



降世神通
AVATAR
THE LAST AIRBENDER



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Welcome to Avatar: the Last Airbender

Avatar: the Last Airbender is a total conversion of the Avatar world to the Savage Worlds Pen & Paper RPG ruleset. Savage Worlds is a highly modular set of RPG rules that is easy to adapt to whatever setting fans can come up with. This particular document combines core rules, fan made splats and my own ideas to create a rich world based on the Avatar series.

This write-up is designed with as little hard and fast rules as possible to allow for freeform roleplaying throughout the past and present of the 4 Nations. It's a setting full of strife, conflict and triumph of the human spirit. Based loosely on Chinese mythology with a steampunk bent, the world of Avatar is rich with its own history, technology and magical wonder. Whether your game is set during the rise of the Fire Nation, the early age when the power of Bending was only just being unlocked or the modern Era with big cities and a Bender-driven industrial revolution, the possibilities are endless.

Timeline

The people of the 5 Nations use two calendars. The first consist of dates before and after the time of the Hundred Year War, which started with the arrival of Sozin's Comet. Before this event dates count up from zero BSC. After this event they count up from ASC. The second calendar is that of the 16 Eras and the Chinese Zodiac of 12 animals. These are only listed below when their presents is important.

Unknown to 1BSC - Era before the First Avatar (Ri Wu)

- People begin to bend the energy within themselves, known to them as 'Spirit Bending.'
- The twin spirits of the Moon assume mortal forms as Koi Fish, one black, one silver.
- Wan Shi Tong, spirit of knowledge, brings his great library to the Mortal Realm.
- The Air Nomads learn Air Bending from Flying Bison.
- The Sun Warriors learn Fire Bending from dragons
- Oma and her son Shu learn Earth Bending by observing Badgermoles.
- The Water Tribes learn Water Bending by observing the moon and ocean tides.

9830 BSC – Year of the Tiger

- Wan, the first Avatar, is born to the world, 10'000 years before the Avatar Korra when the people of the world lived on the backs of the legendary lion turtles that granted people the power of Bending so that they may hunt and explore the wild places of the world dominated by hostile spirits.



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9830 to 312 BSC – Honest and Exalted Era (Zhi Yuan)

- The Water Tribe splits into two groups after civil unrest, creating the Northern water tribe at the north pole and the Southern Water Tribe at the south pole.
- A great city of ice, known simply as the Northern Water Tribe, is constructed in the North Pole.
- A large group of Waterbenders from the Southern Water Tribe discover the Foggy Swamp in the Earth Kingdom and form the Foggy Swamp Tribe, which later forgets its origins and largely is forgotten by the outside world.
- The Sun Warrior civilization declines and fades away, leaving many ruins across their island home. They teach other tribes on the Fire Islands the secrets of Fire Bending, whom eventually go on to form the Fire Nation.
- The vast continent at the center of the world is gradually united under the authority of the city-state of Ba Sing Se. The King of that great city becomes the Earth King, forming the Earth Kingdom. Former nations become provinces of the kingdom with their own lords.
- Avatar Yangchen of the Air Nomans is born in the Western Air Temple. Her reign is a peaceful one.
- The most ancient form of bending, Energy Bending is rediscovered by powerful but evil forces that use it to terrible deeds, stealing life force, preventing element bending. These forces are put down by Avatar Kuruk.

312 BSC – Year of the Dragon

- Avatar Kuruk dies. Avatar Kyoshi of the Earth Kingdom is born.

270 BSC – Year of the Dog

- Avatar Kyoshi dies at the age of 230. Avatar Roku of the Fire Nation is born.
- Fire Lord Sozin is born on the same day as Roku, they become fast friends.

66 BSC – Year of the Dog

- Avatar Roku is confirmed the Avatar at his sixteenth birthday, and leaves the Fire Nation to master the elements.

58 BSC – Year of the Rooster

- Avatar Roku returns to the Fire Nation after twelve years of travel and marries Ta Nin.

12 BSC – Year of the Dragon

- Avatar Roku is killed fighting a volcanic eruption at age seventy. Avatar Aang of the Air Nomads is born.



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0 ASC – Immersed in Brightness Era (Ru Ming)

- Avatar Aang is confirmed Avatar at age twelve, four years earlier than normal because the monks were fearful of a possible war. Aang is sent to the Eastern Air Temple for training. Aang flees from the Southern Air Temple out of fear and confusion with his flying bison Appa. Upon getting caught in a storm and being pulled underwater, Aang enters the Avatar State (see below) and encases himself in ice near the South Pole.
- Fire Lord Sozin begins his war on the other nations. He uses the power of the comet, which lights up the sky even at night, to launch genocide against the Air nomads in an attempt to kill the Avatar, wiping out all known Air Benders.
- The city of Taku is destroyed by the Fire Nation Army.
- Azulon, son of Fire Lord Sozin is born.

20-22 ASC – Year of the Rat

- Fire Lord Sozin dies at 102. Fire Lord Azulon ascends the throne.
- Iroh is born to Fire Lord Azulon.

40 ASC – Year of the Monkey

- The Fire Nation destroys the Southern Water Tribe city and outlaws Water Bending. Imprisoning all known Southern Water Tribe Benders.

83 AG – Year of the Rabbit

- Prince Zuko is born to Prince Ozai and Princess Ursa

94 AG – Year of the Tiger

- General Iro begins his siege of Ba Sing Se. It ends with his son's death 600 days later.
- The Fire Navy attacks the southern water tribe in an attempt to kill the last Southern Water Bender. Kya sacrifices herself to save eight-year old Katara.

99 ASC – Year of the Goat

- Avatar Aang is awakened from one hundred years of suspended animation by Katara and Sokka, teenagers from a small village of the Northern Water Tribe.
- The Fire Nation learns of the Avatar by Prince Zuko, who hunts him.

100 ASC – Year of the Monkey

- With half the world under his iron fist, Fire Lord Sozin sends his navy under the command of Admiral Zhou to destroy the Northern Water Tribe City but is defeated by the combined might of Avatar Aang and the Spirit of the Moon.
- Ba Sing Se falls to the Fire nation through an internal coup. The Earth Kingdom falls.
- An attack on the Fire Nation capitol lead by Avatar Aang during a solar eclipse fails.
- Sozin's Comet returns, enhancing Fire Bending by a hundred-fold.



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- The Order of the White Lotus frees Ba Sing Se from Fire Nation rule, liberating what remains of the Earth Kingdom.
- In a final battle Aang defeats the 'Phoenix King' Ozai, removes his Fire Bending and imprisons him, ending the 100 Year War.

101 ASC – Year of the Rooster

- The Harmony Restoration Movement is launched.
- Lost forms of bending and new techniques are developed thanks in part to Avatar Aang and his companions. Amongst them Blood Bending, Metal Bending, Lightning Bending, Sound Bending and the lost secrets of Spirit Bending and Energy Bending. These techniques are very advanced; very few benders can achieve them as of yet.

102-119 ASC

- Aang and Zuko establish the United Republic of Nations, centered in the newly founded Republic City.
- The Fire Nation gifts a statue of Aang to Republic City as a symbol of peace and goodwill, it rests now in the cities harbor.

128 ASC – Year of the Rat

- Yakone, a crime lord who threatened the peace of Republic City is placed on trial for his crimes. After attempting to escape he loses his bending to Avatar Aang.

135 ASC – Year of the Goat

- The Equalist Movement is started. A grassroots movement to give equal power and rights in Republic City to non-benders as well as Benders. It is very successful but that success is short lived.
- Combining specialized benders (lightning, metal, etc) and ingenious non-bending engineers, a industrial revolution begins.

153 ASC – Year of the Ox

- Avatar Aang dies of natural causes at the age of 165. Avatar Korra of the Southern Water Tribe is born.

157 ASC – Year of the Snake

- The Order of the White Lotus confirms Korra's claim to be the Avatar.



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170 ASC – Year of the Horse

- Korra secretly travels to Republic City to begin her training with Tenzin, youngest son of Aang and one of only four living Air Benders, including three of his children.
- Avatar Korra loses her powers to the mysterious Energy Bender, Amon, leader of the new Equalist Movement.
- Avatar Aang's spirit restores Avatar Korra's bending with Energy Bending.
- Avatar Korra defeats Amon, takes his Bending and sends him into Exile.

