



THE WORLD OF

降世神通

AVATAR

THE LAST AIRBENDER





**The world of Avatar: The Last Airbender** takes place in a world home to humans, fantastic animals, and spirits.

Human civilization is divided into four nations: the Water Tribe, the Earth Kingdom, the Fire Nation, and the Air Nomads. Each nation has a distinct society, wherein people known as Benders have the ability to manipulate the eponymous element of their nation using the physical motions of martial arts.

At any given time, there is only one person alive capable of 'bending' all four elements: the Avatar, the spirit of the planet in human form.

When an Avatar dies, this spirit is reincarnated into the next nation in the Avatar Cycle, in the order of the seasons, and must master each bending art in seasonal order, starting with their native element. Additionally, the Avatar possesses an ability called the Avatar State, which

briefly endows it with the knowledge and abilities of all past Avatars as a self-triggering defense mechanism, which can be made subject to the will of the user by extensive trial and training.

If an Avatar is killed in the Avatar State, the reincarnation cycle is broken, and the Avatar entity will cease to exist.

Through the ages, the succeeding Avatars have served to keep the four nations in harmony, and maintain world order. The Avatar serves as the bridge between the physical world and the spirit world, allowing each to solve problems that normal benders cannot.



## The time of war

**20** years ago the missing Avatar Aang (an Airbender) returned after being frozen in ice for one hundred years. Upon his reawakening he found a world all but conquered by the fire nation.







However, with the help of water tribe members Katara and Sokka, Earth kingdom aristocrat Toph and former enemy turned ally Prince Zuko, Aang defeated Phoenix King Ozai and Fire Princess Azula, and brought harmony and balance back to the world.

## Twenty years later

The time of war is a thing of the past. Avatar Aang and his wife waterbending master Katara spend their time between the Southern Water Tribes, ruled over by

High Chief Sokka (known as the Southern Wolf) and the various Air temples.

Fire Lord Zuko and his queen Mai are doing their best to forge a nation of peace from a nation that has only known war for a hundred years. Part of that healing is a project with Avatar Aang to build a free port city where peoples of all nations can gather. Called Republic City, this growing metropolis is protected and policed by Toph Bai Fong and remnants of the Kioshi warriors.





## INTRODUCTION

The Stars of your game will find themselves in this new era of excitement and change. A time that will mark the rise of Republic city and return of an old enemy .

And while I'm sure you're eager to get started, there are a few terms and concepts you need to know especially if your new to Drama Dice games.

## TERMINOLOGY

**Act:** A series of scenes.

**Arc:** a group of sessions that finishes a storyline.

**Attribute:** The abilities of a character. The basic attributes are Body, Mind, Will, Senses, Social, and Power. The secondary attributes are Life points, Reflex, Actions, Resist Magic, and Power Points.

**Bender:** A person born with the ability to control (bend) one of the four elements.

**Characters:** People that exist in the game world. They can be a Star Character controlled by a star or a Cast Character controlled by the director.

**Combat Scene:** A scene in which lots of magic is cast, attacks are done, and the character has a chance of being hurt. Combat scenes can be divided further into rounds. A round is when all the characters involved in combat have gone once. In game time, a combat scene lasts 5 seconds.

**Die:** A Die is a type of dice used to represent an attribute or the type of dice used to make a roll. The Dice used in drama diaries are D2, D4, D6, D8, D10, D12.

**Difficulty:** A number or category of numbers (Easy, Hard, etc.) representing how hard a task is. This number must be met or exceeded in a roll to succeed at a task given by the Director.

**Director:** The person running the game

**Damage:** When a character gets hurt, they take damage. Damage is subtracted from Life points.

**Enlightened:** People who thru training has mastered non bending supernatural forces such as Chi blocking, Chakra control and Psychic power.

**Episode:** A full game session.

**Game Time:** How much time passes for the characters in the game. Game time is usually measured in rounds, scenes, acts, days, and episodes.

**Katra:** A set effect of bending, martial arts of Enlightened ability. Characters learn different Katras at each level rank of their special ability.





**Power Type Rank (PTR):** The rank from 1-10 a a power or special ability

**Roll:** A roll is the result of a die roll, adding plus bonuses.

**Scene:** Events involving role-playing and combat that covers a set situation or event in an episode.. The Director usually define the length of a scene.

**Sempai:** Non benders who excel at a skill or group skills to such an extent they are a match for both benders and enlightened.

**Star:** The players running characters in the game.

**Target:** The person place or thing that is being aimed at with a skill, attack, or spell.

## DICE

Dice are user to determine the outcomes of events that role-playing cannot. The Director decides when dice are rolled in those types of situations.

Dice also represent attributes in the game. The larger the die type the better natural talent a character has in the attribute.

The attribute a character is best in would

DIE	RANK
Do+1	Insignificant
D2	Poor
D4	Low
D6	Average
D8	Talented
D10	Extraordinary
D12	Legendary

be given larger die, while an attribute they are only average or not very good at would be a smaller die.

Dice are often referred to in this game by the letter "D" and the number of sides it has. So, a six-sided die is often called a D6.

As you can see, aside from the standard 5 types of dice (D4,D6,D8,D10,D12) there are other die types.

- **Do+1:** This die type represents the number 1 and requires no real roll. It's the lowest normal die-type.
- **D2:** This die represents the numbers 1-2. Its determined usually by a flip of the coin with heads being 1 and tails being two.
- **Dietype+1:** Attributes can be raised to dietype+1. With this die type a one is always added to the number rolled.
- **Dietype-1:** Attributes can be lowered to dietype-1. The number rolled is always one less than the number rolled but can never be less than 0.

Another type of roll is the **Perfect roll**. This roll occurs when the maximum number on a die type is rolled. Normally such a roll provides no special effect. However if a Star spends a character's power point the roll provides the following :

- **Non-Fighting Skill or attribute roll:** +2 to the Skill roll total.
- **Combat:** +2 to damage on the attack or +2 to reflex to dodge next attack
- **Abilities:** The ability costs 1 less power point to uses (A powers use cost can be reduced to zero this way and only this way) or The Range, Duration or Damage of the Power is considered 1 PTR higher.

Note: Do and Dietype-1 can never make perfect rolls







## ATTRIBUTES

All characters have a set of basic attributes. These attributes represent the non-trained natural and supernatural abilities of a character. Consider them the framework on which the character is built.

### Basic Attributes

Basic attributes are determined by the die assigned to them. These attributes are:

**Body:** The physicality of the character. It includes how strong she is, how tough she is, and how fast she is.

**Mind:** How smart a character is. It includes how fast she processes information and how easily she understands things.

**Senses:** How well a character perceives the world around her with her five senses.

**Will:** The character's ability to resist coercion and to focus.

**Social:** The character's force of personality. A character with a high Social will have the ability to convince others to do her bidding or even believe a bluff or lie.

**Power:** The mystical energy or chi in a person, as well as her ability to control mystical forces or push themselves.

### Secondary Attributes

Secondary attributes are determined by basic attributes. These attributes are:

**Life Points:** How much damage a character can take. When you take damage, you lose Life points. **Your starting Life points is the maximum you could roll with your Body die type multiplied by 2 (Body die type rollx2).**

**Reflex:** How well you dodge magical attacks. To hit a person with your fist or a weapon, you must roll higher than their Reflex. **Your starting Reflex is your maximum possible roll for a character's Body plus 3 (Body die type roll+3).**

**Actions:** A sub-attribute of Reflex Actions are the amount of things a character can do in a combat round. An Action is usually something that requires a roll like Attack with a weapon, use a bending katra or make skill roll.

Your total starting actions are determined by the chart below.

REFLEX	ACTIONS A COMBAT ROUND
1-9	1
10-12	2
13-15	3
16-18	4



**Resist Mystical:** How resistant you are to Bending effects and other supernatural effects magic through training, mindset, or just force of will.

Some Abilities require you to make a roll equal to or above a person's resist mystical to affect them with that ability.

Roll. **Resist Mystical** is your maximum roll possible from a character's Power Die plus 3 (Power die type +3).

**Willpower:** This attribute determines your ability to resist mind control, or some social skills and psychic attacks. **Your Will power is your character's maximum possible will roll plus 3 (Will die type +3)**

**Armor:** Armor provides a character with protection from all manner of damage. When a character takes damage they subtract their armor score from it, the remainder is then removed from life points.

**Characters gain armor through equipment some skills, traits and abilities.**

**Power Points :** The mystical energy in a person. characters use Power to Bend, activate perfect rolls and use special abilities. **To determine Power Power points, use the maximum roll of your Magic attribute multiplied by 2 (Magic die type rollx2).**

## ROLLING BASICS

**F**rom time to time in game, you'll be asked to roll a die. Some rolls are contested some are difficulty based

In a contested roll. The Star rolls for their character and the Director rolls for the cast character. The highest roll wins. If a difficulty is involved in the roll the winner must meet or exceed the difficulty also .

Difficulty rolls are easier as the Star or director rolls for the character or cast character and try to match or exceed a set number representing how hard a task is.

Directors set Difficulties as stated above on how hard a task is. Easy tasks have lower difficulty numbers. Impossible tasks really high numbers.

DIFFICULTY TYPE	DIFFICULTY NUMBER	EXAMPLE
Easy	4-5	Hiding in a dark room .
Hard	5-8	Jumping over a 6 ft fence or knowing the habits of a North Lands Sasquatch
Very Hard	9-12	Convincing some they didn't see what they plainly saw.
Extreme	13-15	Climbing a near sheer wall.
Impossible	16-22	Leaping from stone to stone in an explosion.

**Example:** Suki is trying to leap over a 6ft fence to escape an angry Tiger-dillo. The Director determines this is a Hard difficulty action. Suki has a Body die of D8 and an Athletics skill (you'll learn more about skills later) of 5, so her start rolls D8+5.

The totaled roll is 9 meaning Suki jumps over the fence easily.

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## CHARACTER GENERATION

Characters are the representation of the Star in game as well as Cast characters controlled by the Director as friends, foes and obstacles.

Character generation is a 5 step process that will be covered in order in this chapter. You should have no problem following the process but just in case everything will be summarized at the end of this chapter.

### PART 1: CHARACTER LEVEL AND POINTS

Depending on the Director, characters start the game at different Levels. Levels determine starting character points, character age range and the maximum attribute die, skill and ability rank a character can start the game with.

While most Directors will start the game at the Tween or Teen level, those are not the only option.

**Kid:** The character is extremely young and has minimum training.

Age: 6-10 years.  
Character Points: 10  
Attribute Maximum D8  
Skill rank maximum: 4  
Traits: 1 Personality and 1 Heritage  
Ability Rank Maximum: 3  
Equipment Item Maximum: 3

**Tween:** With some training and some experience this character is ready to take on the world as long as they are careful.

Age: 11-13 years.  
Character Points: 20  
Attribute Maximum D10  
Skill rank maximum: 6

Traits: 2 Personality and 1 Heritage  
Ability Rank Maximum: 4  
Equipment Item Maximum: 15

**Teen:** The character has spent some time training and perfecting of their abilities and skills. They are more than capable of taking care of themselves as long as they have friends to help out if things get to tough.

Age: 14-17 years.  
Character Points: 30  
Attribute Maximum D10+1  
Traits: 3 Personality and 1 Heritage  
Skill rank maximum: 7  
Ability Rank Maximum: 5  
Equipment Item Maximum: 20



**Young Adult:** Ready to take on the world these characters are forces to be reckoned with and legends in the making.

Age: 18-21 years.  
Character Points: 40  
Attribute Maximum D12  
Skill rank maximum: 8  
Traits: 3 Personality and 2 Heritage  
Ability Rank Maximum: 6  
Equipment Item Maximum: 25

### CHARACTER POINTS

Character points are used to augment attributes,, purchase education points, equipment and abilities.

Some examples of how character points can be spent are

- Raise an attribute by +1 (Die Type +1): 1 point
- Raise an attribute a full die type (Example D6 to D8) 2 Points
- Purchase five skill points : 1 pt.
- Equipment: varies
- Path Ranks: 2 point per rank for the main Path, 3 points per rank for second, 4 Points for third and so on.





## PART 2: CALLING

A character's calling is one part destiny and one part talent. While in some cases characters have no choice in what happens (Destiny) others work hard to become who they are.

In *The World of Avatar the last Airbender* there are four callings. One and the most common is being normals. Normals never have adventures and have no special skills or abilities. They are just the people you meet on the street, common thugs and nameless soldiers and minions.

Star-Characters and some cast characters are something special and are made to change the world. Their callings are great and grand and falls into three categories.

**Bender:** Those with the mystical ability to control or bend elements.

**Enlightened:** Those who through training or accident of birth have a connection to the mystical world. They include Chi-blockers, spirit touched, gurus and psychics.

**Sempai:** Those without mystical abilities who have trained and pushed themselves to become more than normal. They are famed gadgetters, warriors, acrobats and scholars.

Each Calling is laid out in a similar fashion for ease of understanding and to allow Stars to compare them before making a choice.

## Calling Outline

**Name:** Name of Calling:

**Example:** Avatar the last Airbender character that exemplifies that calling

**Starting attribute die:** Available attribute die that can be placed among Basic attributes in any way the character's creator chooses.

**Starting skills:** Free skills and skill ranks available to that Calling

**Starting abilities:** Basic and Free abilities for that calling.

## BENDER



**Example:** Aang, Katara, Azula, Zuko and Toph

**Starting attribute die:** D2, D4, D4, D6, D6, D6+1

**Starting skills:** Athletics: 1, Bending 2 and Meditate 1

**Starting abilities:**

Bending Power: Either +2 Power points or Life points.

Bending Talent: One rank in Bending path type (Choose either Air, Earth, Fire or Water)

Elemental Link: The character gains one of the following abilities based on the element they bend

**Air:** Double walking and running speed, +1 Reflex

**Earth:** +1 to Strength based rolls, 1 Point of Armor

**Fire:** +1 to rolls to resist heat and cold. +1 to all damage

**Water:** +1 Resist mystical +1 Willpower



## ENLIGHTENED



**Example:** Ty-Lee, Guru Pathik, The Fortune Teller and Combustion man

**Starting attribute die:** D4, D4, D4, D6, D6, D6+1

**Starting skills:** Enlightenment skill 2 and Meditate 1

**Starting abilities:**

Awakened: The character receives 1 free rank in the Enlightened path of their choice.

Mind over body: The Enlightened can spend 1 Power point to ignore any negative rolls caused by injury or pain. Up to 2 Power points can be spent this way one time.

Trained Mind: Enlightened training grants them +1 to their Will Die (Will Die type +1)

## SEMPAI



**Example:** Sokka, Jun the bounty hunter, Jett, Longshot and The Duke

**Starting attribute die:** D4, D4, D6, D6, D6, D6+1

**Starting skills:** Enlightenment skill 2 and Meditate 1

**Starting abilities:**

Ability Master: The Sempai gains 1 rank in the Training Path of their choice for free. They may also choose multiple training paths beyond first at 3 points a rank

Lucky: Sempai are extremely lucky and possess 5 luck points that return every 24 hours. A single Luck point can be spent for +1 to a roll, to ignore a point of damage or gain +1 to Resist power or Willpower. Up to 2 Luck points can be spent at a time.

Training: Sempai gain +1 to the attribute of their choice. If adding +1 makes an attribute +2 then it becomes the next higher die type.

**Example:** adding +1 to D6+1 makes it a D8.





## PART 3: TRIBE AND NATION

A big part of the **World of Avatar** the last Airbender are the great elemental tribes and nations that rule over various parts of the world.

Each tribe and nation exists in separately but as a group brings economical and political balance to the world. The greatest representation of this since the end of the great war is **Republic City**.

Each character must choose a tribe or nation as not only a part of their background, but as a part of their culture. For a bender this is doubly important as your tribe also chooses your bending type. Water Tribe bends water, Earth Kingdoms earth and so on with one exception you will discover later in this section.

Your nation/tribe affiliation not only grants a role-playing connection to the world but determines your wealth, skills and more.

Each tribe/nation comes with three possible castes. These castes, or places in that groups social structure determines all bonuses and starting wealth.



## AIR NOMADS



The Air Nomads is a collective term for a nation of people who practice the discipline of airbending. One of the four major nations, the Air Nomads were wanderers by definition, but had four air temples, one at each corner of the globe, hidden away atop mountain ranges in the northern Earth Kingdom and on three remote islands.

The theocratic Air Nomads were home to a monastic order of men and women who practiced airbending.

**Commoner:** The Common folk who lives revolved around supporting the air temples, the monk and their community.

**Starting wealth:** 1

**Caste Bonus:** +1 Life Points, 1 Free skill rank in Athletics, Games and Mysticism.

**Exile:** Not all Air Nomads could take the simple life of a monk or hard working commoner. A few left the temple to become world travelers seeking their own truth.

**Starting Wealth:** 2

**Caste Bonus:** 1 free skill rank in Navigate, Athletics and Stealth.

**Monk:** Consisting of all air benders the monks spent their lives focusing on inner truths, the balance of the world and bending.

**Starting Wealth:** 1

**Caste Bonus:** 1 free Rank of Willpower. 1 Free skill rank in Athletics, Mysticism and Meditate.



## EARTH KINGDOM



The Earth Kingdom is one of the world's four major nations. It is a confederate monarchy led by the Earth King and a massive continent taking up most of the planet's eastern hemisphere.

The people of the Earth Kingdom are proud and strong and adhere to a philosophy of peaceful coexistence and cooperation with the other nations of the world. Earthbenders use their abilities for defense and industry and have fiercely defended their cities against attacks by the Fire Nation.

**Aristocrat:** The Earth Kingdom is built around bureaucracy with wealthy families in charge of many parts of the country.

This Cast includes not only minor nobles but members of the family of powerful generals and bureaucrats.

Starting wealth: 3

Caste Bonus: 1 free skill rank in two of the following; Basics, Combat Martial Arts: Soft Etiquette or Building

**Commoner:** The Common folk lives in the small villages of the large Earth kingdom and in the lower tiers of Ba-sing se. Most are content to their lot in life but a few rebel against their position and seek riches and glory.

Starting wealth: 1

Caste Bonus: +2 Life Points, 1 Free Armor point and 1 Free skill rank in Athleticism

**Sand Travler:** On the great Earth kingdom desert exists a tribe of Sand people. Explorers, scavengers and occasionally thieves they eek out a living in an environment only a few can survive in.

Starting wealth: 1

Caste Bonus: +1 Life Points, 1 Free Skill rank in Navigate, Survival and Streetwise. -1 to sand bending cost



## FIRE NATION

The Fire Nation is one of the world's four nations. It is an absolute monarchy led by the Fire Lord. Geographically, the continent is located on the planet's equator in the western hemisphere, and is composed of several islands, and therefore is an archipelago. Its capital is simply known as the Fire Nation Capital. The Fire Nation is home to most known firebenders.

The Fire Nation is the second-largest nation in the Avatar World in terms of population and area; second to the Earth Kingdom. The Fire Nation's economy is the most powerful in the world, with a strong industrial sector and extensive technological developments. It is also known for its large, powerful military.



**Aristocrat:** Loyalty is everything in the Fire Nation and for that reason above all others the Fire Lord depends on groups of loyal nobles to maintain his power and carry out his plans.

The Fire Nation aristocrats live a very pampered life and know that life comes at a the price of utter loyalty to their leader and Lord.

Starting wealth: 3

Caste Bonus: 1 free skill rank in two of the following: Basics, Combat : Hard Martial Arts, Intimidation or Etiquette.

**Commoner:** Life in the Fire nation as a commoner isn't as hard as one might think. There is always work to do and plenty of opportunities to distinguish yourself as long as you are loyal.

Commoners of The Fire nation tend to be far more disciplined than one expects as its that disciple that allows a person of low ranking to succeed in in such a harsh place.

Starting wealth: 1

Caste Bonus: +1 power point, +1 Willpower, a free rank in the Fighting Skill of the character's creators choice and the history skill.

**Sun Warriors:** The Sun warriors are a hidden primitive tribe of dragon worshipers that live in the fire Nation. To many they are extinct or myths , a lie the Sun Warriors are more than willing to foster.

Proud, strong will and noble they are loyal to their Tribe and not the Fire nation and believe in the old ways shunning almost all modern convince.

Starting wealth: 1

Caste Bonus: +1 power points, 1 free Skill rank in Mysticism, cryptozoology and a Fighting Skill of the



character's creators choice.



## WATER TRIBE

The Water Tribe is a collective term for a nation of people who practice the art of waterbending. It is one of the four nations and its members, for the most part, inhabit the polar regions. There is also a small population of waterbenders located in the swamps of the Earth Kingdom, although they were isolated from their sister-tribes for generations and others were not aware of their existence until stumbled upon by Avatar Aang, Katara, and Sokka of the Southern Water Tribe.

The people of the Water Tribes are peaceful. They strive to live in harmony with nature and with the other nations of the world. There are two sects of Water Tribes, the Northern and the Southern.

**Northern Water Tribe:** The most prosperous of the water tribe has survived war, the near destruction of the moon spirit and more .

More of a small kingdom and tribe they still strive to keep the old ways and revere both nature, the spirit and each other.

Starting wealth: 2

Caste Bonus: +1 power points, +1 Life points and a free rank in Survival.

**Southern Water Tribe:** The Southern Water tribe is a nation of survivors. Forced to endure the cold wastes



of their land, the ravages of war and the decimation of their society they are a people who have pulled together to become even stronger and more unified.

Starting wealth: 1

Caste Bonus: +2 Life Point and 1 free rank in Athletics and Survival.

**Swamp Folk:** The Swamp folk actually live in the Earth Kingdom, but are so isolated that few people know they exist.

Simple to a fault they live in complete harmony with nature and see both plants and animals as equals and a part of the great circle of life.

