

Property: Increase your Maximum Source of Strength Damage by one per plus.

Power (Daily ♦ Fire): Standard action, Use a Firebender At-Will attack power. If you hit, targets take ongoing 10 Fire damage.

Sandbender's Wrappings Level 10+

Typically worn by sandbenders to protect them from the heat, this garb holds tremendous power.

Lvl 10 +4 5,000 gp Lvl 25 +6 625,000 gp
Lvl 15 +5 25,000 gp Lvl 30 +6 3,125,000 gp
Lvl 20 +6 125,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls.

Critical: +1d8 per plus.

Power (Daily): Free action, when you hit a creature with an earthbender power. That creature is blinded (save ends).

Shard of Sozin's Comet Level 20+

They say it's a piece of the actual comet, complete with it's legendary Firebending boosting abilities.

Lvl 20 +4 125,800 gp
Lvl 25 +5 625,000 gp
Lvl 30 +6 3,125,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls.

Critical: +1d10 Fire per plus.

Property: Firebender and Firebender Paragon Path powers deal 2 extra damage.

Power (Daily ♦ Elemental): Standard action, maximize your Source of Strength Damage.

Veil of the Painted Lady Level 9+

This veil imparts a bit of the essence of the benevolent spirit the Painted Lady.

Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp
Lvl 19 +4 105,000 gp

Implement (Ki Focus)

Critical: +1d6 per plus or one ally within 5 may spend a healing surge.

Property: Waterbender and Waterbender Paragon Path powers with the Healing keyword restore additional 5 hit points.

Lvl 19: 10 extra hit points.

Lvl 29: 15 extra hit points.

Power (Daily ♦ Healing): Standard Action, this power targets one ally who is suffering from a disease. Remove the disease.

HAND SLOT ITEMS

Wrist Dart Launcher Level 9+

This wrist mounted dart launcher is for moments when you need a quick attack, that is, a quicker attack.

Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp
Lvl 19 +4 105,000 gp

Item Slot: Hand

Power (Encounter): Minor action, make a ranged attack. Dexterity +4 vs. Reflex, on a hit you deal 1d6 + Dexterity modifier damage.

Lvl 19: Dexterity +6 vs. Reflex, 2d6 + Dexterity modifier.

Lvl 29: Dexterity +8 vs. Reflex, 3d6 + Dexterity modifier.