171 ASC – Year of the Sheep

- Avatar Korra journeys to the South Pole and re-opens the dormant spirit portal on the Winter Solstice.
- Chief Unalaq betrays Korra and her father and occupies the Southern Water Tribe. The Water Tribe Civil War begins.
- Korra is forced to reopen the Northern Spirit Portal after Unalaq threatens the life of Jinora.
- The third Harmonic Convergence occurs. Unalaq frees Vaatu and becomes the first Dark Avatar.
- The Dark Avatar destroys Raava, spirit of light forcing Korra to use her spirit to battle the Dark Avatar. Unalaq perishes after the spirit of Avatar Korra cleanses Vaatu.
- Raava's temporary destruction permanently removes Avatar Korra's link to the past Avatars.

171 ASC – Second Age of the Avatar

- The Water Tribe Civil War ends with the Southern Water Tribe becoming independent, lead by the new Chief Tonraq, Korra's father, rules.
- The unlocking of the spirit world leads to the creation of dozens of new Air Benders.
- Zaheer, leader of a dangerous criminal organization called the Red Lotus escapes prison as he gains Air Bending along with many others.
- Zaheer frees his fellow Red Lotus criminals and they assassinate the Earth Queen, causing chaos throughout the Earth Kingdom.
- Zaheer captures Korra. They perform a ritual to remove her power with a dangerous poison. Though stopped, the poison is not fully removed.
- Korra goes into hiding, emotionally scarred from her capture and still under the effects of the poison.



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171 – 174 AG

- Kuvira leads a movement to unite the Earth Kingdom under the banner of future King Wu. Secretly she uses her large army to take the kingdom by force developing a super weapon in the process.
- Korra spends 3 years rehabilitating before she makes her way to the Spirit Jungle in the Earth Kingdom where the elderly Toph heals her and trains her.
- Kuvira defeats Korra in a duel and annexes the city of Zaofu before marching on Republic City, which surrenders to her armies might and her new super weapon.
- In a final battle, Kuvira's weapon is destroyed and she surrenders. King Wu dissolves the monarchy and forms a new Earth Republic.

174AG – Current Year

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Setting Rules

The following are changes, clarifications and additions to the Savage Worlds rules for Avatar: the Last Airbender. These few changes here and there should introduce the feel of an Asian fantasy/steampunk world of technology and mysticism.

What is excluded

Edges

- Adept: This edge is replaced by the Empty Hands edge.
- Arcane Background – All Arcane Backgrounds are removed and replaced.
- Champion: This Edge is only available when granted by the Divine Grace spell and grants +2 damage when attacking spirits and +2 Toughness when attacked by spirits.
- Florentine: The Ni-Ten Edge replaces this Edge, with its own benefits and requirements.
- Holy/Unholy Warrior: Miracle magic doesn't exist, so this edge is Irrelevant.
- Mentalist: No psionics exist in the 4 Nations, so this Edge is irrelevant.
- Power Points: Savage Avatar uses a no-power points system.
- Rapid Recharge: Savage Avatar uses a no-power points system.
- Rock and Roll!: No fully automatic weapons exist in the 4 Nations, so this edge is Irrelevant. See Shuriken Storm for using thrown weapons.
- Soul Drain: Savage Avatar uses a no-power points system.

Modified Edges

- Arcane Background (Weird Science) is replaced with Mechanist.
- Gadgeteer: is replaced with Master Mechanist.
- McGyver: Replaced with the Apprentice Engineer Edge.
- Mr. Fix It: Requirements – Novice, Smarts D10+, Repair d8+, Gearcraft d10+
- New Power: Because Savage Avatar is so 'magic' focused, taking this Edge allows the Bender to learn 2 new powers.
- Power Surge: Requirements – Seasoned, Bending d10+. After being dealt a Joker, the Bending roll penalty of the next power used is reduced by 2 (maximum -0).
- Strong Willed: Wild Cards with this Edge also get +2 to Spirit rolls for Morale and Fear rolls.
- Wizard: Requirements – Novice Tier, Spirit d8+, Knowledge d8+ (Bending), Arcane Background (Bending), Bending d8+. Each Raise gained on a Bending roll reduces the spellcasting penalty by 1 to a maximum of -0.

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New Skills

Bending (Spirit): This is the arcane skill for those with the Arcane Background (Bending) Edge.

Gearcraft (Smarts): This skill is used by Gadgeteers and crafters to produce powerful non-magical items that emulate Bending powers or Edges, and on a mundane level, understand the steampunk technology of the setting.

Knowledge: Spirit World (Smarts): For knowledge on the Spirit World, spirits, chakras and the past lives of Avatars.

New Uses for Existing Skills

Intimidation as Interrogation

Make an opposed Spirit roll with a subject you want to ‘work over’. The interrogator starts with a +2 to the roll. With a success the subject reveals a minor piece of information. With a raise, roll on the Reaction Table (SWD p26). Two or more raises and the subject spills the beans on everything they know. If the subject wins the opposed roll, they resist your interrogation attempt.

Persuasion as Disguise

The character tries to pass themselves off as someone they are not. An active Persuasion roll would let a character portraying someone random (a minor noble, a mystic warrior) with a successful roll. If he wants to pass himself off as someone specific, the check is opposed, Persuasion vs. Notice with a -4 on the persuasion if the target knows the individual. Prolonged interaction may require multiple rolls.

Persuasion as Seduction

Seducing someone uses takes time and energy, requiring a Dramatic Task. First the difficulty, roll on the Reaction Table (SWD p26), revealing a -4 to +4 modifier (-4 hostile, +0 neutral, +4 helpful, etc.) Next choose how many rolls are necessary for success, , decided by the GM. If a 1 is rolled, the target is rebuffed and all successes are lost. On a roll of snake eyes, the subject is angered and the seduction fails.

Repair as Forgery

Does the character need to dummy up some papers to get through a check-point? The character is using Repair to manufacture paperwork to make it look legitimate. Without the proper tools, rolls of good parchment, forged wax seals, calligraphy pens the roll takes a -4 penalty unless they have Apprentice Engineer edge. Creating forged papers takes between 1 and 4 hours, decided by the GM.

Stealth as Blending In

Does the character wish to blend into a crowd to avoid the guards? That's an excellent use of Stealth. The roll may gain modifiers or penalties (up to the GM) if they are wearing proper attire. Common cloths in a crowd, flamboyant colors in a parade might give bonuses where as nobles dress in a crowd might give a penalty. Appearance as well might help or hinder the Stealth check. If someone is actively seeking the character, an opposed Stealth vs. Notice roll is necessary.

Riding as Driving

The Avatar setting crosses a great number of decades and ages where technology sways from basic tribal skill of hunting and foraging to industrial era with electricity, monorail and vehicles. Especially in the modern era cars and motorcycles are a common sight in the larger cities like Republic City. In any story set during that age, the Riding skill acts as skill at Driving.

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Races

Humans of the 4 Nations

This race is the most common of any race in the 4 Nations. They do not have the innate skill to Bend elements and thus are unable to take an Bending Edge. However because of their myriad skills and talents they all start with one free Edge of their choosing. Some humans also vary slightly based upon the nation they were born to, gaining the benefit listed below.

- Fire Nation – Humans born of the Fire Nation are often swarthy of skin, tall and slender. Their hair and eyes tend to be dark in color. Their Sun Warrior ancestry lends them a natural grace to traverse their mountainous home. All Fire Nation humans begin with d4 in Climbing.
- Water Tribe – Humans born of the Water Nation tend to be slightly stockier than others, with dusky skin and thick, dark hair. Because they spend their lifetime amongst the ice and frigid waters, Water Nation humans begin with d4 in Boating.
- Air Nomads – Though few in the current era, the Air Nomads are growing larger in number with each passing year. Air Nomads are thin and wear flowing, wispy clothing. Their hair is kept short, preferably bald. They are most notable for the blue tattoos on the arms and head worn by masters of Air Bending. Air Nomads are intelligent people who live as monks, scholars and teachers. For this reason all Air Nomads begin with d4 in the Knowledge Skill of their choice.
- Earth Kingdom – The most resilient people of the 5 Nations, these people are hardy and strong. Their skin is generally ruddy with dark hair and strong limbs. They live off the hard land of the central continent but manage to thrive. All Earth Kingdom humans begin with d4 in Survival.

Benders of the 4 Nations

Not truly a separate race from the Humans, Benders is listed separately because of their innate ability to control an element and potentially control Chi with Earth, Fire, Air, Water and Energy Bending. Benders begin play with one of the Arcane Background (Bending) Edge, but as a trade-off do not gain the free Edge that regular humans gain. However they do gain the bonus skill based upon which nation they were born to as shown above. That nation also determines the form of Bending they are able to learn.