Starting wealth: 1



Caste Bonus: +1 and 1 free rank in Herbalism, Spiritualism and Survival.



## REPUBLIC CITY

Republic City, the capital of the United Republic of Nations, is a large metropolis on the shores of Yue Bay.[1] It is located in the northwestern Earth Kingdom near the Mo Ce Sea. A colony of the Fire Nation during the Hundred Year War, the city was founded by Fire Lord Zuko and Avatar Aang after its con-

clusion as a settlement housing people from all four nations. A modern urban center, it has significant high-rise development and notable technological advancements

**Citizen:** The average citizen of republic city takes full advantage of the bounty of the new metropolis. They are better educated, better informed and live more productive lives than the people of the old "Nations".

The Citizens of republic city embrace the progress all around them and look forward to the day the rest of the world does the same.

Starting wealth: 2

Caste Bonus: 1 free rank in Basics, Science and Build.

**Refugee:** After the war many of the lost, displaced and afraid found their way to republic city. And while many eventually found their way to the middle class, others found their way to slums divided up by nation affiliation, standing doing the war and gang boundaries.

The Refugee lives a hard life and have by necessity become a very hard people.

Starting wealth: 1

Caste Bonus: +1 Life Point, 1 free rank in Bargain, Stealth and Streetwise

**Triad:** The triad are loose family of gangsters and criminals that control the crime of republic city. While most are career offenders who enjoy taking advantage of the weak some are just unlucky enough to be born into organization and have no way out other than to run away or die.

Starting wealth: 1

Caste Bonus: +1 free rank the Fighting Skill of the character's creator choice, Intimidate, Stealth and







## PART 4: EDUCATION AND SKILLS

Skills are learned physical and mental abilities characters pick up through training with teachers, sensei's and more.

### Skill Points and Ranks

1 Character points buys five skill points that can be given to a skill a character knows to show training and expertise.

Characters can have as many skill points as their character points allow but cannot have a starting skill higher than their starting character level allows :

- Kid: +4 Ranks
- Tween: +6 Ranks
- Teen: +7 Ranks
- Young Adult: +8 Ranks

Skill Ranks are more than just augmentations to attributes to show skill use, they show a characters training. The higher a

skills rank the better a character is at it and the better the chance that character will gain recognition and possibly students for that skill.

SKILL RANK	TRAINING LEVEL
0	No Training
+1	Minimal Training
+2	Basic Training
+3	Basic Training
+4	Moderate Training
+5	Moderate Training
+6	Superior Training
+7	Professional
+8	Expert/Teacher
+9	Authority
+10	The Best

Once a game starts, adventure points can be used to purchase skill ranks.



### Skill rank and Attributes.

All skills have a corresponding attribute. A roll using that attribute die is added to the skill rank when that skill is used. For instance Basics is an Mind based skill. . And if a character spent 2 points on it (+2) and have an Mind of D8 their Basics skill roll will be D8+2

### Specialty skills

Some skills have a specialization. A specialization is a part of skill that a character Meditates on. Character can only choose one specialization. And with that specialization they gain +1 to the skill roll when focusing on the specialization. All other skill rolls with that skill is at -1. A Character with a Fighting : Melee Skill of D8+5 who chooses to specialize in sword rolls D8+6 when using a sword.

They however roll D9+4 when using any other Melee weapon.

### Using Skills

Skills are used in both combat out of combat and are easily one of a characters most useful aspects.

### Skill Rolls

Using skills in the game is simple. The Director must first decided if a roll is needed or not. Sometimes the characters skills are just to low and there is no chance

and occasionally the skill is so high the Director may decided that no roll is needed to succeeded and the character just "does it"

However when a skill is needed the Director must decided what kind of roll it is.

### Defaulting skills

Characters without points in a skill may still try to use that skill. To use a skill you don't know use the Skills corresponding die type for the roll and subtract one from the result.

**Example:** if a character dosen't have *Singing* (A Social base skill) and is trying to impress someone with a song their Social is D6 then they roll D6-1 to try to use the skill.



### Skill Qualifications

Some Magic skills require characters to have other skills. For instance characters with Enchantment need 4 ranks in a Craft and a Power rank of at least D6+1.

### Non-Contested Skills

When characters use a skill, they must first understand how difficult the situation is. The Director must describe the situation and assign a difficulty rating to the action (see Pager 6 for difficulty chart) .

The player then rolls the appropriate die adds the Skill Rank to the roll. If the total equals or exceeds the difficulty rating, then the character succeeds.



## Contested Skills

A Contested skill is a skill that requires a contest to win. The Contest is between the person using the skill and the target of that skill. Contested skills include any skill target at a person be it Star or Cast.

The Person using the skill rolls as normal while the target (Star or Director for a Cast Member) rolls the skill resisting attribute or skill as listed in the skill. If the person using the skill rolls higher the skill works if not it fails.



## Skill Description

Each Skill has a standard description for ease of understanding (we don't want the game to hard). Each skill is listed as follows:

- **Name:** Name of skill
- **Attribute:** The Attribute that corresponds to the skill
- **Specializations:** The Skills Specialization.
- **Description:** What the skill does.
- **Bonus:** Any bonus the skill gives.
- **Resisted:** What attributes and or skills can be used to Contest the skill.

SKILLS			
SKILL	ATTRIBUTE	SKILL	ATTRIBUTE
Acrobatics	Body	History	Mind
Acting	Social	Investigate	Senses
Animal Training	Social	Instrument	Social
Art	Mind	Liar	Social
Athletics	Body	Look	Senses
Bargain	Social	Medicine	Will
Basics	Mind	Meditate	Mind
Bending	Power	Medium	Will
Craft	Mind	Mysticism	Mind
Charm	Social	Pick Pockets	Body
Cook	Mind	Pick Lock	Mind
Current Events	Mind	Pilot	Body
Dancing	Mind	Riding	Body
Etiquette	Body	Scare	Social
Escape Arts	Social	Science	Mind
Fighting-Basic	Body	Singing	Social
Fighting-Dirty	Body	Spiritualism	Mind
Fighting-Hard Martial Arts	Body	Sports	Body
Fighting-Melee Weapon	Body	Stealth	Body
Fighting-Ranged Weapon	Body	Streetwise	Social
Fighting-Soft Martial Arts	Body	Survival	Mind
Fighting-Wrestling	Body	Tactics	Mind
Flirt	Social	Tracking	Senses
Flying	Body	Traps	Mind
Games	Mind	Zoology	Mind
Hearing	Senses		
Herbalism	Mind		



### Acrobatics

**Attribute:** Body

Acrobatics allows a character to not only performs feats of gymnastic artistry but to use those skills outside the gym if needed. Such situations as walking on thin beams

**Bonus:** character gains +1 reflex

### Acting

**Specialization:** Improvisation, Imitation, Disguise

**Attribute:** Social

Characters with this skill know how to perform theatrically with some skill. Acting also includes the ability do such thing as fake emotions, accents and bluff. The skill also gives the character with it some information on famous actors, plays, theater and television production.



Possible the greatest ability of acting the ability to use it and make up to create a convincing disguise. The difficulty of a disguised depends on how much time the imitator had to study their target and how they go about looking like the person.

**Resisted:** Mind, to see through a disguises.

### Animal Training

**Attribute:** Social

**Specialization:** Animal type (Canines, Birds, Dogs)

Characters with this skill can attempt to teach animals tricks, to behave and to per-

form certain duties (rescue, watch, perform). It takes time to teach an animal tricks and chores and days can be spent perfecting some skills. This skill is also used during performances to get an animal to do a trick they know perfectly.

### Teaching-

To teach an animal a trick a Hard Difficulty Animal training roll is made every day of training. It takes 5 successes to train an animal to do a trick (See Animals Tricks and duties) and 10 sessions to train it in a duty. You can only make one roll a day and must donate at least 2 hours of that day training your animal.

**Resisted:** Will

### Art

**Attribute:** Mind

**Specialization:** Painting, Sculpture, Jewelry

This is the skill used to create works of artistic expression. This skill also allows for a basic understanding of styles of art in your chosen area. A character must choose a single type of art they specialize in

### Athletics

**Attribute:** Body.

**Specialization:** Running, Jumping, Lifting. Characters with this skill have either in the past or present maintained strict physical training. Those with this skill use their body to it's fullest for jumping, lifting, or running. Instead of using a Body roll for those things the character use this skill.

**Bonus:** Athletics grants a character a one time +1 to Life Points.

### Bargain

**Attribute:** Social

**Specialization:** Appraisal, Buying and selling.

This is the ability to bid, negotiate deals and make shrewd buys or sells. Characters can use it not only to try to get things cheaper but to gage the quality of items and also how to sell things with skill.



Bonus: +5 wealth points to buy starting equipment only.  
Resisted: Will

### Basics

**Attribute:** Mind

**Specialization:** Reading, Prose, Poetry, Mathematics.

Basics is a characters knowledge of reading, writing and mathematics.

This skill is used to read and understand mundane text and comprehend it. It also represent how fast a character can read. They can also use this skill to find clues in written text and see a connection in written text that's not obvious.

When using it for mathematics this skill allows an understanding of mathematic problems and formula. Basic math, geometry, trigonometry and calculus are all covered with this skill. Like basics and reading, basics and mathematics can be used to solve problems involving numbers and seeing connections with numbers.

Using basics for writing not only allows for quick and beautiful penmanship but represents a characters ability to create everything from stories, poetry and proper instructions.

### Bending

**Attribute:** Power

**Specialization:** Artistic, Offense, Defense  
**Qualification:** Must be a Bender.

The character uses this skill to perform bending katras. Every time bending is used the character makes an easy Bending roll.

In the cases where they are using Bending to attack they must their roll must also meet or exceed the resisting combat attribute (Usually Reflex) to succeed.

If a Character is using bending to defend from an attack the incoming attack must

beat the defenders Bending roll. Both offensive and defensive bending takes an action.

Out of combat this skill is used to determine the effects of using bending to produce art, perform a non combat action and even using bending to create art. Skills that such as Craft can be used to augment such rolls granting +1 to the roll per every two ranks.

Lastly, Bending can be used to evaluate another's bending and finding a weak point in it. This is a contested Bending vs. Bending roll. If the observer wins they gain +1 to rolls against their target in combat for D4 days.

### Craft (Choose type)

**Attribute:** Mind

**Specialization:** Depends on the craft.

Craft represents the ability to make non magical items of quality. Making clothing, jewelry, armor or weapons all counts as crafts. The Harder the item is to make or the more artist flourish placed into an item the more difficult it is to make.



When the skill is purchased it must be associated with a type of craft. This also allows for the purchased of the Craft skill multiple times.





Types of crafts include but are not limited too: Carpentry, Jewelry, Metalwork (Includes weapon and armor), Stone work, or weaving.

ITEM	DIFFICULTY	CREATION TIME
Simple shirt, dress a dagger	Easy	D4+1
Average item (good outfit Sword)	Hard	D6+2
Item with moving parts (Armor)	Very Hard	D8+3
Masterfully made one of a kind item	Extreme	D10+4

**Craft time:** Craft time usually varies per creation the harder the creation the longer it takes. The chart bellow gives the amount of time it takes to make . Directors and Stars both know characters tend to have drama filled lives and most likely won't have the time to devote to one project in one long stretch. Directors should keep track of time characters spend on an item in order to know when it's done.

### Charm

**Attribute:** Social

**Specialty:** Business, Stage and Everyday Charm is skill that involves using your used charisma and words to get people to side with you. Its used for negotiation, Getting fans pumped at a concert or to talk your way out of something.



Charm isn't mind control, it cannot make a person do what they would not normally do. It will make people more inclined to see things your way if they are inclined to do so. Those being charm resist it buy making a Will Rill higher than the Charm Roll. Large groups being charmed are usually Hard or Higher Difficulty rolls depending on the size.

**Resisted by:** Will

### Comedy

**Attribute:** Social

**Specialization:** Jokes, Insults, Physical comedy.

The Character is an expert at comedy and making people laugh. Comedy is a lot harder than most think and a good comedian can get away with insulting a person in power or even using their act to bring about social change.

The skill also allows the character to use insults and underhanded compliments to attack a person verbally.

A person affected by an insult ego is bruised and is -1 to all rolls for the remainder of the scene.

**Resisted:** Will

### Cook

**Attribute:** Mind

**Specialization:** Camp, Ethnic, Gourmet Cooking allows the character to cook good tasting and edible food. In most cases an easy Skill roll will create a good edible meal but lack of ingredients and less than optimal situations could call for higher rolls.

Cooking also allows a character to preserve food in a variety of ways and discern the quality of food.



### Current Events

**Attribute:** Social

**Specialization:** Court, crime, a specific race.

The current goes on among commoners and nobles never escapes the ears of a person with this skill. Current events grants knowledge of who's doing what in the wide world and why along with current rumors and trends.

### Dancing

**Attribute:** Body

**Specialization:** Court, folk, tribal

Dance is not just the ability to dance but to choreograph others in dance Routines. When a Character Dance they make a Dance Roll vs. a set Difficulty by the Director. In Most Cases this is an Easy or Hard Roll. Some things like dancing something you only seen briefly or improvising a routine could be a higher difficulty.

If A Character is trying to Choreograph a performance they need to decide how complex the routine is; Simple (Hard Difficulty). Advance (Very Hard) and Innovative (Extreme). .Bonus: Light on their Feet



Dancers have +1 Reflex.

### Etiquette

**Attribute:** Social

**Specializations:** Nobility, A specific Family or Culture.

A must for those traveling in among the nobles or other cultures this skill grants

and understanding of how to act among different castes and peoples. It also gives the character knowledge on cultural and societal quirks and traditions.

### Escape Arts

**Base:** Body

Though a rare skill escape arts allows the characters through body control, slight of hand and some lock picking skill to quickly remove binds such as rope, chains or handcuffs. The Director.. should apply a difficulty number to a bind, which the player must meet or exceed to escape.

### Fighting (Basic)

**Base:** Body

Fighting basic is the default fighting skill for everyone. Its free at rank 1 to everyone without a fighting skill.

Basic Fighting is that.. Basic. It covers punching, picking up something and swinging it and trying not to get hurt and that's it.

Basic Fighting allows the character to do a variety of things an action .

Available actions are:

- **Not in the face:** As an Action the character covers up their face and vital organs with their arms and hands and pretty much tries not to die. This grants +3 armor against an attack its used against.
- **Sock:** This is a wild swing with a fist and does +1 Damage. If it does not connect the character -1 Reflex for the remainder of the round.
- **Wild Swing:** The Character can pick up something and use it. To hit someone. This attack grants no extra damage but is +2 to Fighting Basic Roll to hit. If it misses the held item goes flying out of the characters hand .

**Note:** This skill cannot be taken if the character has any other fighting skill.

### Fighting (Dirty)



### Attribute: Body

Dirty fighting is a less regimented form of hand to hand combat that includes Boxing, street fighting and good old fashion cheating. Dirty Fighting is the Hand to Hand taken by those with little or no formal training or those who have a shady Background.

Dirty Fighting allows the character to do a variety of things an action .

Available actions are:

- **Bob and Weave:** The Character reflexes for the combat round goes up by two.
- **Dirty Shot:** The Dirty shot does half damage but hurts the target making them -1 to all rolls for the remainder of the combat round.
- **Rope a Dope:** If the character is hit by a Melee or Hand to Hand weapon their next attack does +2 Damage.
- **Steal :** This is a standard punch but using it as a first attack in combat grants the character +2 reflex for determining who goes first that round.

**Bonus:** +1 Life Points and +1 damage for

### Fighting ( Hard Martial Arts)

#### Attribute: Body

Characters skilled in a damage oriented martial arts are trained in an organized firm of hand to hand combat involving a variety of disciplines. The hard martial arts is has very little defense and focuses on attacking .



Hard Martial Arts allow the character to do a variety of things an action .

Available actions are:

- **Cripple:** The character attack does +1 Damage , The Target must make a hard body roll if any damage get through their armor . If they fail they are -2 to all rolls and half Movement till the end of the combat round.
- **Kick:** The character kicks as an attack. They do +2 Damage and the target struck must make an Easy Body roll or be knocked back D12 feet.
- **Prep:** Prep allows the character to ready for an attack. On their next attack they do +1 Damage.
- **Punch:** Punch does +1 damage and staggers the target lowering their defense by -1 for the next round.

**Bonus:** +1 Reflex and +1 damage for martial arts maneuvers. per three ranks of Fighting (Martial arts).

### Fighting (Soft Martial Arts)

#### Attribute: Body

Soft Martial arts are lets about damage and more about reflecting damage and getting it out of the way. Soft Martial arts include things like Tai-Chi and Judo and involve fluid motions and dance like grace.

Soft Martial Arts allow the character to do a variety of things an action .

Available actions are:

- **Build:** The Character can spend a Power point to do +2 damage on their next attack. The character is at -1 to reflex to dodge until the the attack they apply the +2 Bonus to.
- **Disarm:** The Character can make a Soft Martial Arts roll vs. a targets fighting roll or Body roll (strength). If the character wins the contested skill rolls the their foe loses their weapon. This can only be used on weapons being held by someone.
- **Flow:** The Character moves and flows with the attack. They are +3 to reflex to dodge. If they are fail to dodge and are still hit they take 1/2 damage. After armor is subtracted.
- **Strike:** The character strikes someone with a soft attack doing +2 damage.

**Bonus:** The character gains +1 Reflex to dodge per



three ranks of Fighting –Soft Martial arts.



### Fighting (Melee Weapon)

**Attribute:** Body

**Specialization:** Melee weapon type  
(Sword, Mace, Spear, Hammer)

Melee weapons are weapons held in the hand that use the character's strength and agility to attack, such as swords, spears, hammers, maces and knives. Melee weapons have the advantage of doing extra damage and being able to take damage with the parry maneuver.

Melee Weapons allow the character to do a variety of things in an action.

Available actions are:

- **Deflect:** The melee weapon holder makes a Fighting (Melee Weapon) roll against an incoming mundane range attack roll. If the character trying to deflect wins they take no damage.
- **Full Strike:** The Full strike does an extra 3 points of damage but the person using it reflex is -2 for the remainder of the combat round.
- **Parry:** The character uses the melee weapon to block another Melee weapon attack. Against a melee weapon the weapon takes all of the incoming damage, minus its armor.
- **Strike:** This is a standard attack.

**Bonus:** +1 damage for Melee weapon maneuvers per three ranks of Fighting (Melee Weapon). When the character is using a melee weapon they have +1 Armor.

**Fighting (Range Weapon)**

**Attribute:** Body

**Specialization:** Range Weapon Type  
(Spear, Long bow, Cross Bow)

Fighting range involves using a throwing weapon (Knife, spear, etc), or missile weapon (Bow, cross bow, sling, etc) in combat. Range weapons can be fired one shot per action and can perform a variety of maneuvers.

Ranged allow the character to do a variety of things in an action.

Available actions are:

- **Disarm:** The character fires to remove a weapon or item from the target's hand (including wand). The attack does ½ damage but forces the target to make a hard body roll or drop the weapon.
- **Sniper:** The character using sniper must have the hide skill. If they do they can lay in wait and attack a target while hiding. Sniper doubles the range of the attack, and lowers the person being attack reflex by -2.
- **Shot:** This is a standard attack at range.



- **Thread the needle:** The character's attack cannot be deflected and is +1 to hit. It however gains no damage bonuses.

**Bonus:** +1 damage for ranged weapons, per three ranks of Fighting (ranged Weapon). The range of the attack increases by 10 feet per two ranks of (Fighting Ranged)

**Fighting (Wrestling)**

**Attribute:** Body



Wrestling is one of the oldest martial arts and involves grappling and throwing your opponent. Wrestlers more than anything use strength and position to take their target down. Wrestling allows for the performance of several maneuvers as an action

Wrestling allow the character to do a variety of things an action .

Available actions are:

**Bear Hug:** After a character gets a grapple they can as an action make a Bear hug the person doing standard fighting damage + 1. While bear hugged the target cannot attack or use their arms.

**Escape:** The character as an action makes a Fighting (Wrestling) roll +1 vs. a targets Body roll or Fight (Wrestling) to escape.

**Grapple:** A character can make a Fighting Wrestling roll to grapple a person preventing them from moving and pinning their arms. This Roll is resisted by ant Fighting skill or Body. The Grapple lasts till the person being held is let go, finds a way to escape or wins the dice contest.

**Toss:** The character can make a Fighting Wrestling Roll difficulty the targets Reflex to try to toss them. A Tossed character is thrown and takes 5 points of damage. They also land on their ground and must take an action to stand.

**Bonus:** +2 damage for wrestling maneuvers per three ranks of Fighting (Wrestling).

**Flying**

**Attribute:** Body



**Qualification:** *The ability to fly.*

The character with skill is an expert at flying on their own power. This ability is for characters with the ability or potential to Fly.

**Bonus:** +1 To Reflex in the Air

**Flirt**

**Attribute:** Social

Flirt is a potentially powerful skill especially when it comes to romance. Flirt allows a character to use their charisma, attitude and attractiveness to pursue a romantic relationship, get others who are romantically attracted to the character to do things for them and to understand romantic situations and potential outcomes.

Flirting like charm isn't mind control or a love spell. It only works on those who would be attracted to the character. Flirting is a skill that can be used for good as well for bad as a wicked flirt can use it to get others to do her bidding. And string people along.

