

NAME

LOOK

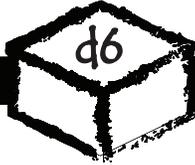
Human (Average): Bang, Baojia, Shang, Chang, Fang
 Human (Nomad): Aang, Appa, MoMo, Tenzin, Roku, Pathik, Gyatso

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

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

STRENGTH WEAK -1 STR	DEXTERITY SHAKY -1 DEX	CONSTITUTION SICK -1 CON	INTELLIGENCE STUNNED -1 INT	WISDOM CONFUSE -1 WIS	CHARISMA SCARRED -1 CHA
----------------------------	------------------------------	--------------------------------	-----------------------------------	-----------------------------	-------------------------------

DAMAGE



ARMOR



HP



YOUR MAX HP IS
6 + CONSTITUTION

ALIGNMENT

- GOOD
Use your bending to protect yourself and others.
- NEUTRAL
Use your bending to prevent conflict.
- CHAOTIC
Carelessly use Airbending to benefit yourself.

RACE

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

- AVERAGE
You are learning the art of airbending at a fast rate. For every XP you mark, mark one more.
- NOMAD
You must choose the GOOD alignment. You gain Animal Companion as your starting move.

BONDS

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

Airbending is the element of freedom. _____ represents the freedom I stand for.

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

An air bender is very defensive. _____ will show me how to achieve more aggression.

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

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

STARTING MOVES

ENHANCED AGILITY (DEX)

You can jump as high as 20-feet.

When falling from high distances, roll + DEX, on a 10+, you safely land on an air scooter. On a 7-9, you land safely. On a miss, you take your own damage roll.

ENHANCED SPEED (DEX)

Add +1 to all rolls involving DEX.

FLIGHT/GLIDE

At level 1-5, glider is required. You are able to control air currents and fly/glide.

AIR SCOOTER

A spherical "ball" of air that can be ridden balancing on it like a top.

AIR BLAST

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

This is for Human (Nomad) only.

ANIMAL COMPANION

You have a supernatural connection with a loyal animal. You can't talk to it per se but it always acts as you wish it to. Name your animal companion and choose a species:

Flying Bison, Ring-Tailed Lemur, Firefly, Hermit Crab

Choose a base:

- Ferocity +2, Cunning +1, 1 Armor, Instinct +1
- Ferocity +2, Cunning +2, 0 Armor, Instinct +1
- Ferocity +1, Cunning +2, 1 Armor, Instinct +1
- Ferocity +3, Cunning +1, 1 Armor, Instinct +2

Choose as many strengths as its ferocity:

Fast, burly, huge, calm, adaptable, quick reflexes, tireless, camouflage, ferocious, intimidating, keen senses, stealthy

Your animal companion is trained to fight humanoids. Choose as many additional trainings as its cunning:

Hunt, search, scout, guard, fight monsters, perform, labor, travel

Choose as many weaknesses as its instinct:

Flighty, savage, slow, broken, frightening, forgetful, stubborn, lame

 AIRBENDER

LEVEL

XP

GEAR

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

You start with a Glider.

Glider (1 Weight)

Choose your clothing.

Leather Armor (1 Armor, 1 Weight)

Ostantious Clothing (0 Weight)

Choose an Implement. All are 0 weight.

A family heirloom of your choice.

Wooden necklace with Air Nomad insignia.

Pendant of the national Airbending insignia.

ADVANCED MOVES

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

Air Ball

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

Air Bomb

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

Air Bullets

Roll + DEX, on a 10+, small objects are picked up and spun around in a levitating circle. When needed, they can be thrown on the roll of a VOLLEY. On a 7-9, the object are picked up and thrown in random directions from mishandled bending.

Air Punch/Kick

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

Air Shield

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

Air Suction

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

Air Swipe

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

Breathe of Wind

Roll + DEX, on a 10+, a torrential gust of wind is released from your mouth that deals 1d12 damage to an enemy. On a 7-9, you hit and deal 1d12, however, you are now shaky for a turn.

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

Air Funnel

Replaces: Air Bullets

Roll + DEX, on a 10+, rotating torandos spin around one of your arms that can be loaded with small objects, like stones or marbles. Roll a volley when attacking with this move. On a 7-9, the tornado can only be used for five objects.

Air Wheel

Replaces: Air Ball

Roll + DEX when attacking with circle, on a 10+, you pierce through enemy or object, destroying any object in your path or dealing 1d12 to an enemy. Take +1 foward towards every collision. On a 7-9, you hit, but the circle is disrupted. On a miss, the circle pushes you back into harms way.

Air Vortex

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

Air Wake

Roll + DEX, on a 10+, send a moving image of your body towards an enemy and on collision, deal their damage die. On a 7-9, send the image but you must roll either HACK AND SLASH on collision.

Mini-Tornado

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