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Avatar

The Avatar is a special person who holds the reincarnated spirit of Raava, the spirit of all good. After an Avatar dies, a new one is born in an endless cycle that began 50'000 years ago. The Avatar gains the Arcane Background (Bending) edge in all 5 forms of bending and the Spirit Connection Edge for free. They begin with only one trapping per rank as they learn to master each element until Heroic rank when they come into their own. The Avatar is also the only 'race' to gain an automatic Hindrance: Vow (Major) which does not count toward their selection of one major and two minor Hindrances.

Only one Avatar can exist at any given time, therefore it's unsuitable for a campaign involving several player characters (Wild Cards) because as the Avatar rises in the ranks their power will dramatically outweigh the others in the campaign. Alternatively they make a very fun alternative for a campaign with one GM and one player. In any other campaign the Avatar is best used as an NPC, perhaps of someone with the Connections Edge. Because of their high power level, the Avatar should be used sparingly.

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Character Creation

Humans are the only playable race in Avatar: the Last Airbender, whether mundane humans, Benders or the Avatar. See the section above on the modifiers each gains at character creation.

Choose a Home Nation.

There are four nations as shown above. All ‘races’ gain a free d4 in a skill based on which they chose. Benders gain the ability to bend an element based upon their nation of choice. Note: Any story set in the early Second Age of the Avatar may create an Air Bender from any of the 4 nations do to the effects of Harmonic Convergence.

Fire Nation – d4 Climbing, Fire Bending.

Water Tribes – d4 Boating, Water Bending.

Air Nomads – d4 Knowledge Skill of their choice, Air Bending

Earth Kingdom – d4 Survival, Earth Bending.

Assign Traits

Now it’s time to figure your hero’s attributes and skills and determine your derived statistics.

Traits

Your character starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength and Vigor. You then have 5 points to distribute amongst them as you choose. Raising an attribute a die type costs 1 point, and you may not raise an attribute above d12 at character creation.

Skills

Next, you have 15 points to buy your character’s skills. Note Benders gain Arcane Background (Bending) in one of the four elements based on their race, and each character gains a free d4 in a skill based on their race. Raising a skill by a die type costs 1 point, as long as it’s not higher than the attribute it’s linked to. It costs 2 points to raise a skill above its linked attribute. Skills cannot be raised above d12 at character creation.

All the standard skills available in the *Savage Worlds Deluxe* core rulebook are available in *Avatar: the Last Airbender*.

Derived Statistics

The following statistics are based on the Traits you have chosen or are common to all characters, unless modified by Edges or Hindrances.

Charisma is equal to 0

Pace is equal to 6

Parry is equal to 2 plus half your characters Fighting die (2 if no Fighting Skill.)

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Toughness is equal to 2 plus half your character's Vigor die.

Special Abilities

Remember as human hero gains one free starting Edge as long as all of the prerequisites are met. Next, take either 2 Major Hindrances or one Major and two Minor Hindrances. Major Hindrances are worth 2 points. Minor Hindrances are worth 1.

For 2 Hindrances you can:

- Raise an attribute 1 die type
- Choose an Edge

For 1 Hindrance point you can:

- Gain another skill point
- Gain an additional 500 \$

Gear

Your character starts the game with ¥500 or more depending on if you spent Hindrance points to gain more. You either start with gear worth your starting ¥, or you can purchase gear as part of character creation. Be sure to check Archetypes for some example characters and their gear. It is advisable to spend some of your starting money on equipment, weapons and other necessities to make travel safer and more pleasant.

Finishing Touches

Select a number of defining interests equal to 1/2 your character's Smarts die to round out your character. You can chose from the below list or decide upon your own.

Background

Your character is nearly done! All that's left is for you to put the last little bits together. Give your character some history and some flair. A name is always a good place to start, and from there you can think about your characters place in the world and what drives him or her.

Names

Avatar: the Last Airbender is based loosely on Chinese mythology and thus most characters have Chinese names often from Chinese characters. Generally people of the 4 Nations have single-word names, without a surname. For more information on names check the individual nation entries starting on page 72.

Male

Bumi

Gyatso

Iroh

Ozai

Female

Katara

Kyoshi

Mai

Suki



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Zuko

Yue

Sample Defining Interests

Craft: Basket making, Jewelry, Gadgetry, Lantern Making, Lacquerer, Machinery, Pottery, Sake Brewing

Culture: Astronomy, Bonsai, Calligraphy, Classical Literature, Cooking, Cosmetics, Etiquette, Folklore, Gardening, Heraldry, Herbalism, Origami, Tattooing, Tea Ceremony

Mysticism: Acupuncture, Fortune Telling, Meditation, Spirit World, Talismans.

Performing: Acting, Comedy, Dance, Disguise, Juggling, Oratory, Percussion, Puppetry, Singing, Stringed Instruments, and Wind Instruments.

During play these Defining Interests can give a +1 bonus to Common Knowledge rolls. For example someone with the Gadgetry Interest might be better able to understand the inner workings of the new technology.

Languages

Though each nation has their own regional dialect, everyone in the 4 Nations speaks the common tongue. There are other languages that may be learned. A character can learn one language beyond the first equal to half their Smarts die.

Cantonese – The written language. Most commoners do not know how to read or write so it is listed separately from the common tongue which is only spoken.

Draconic – The language of the ancient dragons.

Kanji – The language of the spirit world.

Mandarin – The language of the ancients. Not of common use in the modern era.

Naganeese – The creatures of the underworld, which prey on coastal villages, known as Naga.

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New Hindrances

Combat Novice (Minor)

Your character is inexperienced in combat and recovers slowly from shock and trauma. He suffers a -2 penalty to Spirit rolls to recover from being Shaken. The character may use an Advance once he reaches Seasoned or any time thereafter to eliminate this Hindrance.

Dark Secret (Major)

The character harbors a dangerous secret in his past that could endanger his very life and alter how he is perceived if it comes to light. Should anyone learn of it, the character suffers a -4 Charisma modifier related to any interactions with a person who knows the secret. If it becomes public knowledge during the course of play, the character loses this Hindrance and it is replaced with the Wanted (Major) Hindrance.

Exiled (Minor)

The character has been banished from his home nation for some serious past offense, real or imagined. Whenever he is in his home nation, he is considered to have the Wanted (Major) Hindrance. Depending upon the local authority's reaction to his return, a character could be banished again, branded, imprisoned or worse.

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New Edges

Background Edges

Arcane Background (Bender)

Requirements: Novice

Arcane Skill: Bending (Spirit)

Starting Powers: 2 + Elemental Manipulation.

Your character is born with the innate ability to influence, effect, change, and manipulate one of the four elements or energy (Chi). See Powers for much more information on Bending.

High Born

Requirements: Novice

Your character is born into a noble caste. The character's Charisma is increased by +1.

Iron Hearted

Requirements: Novice, Spirit d8+

Through his discipline and training, the character is able to ignore one point of wound penalties.

This stacks with the Nerves of Steel and Improved Nerves of Steel Edges.

Mechanist

Requirements: Novice, Smarts d6+, Repair d6+, Gearcraft d6+

This character has studied under engineers. +2 to Repair, Notice and Gearcraft skills.

Qigong

Requirements: Novice

Arcane Skill: Bending (Spirit)

Starting Powers: 2

Before the Lion Turtles granted element bending and later people learned it themselves, there was an ancient form of bending sometimes called Energy Bending. Translated as 'Life Energy Cultivation', Qigong is a separate and distinct form of bending as it a learned form that anyone can learn.

Vigorous

Requirements: Novice, Vigor d8+

You gain a +2 bonus to Vigor rolls to resist the effects of alcohol, disease, drugs, poison, knockout gas, and so on. If the roll fails, you are affected normally.



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Spirit Connections

Requirements: Novice, Spirit d6+

With this edge you have a supernatural connection to the Spirit World. You can see spirits where normally they are invisible to everyone else. You can interact with them and even enter the Spirit world while meditating for 10 minutes once per session as well as contact a single spirit. Once in the Spirit World you may make a Persuasion roll to ask a single question of a powerful spirit. People with this edge also commonly have a spirit friend, a small animal spirit or nature spirit.