Flirt also has an advantage that the more its used on a target the easier it becomes to



use it with after 5 uses over the course of a week the target gets a -1 to resist the flirt (If they want to resist)

**Resisted:** Will

**Games**

**Attribute:** Mind

The character understands games and tactics. They can apply the ideas or chess or any other game to help them tactically





### Hear

**Attribute:** Senses

The character can hear accurately and acutely. Character can use this to pick up specific sounds or voices and even hear things others cannot.

### Herbalism

**Attribute:** Mind

This skill grants an understanding of mystical and normal plants their medicinal uses as well as their uses as poisons and all mystical properties. A Herbalist has no problem properly handling dangerous magical plants and with a roll identify them at a glance

**Bonus:** Characters with this skill and medicine can treat wounds for 2 points instead of one. And gain +1 To Medicine to cure poison

### History

**Attribute:** Mind

**Specialization:** Wars, people places or things.

History is a characters understanding of not only past events but the people in that history. This skill has many uses, especially when it comes to dealing with old places (Like knowing the history of a haunted house) or understanding a person's past and their place in history.

### Investigate

**Attribute:** Mind

Investigate allows the character to dis-

cover and analyze clues and information in a place, on a person or in a situation in order to solve a mystery of some sort. Investigate can be used to figure out everything from who was in a room to who committed a crime or did a specific deed.

An investigate is made when a character is trying to uses clues in an area to figure something out. The Star tells the Director what they are trying to figure out the Director assigns it a difficulty and if the roll is successful the Director tells the Star what the character has found.

The Character can also look around the rule and attempt to discover clues that are not obvious with the Director assigning a difficulty to each clue they can find. A Character can make a Look or in some cases Hear to augment the roll. A Hard Hear or Look rolls gives a one time +2 Investigate roll per situation.



**Resisted:** In some situation a Fib or Mind roll can be used to throw off an Investigation. Such Situations are up to the Director.



## Instrument

**Attribute:** Social

**Specialties:** Type of Instrument

This skill allows you to play one or more instruments for ever single rank you have in this skill you can play one instrument. You may prefer instrument over another or even specialize but the skill do make music on multiple instruments is there.

Instrument also allows you to repair and tune non-electrical or non-magical music equipment you know how to play.

## Liar

**Attributes:** Social

The characters adapt as getting other to believe their untruths as truths. Good liars can make others believe the most outlandish things but a good liar knows that the best lies are the small ones.

Liars are also good at seeing through other liars stories and can use their skill to detect lies

**Resisted:** Liar skill or Mind to see thru a lie.

## Look

**Attribute:** Senses

The character can see and notice thing with extreme accuracy.. This skill grants a fine eye of detail . Useful when looking for clues the person with this skill is a trained sleuth.

## Medicine

**Attribute:** Intellect

When people are hurt this skill saves the day. Medicine allows the character to stabilize the wounded, heal the injured and diagnose illness. The character can also give proper treatments for poisons and disease and help speed up injury recovery time.

### MEDICINE TREATMENT EXAMPLES

### DIFFICULTY

Deliver a child	Hard
Diagnoses a disease	Hard
Heal a point of damage	Hard
Prevent an infection	Easy
Set a broken limb	Easy
Sew up a wound	Hard
Stabilize a character	Hard
Try to cure a disease	Varies

Though details on using medicine to perform life saving is covered in combat a Director: should keep in mind the difficulty of the medical situation and the available equipment and medicine when determining Difficulty numbers for this skill use.

## Pick Pockets

**Attribute:** Body

With this skill the character can pick pockets. Though commonly used by thieves some magicians, law enforcement and intelligence agent's posses this skill.

**Resisted:** Senses

## Pick Lock

**Attribute:** Mind

The companion to pick pockets for any good thief is pick locks. This skill provides not only the ability to try to pick locks but lock smithing skills. Combination and puzzle locks can also be "cracked", but the skill is considered a -1 to do so. Directors should consider all pick lock skills Unresisted and apply a difficulty to each lock to represent its complexity.





### Meditate

**Attribute:** Will

The character is skilled at inner reflection and focus. By meditating, they can rest without sleeping and quicken the rate at which they recover Power Points.

In order to meditate, the person must have a place that is calm and quiet. They then make a Hard Difficulty Meditate roll. If they succeed, they start Focusing and enter a Meditative state.

While in this state they recover 1 Power point an hour. Also one hour of meditation can replace 2 hours of sleep.



### Medium

**Attribute:** Will

**Qualification:** Enlightened.

Medium is the skill used by enlightened to activate the abilities. Most enlightened abilities either take an easy or give difficulty roll to use or its used as an attack roll against a targets will power.

Those with the medium and spiritualism skill can use either skill to make. Mediums with the Spiritualism skill can use either skill to detect the presence of an active spirit within 20ft.

### Mysticism

**Attribute:** Mind

This is an understanding of supernatural history, legendary gurus, benders and mys-

tics as well general and practical knowledge of the mystical and esoteric

Want to know where to find a mystical metal or the personal sigil of a powerful Spirit? Then Mysticism is the skill you use.

This skill has many uses including:

MYSTICISM EXAMPLES	DIFFICULTY
Basic recognition mystical buildings or mounds.	Easy
Know a mystical symbol or sigil.	Hard
Know the supernatural history or culture of an area.	Hard
Know the history of bending katra	Hard
Recognize a place that may have mystical materials to mine.	Hard
Recognize mystical portents	Very Hard

### Pilot

**Attribute:** Body

**Specialty:** Vehicle type

The character knows how to pilot a vehicle be it a magic carpet, broom, wagon or boat. Pilots can use this school to maneuver with the vehicle, navigate with it and command others helping with the workings of the vehicle.

### Riding

**Attribute:** Body

The character can ride a trained (or even untrained) mundane steed like a Horse or Donkey). Riding covers staying on the steed, maneuvering it and even racing it.

In Most cases a trained steed will do what the rider wants. Problems however arrive when the riders action endangers a steed or goes against their instincts like charging into a fire or a raging battle.

**Resisted:** Will





### Scare

**Attribute:** Social

Few dare meet their gaze. This character The character has the ability to cause apprehension in others with words or actions. The character can cause a single person or group to be cowed or intimidating and thus invoking a -1 to all rolls from that person if they miss a contest using their Will.

**Resisted:** Will

### Science

Specialization: Type of Science.

**Attribute:** Social

The character has a great understanding of sciences and theories ranging from geology, to astronomy to forensics. In a world where education isn't a given understanding of the natural sciences is almost as valuable as understanding of the supernatural

### Singing

**Attribute:** Social

**Specialty:** Song types, Ballads, Hymns, etc.

Singing is the ability to use your voice to make melodious sound and song. Singers are usually the back bone of music groups (But not always) .

Singing rolls are usually easy to Hard based on the songs complexity and if the song is something the character is used to

singing.

**Bonus:** +1 to Casting once a day to Rites or Casting involving incantation.

### Spiritualism

**Attribute:** Mind

Understanding spirits and the spirit world is a rare skill and one that many think is either a waste of time or worthwhile calling.

The Spiritualism skill shows a character understanding of the names, signs and action of spirits as well of the general geography and nature of the spirit world.

Directors can use this skill to give characters a chance to figure out if a situation is the working of a spirit, information on a spirit and even how to appease a spirit.

**Bonus:** Characters with this skill have +1 to social rolls when dealing with spirits.



### Sports

**Attribute:** Social

The ability to participate with some skill in a variety of team sports. Sports also grants the character familiarity with the rules to most sports as well as variants.

**Bonus:** The Character gains +1 to life points





### Stealth

**Attribute:** Body

**Specialization:** Hiding Movie Silently.

This skill all the character to stay out of site and unnoticed while they stand still or move. The perfect skill for someone who enjoys avoiding combat or a would be ninja. Hiding comes with a few special maneuvers that can be performed as action:

- **Cover:** the character stands still and hides in the shadows or behind something. While covering they are at +1 Reflex as long as they don't move.
- **Sneak attack:** Sneak attack allows a person to use their hiding roll as a Melee or Hand to hand attack if they have the appropriate fighting skill. The target must be hidden from their foe for at least one round to perform the attack. If they attack is successful the target takes +2 damage.
- **Stealth:** Stealth is used by characters with hiding to move about without making a sound. And not being seen. Characters employing stealth move at half speed but all senses rolls against them are -2.

### Streetwise

**Attribute:** Social

A streetwise characters knows who to go to for information and articles on the seedy side of the Mundane and magical world

### Survival

**Attribute:** Mind

The Character knows the ins and outs of wilderness survival. They can find food, shelter, good trails and recognize normal flora and fauna.

### Tactics

**Attribute:** Mind

**Specialization:** Small groups, small groups. The character know how to use the abilities of others in a group to their fullest.

**Bonus:** In a combat scene if all the person with this skill is doing nothing but leading all her friends gain +1 to all rolls There can only be one leader granting this bonus at a time.



### Track

**Attribute:** Senses

This allows the character to follow trails and to track people in the wilderness, without becoming lost. Also, you always know which way is north. The Director should set difficulties for this skill based on the length of time the trail being tracked has existed. Also other characters with track may try to cover their trail thus making tracking a resisted skill.

**Resisted:** Tracking or Stealth skill.

### Traps

**Attribute:** Mind

This skill allows a character to make traps but to disarm them: The complexity and result of the trap determines its difficulty while the difficulty of disarming a trap is the same as the one used to make it.

**Resisted:** Trap Skill

### Zoology

**Attribute:** Mind

**Specialization:** Based on creature type.

This character knows the habit's and appearance of every (real and legendary creature). The Character knows the hunting patterns, most popular foods and locations past and presents of most legends. Need to find a dragon? Then the character with this skill can help.

A Character can not only make rolls for information on a creature but as an action make a Hard Zoology roll so that their next attack on the creature will be at +1 to hit and +1 to damage.





## TRAITS

Traits are unique parts of a character's personality and history. Each trait helps define who a character is and sets up current and future ability and growth.

Traits are divided into three categories:

- **Personalities:** Traits that represent the character's most common emotional quirks and attitudes.
- **Heritage/Talent:** These traits inherited or are part of a natural aptitude the character is born with.
- **Negatives:** Negative traits, situations and relationships that cause a character issues and can grant them bonus character points.

### Starting Traits

The amount of traits a character has is based on their level.

- **Kids:** 1 Personality, 1 Heritage/Talent
- **Tween:** 2 Personality, 1 Heritage/Talent
- **Teen:** 3 Personality, 1 Heritage/Talent
- **Young Adult:** 3 Personality, 2 Heritage/Talent

Once picked traits cannot normally be changed or removed. Although Directors may be willing to allow Stars to add or remove Pros and Cons as an award.

### Personality Traits



Personality traits represent the most common but not all the emotional aspects of a character.

#### PERSONALITY TRAITS

Adaptable	Hard Working
Adventurous	Hardcore
Ambitious	Honorable
Angry	Humorous
Assertive	Jaded
Brave	Knowledgeable
Calm	Liar
Collaborative	Mad
Compassionate	Meek
Contrary	Metropolitan
Courageous	Mysterious
Covetous	Playful
Creative	Proactive
Creepy	Rebel
Curious	Resourceful
Dramatic	Rube
Determined	Schemer
Dynamic	Sincere
Easygoing	Slacker
Empathetic	Stable
Enthusiastic	Snob
Flirt	Thug
Followers	Trainer
Friendly	Trickster
Generous	Wicked

#### Adaptable

This character is good at fitting in and changing themselves mentally to deal with any situation. Adaptive characters love new experiences and find fitting in easy.

**Rules:** +1 to rolls involving pretending to be from another culture or place and not to be noticed in a crowd.

#### Adventurous

The Adventurer sees the world as something not to fear but to explore. Adventurers love pitting themselves against danger and doing what others generally see as unsafe.





**Rules:** +1 to rolls when doing things most people would consider unsafe out of combat.



**Ambitious:** Being ambitious means wanting to be the best and being on top. Ambitious characters character pushes themselves harder than most .

**Rules:** Can spend a life point to add +1 to a roll, only 1 life point can be used this way at a time.

### Angry

This Character has a really bad temper. The slightest perceived infraction on their personal beliefs, goals, or rights might set them off.

**Rules:** When insulted or hurt, the Character gains +1 to rolls when dealing with the source of that pain or insult.

### Assertive

The Assertive stands up for themselves and never backs down and stands up for themselves at all time

**Rules:** Immune to intimidation and +1 Will rolls against that would make the character less than assertive.

### Brave

The brave character isn't necessary fearless but can control their fear and not let it overwhelm them

**Rules:** +1 to rolls to resist fear of any type.

### Calm

These characters are never frazzled. They either appear unemotional or extremely mellow.

**Rules:** +2 to all mundane skill rolls if being calm would help a roll (example: disarming a dangerous trap that's about to go off).

### Collaborative

Collaborative types work wells with others and groups do well with you in it. They are most defiantly people persons and have a way with getting the most out of collaborative efforts.

**Rules:** The Character can spend 1 action point to give an ally +1 to a roll

### Compassionate

The compassionate people know how to make others feel better when things are not going that well.

While some see it as a weakness, compassion is a strength few can match.

**Rules:** The character can once a day either heal one life point or remove one temporary negative effect.

### Contrary

The contrary character almost instinctively fight against the opinions of others. For them if someone says its right it must be wrong. Contrary characters can be pains or people who just question authority.

**Rules:** +1 to social rolls to convince others of your opinion.

### Courageous

When others run you charge forward. The courageous is best when facing down





things others would avoid.

**Rules:** +1 to rolls against more powerful opponents.

### Covetous

The Covetous character believes money changes everything. She tends to be addicted to having things, and just wants more things

**Rules:** Covetous Characters gain +1 to all rolls when they are getting things they want or to get more money

### Creative

The creative person comes up with the best ideas and is great at thinking outside the box.

**Rules:** +1 to rolls when being creative.

### Creepy

The macabre and weird side of things fascinates these characters. They see spiders as cute, slime as interesting, and beauty in what most people would call frightening.

**Rules:** +1 to Scare and to rolls when being scary.

### Curious

The character loves a good mystery and figuring out the answer to questions. Curious characters love using learning new things and seeking out puzzles.

**Rules:** +1 to rolls to find things the character is looking for.

### Dramatic

There are no small problems or situations to the dramatic character. Everything to a them is emotionally immense and dramatic.

**Rules:** +1 to rolls when at the center of attention.

### Determined

The determined character never gives up

and can push themselves when the chips are down.

**Rules:** Once a day the character can push themselves and gain +2 to any roll or ignores 2 points of damage

### Dynamic

A born leader, the Dynamic is a leader among Characters. Either leading by example or intimidation the Dynamic character prospers when they are in charge.

**Rules:** +1 to rolls when in a leadership position or when surrounded by willing Sidekicks.

### Easygoing

The easy going character never stresses out and always takes their time.

**Rules:** If the Character takes extra time on a non-combat roll they gain +1 to that roll.



### Empathetic

The Empathic characters cares about others and can feel their emotions and motivations.

**Rules:** The character gains +1 to rolls to figure out the motivations and emotions of others.

### Enthusiastic

The character is all about everything. They just love life. They never give up always



tries despite the chance of failure.

**Rules:** Once a day the character can reroll a roll they have failed.

### Flirt

The flirt is a lover and may or may not be a fighter. They like the attention of girls and like to show them attention.

**Rules:** Flirtatious characters gain +1 to rolls when socializing or dealing with girls.



### Friendly

Friendly characters are easy to get to know, likeable, and just fun to be around. The friendly characters makes friends easily and can become chummy with even the most anti-social of people.

**Rules:** If character can spend an action to give another character +1 to a single roll.

### Generous

The Generous character is extremely giving with her time, money and things. They never worries about being paid back

**Rules:** When a Generous person is being giving chartable, they gains +1 to all involved rolls and gains +2 if it's a social roll.

### Hard Working

The character has a strong work ethic and puts their best into every project.

**Rules:** When building or performing the character gains +1 to a roll.

### Hardcore

Bering Hardcore means knowing you're the under dog and still fighting back.

Hard Core characters excel at beating the odds and fighting against the status quo.

Hardcore characters tend follow their own non-nonsense in your face rules and won't change for anyone.

**Rules:** Hardcore characters are +1 to Rolls when in dangerous or deadly situations.

### Honorable

The hero is virtuous and good-hearted. For him doing right and being a positive example to others is its own reward..

**Rules:** +1 to rolls when being good or heroic.

### Humorous

The character is always funny and can make light of almost any situation.

**Rules:** The character can spend an action to crack a joke. The target of the joke must make an easy will roll, if they fail they are -1 to all their rolls for the remainder of the round.

### Jaded

"Been there, done that, and I'm still bored" is the motto of the jaded person. Nothing seems to interest her and nothing seems to cause her any excitement or enjoyment.

The only time the jaded Character seems to be enjoying herself is when she's bringing someone else down by stating whatever they are doing as boring, unremarkable, or blah.

**Rules:** +1 to rolls for things she has done before in the same game (example: casting the same spell, performing the same skill rolls for the same reason).



### Knowledgeable

The character loves knowing things and loves to study and learn new things even the trivia.

**Rules:** Once a day a character can use a non-body skill they don't have as if it was Skill Dietype +1

### Meek

The Meek character doesn't stand out and tends to be shy, but inside that quiet exterior is a strong interior that shines best when others are not looking.

**Rules:** When alone and no one is looking, the meek Star gains +1 to all mundane skill rolls.

### Mad

The mad character is not just eccentric but totally unhinged. This can be wild mood swings, fits of dementia and a general tedious grip on their sanity.

**Rules:** The Mad character gains +1 to resist harmful Mentalism spells and +1 to rolls that Resist Mundane skills resisted by Will.



### Metropolitan

The Metropolitan Character is a creature of the big city. She thrives in the hustle and bustle of busy streets and crowds. Metropolitan characters don't do so well in the country or away from the constant background noise of the big city.

**Rules:** +1 to all rolls when in a city envi-

ronment. A metropolitan character cannot have the Rube trait.

### Mysterious

The mysterious character is hard to know and rarely says more than what needs to be said. Most mysterious Characters think being mysterious is actually really cool.

**Rules:** +1 to rolls that involve moving silently, keeping secrets, or just being spooky.

### Playful

The character takes very little seriously and loves having fun. While others practice, this character will play and try to draw others into their play.

**Rules:** The playful character gains +1 to rolls involving having fun.

### Proactive

The proactive character is impulsive and thinks before acting. Impulsive characters rarely listen to plans and just does what seems like the right thing at that time.

**Rules:** The proactive character gains +1 Reflex when determining order or attack or action in a combat scene. They also gain +1 to rolls when they are first to arrive or act.

### Rebel

The rebel is best when they are fighting authority. Some rebels fight for a cause while others do so just for the sake of "sticking it to the man"

**Rules:** The Rebel is +1 to rolls when battling against authority

### Resourceful

The resourceful can make due with whatever they have and make what they have go further.

**Rules:** The resourceful character can attempt to perform an action without the





proper equipment (within reason) without an increased difficulty.

### Rube

The Rube understands life in the wilderness and feels most at home there. Some rubes are simple, country folk, while others are proud and savvy tribes people.

**Rules:** +1 to all rolls when in a rural or wild area.

### Schemer

The Schemer loves making deals and the business and managerial end of any venture. Schemer can be greedy doing what they do for money or they just may like getting ahead.

**Rules:** Schemers gain +1 to rolls when making business deals or rolls involving running a business.

### Slacker

The slacker does the minimum amount of work for the maximum effect. They never give their all and others are surprised when they do.

**Rules:** Once a day the Slacker gains +3 to a roll.

### Snob

This Character knows she is better than others and oozes superiority. Snobby Characters may actually be more haughty and pretentious than snobby mortals, as they actually have proof they are superior.

**Rules:** +1 to rolls involving dealing with high society, various etiquettes, and looking down on others (including Social skill rolls).

### Thug

The character is not only good at but loves causing trouble and criminal acts. The Thug may not be a criminal per se but still enjoys thuggish acts.

**Rules:** +1 to rolls involving criminal acts.

### Trainer

Characters with this Talent tend to get along better with animals than humans. Around animals the characters show more confidence and understanding and animals tend to be very fond of them.

**Rules:** The Character gains +1 to rolls when dealing with animals including riding, training and interacting.

### Trickster

Tricksters love to play jokes, poke fun, and generally have fun at others' expense. Some tricksters are good-natured, using their jokes to entertain. Others tricksters play dangerous and sometimes painful jokes.

**Rules:** +1 to all rolls when playing pranks or in any other way causing trouble.

Truthful

Wise



### Wicked

Be they Manipulative and two-faced or just plain bad the Wicked character has no problem doing whatever they like to who ever they like for a reason or fun..

**Rules:** +1 to rolls when being mean or manipulative.





## Heritages and Talents

Heritages and Talents are parts of a character that comes from innate and superior understanding of the world poor a subject or their birth.

Heritages and Talents cover a variety of different things that help define a character in a variety of ways.

Each Heritage and Talent is laid out with:

**Name:** What the Heritage/Talent us

**Qualifications:** Some Heritages require a certain Calling, Tribe/nation or Personality trait. Without it you cannot pick that heritage.

**Description:** What the Heritage/Talent does for the character vas well as what it may represent

**Rules:** How the Heritage/Talent works in the game.

### HERITAGES AND TALENTS

Acolyte of the temple	Genius
Acrobat	Hunter
Acrobat	Initiate of the White Lotus
Ancient Item	Meditative
Brawny	Past Life
Blue Fire	Powerful Pet
Daredevil	Prodigy
Destiny	Rage
Detective	Tough
Dumb Luck	Spirit Sight
Fast	Spirit born
Forged Limbs	War Born

#### Acolyte of the temple

**Qualifications:** None

The character is an element priest in training. The Priesthoods job is to train and assist the avatar and thus they are not only efficient in the ways of bending but in Avatar history and spirit knowledge.

