



## Katara

Katara is the last waterbender from the southern water tribe because of historical raids on her village by the Fire Nation. When she and her brother Sokka uncover Aang, the avatar, they embark on a quest to help Aang master the elements to save the world.

In your campaign, the players have most likely run afoul of Katara because of some misunderstanding or manipulation by mutual foes. After a brief conflict, they should realize their folly and join forces.

Katara		Level 3 Controller (Leader)	
Medium Natural Humanoid		150 XP	
Initiative +3	Senses Perception +5		
HP 44; Bloodied 22			
AC 17; Fortitude 14; Reflex 15; Will 17			
Speed 6			
⚡ <b>Water Whip</b> (standard; at-will)			
Reach 2; +7 vs. Reflex; 1d4 + 3 damage and the target takes a -2 penalty to attack rolls against a target of Katara's choice until the end of her next turn.			
☞ <b>Sacred Water</b> (standard; at-will) ♦ Cold			
Ranged 5; +7 vs. Reflex; 1d6 + 4 cold damage, and one ally Katara can see chooses to either gain 3 temporary hit points or make a saving throw.			
⚡ <b>Whip Snare</b> (standard; encounter)			
Reach 2; +7 vs. Reflex; 2d4 + 3 damage, and Katara can knock the target prone or pull the target 1 square.			
☞ <b>Chill Strike</b> (standard; encounter) ♦ Cold			
Ranged 10; +7 vs. Fortitude; 2d8 + 4 cold damage, and the target is dazed until the end of Katara's next turn.			
Alignment Good	Languages Common		
Skills Heal +10			
Str 8 (+0)	Dex 14 (+3)	Wis 18 (+5)	
Con 12 (+2)	Int 12 (+2)	Cha 14 (+3)	

### Katara's Tactics

Katara stands back from direct melee, using her *water whip* with reach, or using *sacred water* on allies under heavy pressure. She may use *whip snare* when an enemy is trying to escape or if she can take advantage of the positioning ability of the power to aid her teammates' tactics. *Chill strike* she reserves for when either she or a friend is in dire straits; she then attacks the enemy that is most threatening to that friend.

Katara		Level 3	
Medium Natural Humanoid		Human Waterbender	
Initiative +3	Senses Perception 15		
HP 34; Bloodied 16; Healing surges 8, 8hp			
AC 17; Fortitude 14; Reflex 15; Will 19			
Speed 6			
<b>Human Features</b>			
Human Defense Bonuses			
<b>Class Features – Waterbender</b> (modified Cleric)			
Watershape (Channel Divinity), Healer's Lore, Healing Water (Healing Word); (Waterbenders use water sources as implements)			
<b>Attacks</b>			
+6 Dexterity (whip from Pure Water Pouch) 1d4 + 2			
+5 Wisdom (Pure Water Pouch)			
<b>At-Will Powers</b>			
Sacred Water (Sacred Flame), Ray of Frost (Wis instead of Int), Aqua Blast (Lance of Faith)			
<b>Encounter Powers</b>			
Chill Strike (Wis instead of Int; 1), Whip Snare (feat requirement discarded; 3) [DR368]			
<b>Daily Powers</b>			
Rejuvenating Rain (Beacon of Hope; 1)			
<b>Utility Powers</b>			
Cleansing Water (Divine Aid; 2)			
<b>Feats</b>			
Whip Training [+3 prof; 1d4; off-hand, reach] (martial requirement discarded), Human Perseverance, Turn the Tide (Sehanine's Reversal)			
Alignment Good	Languages Common		
Skills Diplomacy +8, Heal +10, History +7, Insight +10, Religion +10			
Str 8 (+0)	Dex 14 (+3)	Wis 18 (+5)	
Con 12 (+2)	Int 12 (+2)	Cha 14 (+3)	
<b>Equipment</b> 680gp, Amulet of Protection +1 (mother's pendant), Hide Armor of Cold Resistance +1 [AV] (Southern water tribe garb), Pure Water Pouch +1			

### Pure Water Pouch

Level 4+

*Katara carries a small pouch of pure water, so that she will never be without her crucial bending element.*

Lvl 4	+1	200 gp	Lvl 19	+4	25,000 gp
Lvl 9	+2	1,000 gp	Lvl 24	+5	125,000 gp
Lvl 14	+3	5,000 gp	Lvl 29	+6	625,000 gp

#### Implement (Water Source)

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** As part of an action to use a power with the weapon keyword, Katara may shape a water whip to wield with that attack. The whip has the same enhancement bonus and critical property as this item, and it disappears after the attack.

**Property:** At the start of a short rest, Katara may choose one ally to aid. If she spends the short rest treating that ally's wounds with this item, that ally may add Katara's Wisdom modifier to each healing surge he or she spends at the end of the rest.

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