Combat Edges

Many people of the 4 Nations practice a martial art, not just warriors. It is an intrinsic part of every culture, even Benders practice specialized forms of martial arts and meditation to perfect their Bending, though they do not use those skills in physical combat. Below are many new Edges that may expand a martial artist's capabilities.

Arrow Cutting

Requirement: Heroic, Fighting d10+, Signature Weapon, Superior Defense

Do to intensive training and discipline, opponents attacking you with solid, physical projectiles use your Parry when resolving attacks as long as you're aware of the attack, able to move freely and use your Signature Weapon.

Armor Proficiency

Requirements: Novice, Strength d6+, Vigor d6+

You used to the weight of armor and may ignore up to 3 *significant items* worth of armor.

Battle Hardened

Requirements: Seasoned, Spirit d6+, Vigor d8+

Your conditioning reflects the rigors of a martial career. You get +1 to soak rolls.

Breaking Blow

Requirements: Seasoned, Fighting d8+, Empty Hands or Signature Weapon

When using the Signature Weapon or Martial Arts Edges the character gains AP2 and all damage bonuses from a Raise and Ace rolls when targeting an inanimate object. A deuce on this attack damages the weapon or fatigues the Martial Artist.

Combat Archery

Requirements: Seasoned, Fighting d6+, Shooting d8+

You're not considered an Unarmed Defender when wielding a bow, nor does the bow have the normal -1 Parry penalty for improvised weapons. You can make shooting attacks with your bow against adjacent opponents (although the TN is still Parry). You may also make a free Shooting attack against opponents who withdraw from combat or in combination with edges such as First Strike and Counterattack.

Chi Blocking

Requirements: Veteran, Fighting d8+, Knowledge (Anatomy) d6+, Martial Artist

An ancient technique that has been practiced in secret for centuries, Chi Blocking is a special maneuver that targets specific pressure points and nerve clusters; it has a similar effect to the power of the same name, temporarily blocking the flow of chi in the body. Once per combat, a character with this edge can declare their unarmed touch attack as a chi blocking attempt before their Fighting roll. If successful, the opponent cannot use Bending for 3d6 turns. The chi blocker may instead announce a called shot to paralyze the body. Attacking the leg or arm (-2 penalty) gives the target the One Leg/One Arm hindrance for 3d6 turns. Targeting the spine (-4 penalty) paralyzes the subject for 3d6 turns; they are unable to move or act. A character may spend a Benny to perform more chi-blocking maneuvers. A Heal check can cut the duration the effects of this Edge in half, while use of the *Healing* power ends the effect completely.

Disarm Mastery

Requirements: Seasoned, Fighting d8+

The character excels at removing an opponent's weapon in melee combat. When using the Disarm maneuver the attacker doesn't take a -2 penalty to his attempt to hit the targets hand or arm. This does not affect normal 'called shot' maneuvers.

Entangle

Requirements: Seasoned, Fighting d8+

This Maneuver enables the character to trap one of his opponent's weapon-bearing arms, granting him advantage in combat. The character attempts a Grapple maneuver and if successful he traps the arm, and the foe becomes an Unarmed Defender (unless he has two weapons or the Martial Artist Edge). On their turn the foe may try to escape the trap as per breaking a grapple.

Exotic Weapon Training

Requirements: Seasoned, Fighting d8+ (or Shooting d8+ for missile weapons.)

Weapons listed as Exotic are difficult to use by anyone but highly trained fighters, imposing a -1 penalty to attack and parry with them. Fighters with this Edge negate that penalty for one weapon type. This Edge can be purchased multiple times for training in additional weapons.

Focused Archery

Requirements: Seasoned, Smarts d8+, Shooting d8+

When you get a raise on your Shooting roll, you may roll Smarts (max d12) instead of d6 for the bonus damage. This only applies when using a bow.

Grab and Hold

Requirements: Novice, Fighting d6+

You are more skilled at getting a hold on your opponent and keeping it. You gain a +2 bonus to Strength or Agility rolls when grappling.

Ground Fighter

Requirements: Seasoned, Fighting d8+

You suffer no penalty to Parry or Fighting rolls while prone.

Heightened Senses

Requirements: Novice, Notice d8+

The character has learned to rely on senses other than sight. As long as the objective isn't purely visual (such as reading a sign), the character ignores 2 points of darkness or vision penalties.

Improved Heightened Senses

Requirements: Seasoned, Heightened Senses

The character can function without sight perfectly fine. As with the Heightened Senses Edge, if the objective is purely visual, the character ignores 3 points of darkness or vision penalties.

Heirloom

Requirements: Novice

Your family has an heirloom weapon or piece of armor that is more powerful than most made today. Perhaps it belonged to an ancient warrior in your ancestry. When making weapons or armor via the Savage Armory, your Heirloom has an additional +3 ability. If the Heirloom is 'Expensive' or 'Masterwork' half its total price is deducted from your starting funds.

Kanji Strike

Requirements: Veteran, Shadow Arts

The character is able to strike suddenly and without warning. The character describes a Trick and then spends a benny to automatically get the Drop on his opponent.

Lunge

Requirements: Novice, Fighting d8+

A lunge allows the character to extend the reach of any melee weapon or unarmed attack by 1 when engaging an opponent for the first time. This Edge cannot be used in tandem with First Strike, Frenzy, Sweep or Nimble Strike Edges and cannot attack with an offhand weapon on the same turn.

Nimble Strike

Requirements: Veteran, Agility d8+, Fighting d8+

The character has learned to fight with great dexterity. If you can move at least 2" before making an attack against an adjacent foe, he may attack and withdraw (to a maximum of their remaining Pace), from combat without his foe or other adjacent opponents receiving a free attack.

Ni-Ten

Requirements: Seasoned, Two-Fisted, Fighting d8+

The character is trained in the art of fighting with their bare hands. When fighting unarmed with both hands, the character receives a +1 bonus to Parry. Note: The -2 penalty for attacking twice in a round still stands unless the martial artist also has the Ambidextrous Edge.

One Against Many

Requirements: Seasoned, Fighting d10+

You are trained at defending against multiple attackers. The gang up bonus against you is reduced by 2. Thus three attackers gain no bonus and five or more gain only +2.

Quick Strike

Requirements: Heroic, Quick, Agility d10+

The character has amazing reaction speed. Should he be dealt less than a 10 for initiative, his card is treated as a 10 of the same suit.

Resourceful Fighter

Requirements: Seasoned, Smarts d6+

To this character, everything is a weapon. He does not suffer the normal -1 penalty for using improvised weaponry.

Shadow Arts

Requirements: Novice, Agility d8+, Smarts d6+

The character has learned ancient techniques enabling him to disguise his movement and confuse his opponents. He receives a +2 to all Tricks. This Edge does not work in areas of complete darkness.

Shuriken Storm

Requirements: Seasoned, Throwing d8+

Warriors skilled with the shuriken and other thrown weapons have learned to throw many of them in very quick succession. If a character with this Edge does not move during their turn, thrown weapons gain a RoF 3.

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Superior Defense

Requirements: Veteran, Block, Agility d8+

When you use the Defend maneuver, gain +4 to Parry instead of +2. When he performs the Full Defense maneuver, he adds a +2 to his Fighting roll to determine his Parry.

Takedown

Requirements: Seasoned, Fighting d8+

The character has learned how to throw or trip and opponent. Make an opposed Fighting roll vs. the target. On a success you may place your opponent in any spot within 1” of him. With a raise, the opponent is now prone.

Throwing Expertise

Requirements: Seasoned, Throwing d8+

You can now draw and throw as a single Throwing attack action, and this can also be combined with Two-Fisted. In addition, the range of your Throwing attacks is increased by +1/+2/+3.

Weapon Finesse

Requirements: Novice, Agility d8+

When you get a raise on your Fighting roll, you may roll Agility (max d12) instead of a d6 for bonus damage. This only applies with light weapons, such as Jian (rapier) or Tie Shan (iron fan).

Zen Archery

Requirements: Novice, Spirit d8+

Through great concentration, when the character makes an Aim action, the range increment penalty is reduced by 1 category.

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Creation Edges

Technological advancement is central to the setting of Avatar: the last Airbender. Over the last century technology has advanced by leaps and bounds. For this reason many have learned to create specialized gadgets or devices that do wondrous things, even mimicking the power of Benders.