**Rules:**

- +1 Rank to Mystism and History
- Benders gain +1 to Bending Skill None

Benders gain +2 ranks to a skill.

- The Priests reputation grants them +1 to Social rolls when dealing with people of their Element background.
- The Priest also ignore 2 points of damage from their Elemental type and guan +1 to riolls when battling those of their Element type.



#### Attractive

**Qualifications:** None

The character is extremely good looking and can be either humble or arrogant because of it.

Attractive people tend to find getting there way with a wink or a glance and can use their beauty to get what the want.

**Rules:**

- +1 One to their Social die (Written social die type +1)
- Those who are attracted to the person is -1 to all rolls against the attractive person
- The Attractive person can as an action distract a person who would be attracted to them. The Distraction grants the target -2 to their rolls .



### Acrobatic

**Qualifications:** None

The character is trained in the art of gymnastics and acrobatic movement. Acrobatics learn their craft on their own or by being taught by a master or traveling with a carnival or Circus.

**Rules:**

- +2 Ranks of Acrobatics
- The character can spend a Power point to give them +1 to Reflex to Dodge or Armor to negate fall damage (Up to 3 points can be used this way)
- The characters can jump twice as far as and takes 1/2 fall damage.

### Ancient Item

**Qualifications:** None

The character posses an item or weapon of considerable power. The item is either found, given to the character or inherited and most likely wanted or feared by another party.



Being the owner of the item means protecting it and in a way being owned by the item as its expected that you live up to the items past destiny.

**Rules:**

- The Star is given 10 equipment points to build their character's item. Starting wealth can be used to augment the item more.
- The item was has 20 life points and rank 1 armor (3 points). And resist mage 11. It restores its own hit points at a rate of 5 per

day.

- The Item provides the owner +1 to rolls to resist damage and to stabilize if dying. If the item is within 20feet of the owner.

### Brawny

**Qualifications:** Body Die of D6 or Higher

The character is extremely strong and capable of great feats of strength. By they large and stout, leaned and muscled or muscle-bound they know how to use their muscles

**Rules:**

- The Character Melee weapon ad hand to hand damage does +2 Damage.
- The Character can lift twice as much as normal.
- The Character can spend a power point to gain a + 1 to rolls involving breaking, lifting or bending. Up to 3 points can be used this way at a time.

### Blue Fire

**Qualifications:** Firebender

The character's fire burns hotter than normal. Their flame not only is hotter but burns blue and lasts longer.

Those with Blue Fire tend to have more focus than other firebenders but also have a inner darkness that can be cultivated or fought by the character.

**Rules:**

- The Characters can spend 1 Power Point to add +1 damage to their Fire damage. (up to 5 power points can be spent this way)
- The Firebenders fire range and duration is considered one rank higher.
- The Character can use their fire to increase their leaps. They may spend a power point to double their leap or take half damage from falling.

### Daredevil

**Qualifications:** None

The Daredevil loves danger, the more their life is at risk the better they get and in most cases the rise to the occasion. Fear-





less and always ready for something new they are always looking ways to test themselves and their skills.

**Rules:**

- Daredevil's constant life threatening feats has made them tough. They ignore a point of damage.
- A Daredevil gains +2 to rolls when risking their lives or fighting a superior foe.
- Daredevils gain +2 to rolls to resist being afraid or resisting spells or magic abilities that cause fear
- A Daredevil can spend 5 Power points and ignore all damage from a single attack or situation.

**Destiny**

Some people are meant for big things. For good or ill their lives are moving towards a pivotal crossroads and until they get there their fate will do what must be done to keep them alive.

**Rules:**

- The Character gains +4 to rolls to stabilize if reduced to 0 life points.
- The Character can spend a power point to negate a point of damage if they have less than 5 life points.
- When doing something involving their destiny the character gain +1 to their rolls.
- Once a day the character can declare a roll a destined roll . That roll is considered a perfect roll.

**Detective**

The Detective is all about figuring things out and solving the mystery. For them nothing matters more than figuring out what is really going on. Detective's minds see everything as one big puzzle a puzzle they must figure out. Always focused on their current case the detective can come off as remote.

**Rules:**

- The Detective gains +2 to rolls when solv-

ing Puzzles

- The Detective gain +1 to the sense Die (written Dietype+1)
- Because they are so observant Detectives gain +1 to rolls when looking for traps or disarming them.
- Detectives see people as puzzles also and know if they are being honest. They gain +2 to roll to detect if someone is telling the truth.

**Detective**

**Qualifications:** Investigate 3

The Detective is all about figuring things out and solving the mystery. For them nothing matters more than figuring out what is really going on. Detective's minds see everything as one big puzzle a puzzle they must figure out. Always focused on their current case the detective can come off as remote.

**Rules:**

- The Detective gains +2 to rolls when solving Puzzles
- The Detective gain +1 to the sense Die (written Dietype+1)
- Because they are so observant Detectives gain +1 to rolls when looking for traps or disarming them.
- Detectives see people as puzzles also and know if they are being honest. They can make an Easy Sense or Investigate roll to see if someone is telling the truth as an action.

**Dumb Luck**

**Qualification:** None

Lady luck isn't blind. In fact she loves this Character and grants them an edge especially when the chips are down. Lucky Characters either thing they are unlucky as they survive while friends suffer or they no they are lucky and live as if nothing can hurt them.

**Rules:**

- The Character gains +1 to all rolls. And +2 to rolls that if failed will result in the







Character's death.

- The Character can spend a power point to add +1 to any roll. Up to +3 can be added to a single roll.
- The Character can spend two power points to add +1 to Reflex or Resist magic to defend against a single action. Up to +3 points. Added to defend against a single action.

### Fast

**Qualifications:** Body 6 or Higher

The character is both agile and swift. They move with an uncanny grace and can get out of the way of most attacks.

#### Rules:

- The characters normal movement in combat is increased by 20ft.
- The character gains +2 to reflex
- The Character can spend power point and an action and avoid any visible attack.
- Character gain spend two power points to gain a single extra action at the end of the Combat round.



### Forged Limb

Two of the characters limb ((arms or legs) is replaced with mechanical metal ones.

The Limbs move like normal limbs and provide both armor and enhanced abilities.

#### Rules:

- The Character gains +5 armor and +4 life points.
- Characters gains +2 to hand to hand or Melee damage per Forged arm and +250lbs to maximum lift and 2 free ranks

in athletics

- Character gains + 10 feet to normal running and jumping per forged limb., +25 mph to out of combat running and + 2 to rolls to brace or not to be moved.

### Genius



**Qualifications :** Mind D6 or higher  
Genius is extremely smart and well educated. Geniuses prefer brains over brawn but can apply their brains towards other things other than all things nerdy and esoteric.

#### Rules:

- +1 to their Mind Die (written die type +1)
- +5 education points for mind skills.
- +2 to Basic skill.
- Once a day can use their Mind Die instead of another Die type to make a skill roll. (Example instead of using Body for an athletics roll they can use their Mind)

### Hunter

**Qualification:** Senses D6 or Higher

The character's keen senses and connection to nature makes them a perfect hunter who can shoot straight and track like master tracker.

- +1 to their Senses Die (written die type +1)
- 2 Free of Fighting Range and Tracking and survival.
- +2 none combat rolls when in the wilderness.
- Attacks vs. wild animals are +1 to damage and hit







### Initiate of the White Lotus

**Qualification:** 2 ranks of Focus, History, Spiritualism

The Order of White Lotus is a secret organization who believes in the Avatar is a symbol of peace and that the 4 elements (and its people) should be balanced and at peace with each other.

The Initiate isn't a full member but is in training to become one and is learning the ways of the secret society.

#### Rules:

- Benders members gain +2 to bending damage
- Non-Benders gain +2 the fighting skill of their choice. .
- All initiates gain +2 Focus
- Once a day the character can make a White Lotus contact or call upon that knowledge to either gain information or gain +2 to any roll.
- The character gain +2 to social rolls to those who know of the order or are in the order.

### Meditative

**Qualification:** Will of D6 or higher and at least 2 ranks in meditate.

Training to focus their personal energies and meditate the Meditative Characters can do things few can and use their energy in ways others can only envy.

Meditative Characters tend to be grounded

and at peace with themselves. Many but not all trained in the martial arts or yoga.

#### Rules:

- +1 to will die.
- Can spend a Power Points to ignore a point of damage or increase their damage by one . No more than two power points can be used this way at the same time.
- All uses of the Power Points skill is doubled.
- Can Spend a Power Points to enter a trance and appear to be dead. The Character cannot move but while in this can hold their breath for an hour and even magic cannot tell if they are alive.

### Past Life

**Qualifications:** 2 ranks of Focus.

The cycle of reincarnation is a known fact in the world of Avatar. Most people don't remember their past lives but this character does.

They can tap their past lives for information and insight into their current lives.

#### Rules:

- The character can once a day gain a skill (from a former life) they don't normally have. This skill has 4 ranks.
- The character can spend a power point and make a hard Focus roll to communicate with a past life member to ask a question. While meditating they cannot move or do anything else.
- The Character gains +2 Power points and Power Points.
- The character gains +2 to rolls relating current situations that are related to their past lives (at the Director's discretion.)

### Powerful Pet

Characters can purchase a variety of pets magical or otherwise. This Character however has a pet that's far more powerful than average.



This also increases the bond the Character has with the pet and adds a few extra abilities to the pet.

**Rules:**

- The Character starts the game with a 5 point pet for free. The pet also has +1 to a single base attribute, +2 life points and +2 power points. The Pet is also automatically considered magical.
- The Character and the pet share a psychic bond that has a near limitless distance. They can communicate telepathically and gain +5 to rolls to find each other.
- All mystical bonuses for the pet for the owner are doubled and can be used if the pet is within 20 feet.

**Prodigy**

The character started their training early and knows a bit more about their abilities than most.

The Prodigy extra skill and ability makes them extremely powerful and well known for their ability. The character also tend to learn things faster than most.

**Rules:**

- The Character has 3 extra character points to spend.
- The Prodigy spends half as many adventure points to raise skills.

**Rage**

**Qualification:** Angry Personality Trait.

Why most wish to maintain inner peace this character is fine with embracing their inner anger.

Characters with rage unleash furious inner power when upset or angry and manage to turn something negative and elf destructive into something positive (temporarily)

**Rules:**

- The Character gains 2 points of armor and does +2 damage in combat, this doubles if they are angry.
- The character gains chooses a source of

their anger in combat (This cannot change once picked during the combat scene) and gains +2 to hit them.



- Once a Combat scene the character can choose to ignore 1/2 of the damage from an attack.

**Tough**

**Qualification:** Body D6 or higher

The Tough character never gets sick, can eat or drink almost anything and is hard to hurt.

Tough characters are rugged in ever sense of the word and knows whatever the universe dishes out they can take.

**Rules:**

- The Character gains +3 Armor
- The Character gains +2 to rolls to resist poison disease or fatigue.
- Tough characters have +4 life points.
- Tough characters can ignore attacks that cause pain.

**Spirit Sight**

The world of the spirits effects the real world in ways most cannot see. Those with Spirit sight can see pass the veil into the world of spirits.

**Rules:**

- The Character can spend a power point see, talk and interact with spirits within 10 feet of them for up to a minute.
- The Character gains 2 free ranks in spiritualism. They also gain +1 to rolls when dealing with Spirits.
- The Character can spend 2 power points to



leave their body for a minute and travel near by spirit world.

- The character gains +2 to all rolls or attributes to resist negative spirit abilities or spirit damage.

### Spirit Born

At birth the character was imbued with the power of a spirit or was some how connected to a spirit in some way.



The character has some physical deformity or marking (like White hair) that shows this connection. Spirit born are rare but are often seen as sacred by those in their kingdom or tribe.

#### Rules:

- The Character gains +1 to their power die.
- Spirit Touch knows the emotional state of the spirit they are connected to and can spend a power point to commune with the spirit. For up to a minute. While communing they can ask the spirit a question or gain back two life or power points. Communing cannot be done in combat.
- The Character can once a day call upon their connected spirit for help and gain +3 to any single roll for themselves or a

friend.

- The character spiritual aura also grants them +1 to social rolls when dealing with any spirit and those with knowledge of the spirit world.

### Technologist

**Qualification:** 2 ranks of Craft, Build/Repair and science.

Technologist have an innate understanding of how mechanical things work. They can build them faster, figure out how they work with ease and even repurpose them with little effort.

#### Rules:

- The Character gain 2 Free ranks in Build/Repair Craft and Science.
- The Character can spend a power point to instantly figure out how a mechanical device they are touching works.
- Technologist can use a Jury rigged device twice instead of once.
- The Character does +2 damage to machines and gain +2 to rolls to disarm or turn off a machine.
- Technologist repairs and build equipment as if the Difficulty was one type easier.





## Negatives

Not everything about a Character is awesome abilities and traits. Perfect Characters are no fun while imperfect ones tend to be the most interesting.

Negatives are optional traits a Character can have that in exchange for giving the Character problems grants them access to more Character points.

### Negatives and points

A Character can have up to 5 points in Negatives and in exchange gains 1 Character point per Negative point they have.

Negatives cannot be brought off with Character points but can be removed with 10 adventure points per Negative point the Character has.

### Directors and Negatives

Directors should also keep track of a Star's Negatives as to allow them to have an effect on the game.

Directors should also feel free to add negatives to cast Characters for more in-depth and refined Character.

### Negative formats.

All Negatives are formatted the same for ease of understanding;

Name: Name of Negative

Qualification: Specific qualifications need to take the negative:

Points: How many points the negative grants.

Description: Description of the negative

Example: Examples of the negative.

### NEGATIVES

Attitude	Prejudice
Disability	Wanted
Fear	

#### Attitude

Qualification: None

Points: 1 | But can be taken multiple time for

multiple Negative Attitudes.)

Attitude represent negative personality quirks that cause the Characters issues. They can be anything from an irrational belief or superstition to a negative personality quirk

Characters can have multiple Attitudes but each one must be defined by name .

#### Examples:

Will not hit boys (or girls), Absent minded, Over confidence, gullible, shifty, paranoid. Etc.

#### Disability

Qualification: None

Points: 1-3

Disability are physical issues that cause a Character to be less adapt at something such as hearing or sight.

Each level of disability comes with it a minus to a particular kind of roll. 1 point is -1 to a roll and can be corrected with a device (Such as wearing glasses) 2 points are -2 to rolls and when corrected still only grants -1 to a roll and 3 points grants a -4 to a roll and cannot be corrected.

Disabilities can also be defined without a minus to a roll with the Directors permission.

Those type of Disabilities are usually 1 point.

#### Examples:

Deformed limb: minus 1, 2 or 4 athletics involving using an armor leg and rolls involving the use of an arm or leg.

Sight: minus 1, 2 or 4 on sight based rolls.

(tough has Blindness 3 due to total blindness and her Sonar ability)

Color Blind: -1 to sight based rolls. Or other type of minus assigned by the director.

#### Fear

Qualification: None

Points: 1-2

Characters with a fear lose it when in contact with the source of a fear. . Stars and directors must choose a type of fear for a character and then decide how afraid the person is of the fear. For a fear to count it must be common place enough to really matter. Fear of One legged pentapuses isn't really a feat.





Rank 1 Fear: -1 to all rolls when in the presence of the fear and -2 to rolls against the fear.

Rank 2: -2 to rolls against the fear and when in its presence.. When first exposed to the fear the character must make a Hard will or Focus roll or run away from the fear for a Minute or combat round or become catatonic and lose an action or become unable to move for a minute (out of combat)

### Prejudice

**Qualification:** Mortals cannot have banes unless they have Half blood, or Monster Blood.

**Points :** 1 or 2

Prejudice is never good, but some Character have personal issues with people based on their race, Legacy or place of birth. The Prejudice is never rational but for the person with it it's a big part of who they are.

Prejudice come in one points and two points. The one point type grants you -1 social rolls with the person you are prejudice against. The two point one grants you -1 to social rolls when dealing with that type of person and means you must make a Easy will roll to want to help that person if they are in need.

**Examples:** Prejudice against Benders or Peasents .

### Wanted

**Qualifications:** None

**Points:** 1, 2 or three

Wanted Characters are wanted for a crime or for some kind of punishment or extreme life change.

Characters that are wanted know someone is after them and can do nothing about it until the Negative is removed.

Who is after them and why is up to the Characters creator and or the Director. The result of the person being captured is however based on the point cost.

1 point: Question and short term punishment and imprisonment, maybe a change in status like magic bound or put into foster care

2 Point: Long term imprisonment or physical harm.

3 Point: Death or long term change in status.

Characters chasing a wanted Character shouldn't show up all the time but rather appear at times that add drama . Those chasing the Character can also cause issues in other ways such as forcing the Character to hide or retreat.



**Examples:** Hunted by and organization, Wanted for question about a crime. The Character is running away from an abuses family but is wanted by the family or authorities.







Paths are a character's specialized training. For most characters at least one path is set by their Calling for instance all Benders gain a rank in their chosen Bending path.

However one's calling isn't the limit to one's Path choices. Open Paths are available to everyone including Sempai and allow for the fleshing out of characters beyond what a calling mandates.

### The Paths.

There are many Paths a character can follow, some are linked to Callings others are open to all willing to train and pay the character/adventure points. The Paths are as follow:

**Bending Paths:** Elemental control skills used only by benders.

- **Airbender:** Speedy manipulator of air and wind.
- **Earthbender:** Robust mover of earth and stone.
- **Firebender:** Furious summoner and user of heat and flame
- **Waterbender:** Adaptive adept of waves and water.

**Enlightened Paths:** Various non-bending supernatural abilities used only by enlightened.

**Chi Blocker:** Pressure points master that can manipulate their and another's chi to heal or to harm.

**Guru:** A rare and gifted being who understands the spirit plane and spirits like no other.

**Oni:** Psychics who's will can create or destroy with their minds. Oni are marked by their third eye tattoo

**Seer:** Clairvoyant who can see and sense the future and more.

**Open Paths:** Paths that represent expert training useable by anyone.

- **Archer:** A skilled user of the bow and arrow.
- **Assassin:** User of short blades and poisons.
- **Hunter:** Master tracker and wilderness guide.
- **Martial Artist:** Working towards physical perfection the martial artist needs only their hands as weapons.
- **Mechanist:** One of the rare creators and repairers of mechanical devices and gadgets.
- **Scholar:** A brilliant teacher whose knowledge includes the strange and esoteric.
- **Tactician:** skilled fighter who specializes in tactics and inspiring troops.
- **Thief:** A nimble ruffian using their skills to steal and move silently.
- **Troubadour:** A wandering performer and teller of tales.
- **Warrior:** Few fighters who have made weapon use and physical conditioning a near art form.

### Character points and Paths.

Character points are used to buy ranks in a path. Some callings grant a free rank in a specific path that costs no character points and is considered the first rank in that path.

Primary and secondary paths.

To determine your cost for other ranks in your Path you must first decide your primary and secondary paths. In the case of Benders and Enlightened it's your chosen Bender or enlightened path (you can only have one) For Sempai however they can choose an Open Path as their Primary, however once picked it cannot be





changed.

**Primary Path ranks cost 2 character points a rank.**

Characters can only choose Open Paths as secondary Paths. A Character can have as many secondary Paths they like and have points for.

**Secondary paths costs 3 character points a rank.**

### Power Points and Paths.

Some path abilities cost power points to use. That amount depending on the ability is a set amount or based on the rank of the ability used.

Set amounts apply to abilities that are usually passive or from the open path. Per rank abilities usually involve bending or enlightened abilities and say things like "1 power point per rank. So if you decide to uses your Rank Three Fire bending to do damage but holds back and use it at a rank 2 level you only spend it as if it was rank 2.

### Special training

Each Path has a set of abilities that dosen't fit into standard training. These special abilities are purchased separately and are only available if the character meets the abilities qualification.

### Career Path Descriptions.

Career Paths come in a variety of forms. However they all have the following format in common.

**Name:** Path ability name

**Path Rank:** Level of the Path. Ability

**Description:** Description and rules of the ability.

**Power Points:** How many power points it costs to use.

### Benders Paths



### Air Bending

Air bending is one of the four elemental bending arts, specifically, the aerokinetic ability to control and manipulate currents of air. The peaceful Air Nomads utilized this type of bending in their everyday lives.

Air is the element of freedom. The Air Nomads detached themselves from worldly problems and concerns; finding peace and freedom was the key to

solve their flaws in life. Airbenders continually sought for spiritual enlightenment, and, as a result, all children born into the Air Nomads were benders. The first airbenders learned their art from the flying bison.

The key to airbending is flexibility and finding and following the path of least resistance. Airbending is notable for being almost purely defensive, as well as the most dynamic of the four bending arts. Airbenders can overwhelm many opponents at once with large and powerful attacks that could prove fatal; however, due to the pacifist nature of the Air Nomads, such attacks are rarely used.

### Air bending Path ranks

Rank	Maneuvers
1	Breath Control
2	Air Manipulation
3	Enhanced Land movement
4	Ranged Manipulation
5	Ranged Stun
6	Personal Shield
7	Melee Damage
8	Elemental wall
9	Range Damage
10	Area Effect/Multi-target Damage



## Air bending Special abilities.

Ability	Qualification	Cost
Air Aang	Athletics Rank 2	1
Glide/Flight	Air Bender Rank 3	2
Quickness	Acrobatics rank 2	2
Silent Wind	Air Bender Rank 3	1
Sound Amplification	Air Bender Rank 4	3

### Breath Control

**Path Rank:** 1

**Description:** The character can control their own breath and air intake. The character can hold their breath up to 1 hour per Airbender rank. The character can also breath out a stream of air with the effect of a small breeze. This wind can kick up dust knock over extremely light objects (like paper) up to 10 feet away.