Craft Device

Requirements: Novice, Mechanist

Whether carving talismans, inscribing holy works or designing incredible technology, the character is able to create an item that adds a +1 to an attribute. The particular attribute must be specified at the time of creation. This edge can be taken multiple times to create multiple devices to boost a separate attribute. Should the device be lost or destroyed, another can be created with enough time and effort. Crafting is a Dramatic Task with a standard difficulty. Your GM should determine the task's required actions, penalties and bonuses based upon the item being created.

Craft Greater Device

Requirements: Veteran, Craft Device, Mechanist

The bonus when using an item the Craft Device Edge increases to +2.

Gadget

Requirements: Veteran, Smarts d8+, Mechanist

This character is capable of building a gadget that replicates any non-Arcane Background Edge the GM allows. To create this gadget the user must meet the rank requirements of the Edge and their Gearcraft skill must equal or exceed the highest trait die type of the requirements (if any). Creating a gadget requires a week's time and any number of materials up to the GM's digression. No gadget can replicate a Background Edge and they do not stack with the Edges they represent. The character may only own one gadget at a time without further Edges. They are also susceptible to malfunction as per the Weird Science Malfunction system. Crafting is a Dramatic Task with a standard difficulty. Your GM should determine the task's required actions, penalties and bonuses based upon the item being created.

Example: Tobo is rather clumsy, but always wished to master the Acrobat Edge. Looking at the Edge, he sees it requires Agility d8. His Gearcraft is d8 so he meets the requirements to build the Nimble Harness, a gadget that grants him the benefits of the Edge. It takes several hours of labor and testing but the harness is finally completed. Ah the wonders of Science. Unfortunately soon after he rolls a 1 on an acrobatic maneuver and his gadget malfunctions. Pulling a card he gets Hearts – a Major Malfunction and his wonderful new gadget breaks down, requiring extensive repair. Poor Tobo!

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New Device

Requirements: Veteran, Mechanist

Each time this edge is chosen, the Gadgeteer has gained the knowledge to create a device which is normally limited to one. This can be a Gadget that emulates an Edge, a Device that grants a +1 benefit to an Attribute or a Mechanism that emulates a Bending technique.

Tattoo Artist

Requirements: Seasoned, Streetwise d8+, Mentor Edge

Though this art is nearly lost in modern times, in ages past the tradition of marking the body or face with tattoos was commonplace, most notably amongst the Air Nomads who were given a traditional 'blue arrow' tattoo to mark their mastery of Air Bending. Each nation has a traditional set of patterns they paint or tattoo on their body. They may represent war-paint, renown in a skill or to denote standing. With the peace of modern times many cultures are returning to their roots, and tattoos are a part of that culture. Purchasing this Edge requires the presence of a master tattoo artist, an NPC or ally who can teach the artist to apply their own tattoo. Each Tattoo grants a +1 to a single Attribute. This Edge can be purchased multiple times to boost multiple attributes but never the same attribute twice.

Master Tattoo Artist

Requirements: Veteran, Tattoo, Knowledge (Art).

You have taken upon it yourself to learn the art of tattooing yourself. Only those with a proper mentor and years of study in the art can apply them and it is forbidden to apply them to anyone but oneself. The attribute bonus for this Edge is increased to +2 and the tattoo artist becomes known as a master in the art. With this Edge you count as a Mentor for purposes of others meeting the requirements of the Tattoo edge.

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Power Edges

Blood Bending

Requirements: Seasoned, Arcane Background (Water Bending)

Arcane Skill: Bending

Starting Power: Boost/Lower Trait

Backlash: The Blood Bender rolls a 1 on a Bending die (regardless of his Wild Die), he is automatically shaken. This can cause a wound.

Combustion Bending

Requirements: Seasoned, Arcane Background (Fire Bending)

Arcane Skill: Bending

Starting Power: Combustion

Backlash: The Combustion Bender rolls a 1 on a Bending die (regardless of his Wild Die), he is automatically fatigued and cannot use his Combustion power until rested.

Note: Unlike other benders, the Combustion Bender doesn't have a set of powers to choose from at each rank, instead their power Combustion grows more dangerous with each rank.

Heal Bending

Requirements: Seasoned, Arcane Background (Water Bending)

Arcane Skill: Bending

Starting Power: Healing

Backlash: When a Healing Bender rolls a 1 on his Bending die (regardless of his Wild Die) he is automatically fatigued. This can lead to Incapacitation.

Lightning Bending

Requirements: Seasoned, Arcane Background (Fire Bending)

Arcane Skill: Bending

Starting Power: Jet

Backlash: When a Lightning Bender rolls a 1 on a Bending die (regardless of his Wild Die) he is automatically fatigued. This can lead to Incapacitation.

Metal Bending

Requirements: Seasoned, Arcane Background (Earth Bending)

Arcane Skill: Bending

Starting Powers: Wall Walker

Backlash: When a Metal Bender rolls a 1 on a Bending die (regardless of his Wild Die), he loses the supreme focus required, and takes a -1 Vigor until the Bender has a few minutes to rest and center themselves.

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Seismic Sense

Requirements: Seasoned, Arcane Background (Earth Bender)

Arcane Skill: Bending

Starting Power: Darksight

Backlash: When using Seismic Sense a roll of 1 on a Bending die (regardless of Wild Die), he is automatically fatigued. This can lead to Incapacitation.

Sound Bending

Requirements: Seasoned, Arcane Background (Air Bending)

Arcane Skill: Bending

Bonus Chi: 5

Starting Power: Confusion

Backlash: When a Sound Bender rolls a 1 on a Bending die (regardless of his Wild Die), he messes up the extreme sound manipulation, blasting his own ears, taking a -2 penalty on Notice rolls for the scene.

Spirit Bending

Requirements: Novice, Arcane Background (Air Bending)

Arcane Skill: Bending

Bonus Chi: 5

Starting Power: Divine Grace

Backlash: When a Spirit Bender rolls a 1 on a Bending die (regardless of his Wild Die), he offends the spirits, suffering a -2 to any Persuasion roll to affect them until he spends time away from the Spirit World (one day).

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Professional Edges

Apprentice Engineer

Requirements: Novice, Mechanist

This character is able to apply his knowledge as a Mechanist to make repairs without the proper equipment just using simple tools, props and random bits of stuff without any penalty.

Additionally, with a raise, he halves the time it takes to repair something.

Apothecary

Requirements: Novice, Smarts d6+, Healing d6+, Survival d8+

The Apothecary knows the countryside well and knows what plants are both helpful and harmful. He receives no penalty on Healing skill rolls for not having the proper equipment or tools in most situations. All apothecaries have a small chest containing vials, mortar & pestle, tweezers, surgical thread, cloth for poultices and bottles filled with herbs, etc. How an apothecary gains those herbs is up to them and their GM. It may also be determined randomly at the start of a session the apothecary rolls 1d6. With a success, he begins the adventure with d6+1 herbs (2d6+1 with a raise). Each herb is used to create specific effects, be they poisons, poultices, or beneficial tonics or teas. Each item's effect is equivalent to a normal success with the Power in question (ignoring any extra effects that occur with a raise). Often roots and leaves are simply ingested as the herbalist prepares them for personal use, but they may be placed in powder or liquid form as well, giving rise to the urban myth that Apothecaries are sorcerers, using magical potions and powders. Herbs cannot be stored for long and thus do not carry over from one session to the next. The uses listed below are examples of common herbal concoctions. Heroes may come up with unique ones upon GM discretion.

Contact Poison (2 herbs): The character creates a poison that has the same effect as *Smite*. A dose must be applied to the weapon in question using an action. If applied to a melee weapon, the effect lasts for three successful strikes.

Note: If applied to ranged or thrown weapons (such as twenty arrows or shuriken), the effect lasts until the dosed item is fired or thrown, or until the end of the game session.

Light or Dark Herbs (2 herbs): Light or Dark herbs generate an effect similar to the *Boost/Lower Trait* power on a single subject, with the exception that for the lower trait effect, the target must make a successful Vigor roll to avoid the effect rather than an opposed Spirit roll. The character must designate what attribute the herbs affect and the manner in which the herbs are applied (ie. powders may be absorbed, inhaled, or ingested, while a liquid form may be ingested or applied to a weapon).

Note: If applied to a melee weapon, the effect lasts for three successful strikes. If applied to ranged or thrown weapons (such as twenty arrows or shuriken), the effect lasts until the dosed item is fired or thrown, or until the end of the game session.