**Power Points:** 0

### Air Manipulation

**Path Rank:** 2

**Description:** The character can control the air up to 20 feet per rank of air bending. With it they can create winds up to 10mph per rank of the path rank. Air bending has many uses that allow the Airbender to move around air, create small vortexes or air burst that do no damage but has many other uses.

**Power Points:** 1 per rank

### Enhanced Land movement

**Path Rank:** 3

**Description:** The character use air to enhance their movement by 10 feet per rank in combat or 10mph out of combat. How they use the power is up to the character. It can be an increase in stride, traveling on air balls or air wheels.

**Power Points:** 1 per combat round or hour out of combat.

### Ranged Manipulation

**Path Rank:** 4

**Description:** This rank of the path allows the character to use air to lift up to 200lbs per rank up to 20 feet per rank of the ability. The Airbender can also be used to lift, throw or hold a target as an action. The Bender uses their Bending skill to attack vs. the targets reflex. The target can. The character can control the air up to 20 feet per rank of air bending. The target can try to break a hold with a Hard Body, or Athletics roll.

**Power Points:** 1 per rank

### Ranged Stun

**Path Rank:** 5

**Description:** The bender can use air to stun a target

either with a blast of air or by manipulating air in other ways. The range of the stun is 20feet per rank of the path and the target must make a Hard Body or lose their next attack and is -1 per rank of path to all rolls for D4 combat rounds or D4 minutes out of combat.

**Power Points:** 1 per rank

### Personal Shield

**Path Rank:** 6

**Description:** The character can create as an action a shield that provides 2 points of armor per rank of the path and adds +1 to reflex for dodge only per rank of the path. Personal shields are focused on one attacker and costs an action to switch to another attacker.

**Power Points:** 1 per combat round or hour out of combat.

### Melee Damage

**Path Rank:** 7

**Description:** The character can enhance melee and hand to hand attacks by +2 damage per rank of the path.

**Power Points:** 1 point per uses.

### Elemental wall

**Path Rank:** 8

**Description:** The character can create a wall of air that is like a personal shield only its 6feet wide and tall per rank of the path. All those protected by the wall gain the bonuses of personal shield.

**Power Points:** 2 per combat round or hour out of combat.

### Range Damage

**Path Rank:** 9

**Description:** The character can do 3 points of damage per rank of the path up to 20 feet per path rank away. Targets hit by ranged air damage can either make a Hard Body/Athletics roll o be knocked down and back 10feet or Make or will roll or be -1 to rolls for the remainder of the combat round.

**Power Points:** 2 per rank.

### Area Effect/Multi-target Damage

**Path Rank:** 10

**Description:** Air bender can choose to do half damage of their Range Damage to do damage to all targets within 10feet per rank of the path or strike 1 target per rank of the path. The multiple attack has standard Ranged damage range.

**Power Points:** +3 to Ranged damage rank.



## Air Bender Special Abilities

### Air Aang

**Description:** The character can use air to increase their vertical and horizontal leap up to +10 feet per rank of the path.

**Power Points:** 1 per use.

### Glide/Flight

**Description:** The character can use a glider to fly up to 20mph per rank of the path. This requires a glider or special robes. Without the special equipment they can create a pillar of air to lift them selves up into the air up to 20feet per rank of the path and hover.

**Power Points:** 1 per combat round or hour out of combat.

### Quickness

**Description:** The character is trained to be fast and get out of the way. Their natrual walk and running speed is double and they gain +1 to their reflex.

**Power Points:** 0

### Silent Wind

**Description:** The characters wind is silent and dosen't effect their stealth in use. In fact the character gains a free rank of Stealth.

**Power Points:** 0

### Sound Amplification

**Description:** The character can use air to amplify sound. They their voices can be heard hundreds of yards away. They can add increase damage by adding sonic damage to it. (+1 damage per rank and ignore a point of armor per rank the damage is added too). Sonics can also be added no damaging air attacks to make a target -1 to rolls to resist the effects of the non- damaging attacks like the Body and will rolls.

**Power Points:** +1 added to another path ranked ability.

### Earth Bending



Earthbending, one of the four elemental bending arts, is the geokinetic ability to manipulate earth and rock, in all their various forms. It is utilized by people of the Earth Kingdom. Earth is the element of substance, making earthbenders and their people diverse, strong, persistent, and enduring. The first earthbenders, Oma and Shu, learned the art from badgermoles.

The key to earthbending is utilizing neutral jing, which involves waiting and listening for the right moment to strike and, when that moment comes, acting decisively. In other words, earthbenders generally endure their enemies' attacks until the right opportunity to counterattack reveals itself, then strike with unyielding force.

### Earth Stance

## Earth bending Path ranks

Rank	Maneuvers
1	Earth Stance
2	Earth Manipulation
3	Earth Hold
4	Elemental Shield
5	Range Disorient
6	Enhanced Land Movement
7	Melee Damage
8	Range Damage
9	Area Effect/Multi-target Damage
10	Earth Structure

## Earth bending Special abilities.

Ability	Qualification	Cost
Armor Up	Earth Bending Rank 4	2
Metal Bending	Earth Bending Rank 5	2
Sand Bending	Earth Bending Rank 2	3
Stone Strength	Body of D6+1 of higher	3
Seismic sense	Earth Bending Rank 2	2

### Path Rank: 1

**Description:** The character has a strong connection to the earth. While both feet are on solid earth or stone they gain +1 (per path rank) to rolls to resist being moved, knocked down or lifted.

**Power Points:** 0



**Earth Manipulation****Path Rank:** 2

**Description:** The Earthbender can now bend the earth. They can bend a section of earth or stone 6feet tall and wide per path rank. They can change the shape of the earth, tunnel through the earth warp the earth and more. The range of the power is 10 feet per rank of the power and while the changes are cosmetic they earth bender can use it to do minor damage at range or up close. The damage done is 2 damage per rank of the path.

**Power Points:** 1 per rank used.

**Earth Hold****Path Rank:** 3

**Description:** The character can seal, or hold a targets body or limbs in earth. The maximum range of the power is 10 feet per rank of the path. If the target is hit by the ability they must make a Hard Body or Athletics roll (strength) to escape earth and Very hard to escape the stone holding them. Normally Earth hold just holds the feet and lower leg keeping the target rooted (Cannot move and -3 to Reflex to dodge) if used at Bending -2 it can hold the entire body immobilizing and preventing the is of all actions

**Power Points:** 1 Leg hold, 3 full body hold

**Elemental Shield****Path Rank:** 4

**Description:** The character as an action can raise earth or stone shields to block attacks. The shields raised do Provide 5 armor per path rank and have 10 life points (earth) and 15 life points (stone) respectively. The can be concentrated to protect the bender or as another action protect another target.

**Power Points:** 2 per use, Lasts for 1 minute or combat round or till destroyed or released.

**Range Disorient****Path Rank:** 5

**Description:** The bender can shake the earth under a target or cause it to move. The target of this power moves at half ground movement and is -1 per rank of this path to body based rolls. This ability lasts for 1 action in combat and 1 minute per use out of combat.

**Power Points:** 2

**Enhanced Land Movement****Path Rank:** 6

**Description:** The character can move earth and stone to increase their land movement 10ft per rank in combat and 10mph out of combat. They are also now immune to any negatives to rolls or increased difficulties caused by hazardous earth terrain.

**Power point,** 1 per combat round or hour out of combat.

**Melee Damage****Path Rank:** 7

**Description:** The character can sheath their limbs or weapons in earth or stone or control stone weapons to do more damage. This ability increases damage by +3 per rank per use.

**Power Points:** 1 per action.

**Range Damage****Path Rank:** 8

**Description:** The character can now toss stones and earth up to 20feet per doing up to 5 points of damage per rank. Up to 100lbs per rank of this path worth of stone may be tossed at a time.

**Power Points:** 2 points per use.

**Area Effect/Multi-target Damage****Path Rank:** 9

**Description:** The character can now halve their Damage. range damage to create attacks that are either 10feet wide per rank of the path or strikes up to 1 target per rank of the path (in range). They may also apply this to none damaging attacks.

**Power Points:** +3 points to the attack.

**Earth Structure****Path Rank:** 10

**Description:** Elemental shield can now be used to create larger structures 10feet wide and tall per path rank or multiple shields 1 extra shield per rank of the path.

**Power Points:** +2 points to the shield.

**Earth Bender Special Abilities****Armor Up**

**Description:** The character create armor around themselves from bendable. The armor moves with them and grants them +5 to melee and hand to hand damager. Allows them to lift up to a ton and provides 2 points of armor per path rank.

**Power Points:** 1 power point per combat round or minute out of combat.

**Metal Bending:**

**Description:** The character can now bend metal. Metal provides a +2 increase to armor, +2damage and -5 feet range when applied to earth bending powers. Metal bending works best against impure metals or unmixed metals. Pure metals like platinum and some silver and gold cannot be bent.

**Power Points:** +1 to path ability power point cost.

**Sand Bending**

**Description:** The character can now apply their bending to sand. Earth bending abilities when applied to sand are -2 armor and +5 feet range per rank. And bending also allows at the directors discretion the use







of some air bending like Manuvers. The maximum Airbender path ability that can be used is the characters Earth bending -3 ranks. So a Rank 5 sand bender can perform rank 2 air bender like abilities. Emulating air bending causes a -1 to bending rolls also.

**Power points:** +1 for normal, +2 to emulate air bending.

### Stone Strength

**Description:** The character is extremely strong and can lift 1 ton, gains +1 to Strength based Body die skill rolls and +3 to hand to hand and Melee damage. Their horizontal and vertical leap are also increased by 10feet.

**Power Points:** 0

### Seismic sense

**Description:** While standing on a bendable the character can see feel the vibrations of others within 10feet per rank of Earth bending. They can use those vibrations to gain +2 to reflex to dodge, see in the dark. Sense the stability of earth and even make a Bending roll vs. a targets will or Liar skill to detect lies.

**Power Points:** 1 per use of the ability.



### Fire Bending

It was revealed that firebenders learned firebending from the sacred dragons that had once populated their land. The first people to learn from the dragons were the Sun Warriors. In the remains of their once great civilization, Zuko and Aang discovered that firebending represents energy and life, not rage and anger as the modern Fire Nation would have its citizens believe.

Firebenders draw their power from the sun and other solar objects, such as comets. A solar eclipse has the potential to completely negate a

firebender's power, revealing a direct connection between the sun and firebending. Additionally, after defeating Katara at the rise of the sun, during the Siege of the North, Zuko stated that she rose with the moon, but he rose with the sun, further emphasizing and demonstrating the sun's importance to firebending. Firebenders are also said to draw power from volcanic energy and lightning, though this has never been seen.

### Inner Fire

## Fire bending Path ranks

Rank	Manuvers
1	Inner Fire
2	Fire Manipulation
3	Melee Damage
4	Ranged Damage
5	Stream Damage
6	Wide Damage
7	Explosive damage
8	Rapid Damage
9	Living Fire
10	Fire Shield

## Fire bending Special abilities.

Ability	Qualification	Cost
Breath of Fire	Fire Bending rank 4	3
Dancing Dragon	Fire Bending rank 3	3
Fire Scared	Fire Bending rank 2	3
Jet	Fire Bending rank 5	3
Lightning Bending	Fire Bending Rank 5	2

### Path Rank: 1

**Description:** The character has control of their body heat and metabolism. They can spend power points to replace the need to eat, sleep, breath or ignore cold based damage.

**Power Points:** 1 to ignore eating a meal, sleeping 4 hours, breathing 5 minutes or t ignore natrual cold based damage.

### Fire Manipulation

#### Path rank : 2

**Description:** The character can control the fire and heat up to 20 feet per rank of air bending. With it they can increase preexisting fire, stop fires. And increase or decrease heat and even carry flames in their hand without burning themselves. Fire Manipulation can do one 1 point of damage per path rank.

**Power Points:** 1 per rank







### Melee Damage

**Path Rank:** 3

**Description:** By manifesting small fire daggers or sheathing a hand or foot in flame the character can add +3 damage per path rank or do 10 points of damage with their fire daggers. Fire daggers cannot be thrown but do ignore 2 points of armor.

**Power Points:** 1 per use or 1 power point to manifest fire daggers for 1 combat round or 1 minute out of combat.

### Ranged Damage

**Path Rank:** 4

**Description:** The character can now shoot fire up to 20 feet per rank of the path doing 5 points of damage per path rank.

**Power Points:** 1 per rank used.

### Stream Damage

**Path Rank:** 5

**Description:** The fire damage can now be fired in a stream doing damage to a target plus everything in between.

**Power Points:** +2 to Path power point cost.

### Wide Damage

**Path Rank:** 6

**Description:** The can wide there attack to strike everything within 5 feet per rank of the path.

**Power Points:** +2 to Path power point cost.

### Explosive damage

**Path Rank:** 7

**Description:** The character can fire a range attack that on impact explodes doing 1/2 damage to everything within 5 feet per rank of the path. All targets in that radius not only take damage but must make a hard Body or Athletics roll not to be blown back 10 feet. They may also make a Hard acrobatics roll to avoid all damage from the explosion (this maneuver counts as an action).

**Power Points:** +3 to Path power point cost.

### Rapid Damage

**Path Rank:** 8

**Description:** Path abilities enhanced this way are -1 to reflex for dodge per 2 ranks of the path. Alternatively the character can use this ability to fire another attack doing half damage allowing for the two attacks with one action.

**Power Points:** +3 to Path power point cost.

### Living Fire

**Path Rank:** 9

**Description:** The fire attack keeps burning and attacking for 1 combat round. The attack can move up

to 20 feet and has 1 action a combat round and lasts for D4 combat rounds. Damage is the same as the original attack -5 per combat round after the original.

The Actions of the living fire is controlled by either the director of the character that starts it but can be controlled or extinguished by a character with fire manipulation.

**Power Points:** +5 to Path power point cost.

### Fire Shield:

**Path Rank:** 10

**Descriptions:** character can as an action use fire to block an incoming attack or attack an incoming projectile. The Fire shield has an armor of 3 per rank of Fire bending but does 5 points of damage per rank of fire bending to incoming projectiles. Melle of physical attacks against the shield cause the attacker to take 2 points of damage per fire bending rank of the defender.

**Power Points:** 1 per use.

### Fire Bending Special abilities

#### Breath of Fire

**Description:** The character can project range fire damage from their mouth instead of limbs. This damage. This attack does less damage (half) but has has twice the range and can hit everything within 10 feet of the original target. Because the fire comes from within it actually costs less power points.

**Power Points:** -1 to range path attack.

#### Dancing Dragon

**Description:** The character knows of the original fire bending katra and can use it to focus their power.

Those with this training do +2 damage, has +10 feet to range and spend -1 power points on Fire bending abilities. Keep in mind no bending ability that uses power points can ever cost less than 1 power point.

**Power Points:** 0

#### Fire Scared

**Description:** The character has been burnt by fire so much or in a traumatic way that they know how to ignore the pain of fire and get out of its way. The character has 5 points of armor against fire attacks and is +1 to reflex to dodge fire bending attacks.

**Power Points:** 0

#### Jet

**Description:** The character can create heated thrust from their hands and our feet allowing them to move quickly or even fly. On the ground they can move +50 feet in combat (this counts as an action) and at 30 mph out of combat. They can also fly, but because the flight is in a straight line they are -3 to reflex to





dodge while in flight. Flight grants them air speed equal to their enhanced ground speed and allows them to move upward 50 feet as an action in combat or to a maximum altitude of 1000 feet out of combat.

**Power Points:** 1 per Jet action in combat 2 per hour out of combat.

#### Lightning Bending:

**Description:** This ability allows a character to fire or redirect lightning.

**Shoot lightning:** The character fire lightning thatch does 5 points of damage per path rank at a target. Is -2 to reflex to dodge and causes a target that takes lightning damage to make a Hard Body roll or lose an attack and be -1 to roll for D4 combat rounds.

**Redirect Lightning.** Incoming lightning can be redirected at another target or straight up with a Bending skill vs. Bending skill roll. If the defender wins the lightning is redirected doing half damage (A bolt of lightning can only be redirected once) If the Defender loses they take the lightning damage +5 damage that cannot be reduced in any way.

**Power Points:** Shoot lightning : 5 Lightning Bending : 1



#### Water Bending

he people of the Water Tribe first learned waterbending by observing how the moon pushed and pulled the tides of the ocean. They then learned how to simulate the effect themselves As such, they have a strong spiritual connection to the Moon and its counterpart, the Ocean. In fact, waterbending is the only bending art to originate from spirits instead of animals, and any adverse effect on these spirits detrimentally affects waterbenders too.

Waterbending's strength is its great versatility. Rather than supporting a separate set of offensive methods, waterbending employs defensive techniques that can be transformed into attacks and counters - defense into offense. Instead of simply deflecting an

attack, waterbending's defensive maneuvers focus on control, achieved through turning an opponent's own strength against them, rather than directly harming the opponent.

#### Water Manipulation

#### Water bending Path ranks

Rank	Maneuvers
1	Water Manipulation
2	Lift water
3	Range Stun/Disorient
4	Water Ride/running
5	Melee Damage
6	Shield
7	Range Damage
8	Elemental wall
9	Water Tower
10	Area Effect/Multi-target Damage

#### Water bending Special abilities.

Ability	Qualification	Cost
Blood Bending	Water bending rank 10 and Pull Water	5
Healing	Water Bending Rank 4, Medicine Rank 3	3
Ice/Snow Bending	Water Bending rank 3	3
Plant Bending	Water Bending Rank 3	3
Pull Water	Water Bending Rank 5	3
Water Bubble	Water Bending Rank 2	1

#### Path Rank: 1

**Description:** The character can move, warp and control exiting water. They can control a 5 feet x 5 feet area of water per rank of the path. The range is 10 feet per rank of the path. The water bender can not directly do damage with the water but use it to distract or manipulate things on the water.

**Power points:** 1 point per rank used.

#### Lift water

##### Path Rank: 2

**Description:** Water bending can now be used to lift and move water through the air. The hovering water can be used as a basic whip like weapon doing 2 points of damage per rank. Of the path or to block providing 2 points of armor per rank of the path.

**Power points:** 2 points per combat round or minute of the water whip for attack or defense. +1 to Water Manipulation used with lift water.





### Range Stun/Disorient

**Path Rank:** 3

**Description:** Existing water can be used to disorient (cause a -1 to rolls per two ranks of Water bending) or stun (Loss of 1 action per 2 ranks of water bending). Stun of Disorient uses the bending skill against a targets Body or Athletics.

**Power points:** 1 point for disorient and 2 points for stun.

### Water Ride/running

**Path Rank:** 4

**Description:** Water bending can be used to increase water speed. Adds +30feet to swimming in combat and allows for 30mph of water travel out of combat.

Water running can be used to propel boats and rafts less than 10feet wide and long. When used by a person they can skim on top of the water almost running on it.

**Power points:** 2 points.

### Melee Damage

**Path Rank:** 5

**Description:** The character can use water to do melee damage. The water does 3 points of per rank and ignores a point of armor per rank.

**Power points:** 1 per rank used.

### Shield

**Path Rank:** 6

**Description:** This allows for the use of water bending as a shield with 2 armor per rank of Water bending. This shield is always on and active and lasts a set amount of time.

Water shield will protect vs. fire but if its struck by fire its destroyed and must be reformed.

**Power points:** 2 per combat round and minute out of combat.

### Range Damage

**Path Rank:** 7

**Description:** Water can be used as a range weapon doing Water does 3 per rank of the path at 20 feet per rank of the path.

When range water damage is done the character must deiced to either ignore 2 points of armor or make a target make a hard body/athletics roll or be knocked down and back D10 feet.

**Power points:** 1 point per rank used.

### Elemental wall

**Path Rank :** 8

**Description:** This path ability allows the target to use water shield as a protective wall 5 feet wide and

tall per rank of the path. All behind the wall are protected. If the wall takes more than 5 damage per the path it collapses

**Power points:** +3 to shield power points.

### Water Tower

**Path Rank:** 9

**Description:** The character can use water to perform a tower of water they can stand on and even move on. The Water can be as high 10 feet per rank of the path and move slowly at a 40feet per combat round or 5 miles per hour out of combat.

Water Tower can also be used to lift and throw a target weighing up to 100lbs per rank. Characters on the tower are also +2 to reflex to dodge as they move about on it.

**Power points:** 1 per combat round and 1 minute out of combat.

### Area Effect/Multi-target Damage

**Path Rank:** 10

**Description:** The character can choose to do half damage and do damage in a 10 feet wide and tall area per rank of the path or do damage to 1 target per rank of the path.

Wide damage (wave) also does damage between everything between it and the main target. Those hit by the multi attack must make a Easy Body or Athletics damage of be knocked down.

**Power points:** +3 to the path ability.

### Special Water bending Abilities

#### Blood Bending

**Description:** During a full moon at night the character can control the blood inside a target. The Target of this ability can make a Hard Will or Body/ Athletics roll. If they fail one of the following abilities can be used against them.

Damage: 1 point of damage per rank of the path that cannot be resisted in any way.

Control: The actions and movement of a target can be controlled. The target can perform normal, non-path ability action.

Hold: The target is held in place and loses an action.

Toss: The target is tossed into the air up to 50feet.

**Power points:** 2 points per use.

#### Healing

**Description:** The character use water to heal a target. Healing with water takes a minute per uses and heals 2 life points per path rank.

Those healed by water benders are also +1 to Biody based rolls to resist damage poison and disease up to





24 hours after being healed.

**Power Points:** 2 points per use.

#### Ice/Snow Bending

**Description:** The character can convert water to ice or snow and apply water bending path abilities to ice and snow.

Snow adds +2 to bending damage to none damaging attacks while ice adds +2 damage per rank and +2 armor per rank to relevant water bending attacks.

**Power Points:** +1 to path ability to snow +2 to path ability for ice.

#### Plant Bending

**Description:** The character can bend water in plants granting them control over them.

Plants can be manipulated up to 10 feet per path rank and made to move, grab and even attack.

Plant bending can do damage up to 3 points per rank of the path or 2 points of armor per rank of the path depending on what the bender is doing and the directors discretion.

**Power Points:** 2 points per use.

#### Pull Water

**Description:** water benders tend to need water to bend this allows them to pull water from the environment (within reason) Up to a pint of water can be pulled from the air and twice as much pulled from

plants.

**Power Points:** 1 points per use.

#### Water Bubble

**Description:** The character can give to themselves a water bubble around their head. The bubble grants 2 minutes of breathable air per rank of the path.

**Power Points:** 1 points per use.





## Enlightened Paths

### Chi Blocker:

Chi blocking is utilized by hitting pressure points with "quick jabs" and "punches", and must be done rapidly, often giving little time for the recipient to react. Ty Lee hit those pressure points with relatively light jabs using her fingers and knuckles. Apparently, even people wearing strong, but not necessarily heavy, armor are not spared from its effects. It seems she could use any of her fingers, such as when she disabled Katara with her thumb. Ty Lee could also use her feet to disable others' chi flow with a swing of her foot. She used this method to fend off the boys who cornered her in Chan's house.[]



Although a very useful method of fighting, chi blocking is most effective against an opponent not expecting such a light blow to be so devastating. It is less effective against someone who either knows chi blocking or who has battled a chi blocker in the past. An example of this was seen when Katara successfully dodged Ty Lee's attempts to block her chi after having already faced Ty Lee in an earlier battle. Additionally, chi blocking cannot work against an opponent wearing specialized armor like that of the Metalbending Police Force.

### Chi Blocker Path ranks

Rank	Maneuvers
1	Basic Training
2	Center Chi
3	Quick Strike
4	Stagger strike
5	Paralyzing Strike
6	Basic Chi Shrike
7	Crippling Strike
8	Weaken Strike
9	Double Strike.
10	Dim Mok

### Chi Blocker Special abilities.

Ability	Qualification	Cost
Acupressure	Chi Blocker Rank 3, Medicine Rank 3	2
Chi Assault	Chi Blocker Rank 5	2
Chi Sense	Chi Blocker Rank 2	2
Chi Weapon	Chi Blocker Rank 4	2

#### Basic Training

##### Path Rank: 1

**Description:** All Chi-Blockers go through a basic training where they learn to connect to their personal energy and body in a way few can. Basic Training Grants 2 Ranks of Fighting Martial Arts and two ranks of Focus. The character also has +1 Life and power point.

**Power Points:** 0

#### Center Chi

##### Path rank: 2

**Description:** the character can spend a power point to center their while centered in combat they are +1 to all rolls have a point of armor, do +1 damage and gain +10 feet to normal ground speed and jumping.

Out of combat they gain +2 to all rolls and gain back +1 life points. Centering Chi can only be done once in one hour period.

**Power Point:** 2 points per combat round or minute after combat.

#### Quick Strike

##### Path rank: 3

**Description:** The characters Hand to hand attacks become +1 to hit per two ranks of Chi Blocker. So fast are the attacks they also do one extra point of damage per rank of Chi Blocker.

**Power Points:** 1 point per use

#### Stagger strike

##### Path rank: 4

**Description:** The target of this attack takes half damage and their -1 to their next roll per rank or they loses their next attack. (attackers choice)

**Power Points:** 1 point for -1 to their roll 2 points for lost attack.

#### Paralyzing Strike

##### Path rank: 5

**Description:** This strike is aimed at the Arms or legs. When that limb is struck the target takes half damage from the attack but the aimed limb is useless for 1 minute per rank of the path. Directs should subtract from rolls and movement based on the target aimed for with the loss two of the same kind of limb render-





ing attacks or movement with that body part useless.  
**Power Point:** 2 points.

#### Basic Chi Shrike

**Path rank:** 6

**Description:** Benders struck by this attack take half damage and lose the ability to bend for the remainder of a combat round or minute out of combat.

**Power Points:** 2 per use.

#### Crippling Strike

**Path rank:** 7

**Description:** This attack counts as a standard martial arts punch of kick doing full damage. The Target must make Hard Body/Athletics, Focus or Power roll if they take damage. If they failed they are Crippled and is -2 to all rolls and at half movement for 1 per rank of the path.

**Power Points:** 1 point for -1 to their roll 2 points for lost attack.

#### Weaken Strike

**Path rank:** 8

**Description:** target of this attack take half damage and their Body die drops by one type (a D6 will become a D4). They also take 1 extra point of damage from any further attacks during the abilities 1 minute per rank of the path duration.

**Power Points:** 2 Points per use.

#### Double Strike.

**Path rank:** 9

**Description:** Character can strike up to two targets within range with the same Chi Blocker attack

**Power Points:** +2 to the Path ability

#### Dim Mak

**Path rank:** 9

**Description:** This attack does no damage instead the targets must make hard Body/Athletics or Focus roll or die. If the attack fails the attacker takes 10 points of damage they cannot resist in any way.

**Power Points:** 5

### Chi Blocker Special Abilities

#### Acupressure

**Description:** The character can use their understanding of Chi to heal. Restoring 2 health points per rank in Chi Blocker or grant +1 to rolls to resist poison in disease per rank of Chi Blocker.

This ability takes 1 Minute per life point healed.

**Power Points :** 2

#### Chi Assault

**Description:** When added to a Cho blocking attack

this ability causes the target to be knocked down or knocked back 5 feet per rank of Chi Blocker

**Power Points:** +1 Knock down, +2 knock back.

#### Chi Sense

**Description:** The character can see a targets chi allowing them to deserve a targets health, bending ability and power level.

If active in combat it allows the target to ignore up to 4 points of worn armor in a Chick Blocker attack.

**Power Points** 2 for 1 combat round, 1 per 1 minute out of combat.

#### Chi Weapon

**Description:** The character can use Chi Blocking through melee weapons. The weapon used does +2 damage due to the energy its charged with.

**Power Points** 0

### Guru

Gurus are teachers and students of the spiritual world and the energy that connects it to the physical world. Guru are belive in balance and peace more than anything else and about violence and conflict of all kind.

Gurus train as monks and cast off worldly wants and needs for the greater good and spiritual enlightenment. In fact part of a monks training involves reaching various levels of enlightenment and by removing the want and need of the flesh and the mind.

Guru characters like many of their kind are wandering the earth and using their abilities to find and helping those in need and helping the Avatar bring balance to both the physical and spiritual world.

### Guru Path ranks

Rank	Manuvers
1	Monk Training
2	Denial of the flesh
3	Denial of the heart
4	Spirit Sight
5	Denial of the mind
6	Spirit healing
7	Spirit Travel
8	Exorcise
9	Perfection
10	Enlightenment





## Guru Special abilities.

Ability	Qualification	Cost
Chant	Guru rank 3, singing rank 3	2
Limber	Athletics Rank 4	2
Unseen	Guru rank 5	3

### Monk Training

#### Path rank: 1

**Description:** The Guru training as a monk establishes their peace and balance world view as well as starts them down the road to true enlightenment. Guru gain as part of they training +1 to their will Die, 2 ranks of Focus, 2 rank of Athletics and 2 ranks of spiritualism.

**Power Points:** 0

### Denial of the flesh

#### Path rank: 2

**Description:** The character has denied the ways of the body and can exist on very little food and water needing only a small bowl of rice (or its equivalent) and a cup of water a week. They gain +1 per rank of the path to resist poison and disease and need only an hour of meditation a day instead of sleep.

**Power Points:** 0

### Denial of the heart

#### Path rank: 3

**Description:** The Guru does what is right and deny their own needs, wants and even pain. The Guru is +1 per rank of the path to resist rolls to control their thoughts. They also gain 1 point of armor per rank of the path as they learn to deny pain.

**Power Points:** 0

### Spirit Sight

#### Path rank: 4

**Description:** Guru can now see spirits with no effort. They can also communicate and talk to them. A Guru can interact with spirits they see and even see the spiritual connection in non spirits.

Guru can make a senses roll to not only detect spirits hiding in a radius of 10 feet per rank of the Guru path but detect any creature with a spirit.

**Power Points:** 0 for sight, 1 per use to detect spirits.

### Denial of the mind

#### Path rank: 5

**Description:** Guru denies the pitiful senses and concepts of the physical world and can do things few can. When this ability is active they gain +1 per rank of the path to any roll or give another target -1 per rank of the path to their roll. If such a situation causes another to come to harm the Guru loses their

Guru ability for one hour.

**Power Points:** 3 per use

### Spirit healing

#### Path rank: 6

**Description:** The Guru can help realign the energy in a person curing them of harmful chi and spiritual effects. The Guru just needs to touch a target to rid them of the effects of Cho blocking or the powers of spirits if the spirit's rank is less than the Guru's path rank)

**Power Points:** 2

### Spirit Travel

#### Path rank: 7

**Description:** The Guru may enter the spirit world leaving their physical body behind. In the spirit world they have access to their Guru abilities but if they die in the spirit world they die in the real world.

Gurus in the spirit world can fly at 50mph and can return to their point of entry to the spirit or their body at will.

**Power Points:** 1 per hour.

### Exorcise

#### Path rank: 8

**Description:** The Guru can make a spirit leave a person or area with a test of will vs. will. If the Guru wins the spirit returns to the spirit world for a minimum of 1 day per rank of the Guru. If the spirit is possessing a person it's -5 to all rolls against that person from that moment on.

Exorcism takes time, in fact the more powerful the spirit the longer the exorcism. On average an exorcism takes 5 minutes per rank of the spirit.

**Power Points:** 3

### Perfection

#### Path rank: 9

The body of the Guru is now in want of nothing. He or she need not eat, drink or sleep. They gain a +1 to their Body die, 5 points of armor and heals one life point an hour.

**Power Points:** 0

### Enlightenment

#### Path rank: 9

The Guru knows the truth, distance and times are illusions. The Guru ages as they will now growing older or not at all. They also gain an extra attack and can touch a person and see the lines of connection between him or her and those they care about. The Guru can also make a hard Focus roll to see a targets must famous or infamous past deeds or find a target anywhere in the world.



**Power Points:** 2 to detect past, see connections or find target.

### Guru Special Abilities

#### Chant

**Description:** The Guru may chant out loud and do nothing but chant. While chanting the character enters a Meditative state. All who here the chant are – 2 to violent and harmful rolls and +1 to positive and good rolls.

Those using the focus skill around the chanter gains +2 to the focus skill roll. The Guru cannot move or act beyond chanting and in fact cannot even have their eyes open.

**Power Points:** 2 per minute.

#### Limber

**Description:** The Guru is body is extremely flexible. They can fold themselves up into a “ball” 1/3 their body size, they gain +3 to rolls to escape holds and binds and can go limp on impact to halve falling damage.

**Power Points:** 2 per minute.

#### Unseen

**Description:** The guru can make themselves unnoticed. They are not invisible but rather not noticed. Those attempting to notice the Guru must make a hard will roll.

While going unseen the guru can do nothing else other than walk at normal speed.

**Power Points:** 2 per minute.

### Oni Path

The Oni are often called Mindbenders. Their ability comes from psychic powers that are increased through rigorous and painful training that many thing harms the mind as much as it helps them.

Oni are taken away from their families once they are proven to have the gift. Where they are taken to is Unknown even to the Oni. Once their minds are wiped cleaned and they are rebuilt as perfect emotionalist psychic warriors.

Oni are trained to be relentless and unstoppable and are sought out by those in need of their services for that reason. In fact most Oni make a living as assassins and mercenaries for hire.

Once they are done with training. Training, which ironically they don't remember beyond what they learned as once they are done with basic training their minds are wiped again of all knowledge of their former masters and home.

In fact all they have of that time is the third eye tattoo on their forehead marking them as an outsider master of the mind.

### Oni Path ranks

Rank	Maneuvers
1	Conditioning
2	Telepathy
3	Telekinetic Movement
4	Telekinetic attack
5	Telekinetic Shield
6	Telepathic Stagger
7	Telekinetic wave
8	Telepathy assault
9	Telekinetic Crunch
10	Telekinetic explosion

### Oni Special abilities.

Ability	Qualification	Cost
Scar of Blindness	Negative: Blind	2
Scar of Faceless	Negative: Featureless face.	2
Scar of Voiceless	Negative: Mute.	1

#### Conditioning

**Path rank:** 1

**Description:** The Oni are conditioned to be power emotionless and tough psychics. They gain +1 to Willpower, +2 life points and +2 power points. They also gain 3 points of armor.

**Power points:** 0

#### Telepathy

**Path rank:** 1

**Description:** The Oni can read the mind of a target they can see within 100 yards. They can read surface thoughts only. The Oni makes a will + path rank vs. the targets willpower. If they win they can read the surface thoughts of the person and gains +2 to hit and dodge the targets attack.

**Power points:** 1 point for a combat round or minute out of combat.





### Telekinetic Movement

**Path rank:** 3

**Description:** The character can move up to 100lbs per rank of the Oni. Their maximum distance is 20 feet per rank of the path.

Telekinetic movement can be used to hold/lift a target. The Oni uses Will Die + Oni path rank vs. the targets reflex. Those held can escape with a Hard Body/Athletics roll. Telekinetic movement can also be used to augment the Oni's jump by 5 feet per rank of the path.

**Power points:** 1 for lift, 2 for hold and throw and 11 for jump.

### Telekinetic attack

**Path rank:** 4

**Description:** The oni can fire a blast from their third eye tattoo that does 5 points of damage per Oni path rank. The range is 20 feet per rank of the path. To hit the character uses their Will die + Oni path rank vs. the targets reflex.

**Power points:** 2 points per use.

### Telekinetic Shield

**Path rank:** 5

**Description:** The character can as an action block an incoming attack with their mind. The block negates all physical damage or half damage.

**Power points:** 1 for half damage, 3 for all damage.

### Telepathic Stagger

**Path rank:** 6

**Description:** Instead using telepathy to read a mind they use it to attack the targets mind leaving them disoriented and -1 per path rank to their next roll and -2 to all rolls for the following 1 minutes per path rank.

**Power points:** +2 to Telepathy Power point cost.

### Telekinetic wave

**Path rank:** 7

**Description:** Telekinetic assault now strikes everything within 10 feet of the original target.

**Power points:** +3 to Telekinetic assault power points.

### Telepathy assault

**Path rank:** 8

**Description:** Telepathic stagger can now strike 1 person per rank of the character's Oni path as long as that target is seen and in range.

**Power points:** +3 to Telepathic stagger power points.

### Telekinetic Crunch

**Path rank:** 9

**Description:** A target in a telekinetic hold can now be crushed as an action. The target takes a point of

damage per rank of the oni path. This damage cannot be lessened in any way.

**Power points:** 2 points.

### Telekinetic explosion

**Path rank:** 10

**Description:** The telekinetic Assault can be augmented so the range is doubled and on impact all targets within 20 feet of the target are tossed up and away 5 feet per rank of the Oni Path unless they make a Hard Athletics or Body roll.

Those thrown on impact take another 5 points of damage.

**Power points:** +6 to Telekinetic assault power points.

### Oni Special abilities.

#### Scar of Blindness

**Description:** The Character's eyes have been removed or scared close. They cannot see normally but can see with a psychic sight that allows them to view others mental image. The character is immune to darkness and any impediments of physical sight up to the abilities 50 foot range.

**Power points:** 0

#### Scar of Faceless

**Description:** The character has had their facial feature removed or burnt off. The character can use their mind to alter their face to resemble anyone they have touched.

**Power points:** 1 power point per hour

#### Scar of Voiceless

**Description:** The character's tongue has been removed. They can use their minds to talk to others telepathically to any willing party in 50 feet.

**Power points:** 0

### Seer Path

The past present and future are open to the seer. Seers can not only read the signs of possible future to sense future outcomes and more.

Seers tend to be self trained or mentored by another seer in how to use their powers. How a Seer use their power varies but most take on the role of fortune tellers in towns and cities.

Other Seers however use the powers to become proficient warriors and even thieves. Such Seers are looked down on as most Fortune tell-





ers sees their power as a gift that should be used to help others and not harm.

## Seer Path ranks

Rank	Maneuvers
1	Clear sight
2	See True
3	Danger Sense
4	Clairvoyance
5	Knowledge
6	Psychometry
7	Know Past
8	Know Future
9	Know Secret
10	Grand Knowing

## Seer Special abilities.

Ability	Qualification	Cost
Charlatan	Acting rank 3	2
Combat Seer	Seer rank 3	4
Seer Blocking	Seer rank 4	2

### Clear sight

**Path rank:** 1

**Description:** The character has learned to focus their powers to allow them to see beyond their own bodies. The Character gains +1 to reflex and +1 to their senses die. The character is also +1 to hit in combat.

**Power points:** 0

### See True

**Path rank:** 2

**Description:** The character can see the true forms and nature of a person. The Seer can make a Will die + Seer rank roll vs. a targets liar skill or social roll to determine if the target is lying or telling the truth.

**Power points:** 1 per use.

### Danger Sense

**Path rank:** 3

**Description:** When this power is active the target is + 1 per rank of the path to detect ambushes and + 1 per two ranks of the path to reflex for the powers duration.

**Power points:** 2 per combat round or minute out of combat.

### Clairvoyance

**Path rank:** 4

**Description:** The Seer can project their senses to an area up to 1 mile away per Seer rank. While projecting they cannot move or perform any other actions.

The time it takes to view an area is 1 minute per mile. While using this ability the seer may look

around and cannot be sensed normally but can be sensed spiritually and by children and animals.

**Power points:** 1 per minute of Clairvoyance

### Knowledge

**Path rank:** 5

**Description:** The character can touch a living target and learn one well known fact about the target they do not know. The knowledge isn't anything hidden or is seen by the target as important. The result is up to the Director but should be prevalent to the current situation.

**Power points:** 1 per use.

### Psychometry

**Path rank:** 6

**Description:** The target can touch an object and learn its basic history. Who made it, who used it and any important events it was involved in.

**Power points:** 1 per use.

### Know Past

**Path rank:** 7

**Description:** The character can use their power to see something relevant in the past of a target. How much and how far back they can see is up to the director as well as to exactly what is seen.

**Power points:** 2 per use.

### Know Future

**Path rank:** 8

**Description:** The character can use their power to see something relevant in the future of a target. How much and how far forward they can see is up to the director as well as to exactly what is seen.

**Power points:** 3 per use.

### Know Secret

**Path rank:** 9

**Description:** The character can gains access to a secret of character they are touching. The secret is up to the Director but it should be relevant to the situation.

**Power points:** 2 per use.

### Grand Knowing

**Path rank:** 10

**Description:** The character can apply their Seer abilities to an area the character is in up to 10 miles. The information gained can be secret places, past or future disasters. The Director decides on the information given.

**Power points:** +2 to relevant seer ability.



## Seer Special abilities.

### Charlatan

**Description:** The character is great at selling their abilities and power. They gain +1 to social rolls when dealing with those who's they have used their powers on openly and +1 to rolls to trick or swindle others.

**Power points:** 0

### Combat Seer

**Description:** The character uses their seer ability to predict their opponents movements and weaknesses in combat. The character gains +1 to hit, reflex per 2 ranks of Seer. They also ignore 2 points of on a target.

This Ability can only be aimed at a specific target and costs an action to activate.

**Power points:** 2 per target.

### Seer Blocking

**Description:** The character -1 per rank of seer to be detected by other Seers or abilities that detect others at range.

**Power points:** 0

## Open Paths

### Archer Path

The archer has trained most of their lives to turn the bow into a weapon to be feared.

A skilled archer can thread a needle at range and rain doom on their foes in a manner that would be the envy of most fire benders..

### Archer Path ranks

Rank	Maneuvers
1	Hawk's Eye
2	Stunning Strike
3	Peerless Strike
4	Double Shot
5	Trick Shot.

### Archer Special abilities.

Ability	Qualification	Cost
Zen Archery	Focus Skill rank 3	2



### Hawk's eye

**Path rank:** 1

**Description:** Being a Archer takes a variety of training and good equipment. All Archer gain 1 Free Rank of Fighting Range. The character must choose to specialize in either Long bow or crossbow. They also gain +1 to senses rolls for sight based situations only and the range on their bows and cross bows are increased by half. Archer can also load and reload without spending an action in combat.

**Power Points:** 0

### Stunning Shot

**Path rank:** 2

**Description:** The Archer can hit a target causing it to make a Hard Body roll (-1 to the roll for each level of the attacking character's Archer skill). If the target fails they not only take damage but lose an action and is -2 to all rolls for the combat round.

**Power Points:** 1

### Peerless Shot

**Path rank:** 3

**Description:** The Archer can through increase concentration have a better chance of hitting a target. For every -1 to their Reflex they take in a combat round they gain +1 to hit or damage with their arrow. So A character with a reflex of 12 can lower it to 11 for +1 to hit. They can lower it to 10 for another +1 to hit or damage. They can only lower their reflex by -3 this way. A Peerless shot always does a minimum of 1 point of damage no matter the targets armor.

**Power Points:** 1





### Double Shot

**Path Rank:** 4

**Description:** The Archer can fire two arrows at once as a single action. The Character makes a single roll for both arrows. They may choose to shoot at one target or two targets no more that 20 Feet from each other. Depending on a targets Reflex the double shot fired at two targets may hit one, both or no targets.