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Poultice (3 herbs): The character creates a healing poultice that generates an effect similar to the power *Healing*. A *Poultice* automatically stabilizes a character from Bleeding Out in one round, although he remains unconscious until the wound is removed. It also gives a +2 bonus to Heal checks if used in addition to normal healing techniques.. It may also draw out poison or diseases at the GM's discretion. The character may travel with the poultice on with no ill effect.

Brewing Tea (5 herb): Tea brewing is a popular profession around the world of Avatar and it is a popular form of study for herbalists. The many varieties of tea have a number of potent affects on the body. There are many varieties of tea and some rarer and more expensive teas have beneficial effects. See the Goods & Services section below for specific teas and their effects.

Bewildering Warrior

Requirements: Seasoned, Smarts d6+, Agility d6+

You have learned to distract your opponents with your unpredictable fighting style. You gain a +2 bonus to Smarts-based Tricks and +1 Parry when fighting with improvised weapons.

(Recommend Resourceful Fighter Edge.)

Cavalryman

Requirements: Novice, Agility d6+, Bending or Fighting d6+, Riding d6+

The character is trained to fight from the back of an animal. He uses his Fighting or Bending skill when mounted, rather than the lower of his Fighting or Riding skills.

Entertainer

Requirements: Novice, Smarts d6+, Persuasion d8+

The character is a skilled entertainer and receives +2 to Persuasion rolls when performing in front of an audience. This also works when using Persuasion as disguise.

Horse Archer

Requirements: Novice, Agility d6+, Riding d8+, Shooting d6+

This highly skilled rider has the Steady Hands edge while on horseback and may use the aim maneuver while riding.

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Master Mechanist

Requirements: Veteran, Smarts d10+, Gearcraft d10+, Repair d10+, Mechanist

With determination and years of hard work the gadgeteer gains the ability to create masterful devices as per the New Device Edge above. Upon purchase of this Edge he may chose one Power to emulate by crafting astounding devices. The specifics of device creation are left up to GM but should require a Dramatic Task using Gearcraft rolls, various common or rare materials. As these are physical objects, the character will have to deal with the logistics of their devices, such as how to carry reinforced walls or transporting a catapult. Once created, a Device gains Gear Points equal to twice the creators Gearcraft die and use of each device costs one point per tier of the power it is replicating. Once 'empty' of Gear Points, repairs must be made taking several hours, restoring 1d4 points per hour spent. Note this time is halved by anyone with the Apprentice Engineer edge.

Example Mechanisms

Barrier (reinforced wall), Blast (catapult with fiery loads), Bolt (arbalest), Burrow (gearwork digger), Burst (blasting jelly cannon), Entangle (spring-loaded tanglewire), Darksight (goggles), Light (tinkerer lantern), Obscure (smoke pellets), Confusion (noise box).

Mentor

Requirements: Novice, Gearcraft or Persuasion d6+

You have a master, trainer, or elder who you look to for advance, guidance and teaching. Perhaps you joined a crafting guild and learned from a master, you are a martial artist and still in contact with your Sifu or you simply persuaded the village elder to teach you calligraphy. This Merit works much like the Connections merit. Contact with the Mentor must be initiated followed by a Persuasion roll. On success the effects last for the session.

Failure: The Mentor isn't available or is too busy to aid their former student.

Success: The Mentor helps the character, boosting their relevant skill by +1, +2 on a raise.

Raise: The Mentor guides the character in their work, giving aid in any way they can. The character's relevant skill is boosted by one die. D8 Gearcraft becomes D10, max d12 +2.

Pupil

Requirement: Seasoned, d10+ in relevant Skill (see below).

The character has a pupil, becoming a mentor to an NPC and teaching him the ways of combat, artistry, medicine, archery, tattoo artistry, you name it so long as you have the relevant skill. At the end of any game session in which a pupil played a significant roll, roll a d6. On a roll of 5 or 6, the pupil Advances just as a player character would. Once a Pupil advances it may become a follower under the Follower edge. Characters with this Edge must provide food, drink & shelter to their pupil. This Edge may be taken multiple times to gain multiple pupils.

Pupil Stats: Attributes - d6. Skills – 3 skills at d6 related to their field of study and Notice d6.

Pace: 6, Parry: 5, Toughness: 5. Gear: set by player and GM.

Merchant

Requirements: Novice, Persuasion d6+, Streetwise d6+

An experienced broker of goods, the merchant gets +2 to Streetwise rolls for buying and selling goods. They are also skilled at evaluating the basic worth of goods. They can do this automatically, though more unique or unusual goods may require a successful Smarts roll. Last a Merchant gains a discount when purchasing goods within his or her field of purview, the exact discount decided by the GM.

Mythic Warrior

Requirements: Veteran, Strong Willed

This warrior makes their living fighting spirits, Naga or other monstrous creatures that live on the edge of society and hidden places in the world. He never suffers Fear effects and cannot be Intimidated.

Protector

Requirements: Novice, Agility d8+, Fighter d6+, Novice d6+

This character is a bodyguard or a devoted guardian of an important individual. They choose one person to guard in combat as a regular action. As long as they stay within 1" of the chosen person, any attack aimed at that person is automatically rolled against the protector instead. The character receives a benny each time he suffers a wound from such an attack during an encounter. If he Soaks the wound during combat, he loses the benny instead.

Shuzhu (Commander)

Requirements: Veteran, Command

The character is recognized for their leadership ability and given the benefit of minor nobility in their nation. He may be high born or earned the title through years of service. Benefits of the title are free suit of armor, a warhorse and +2 to persuasion with nobles and highborn. The character may not have the Disgraced Hindrance.

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Social Edges

Cultured

Requirements: Novice, Smarts d6+

The character has a refined air about them, gaining two additional defining interests. As a reminder, each defining interest counts as a possible subject for common knowledge checks.

Low Profile

Requirements: Novice

This character is less recognizable than might be expected. People encountering the character receive -2 to Common Knowledge rolls to recognize or remember him. In addition he receives +2 to Stealth (blending) and Persuasion (disguise) attempts.

Well Connected

Requirements: Veteran, Connections

You are more than capable of calling in favors when you need them. You may spend a benny to get an automatic raise on Persuasion rolls with your Connections. You may also spend a benny to turn a failure into a success.

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Archetypes

Air Bender

Attributes: Agility d6, Smarts d6, Spirit: d8, Strength: d4, Vigor: d6

Skills: Bending d8, Knowledge (Bending) d8, Notice d6, Persuasion d8, Throwing d6

Charisma: 0, Pace: 8, Parry: 2, Toughness: 5

Hindrances: Pacifist (Minor), Code of Honor, Low Born

Edges: Arcane Background (Bender), Wizard

Powers: Deflection, Elemental Manipulation, Slow

Power Points: 10

Gear: Air Nomad Glider, Sling Bullets, Staff

Archeologist

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Antiques) d8+2, Knowledge (History) d8+2, Notice d6, Survival d6

Charisma: 0, Pace: 6, Parry: 2, Toughness: 5

Hindrances: Stubborn

Edges: Scholar (Antiques and History)

Gear: Cloak, Hooded Lantern, Digging Tools, Straw Mat

Soldier

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d8, Shooting d8

Charisma: -2, Pace: 6, Parry 6/7, Toughness: 6 (1)

Hindrances: Low Born

Edges: Combat Reflexes

Gear: Leather Armor (+1 torso), Spear (Str+d6, Parry +1, 2 Handed), Arashi-Ko (Range: 10/20/40 Damage: 3d6, RoF 1, 4 Ammo)

Engineer

Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d6, Gearcraft d10, Notice d8, Repair d10, Shooting d6

Charisma: -2, Pace: 6, Parry: 5, Toughness: 4

Hindrances: Outsider, Exiled

Edges: Student of the New Way, Master of the New Way, Apprentice Engineer

Powers: Armor, Bolt

Power Points: 20/20

Gear: Arrow-Throwing Machine (Bolt), Gearcraft Tools, Steam-Powered Bamboo Suit (Armor)

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Assassin

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d8, Intimidation d8, Lockpicking d6, Notice d6, Stealth d8,
Throwing d8

Charisma: 0, Pace: 6, Parry: 7, Toughness: 6

Hindrances: Dark Secret, Cautious

Edges: Acrobat, Grab and Hold, Quick, Shadow Arts

Gear: Black Body Paint, Jian (Str+d6), Shuriken (Range: 4/8/16, Damage: Str+d4, RoF: 2,
Ammo: 5)