**Power Points:** 2

### Trick Shot

**Path Rank:** 5

**Description:** The Archers's greatest ability is to make the arrow do what arrows normally can't Trick Shot allows a Archer to try hit any target in range no matter where the target is. The target could be behind a barrier, a corner or in a magic. The arrow will find a way. The Target must be in range and the Archer must know the target is there. The shot has no modifiers.

**Power Points:** 3

## Archery Special Skills

### Zen Archery

**Description:** The Zen Archery uses a sixth senses to help uses their bow. The Zen Archer can shoot normally while blinded or blinded folded and spend Power Points damage spirits normally

**Power Points:** 1 to damage a spirit.

### Assassin Path

The Assassin uses small bladed weapons to toss and stab in combat. For the Assassin the object of combat is never to capture bit to kill as quick and as quietly as possible.

Assassins tend to hide their small blades on them to added to the surprise factor and this giving them an advantage in combat.

## Assassin Path ranks

Rank	Manuvers
1	Chink
2	Cripple Cut
3	Bloody Cut
4	Quick Cut
5	Deadly Cut

## Assassin Special abilities.

Ability	Qualification	Cost
Cat fall	Acrobatics rank 3	2
Prison Skill	Hearbalism rank 3	3
Silent	Stealth rank 3	1

### Chink

**Path Rank:** 1

**Description:** The Assassin instinctively finds a weak point in a targets armor or even skin. The Assassin ignores a point of armor per rank of Black Blade.

**Power Points:** 1

### Cripple Cut

**Path Rank:** 2

The character cuts a target not to kill but to slow it down and make it a far less effective fighter. If the Cripple cut does damage the target at half movement and -1 (Per Assassin level) to all Body based rolls.

**Power Points:** 2

### Bloody Cut

**Path Rank:** 3

The Assassin hits a target to cause it to bleed. The target takes +1 Damage and takes half damage at the beginning of the next combat round. So If the Bloody cut does 8 Damage on the main strike at the start of the next combat round the character bleeds for 4.

**Power Points:** 3

### Quick Cut

**Path Points:** 4

The character strikes so fast and with such precision t the target must make a hard Senses roll to feel or even see the attack. The Quick cut does not bleed and all Medicine rolls to heal it are at -1 per rank of Black Blade. The Quick cut can be done as a follow up to a standard combat action only and dosen't count as an action

**Power Points :** 4

### Deadly Cut

**Path Rank:** 5

This attack hits the perfect spot and does double damage. The target must make a Hard Body roll or be instantly killed. Targets that do not have a standard humanoid shape , who are already dead (undead) and who has the Deadly Cut skill is immune to this ability.

**Power Points:** 5





## Assassin Special abilities

### Cat Fall

**Description:** Character takes half damage from falls.

**Power Points:** 1 per use

### Poison Skill

**Description:** This skill makes the character an expert at poison. The Character can concoct poisons. Recognize Poisons and create antidotes. The skills starting rank is the characters current Assassin rank. And is Mind based.

**Power Points:** 0

### Silent

**Description:** The character makes no sound as long as they are not moving. This ability also grants the character 2 free ranks in stealth.

**Power Points:** 0

## Hunter Path

The Hunter's title says it all. They live and breath the trapping, capture and sometimes killing of their chosen quarry. Hunters are more at home like all scouts in the wild but a few have learned to use their skill in the civilized world.

### Hunter Artist Path ranks

Rank	Manuvers
1	Seeker
2	Quick trap
3	Off Guard
4	Brush Beat
5	Clean Strike

### Hunter Special abilities.

Ability	Qualification	Cost
Animal Empathy	Social Die of D6 or higher	1
Trap Sense	Hunter rank 3	2

### Seeker

**Path Rank:** 1

**Description:** The Hunter is trained first to find dis-patch their quarry quickly and quietly. The Character starts the game with ifree rank of stealth and craft (Specializing in Traps). They gain Hunter can choose a target in combat and gain +1 hit, damage and if need by track. Hunters also start the game with Pet worth 5 Wealth.

**Power Points:** 0

### Quick Trap

**Path Rank:** 2

**Description:** The Hunter can set a snare or Light injury trap in the wild as an action in combat or in one minute out of combat. This trap is made from local fauna and bits of rope. Wire and metal. The Hunter makes a Craft (Traps) rolls. The Roll they make is the roll the person crossing the trap needs to make to disarm it (Mind), notice it (Senses) or free themselves from it (Body). The Snare makes the target unable to move the light damage does 3 points of damage and renders the target -1 to rolls for a combat round. The Star must describe to the Director the nature of their character's trap to discern any potential other bonus or vulnerabilities of the trap.

**Power Points:** 1

### Off Guard

**Path Rank:** 3

**Description:** If the Hunter can surprise a target (Stealth Skill vs. Stealth Skill or Senses) they catch the target off guard and gains +3 to reflex to determine who goes first and on the first attack ignores all non-magical armor and protection on a attack. Magical armor/protection. counts as half on this attack. The Off Guard target is also -2 to rolls against the hunter for a combat round or minute out of combat.

**Power Points:** 1

### Brush Beat

**Path Rank:** 4

The Hunter know just how to draw their target out into the open in the wild. The Hunter makes a Mind Roll vs. the Targets will roll. If the hunter win the target within D4 Minutes out of combat or on the targets next combat action. When in the open the target is -3 to Reflex to dodge and the Hunter is an extra +1 to rolls against the target.

**Power Points:** 1

### Clean Strike

**Path Rank:** 5

The Hunter strikes quick and clean doing massive damage to their target. The Hunter must choose the target can only do this after being in combat with the target for up 1 round.

**Power Points:** 3

## Hunter Special Abilities

### Animal Empathy

**Description:** The character understands animals body language and sounds so well they can communicate with them.

**Power Points:** 0



#### Trap Sense

**Description:** All rolls to surprise or ambush the character are at -2. The character gains +1 to rolls to detect traps.

**Power Points:** 0

### Martial Artist Path

The Martial artist has honed their body into a weapon. They need no weapon or magic to do perform miracles or turn the tide of battle all they need are their fists and feet.

#### Martial Artist Path ranks

Rank	Manuvers
1	Way of the fist
2	Way of Stone
3	Way of Air
4	Way of Water
5	Way of Fire

#### Martial Artist Special abilities.

Ability	Qualification	Cost
Way of Chi 1	Martial Artist rank 3, Focus 3	2
Way of Chi 2	Way of Chi 1	2

#### Way of the Fist

**Path Level:** 1

**Description:** The young Martial artist goes through years of training to become what they are. The Martial Artist have 1 free rank of hard and soft Martial arts skill and Athletics. The Martial artist can make a Hard Athletics roll to double their vertical and horizontal. The Martial artist does +2 Damage with their Martial Arts attack.

**Power Points :** 0

#### Way of Stone

**Path Level:** 1

The Way of the Stone is about strength and toughness. The Martial Artist ignores 3 points of all damage for a combat round and a point of armor per rank of Martial Artist.

**Power Points:** 1 per combat round or minute out of combat.

#### Way of Air

**Path Level :** 2

**Description:** The Way of Air teaches control breathing and awareness. The Martial artist gains +2 to their Reflex for a combat round and may Make a Martial Arts roll against incoming ranged attacks to either cat the attack or catch and return the attack (-2 to roll).

**Power Points:** 1

#### Way of Water

**Path Level:** 3

**Description:** The way of water is one of adaptively and relentlessness. The Martial Artist gains the ability to parry weapons with their hands at +2 to martial artist roll, on a successful roll they take no damage from the parried weapon for a round of combat The Character also gains +reflex to dodge.

**Power Points:** 2

#### Way of Fire

**Path Level:** 5

**Description:** The Path of fire is one of focused damage . The Martial Artist can spend 1 Power point to add +2 damage to any attack. Up to 3 Power points can be spent like this. Those hit by the path of Fire attack must make a Hard Body roll or be knocked down (Roll 1-2 on D4) or Knocked back (Roll 3-4 on a D4).

**Power Points:** 1

### Martial Artist special abilities

#### Way of Chi 1

**Description:** The Character has trained in the ways of martial arts and the use of their life force to achieve the first level of perfection. The Character Running and jumping is doubled and they can exist on half the food and water of a normal person. The character can also exist on 4 hours of meditation instead of 8 hours of sleep.

**Power Points:** 0

#### Way of Chi 2

The Character has married body and soul into a near perfect form. Gain +1 to their Body Die Body Die +1), +2 to Life points and +2 Power Points.

**Power Points:** 0

### Mechanist Path

Mills, Windmills gears and steam are the legacy of the Mechanist. Through hard work and imagination the Mechanist can produce awe-some machines and gadgets that to most is almost like magic

#### Mechanist Artist Path ranks

Rank	Manuvers
1	Equipped
2	Figure Workings
3	Break It.
4	Improve
5	Inovation



## Mechanist Special abilities.

Ability	Qualification	Cost
Eureka	Mind of D6+1 or higher	2

### Equipped

**Path rank:** 1

**Description:** 1 rank of build /repair and craft for free. The Mechanist can use whatever is available lying around to work on and repair a device. They can cobble together tools from sticks, stones, jewelry you name it.

**Power Points:** 0

### Figure Workings

**Path rank:** 2

**Description:** The Mechanist can figure out instantly how a pre existing device works and gains +2 to build and repair and craft rolls when coping persisting equipment.

**Power Points:** 1 to figure out workings.

### Break It

**Path Rank:** 3

**Description:** The character can instantly figure out how to break a machine and make or make it malfunction in a particular way (at Directors Discretion). All they need is a tool and an easy Build/Repair roll to do so. In combat this costs an action out of combat the exact time is up to the director.

The Broken device is -2 to repair or jury rig once broken and loses 1 life point per rank of the Mechanist path. The device also takes twice as long to repair.

**Power Points:** 2

### Improve

**Path rank:** 4

**Description:** The character can improve a device or weapon making it more efficient in some way. Weapons and armor can be granted +1 to damage, to hit or armor per rank of the mechanist while other devices improvement is based on the stars needs and the directors judgment.

Improvements require an easy Build Repair roll and D4 minutes out of combat.

**Power Points:** 2

### Emulation

**Path rank:** 5

**Description:** The character can build devices that can emulate special powers like bending and Chi Blocking. To build such a device takes a Very hard Build Repair roll. And ten days per rank of the ability. Equipment cost is doubled for a normal device of its

time.

The Director should make building such a device hard and a quest on to itself.

**Power Points:** 3 per rank of the ability

## Mechanist Special Abilities

### Eureka

**Description:** The character can concentrate on a problem (-2 to reflex) and gain a bonus to solving the problem. This ability applies to mind based skill rolls only and lowers the difficulty type of the skill by one.

**Power Points:** 2

## Scholar Path

The scholar is a learned individual who seeks out information and understanding like a thief seeks out gold. For the scholar knowledge is the only true power in the world.

## Scholar Path ranks

Rank	Maneuvers
1	Education
2	Instructor
3	Find Weakness
4	Sage advice
5	Educate

## Scholar Special abilities.

Ability	Qualification	Cost
Mathematician	Scholar rank 3	2
Physician	Scholar rank 3 and Medicine rank 3	2
Sensei	Scholar rank 3	2

### Education

**Path Rank:** 1

**Description:** The scholar is well educated and gains 5 free skill ranks to purchase or enhance mind based skills. The Scholar's Basic skill can be used as a default skill roll instead of the skills attribute by spending a 2 power points.

**Power Points:** 2 for Basic skill use.

### Instructor

**Path Rank:** 3

**Description:** The Scholar can instruct and advice a character using a Non-Body or Power attribute based skill and grant them a bonus. The Scholar gives them the benefit of their knowledge as an action. The target character then gains +2 to the skill they are being instructed on. The Scholar can also spend 5



Adventure points to grant another character a new rank in any Non body or Power Attribute skill.

### Weakness Detection

**Path Rank:** 3

**Description:** The character can look at a person , creature or structure and make a hard investigate roll. If they succeed they ignore half that targets armor on their next attack. They may also choose to instead of using that bonus call out the weak spot to a friend and give them that bonus. No matter the situation this ability still causes an action to use.

**Power Points:** 2

### Sage Advice

**Path Rank:** 4

**Description:** Sage advice allows the character to give a target a profound piece of personal information or life lesson. The target of this ability is inspired so much they gain +1 to all rolls for 1 hour .

**Power Points:** 2 for two hours.

### Educate

**Path Rank** 5

The character gains the ability to uses Instructor and sage advice on multiple targets at once. They must spend power points for each target and the bonus goes up to +3. The character also can gains 5 mundane skill points.

**Power Points:** 0

## Scholar Special Abilities

### Mathematician

**Description:** The character can literally use mathematics to help figure out the possible results of action. The Character makes a Basics Roll in Combat as an action to gain +1 to hit and +1 to reflex for the combat round. They also gain +2 to basic rolls for mathematics based rolls.

**Power Points:** 0

### Physician

**Description:** The character is an expert at medicine and gains +2 to their medicine skill and all healing done by medicine is doubled and takes half the time.

**Power Points:** 0

### Sensei

**Description:** The character can use their skill abilities to enhance Body based skills. They also gain +2 to life Points.

**Power Points:** 0

## Tactician Path

The tactician is a trained soldier who specializes in leading troops and groups. For the tactician war and combat is a game of skill as well as swords and bending.

### Tactician Path ranks

Rank	Manuvers
1	Tour of Duty
2	Tactical retreat
3	Flank
4	Battle Cry
5	Route

### Scholar Special abilities.

Ability	Qualification	Cost
Bender's Bane	Tactician rank 3	2
Charge	Tactician rank 3	2
Rally	Tactician rank 3	2

### Tour of Duty

**Path Level:** 1

**Description:** Being an Tactician means being trained in the by some military to lead. That type of training grants the character several advantages. The Character gains one Free Rank of Fighting Melee and Athletics for free.. The Tactician know how to recognize their foes and can make a Hard Tactics roll to figure out the primary path of a target. The Tactician may use a Counter Tactics roll to negate the tactics advantage of a non-Tactician. This is a Tactics Roll equal to or Higher than the non-Tacticians roll.

**Power Points:** 0

### Tactical Retreat

**Path Level:** 2

**Description:** Knowing how and when to run has saved may a unit and allowed them to fight another day. The Tactician makes a Hard Tactics Roll, if he succeeds him and his allies movement is doubled is doubled as long as they are retreating. They also gain +2 to reflex to dodge if they are retreating.

**Power Points:** 1

### Flank

**Path Level:** 3

The Tactician orders his unit to attack a target from two sides and Makes a hard Tactics toll. If he succeeds all involved in the Flank gains +2 to Hit and +2 to Damage. The Target /Targets is at -2 Reflex.

**Power Points:** 2



**Battle Cry****Path Level:** 4

**Description:** The Officer lets lose a battle cry to start a charge or Rally their troops and discourage their foes. The Officer grants to himself and his troops the following abilities: One Life point is healed, +1 Resist Magic, +1 Reflex, +2 Damage. The Attacking Units (up to 10) movement is halved and they are -1 to hit and damage. Battle Cry counts as a combat action.

**Power Points:** 3**Rout****Path Level:** 5

**Description:** The Officer knows how to finish a battle quickly if him and his unit have the advantage. If The Officer and his unit has vanquished half of their foes or reduced a sing foe to half their life he can position his troops in for the kill. This Takes a Very Hard Tactics roll but if successful every members of the units next attack does +5 damage and +3 to hit or perform Path abilities or spells. The Targets protection/armor is halved. Only One Route can be performed a combat scene and if the Route fails to vanquish the foe/ foes that combat round the next combat round the officer and their unit is open to attack with -2 reflex and -2 to hit.

**Power Points:** 4**Tactician Special abilities****Bender's Bane**

**Description:** The character understands how to fight benders. When this ability is activated for the remainder of the combat the Tactician and his troops gain +1 to all rolls against benders and 2 points of armor against bender attacks.

**Power Points:** 3 per combat.**Charge**

**Description:** The Tactician and his troops must do nothing but ruin as their first action in combat. If they all do this they gain +20 feet to running, 2 armor and +2 to hit and damage on their next attack.

**Power Points:** 3**Rally**

**Description:** When the chips are down the character can inspire their troops. If the Tactician and all his or her troops are down to half life points or less the Tactician as an action can rally those within 50feet of him. Those rallied gain +2 life back, 2 points of armor till the end of combat and +1 to all combat rolls and +2 willpower.

**Power Points:** 2**Thief Path**

The thief is good at stealing and not being caught they are at there best when something or someone needs to be grabbed with as little fanfare as possible.

**Thief Path ranks**

Rank	Manuvers
1	Scale
2	Artful Dodger
3	Find Mark
4	Thief Sense
5	Big Score

**Thief Special abilities.**

Ability	Qualification	Cost
Cat fall	Acrobatics rank 3	2
Palming	Thief rank 3	2
Silent	Stealth rank 3	2
Slight of hand	Thief Rank 3	2

**Scale****Path Rank:** 1

**Description:** The Thief gain no minuses to reflex or movement when climbing a surface. In fact they get their full walk Movement when climbing. They are also +2 to rolls dealing with climbing pulleys or repelling.

**Power Point:** 0**Artful Dodger****Path Rank:** 2

**Description:** The thief is great at evading and if any a situation where they are cornered or being chased the thief gains +4 to reflex to avoid being hit.

**Power Points:** 1**Find Mark****Path Rank:** 3

**Description:** The Thief can look at a target and know by body language, appearance and an almost psychic sense know if that person is carrying anything of worth. They can also use these item on buildings and containers. The ability takes an easy Senses and if successful that target for the next 24 hours is -2 to rolls to resist being a victim of thief by the thief.

**Power Points:** 2**Thief Sense****Path Rank:** 4

**Description:** For up to an hour after this ability is activated the character can sense a trap or ambush about to be sprung. They don't know any specifics but





If the trap is within 20 feet the power activates granting the thief +1 per rank of Thief to Reflex to avoid the trap the first action of an ambush and +1 to rolls to disarm or find the trap.

Power Points: 3

### Big Score

**Path Rank:** 5

**Description:** The Thief gains +1 to all their carrier bonus skills. Also if the power points for this power is spent the wealth of an item stolen by the thief increases by D4.

**Power Points:** 4

### Thief Special Abilities

#### Cat Fall

**Description:** Character takes half damage from falls.

**Power Points:** 1 per use

#### Palming

**Description:** Anything the thief hides on them that is palm size or smaller is hard to find. The item is -4 to all rolls to find. The Thief can also pull forth and use any palm size or smaller non combat/non-magic item without using an action

**Power Points:** 0

#### Silent

**Description:** The character makes no sound as long as they are not moving.

**Power Points:** 0

#### Slight of hand

**Description:** The character's greatest ability is their manual dexterity. Slight of hand allows a thief to steal in near plan sight making noticing the thief actions pertaining to their hands and stealing difficult (-2). The Thief also gains +1 to all rolls involving manual dexterity.

**Power Point:** 1 per use

**Power Points:** 0

### Troubadour Path

Troubadour is a performer who truly understand the power of his/her craft. Troubadours link music to emotion and uses it to manipulate others for good or ill.

The Troubadour however is more than a performer they are a traveler and tend to get along with everyone they meet making them perfect spies and agents for those in powers.

### Troubadour Path ranks

Rank	Manuvers
1	Training
2	Calming Song
3	Rousing Song
4	Glib Tongue
5	Mimic

### Troubadour Special abilities.

Ability	Qualification	Cost
Comedian	Comedy Rank 3	2
Egot	Acting, Instrument, sing and comedy rank 3	3
Duel	Troubadour rank 3	3
Performance		
Improve	Troubadour rank 3	2

#### Training

**Path Rank:** 1

**Description:** The Troubadour gains the following skills for free. at rank 1: Instrument, Singing and Current Events. If the skill is already present then the character gains a +1 rank in the skill instead of a free skill. Troubadours may also spend power points to add +1 to rolls for these skills. That bonus can never exceed +2.

**Power Points:** 1 (when enhancing a roll)

#### Calming Song

**Path Rank:** 2

**Description:** The character can through music, song or both induce a state of lethargic calm in a target. The character is very relaxed and sleepy. The Troubadour makes Instrument or Singing roll against the target's willpower. If they succeed the target is -1 to all rolls per their rank of Troubadour. For a combat round or for as long as the song plays out of combat (Maximum 3 minutes). The calmed person also has a hard time getting upset and those with the Temper trait cannot access it.

**Power Points:** 1 per target.

#### Rousing Song

**Path Rank:** 3

**Description:** The Rousing song perks a target up and instantly makes them feel powerful and capable. The Target gains +2 to all their rolls and +1 to Reflex and Resist magic. For a combat round or for as long as the song is played out of combat (Maximum 3 minutes)

**Power Points:** 2 per target.







### Glib Tongue

**Path Rank:** 4

**Description:** The Troubadour's liar roll not only gets a bonus of +2 but if the target believes the lie they are -1 per rank of Troubadour to resist the character's other lies social rolls for 24 hours. This ability can only be used on a target once a day.

**Power Points:** 1

### Mimic

**Path Rank:** 5

**Description:** The Troubadour can make a hard Acting roll to perfect mimic a person's voice or a sound. They must have heard that voice before and studied it for a few minutes. But once they have they can try to imitate it at will

The character can also imitate the accent and mannerism of a particular culture or social class without flaw with the same acting roll so well they -5 to be revealed as a fraud.

**Power Points:** 2

### Troubadour Special abilities.

#### Comedian

**Description:** The character is extremely funny and knows how to use humor. They may use any Troubadour ability with their comedy skill. They also gain a free rank of the Comedy skill and because they are often seen as the fool If they do something in combat they gain +1 to hit and dodge for the remainder of the combat.

**Power Points:** 0

#### Egot

**Description:** The Character is considered an all around performer and has some fame for their ability. Their Wealth goes up by 1 point and they gain +1 to all social rolls among civilized people. The character also spends -1 power points of Performer path abilities. This amount can never be reduced to less than unless the ability costs are points to begin with.

**Path Points:** 0

#### Dueling Performance

**Description:** The Character can oppose a Troubadour ability or Social roll with the same skill used to activate that ability. They do this by doing a dueling performance at the same time, heckling a joke or upstaging. If the characters dueling role is higher the Path ability they are opposing stops or never goes off.

In order to stop a Path ability the character must have the ability (Imitation will not work here)

**Path Points:** The same amount used by the opposing

ability and 1 point for skills.

### Improve

**Description:** The Character is good of coming up with performances on the spot and playing off other performances. The Character gains takes no minuses for performance no matter the environment or situation unless magic or another Path ability is involved.

**Path Points:** 0

### Warrior Path

The Warrior lives and breathes battle. The understand how to not only fight but how to fight and take of advantage of a foes weakness.

The Warriors greatest possessions are their weapons. To them it's more than just a tool but a part of them.

### Warrior Path ranks

Rank	Maneuvers
1	Man At Arms
2	Stance
3	Guard
4	Heavy Strike
5	Circle Strike

### Warrior Special abilities.

Ability	Qualification	Cost
Weapon Specialist 1	Fighting Melee Specialization, Warrior Rank 2	2
Weapon Specialist 2	Weapon Specialist 2	3

#### Man at Arms

**Path Level:** 1

**Description:** The Warrior learns how to use melee weapons early in life. This grants them not only great prowess on the battle field but other abilities. The Warrior gains a free rank of Fighting Melee and Athletics. They also gain +2 Life points and do +2 damage with Melee weapons. Warriors also ignore one -1 minus of any sort for wearing armor.

**Power Points:** 0

#### Stance

**Path Level:** 2

**Description:** How to stand in combat is one of the first things a soldier learns. This training grants them







+2 to rolls to Parry and +1 To Reflex in combat if they are not moving. They also gain another +1 to Damage with Melle weapons moving or not.

**Power Points:** 0

### Guard

**Path Level:** 3

**Description:** Guarding is all about being aware, taking hits and retaliation. If a character is in guard mode they are +2 to all senses rolls. They are also +2 to Reflex if surprised or avoiding a surprised attack. The first attack of a guard if surprised or surprised attacked is at +2 to hit and damage.

**Power Points:** 1 point per combat round or hour out of combat.

### Heavy Strike

**Path Level:** 4

**Description:** The Heavy strike is an all out attack by a Warrior that does a lot of damage but leaves them open. The Heavy Strike ls +2 to Hit and +5 to damage but for the remainder of the combat round the Warrior Reflex is at -3. Multiple Heavy Attacks after the first 1 lowers the character Reflex by -1 and negates a point of armor for the remaining combat round.

**Power Points:** 2

### Circle Strike

**Path Level:** 5

**Description:** The Circle Attack allows the warrior to attack all targets in melee range around him as a single action The Circle attack does +1 damage.

**Power Points:** 3

## Warrior Special Ability

### Weapon Specialist 1

**Description:** The Weapon: Specialist chooses one weapon as the true focus of their skill. With this weapon they can perform great feats. Each Specialist type gains abilities specific to that weapon.

**Common Specialist ability:** +1 to damage. Weapon can be thrown 20feet.

- **Basher: Knock Down:** The target struck makes a Hard Body/Athletics roll or is knocked down.
- **Chopper: Armor Taker:** Each Successful attack destroys a point of armor
- **Slicer: Wide Attack:** Can make a wide attack hitting to targets no more than three feet from each other as an attack.
- **Stabber: Nickel and dime:** Next Attack does +1 damage, target -1 to hit next attack.
- **Tangler: To the Blood:** If the Tangler rounds,

next combat round the target takes 1 point of damage .

- **Thrower: Bounce:** The Thrown weapon hits and bounces free half of the distance back to the thrower.

**Power Points:** 1 per use.

### Weapon Specialist 2

**Description:** Weapon specialist can unleash devastating attacks thanks to their training

**Common Specialist ability:** Weapon can parry bending attacks and incoming range and thrown attacks.. The weapon takes half damage.

- **Basher: Brain:** The target is -3 to all rolls and -1 to Mind Die till they are fully healed.
- **Chopper: Remove:** If the target takes more than 5 points of damage in a single attack , the target makes a Hard body roll or loses a limb of the attackers choice.
- **Slicer: Gut:** Target cannot be stabilized until they are fully healed.
- **Stabber: Bore:** The would deals the same amount of damage next combat round.
- **Tangler: Choke:** Target makes a Hard Body roll or loses their next attack. Target is also held by the attack.
- **Thrower: Eye:** Target that takes damage loses the ability to see out of one eye. Until fully healed. If they are not fully healed in a day they lose the eye.

- **Power Points:** 3 per use.







### Equipment and Wealth.

Characters gain many rewards through adventuring but few are as tangible as wealth. Wealth is more than points you spend on items it's a characters financial freedom in a world where financial freedom is rare. If you consider a peasant struggles and rarely achieves a wealth of 1 while the great Lords of the land may have a wealth of 20 or higher.

### Wealth vs. Savings.

Characters have two attributes to represent their financial freedom. Wealth, which is how many points they get from family, investment and occupation each week to buy the things they want and need. Wealth is pretty stable but can go up by doing a job for someone in power or with a lot of money, finding a big treasure or by finding a good investment. Wealth can also go down by angering the wrong person, bad investments, debts and more.

The Director can use Wealth as a reward and most likely if the characters do their job slaying monsters, leading caravans and fighting off raiders and helping nobles they will get wealthy and their Wealth will go up.

Savings is a transit attribute because once you send it its gone. Characters start the game with a savings based on their starting wealth. They must spend this during character creation because once the game starts its gone.

### Starting Savings

Everyone starts the game with Savings they can spend based on starting Wealth

Wealth	Starting savings
1	5
2	10
3	20
4	30
5	40
6	50

### Wealth in Lifestyle.

Starting the game with no savings isn't as bad as it sounds. Yes you can't buy a new sword but then again you should have brought one with your savings if you wanted one. But you can survive.

Instead of having characters pay for everything all the time small trivial purchases such as food and clothing and shelter are covered by your wealth. The wealthier you are the better your lifestyle in the civilized world. In the Wyld however wealth means nothing.

### Wealth 0-1

- What you own: You own what you can carry on you and your steed.
- What you eat: You eat whatever you can find in the wild or cast offs on the street,
- What you drink: Water and occasional home made spirits.
- Clothing: A poor set of threadbare clothing.
- Where you live: On the street or in the wild.

### Wealth 2

- What you own: Maybe a rustic hut or a hovel in a city.
- What you eat: You eat basic meals of bread, gruel, cheap meats ( chicken or sweet meats) and the occasional fruit.
- What you drink: Water , cheap home made spirits watered bear and mead.
- Clothing: A Single set of well kept common clothing.
- Where you live: The family home or in a flop hop use on the road (If you can find one)

### Wealth 3-4

- What you own: A small house or apartment in a town or city in the workers side of town. You may also own part of a small business.
- What you eat: Average food like roasted pig,



sausages, bread, some fruits and vegetables three times a day if you like.

- What you drink: Water, Beer, Mead, the occasional goblet of wine or fruit juice.
- Clothing: Several sets of average clothing a set of good clothing that might allow you to pass as Servent at a nobles banquet.
- Where you live: Your Home or Apartment. On the Road a average Tavern or Inn.

#### Wealth 5

- What you own: Your own small villa or home in the city on the good side of town and maybe a simple servent.
- What you eat: Good Food if its available including desserts like pies and cakes.
- What you drink: Whatever you like.
- Clothing: You own several sets of good clothing and one set of noble clothing for social occasions.
- Where you live: In your small villa or on an estate with your family.

#### Wealth 6-7

- What you own: Your own medium sized villa or home in the good side of town. Two or three simple servents.
- What you eat: Just about anything you want if available.
- What you drink: Whatever you like.
- Clothing: You own fine clothing and a few sets of noble clothing.
- Where you live: In your home or in your own home on the family estate.

#### Wealth 8-9

- What you own: Your own medium sized villa or home in two cities in the good side of town. Half dozen servents
- What you eat: Just about anything you want if available.
- What you drink: Whatever you like.
- Clothing: All your clothing is fine and you own some noble clothing and even royal clothing.
- Where you live: In your home or in your own home on the families large estate.

#### Wealth 10

- What you own: Your own small estate with a few hundred surrounding acres of land and a dozen servents/
- What you eat: Just about anything you want if

available.

- What you drink: Whatever you like.
- Clothing: All your clothing is fine and you own some noble clothing and even royal clothing.
- Where you live: In your home or in your own home on the family very large estate or small family castle.

### Adventurer Supplies

Adventures are a diverse people but regardless of calling of they all have a sets of common equipment they use.

#### Basic goods

Basic goods are simple supplies characters can buy. Most are simply made and very cheap. They include the following but a director may approve others for the list;

Backpack (empty)	Bedroll	Bell
Belt Pouches (3)	Blank Book	Blanket
Block and tackle	Bottle, wine, glass	Bucket (
Burning Oil	Candle	Canvas
Case, map or scroll	Chain (10 ft.)	Chalk,
Compass	Crowbar	Fishhook
Fishing net,	Flask (empty)	Flint and steel
Grappling hook	Ink (1 oz. vial)	Ink brush
Ladder, 10-foot	Lamp, Candle	Lamp, Oil
Lock	Lock Pick Tools	Manacles
Mirror, small steel	Mug/Tankard, clay	Miner-pick
Pitcher, clay	Piton	Pole
Pot or Pan, iron	Pouch	Rations
Ream of Paper	Rope, (50 ft.)	Sewing Pack
Sharpening stone	Shoulder Bag	Signet ring
Simple Animal Trap	Soap (per lb.)	Spade
Spyglass	Tent	Torch
Vials (7 small Vials)	Water Skin	Workman's Hammer

**Cost:** 1 each. 2 if its superior in construction.

#### Advance Goods

##### Instrument

##### A Musical Instrument

##### Craft Difficulty: Hard

**Abilities:** A Musical Instrument. The Fine version grants +1 to instrument rolls.

**Cost:** 2 each. 1 if its superior in construction.

##### Kit.

There are many types of kits and when purchased the type must be decided and cannot be changed.)

Kits grant a +1 to a related skill roll based on type .

Kits also grant bonuses based on type.

**Types include:**



Art: Enough for 3 wealth in artistic works.  
Criminal: This kit is hard to find -1 to rolls to find kit.  
Disguise: Enough for three disguises.  
Mechanist: Enough for 3 wealth in trinkets.  
Medical: +1 to life points healed.  
Directors should feel free to come up with other kits as needed

**Cost:** 5

## Armor

Armor is a set of clothing or a device like a shield worn that protects the person wearing it from being hurt. Armor provides protection for not only warriors but others who feel the need to "Get dirty in combat"

**Name:** The name and material if the armor

**Description:** Description of the armor

**Armor:** Armor points of the armor.

**Life point bonus:** Bonus to life points while wearing the armor.

**Reflex Minus:** a characters reflex while wearing the armor.

**Skill Minus:** Minus to skills, or roll types while wearing the armor

## Cloth

The cheapest type of armor is made of pads and treated/woven cloth.

**Armor:** 2

**Life point bonus:** 0

**Reflex Minus:** 0

**Skill Minus:** -0

**Cost:** 5

## Iron Armor

Iron Armor is commonly used by professional soldiers. Iron armor is bulky and heavy but really good at protecting the wearer.

**Armor:** 5

**Life point bonus:** +5

**Reflex Minus:** -3

**Skill Minus:** -3 to agility, movement and bending skill rolls.

**Cost:** 12

## Leather Armor

This light armor is made from hardened and soft leather. Leather armor is not only cheap but it's not as obvious as other armors when in Mundane society.

**Armor:** 5

**Life point bonus:** +2

**Reflex Minus:** -1

**Skill Minus:** -1 to agility, movement and bending skill rolls.

**Abilities:** None

**Cost:** 7

## Armor accessories

These accessories add or subtract to the efficiency of the armor as well as the cost.

## Chain

Only useable by Iron armor, instead of being an ornate suit of plate the armor is made of links of metal chain.

**Abilities:** -All minuses are one less. Example: a -3 will be a -2

**Cost:** -2 to Armor Cost

## Custom Armor

The Armor is extremely good looking and specially fitted to the owner.

**Abilities:** The Reflex minus is 1 less and the suit provides +3 armor.

**Cost:** 5

## Vest

The Armor is no longer a full suit but rather a protective vest that covers the torso.

**Abilities:** The Reflex minus is 1 less and the suit provides +2 armor.

**Cost:** 0 to cost:

## Used

The armor is used and some what ill fitting.

**Abilities:** It has an extra -1 to reflex state and -1 Armor

**Cost:** -2 to the total armor Cost

## Clothing

While wealth covers basic life style clothing some characters might wish specialized clothing or clothing above or below their life style.

## Basic Clothing

This is non magical Clothing and includes a basic outfit top or bottom and common accessories (Like a cloak or cape)

Clothing Type	Description	Cost
Cold	Clothing for cold Environments	2
Common	Clothing worn by Commoners	2
Good	Fine Commoners Clothing	3
Nobles	Beautiful Nobles Clothing	5
Poor	Threadbare clothing	1

## Advanced Clothing

## Airbender robe

These robes are designed with flowing sleeves to help in air bending flight.

**Cost:** 3

## Concealment Robes:



THE LAST AIRBENDER

These robes or Tunic has hidden pockets, in sleeves

and perfect for throwing blades or thieves supply and booty. Anyone searching the robes are -2 to find the hidden items.

**Cost:** 2

### Pets and Steeds

Characters can purchase common pets and steeds. These animals obey basic commands but skill rolls may be needed to force them to do life threatening or complex actions.

Animal type: there are many types of animals in the world of Avatar the last Airbender. Too many to really list. Characters wanting a pet or steed instead by the type they want and then assign the animal hybrid type.

For Example: A small flying pet can be a Flying Lemur (Lemur Bat) or a Bird Snake.

#### Pets

##### Small running pet

**Cost:** 2

##### Small Hunter Pet

**Cost:** 3

##### Small Flying pet

**Cost:** 4

##### Medium running Pet

**Cost:** 5

##### Medium Flying Pet

**Cost:** 7

##### Medium Hunting Pet

**Cost:** 7

##### Amphibious steed

Maximum Running: 30mph

Maximum Swimming: 30mph

**Cost:** 12

##### Running teed

Maximum Running: 40mph

**Cost:** 10

##### Flying Steed

Maximum Flying: 50mph

**Cost:** 15

Steed Accessories: Accessories for riding animals

#### Standard Saddle

This is a standard saddle that perfectly fit the steed. Comes with 2 saddle bags.

**Cost:** 2

#### Racer Saddle

The Racer Saddle is much smaller than the standard saddle. It is designed to help the steed reach max speed. The steed wearing this maximum speed +10mph and sprint is increased +10mph. Comes with 1 saddle bag.

**Cost:** 4

#### Pet/Steed Upgrades

Some Hybrid steeds and pets have special abilities. The list below are augmentations that can be purchased for the creatures.

**Aquatic:** The Creature can breath underwater and swim at 20mph.

**Cost:** 2

**Armored:** The Creature has 3 points of armor

**Cost:** 5

**Breath Fire:** The Creature can breath fire doing 5 points of damage up to 20 feet.

**Cost:** 6

#### Fast Healer

This ability allows the creature to heal really quickly, gaining all its Life points back within an hour.

**Cost:** 3

#### Giant steed

The steed can carry up to 4 people with no problem

**Cost:** 10

**Mimic:** The animal can imitate the sound of any animal

**Cost:** 2

**Nightvision:** The owner can see in the dark as well as they do in day. Range 10ft from Pet.

**Cost:** 2

**Sharp:** The Creature Claws do + 2 points of Damage with teeth and claws

**Cost:** 5

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## Weapons

Not everyone can bend or blow people up with their mind. In fact most people can't. For them there are weapons. From swords to whips there are weapons out there for everyone.

### Weapon Damage

Determining the base damage of a weapon maybe the hardest thing a player has to do for a character as it takes numbers from several parts of character generation into account.

Base Damage: This is the damage you do based on your strength (Body Die)

Dice	Damage
D2	1
D4	2
D6	4
D8	6
D10	8
D12	10

\* +1 to an attribute adds +1 to the base damage so a D6+1 Body does 3 Damage.

### Skill Damage

Every 3 ranks in a Fighting skill increases damage by +1. So If Your Fighting Melee skill is Body Die Type +6 all you Melee weapons do another 2 points of damage.

### Paths

Different career paths grant a bonus to damage. The Solider path and the Warrior Specialist grant bonus' as well as Criminal.

### Weapon Damage

Weapon damage is how much damage the weapon adds to a characters damage. Bigger weapons do more damage.

There are many types of weapons in Avatar the last Airbender. Dozens of types of swords, throwing weapons and more. To help expedite things weapons are divided into types and can be customized to emulate different designs and types.

### Name Weapon

Range: Is it melee (Hand to hand) or ranged (shoots something at range)

Damage: The Damage the weapon does. If it has a "+" by it its added into the users normal hand to hand damage.

Life points: The Life points of the Weapon when its directly attacked

Cost: How much the weapons costs.

### Basher (Mace, club or Hammer)

The Basher are big weapons designed to reduce things (and people) into crumbled messes

**Range:** Melee (Hand to Hand)

**Damage:** +5 (Ignores a Point of worn armor)

Life points: 10

**Cost:** 6

### Bows (Bow or Cross bow)

The bow is a weapon that fires another object at great speed and range using material strength and string.

Bow material is limited to Iron Wood and Moon Metal.

**Range:** 150feet

**Damage:** 8

**Life points:** 5

**Cost:** 6 (Bows need arrows and 20 arrows cost 1 wealth point)

### Chopper (Ax)

Choppers are big weapons that chop into things doing greats amount of damage.

**Range:** Melee (Hand to Hand)

**Damage:** +6

**Life points:** 6

**Cost:** 6

### Slicer (Swords)

The most common of weapons it can be anything from a sword, to a rapier to a katana.

**Range:** Melee (Hand to Hand)

**Damage:** +4

**Life points:** 5

**Cost:** 5

### Stabber (Daggers and spears)

The Stabber comes in many sizes and shapes but has one thing in common, the speed in which it does damage.

**Range:** Melee (Hand to Hand)

**Damage:** +2 (A characters reflex is +1 to determine when they do their action if they use a Stabber)

**Life points:** 4

**Cost:** 4

### Tangler

The Tangler is a long chain or a whip that can strike or grab a target at range.

**Range:** 10feet

**Damage:** +1. If the user wishes they can use the tangler to grab a targets limb or an item. This is done with a Fighting Melee roll -3. Is considered to be made of leather unless another material is purchased.



Life Points: 3  
Cost: 2

#### Throwers (Throwing weapons)

These small weapons use muscle power to hit a target at range.

**Range:** Range is determined by Body rank (D2=10 feet, D4=15 feet, D6=20feet, D8=25feet, D10=30feet)

**Damage:** +2 (A characters reflex is +1 to determine when they do their action if they use a Stabber)

Life points: 3

**Cost:** 1

#### Weapon Customization

Weapons can be augmented to build the desired device.. For example Sokka Boomerang is a Thrower with Return, Extended range and Increased damage. A weapon can have no more than three customizations.

#### Airbender staff

The Airbender when added to a basher this weapon becomes an Airbender staff . The staff can turn into a glider and add +1omph to the airbenders flight and +1 to Flying roll.

**Cost:** 4

#### Custom

The weapon is custom made by a master of the craft.

The weapon gains +1 to hit +2 damage and +5 life points

**Cost:** 8

#### Extended range

The bow or throwers range is doubled.

**Cost:** +4

#### Increased Damage:

The weapons damage is increased by +2

**Cost:** +4

#### Return

The Thrown weapon is designed to return either by pulling a tether or aerodynamic construction.

**Cost:** +4

#### Swift

Slices, Stabbers and Tangles augmented with this are +2 to hit

**Cost:** +4

#### Thrower

A non Thrower or bow can now be thrown

**Cost:** 3

#### Tripper

The non-bow weapon will now trip a target it does damage too causing them to fall.

**Cost:** 4







THE WORLD OF  
降世神通  
**AVATAR**  
THE LAST AIRBENDER

Character Name	_____		
Age: Teen	Tribe/Nation: _____		
Character Points: 30	_____		
Wealth: _____	Weekly Wealth: _____		

Attributes			
BODY		MIND	
SENSES		WILL	D6
			Power

Life Points		Reflex	
Actions		Armor	
Power Points		Resist Magic	
Resist Psi		Adventure Points	

Skills			
Skill	Rank	Skill	Rank
Basics			
		Starting Skill Points	

Paths			
Path/Rank	Notes	Path/Rank	Notes

Combat Manuvers			
Manuvers	Notes	Manuvers	Notes



Calling Type: \_\_\_\_\_

- Calling Abilities.

Traits	
Personality	
Name	Bonus
Talent/Heritage	
Negatives	

Equipment	
Weapon	
Type	
Damage	
Bonus	
Notes	
Weapon	
Type	
Damage	
Bonus	
Notes	
Armor	
Type	
Armor	
Notes	
Other	