Energy Bender

Attributes: Agility d6, Smarts d6, Spirit d8+1, Strength d6, Vigor d6

Skills: Bending d8, Fighting d6, Healing d6, Notice d6, Persuasion d6

Charisma: 0, Pace: 6, Parry: 5, Toughness: 5

Hindrances: Heroic

Edges: Arcane Background (Spirit Bending), Soul Drain

Powers: Boost/Lower Trait, Confusion

Power Points: 5

Gear: Talisman, sacred scrolls, Zha Dao (Str+d6), Wicker Backpack

Commander

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8(+1 with Zhan Ma Dao), Intimidate d6, Notice d6, Persuasion d6, Riding d6,
Shooting d6

Charisma: 0, Pace: 6, Parry: 6, Toughness: 7(2)

Hindrances: Code of Honor, Obligations, Vow

Edges: Command, Shuzhu, Signature Weapon (Zhan Ma Dao)

Gear: Zhan Ma Dao (two-handed, Damage: d10, AP2 when charging), Jian Ci (Damage: d6,
AP2), Medium Armor (+3), Warhorse

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Gear and Goods

Like any Savage World, the 4 nations have a rich history of craft and trade. Just about any item imaginable in a medieval/fantasy-tech setting is available, depending on the age a campaign is set in. Below you'll find a variety of weapons, armors, animals, common goods and rare treasures found in the 4 Nations, as well as a conversion system for the currency of the setting.

Currency of the 4 Nations

As with many fantasy worlds, the currency in the 4 Nations is based on precious metals; gold, silver and copper are most typical with electrum and sometimes banknotes seeing use. How these are traded, what form they are in changed based on each tribe and culture. Below are the four main cultures and their coin. For general purposes the coins are valued as such, with notes found in the specific nation entry below.

Currency	Exchange Rate			
Coin / Note	Copper	Silver	Gold	Yuan
Copper Piece (cp)=	1	1/10 th	1/100 th	~
Silver Piece (sp)=	10	1	1/10 th	¥.1
Yuan/Gold Piece(gp)=	100	10	1	¥1
Moon Yuan (mY)=	1'000	100	10	¥10
Sun Yuan (sY)=	10'000	1'000	100	¥100

Water Tribe

The water tribe doesn't use the typical copper – silver – gold coin as their economy is based more on bartering and trade. Though over the generations as the tribe mixed with the other nations, they began to mine local electrum deposits and mix it with other minerals to create blue coins. These coins are roughly worth a gold coin, they simply barter with anything worth less than that. The coin is oval shaped with the symbol of water stamped on it. While the coinage isn't accepted everywhere, parts of the Earth Kingdom, such as Chin Village (which borders the Southern Water Nation) uses the coin as legal tender.

Earth Kingdom

Earth Kingdom coins are mostly round, and all have square holes punched in the center which allows them to be strung together. They are rather large and thick compared to other nations so they keep their standard monetary value. Outside of Republic City, the richest citizens of the Earth Kingdom buy and sell the most expensive goods with gold ingots – smallish oval lumps of gold, with a shape resembling a boat. They are rare but worth several hundred gold.

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Fire Nation

Fire Nation coins are much more angular than their Earth Kingdom counterparts. They vary by weight, size and shape. The copper coins are rectangular and concave on one side with the image of a flame in its center. Silver pieces are small and pentagonal in shape with the Fire Nation emblem on the front. The gold coins are the largest and are rectangular with a slit running through it.

Air Nomads

Due to their nomadic nature, and the fact that their population was devastated during the Hundred Year War, the Air Nomads don't print their own coins. They trade and barter what they need to survive, though traveling merchants do exchange with Earth and Fire nation coins. The burgeoning Air tribe that began in modern times most often uses Yuan bank notes as they are based on Air Temple Island in Republic City.

Republic City

Republic City is the richest, most modern city in the known world, and thus they've developed the use of banknotes called Yuan. These notes are rectangular and soft, with several famous Avatars on their face and different color for their value. They are also backed by stockpiles of silver and gold, making them legal tender in all the 4 Nations, but rarely seen outside of Republic City or Ba Sing Se. One Yuan is worth roughly the same as gold coin, commonly referred to as a 'gold note'. Other notes are worth more than a single coin, though one note is worth the same as a silver coin it is fairly rare.

Silver Note: This note features the short-lived but gifted Avatar Kuruk. The note is blue with orange highlights, featuring an ornate sailed-ship.

Gold Note: Avatar Kyoshi is featured on this note in her full regalia. She was the oldest known Avatar, living to 230 years of age. This note is brown with hints of yellow with a mountain on the back.

Moon Note: The first note worth more than a gold coin, this note features Avatar Roku. The note is orange with blue highlights, featuring Fang, Roku's dragon ally.

Sun Note: The highest note available. Avatar Aang, the founder of Republic City is featured on its face. The note is pink in color featuring Republic City on its back and Avatar Aang on its face.

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Armor

Armor in the Savage Worlds are purchased piecemeal, split between Torso (covers chest and upper legs), Helmets (or Masks), Leggings, and gauntlets. If a character wears a complete suit of the same armor type, he receives a bonus to his armor, and thus his Toughness. Most armored people in the 4 Nations however wear pieces of this or that to get cover in combat. Only paid soldiers or wealthy lords can afford full suits of heavy armor.

Donning Armor

It normally requires a minute to equip most armor. Some armor, particularly heavy types have the Slow Don trait, requiring 5 minutes to properly equip it, though all armor can be torn off in seconds in case of emergency. Adversely Fast Don armor takes a normal action to don each piece.

A Note about Encumbrance

The Encumbrance system found in the Savage Worlds core is detailed and time consuming to use. So as part of an alternative system this setting adapts the Encumbrance system from the Savage Armory fan supplement. Your characters Load Limit is now defined in *significant items* rather than pounds. A *significant item* is one that weighs roughly 5-14 pounds. Most 2 handed weapons, all pieces of heavy armor save perhaps the mask count as *significant items*. You can carry a number of such items equal to half your Strength without penalty. The Brawny Edge increases your Load Limit in *significant items* by 1/2 times (rounded up). Some items may count as two or more *significant items* or be specially built to count as none. All items listed below will list if they are *significant items* and how much they count for.

Armor comes in three basic forms, Nimble, Reinforced and Heavy. There are dozens of potential differences between each but they are categorized like that for easy use. As much as they can differ, the three types of torso armor (the most common) have certain aspects across the board, listed below;

Armor Type	Armor Value	Weight in <i>Significant Items</i>
Nimble	+1	1
Reinforced	+2	2
Exquisite:	+3	3

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For ease of use, we'll term armor Light, Medium, Heavy for the chart use. Cost is in gold coin.

Armor Piece	Weight (L/M/H)	Cost (L/M/H)	Notes
Mask	0/0/0	¥25/75/150	Conceals one's identity.
Helmet	0/0/0	¥50/150/300	Rigid: Ignores AP from slashing weapons.
Vest	1/2/3	¥100/200/400	+1/+2/+3 Toughness
Gauntlets	0/0/0	¥50/100/150	Protects hands and forearms.
Leggings	1/1/1	¥50/200/400	Protects legs.
Boots	0/0/0	¥50/100/200	Protects feet.
Full Suit	2/3/4	¥275/750/1300	All of the above.

Buckler	0	¥25	+1 Parry
Kite Shield	1	¥50	+1 Parry, +1 Armor vs Ranged Attacks
Tower Shield	2	¥200	+2 Armor, -2 Pace

Armor Types by Nation

Though armor is broken down into three general categories, the truth of the matter is that each nation is known for making particular armor types with varying thickness, material construction and aesthetic focus. Each is listed below;

Water Tribes

The arctic regions the Water Tribes calls home are extremely cold, so most armor from the region is made of thick furs. It can look crude and barbaric but design has changed over millennia to make it particularly effective at holding in warmth and keeping out natural cold.

Nimble: Hides are cut thin for flexibility, sewn into clothing or made into hoods or cloaks.

Reinforced: Thicker leathers are formed close to the body, with rigid leather hoods (helm) and masks. Oval wooden shields are popular.

Exquisite: Generally reserved for the commanders of the army or chieftains, heavy armor is rare and hard to distinguish from medium. Boiled hides form rigid breast plates, often reinforced by wooden plates over the vitals, or sewn together with round, glossy stones as added protection.

Air Nomads

Few Air Nomads wore armor as their society is one based on peace and meditation. During the Hundred Year War some were known to don armor to fight, but those pieces are rare today.

Nimble: Cloth is sewn together tightly with silk and thin leather to form thick but highly flexible armor, often styled after long robes of earthen colors. In modern times this 'armor' is a tight flexible suit combined with a modified glider.

Reinforced: Metal links are sewn into the thick cloth, layered so it's not seen, providing better protection from piercing blows.

Exquisite: Leather is bound tightly to the chest and a robe of dense and very strong layers of silk, often dyed in bright colors.

Earth Kingdom

The Earth Kingdom has developed strong armor over many years of war with the Fire Nation. Their armor tends to be cloth or leather, but also bamboo and lacquer.

Nimble: Like most nations the light armor is cloth but thick fur skins are belted over vitals of the chest, stomach and neck.

Reinforced: Small but thick leather square are layered over one another around the torso and stomach for superior protection. Military officers adorn this armor with a bright green silk sash.

Exquisite: Double layers of leather wrap around the body with lacquered bamboo attached too silk creates rigid armor around the torso. In modern times the bamboo is replaced with metal plates on the shoulders and arms and feet with an enclosed helmet.

Fire Nation

Before the advent of Metal Bending, the most advanced armor in the 4 Nations could be found in the hands of the fire nation. They were the first to work metal, so their armor makes heavy use of it.

Nimble: Soft leather sections, similar to Roman armor are bound to tight fitting cloth to form supple but effective armor.

Reinforced: Smaller metal plates are spaced around and bonded over the leather armor on the chest and shoulders. The plates are thin and light but strong. A ‘horned’ Asian helm of leather or ceramic cover the head.

Exquisite: Double layers of ceramic plate or metal sheets are beaten together over the shoulders and around the chest while ceramic plates are woven in to protect the stomach and legs. A heavier metal helmet tops off the strongest armor in the 4 Nations.

An Aside about Shields

Shields are common implements of war and are even used as defense by hunters. Their three forms of buckler, kite shield and tower shield are common all over the 4 Nations but not typically used by all of them. The Water Tribes for example favor shields in their war parties, while the Fire Nation rarely uses any form of shield as they feel their armor strong enough to protect them. The Earth Nation is known to make most use of Tower Shields; Metal Benders have been known to bend one for personal use when absolute protection is necessary. Most standing armies are not equipped with shields, but that is largely because the Benders are expected to block incoming ranged attacks. As technology charges forward the use of shields may fade entirely.

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Specific Armors

The following 9 armors are well known or especially common sets of armor used by the various armies, warriors and adventurers of the 4 Nations. They are separated here because they often have special features designed into them, thus their notoriety. See [Zadmar's Savage Armory](#) for benefits and determine details listed in the 'notes' section.

Type	Armor	Weight	Cost	Notes
Nimble				
Nomad's Robe	+1	1	¥250	Impenetrable.
Dragon Sichou	+2	0	¥400	High Resilience, Light, Expensive
Zhu Xiong	+1	2	¥200	Mask, Leggings, Sleeves. Soft
Reinforced				
Wolf Don	+3	5	¥700	Highly Reinforced, Leggings, Heavy.
Shi Kaijia	+2	3	¥600	Sleeves, Very Awkward, Weaponry.
Naga Hide	+2	2	¥800	Expensive, Very Light, Fast Don
Exquisite				
Imperial Plate	+3	4	¥1100	Environmental, Rigid, Slow Don.
Jinshu Kai Zhuang	+4	6	¥1250	Heavy, High Resilience, Low Protection
Guijia Kai	+1	4	¥2000	Heavy Armor, Low Resilience

Dragon Sichou

Appearance: Tightly woven layers of silk are wrapped around the torso and groin.

Special Notes: This light armor virtually weightless but woven in such a way to make it highly protective. The special cloth weave is time consuming however so it is prohibitively expensive.

Guijia Kai

Appearance: An unusual armor were tortoise shells are cut into rectangular shapes and tied together to form a large coat of distinct appearance.

Special Notes: While at first glance it appears weak, only exotic weapons and powerful bending techniques can break through this armors extreme protection.

Imperial Plate

Appearance: The most common armor of the fire nation, it's often inlaid with Fire Nation symbolism, often one that marks the rank of the wearer in the Fire Navy.

Special Notes: Because it is forged with Fire Bending, this armor protects against Fire and it's hardly plates make the wearer hard to wound, with the offset of making the armor time consuming to don.

Nomad's Robe

Appearance: Popular amongst Air Nomads, this cloth robe is layered and stitched together forming an extremely resilient padding that protects the shoulders, chest and stomach.

Special Notes: The specially layered cloth, stitched tightly together makes the robe extremely resistant to piercing weapons.

Naga Hide

Appearance: A rare armor made of the hide of the mysterious creatures that haunt the far reaches of the Earth Kingdom. Nomads and desert dwellers discovered the power of their hides and began to make and trade this powerful armor that slides over the head like a starched tunic

Special Notes: Because of its rarity this armor is especially expensive but well worth it. It wears like fur it's so light, and it is extremely easy to equip.

Shan Wen Kai

Appearance: This bulky metal armor covers the torso, shoulders and stomach with thousands of small heart-shaped steel plates that are riveted onto boiled leather.

Special Notes: Heavy and unwieldy it is extremely resistant to piercing weapons.

Shi Kaijia

Appearance: This armor is widely used by commanders and leaders with a classically 'Asian' design. The thick armor is made of leather covered by fine silk with hundreds of square-cut stones strung together to protect the torso, stomach, groin and arms.

Special Notes: Ato armor is awkward though not heavy, reducing Pace by ½. The stones that cover the armor have sharp edges, giving the Natural Weaponry Edge when unarmed.

Wolf Armor

Appearance: A famed set used by the water nation army with a wolf hide cloak and distinctive 'eared' hood.

Special Notes: While heavy it protects much of the body with the best protection of any medium armor, deflecting all but the strongest attacks.

Zhu Xiong

Appearance: This unusual armor is made of wicker and bamboo wrapped in cloth. It's fairly crude armor but widely used.

Special Notes: This armor isn't the most resilient of the light armors, but it protects the entire body, heady to toe.

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Weapons

The below list includes most common weapons found in the 4 Nations listed by type. Prices listed are the common cost in silver and gold coin, though prices may vary from location to location. Weapons under a category marked 'Exotic' require the Exotic Weapon Training Edge. See [Zadmar's Savage Armory](#) for benefits and determine details listed in the 'notes' section.

Weapon	Damage	Weight	Cost	Notes
Blades				
Aiguchi (Dagger)	Str + d4	0	5sp	Throwable (Range 4/8/16)
Jitte (Three-Prong Dagger)	Str + d4	0	¥20	+1 Parry
Jian Ci (Butterfly Sword)	Str + d6	0	¥40	
Dao (Scimitar)	Str + d6	0	¥60	AP 2
Zha Dao (Broadsword)	Str + d8	1	¥100	
Da Dao (Greatsword)	Str + d10	1	¥160	-1 Parry, Two-Handed
Axes and Mauls				
Club	Str + d4	0	~	
Fu (Axe)	Str + d6	0	¥30	Throwable (Range 4/8/16)
Shao Chan (Long Axe)	Str + d6+1	1	¥80	d4 Raise Die
Chui (Mace)	Str + d6	1	¥110	AP2 vs. Heavy Armor, Toughness 12
Chan Zhang (Long Mace)	Str + d8	1	¥280	Reach 1, Two-Handed
Pole Arms				
Shao Gun (Staff)	Str + d4	0	¥2	+1 Parry
Qiang (Spear)	Str + d6	0	¥40	AP1, d8 if used two handed.
Lian Dao Qiang (Glaive)	Str + d6	1	¥70	Reach 1, Two-Handed
Dan Ji (Halberd)	Str + d10	1	¥150	Reach 1, Two-Handed, Unwieldy
Exotic				
Zhua (Claw)	Str + d4	0	¥25	+2 Climbing Skill
Lu Jiao Dao (Fist Dagger)	Str + d6 + 1	0	¥40	Works with Empty Hands Edge
San Jie Gun (3-Section Staff)	Str + 1d6	0	¥65	AP -1, Parry +1
Tie Shan (Steel Fan)	Str + 1d6	1	¥100	d8 Raise Die, Cover, Dangerous
Shuang Tao (Flying Weight)	Str + 1d8	1	¥125	Concealable, Range (3/6/12), Fragile

Thrown Weapons

Weapon	Range	Damage	RoF	Cost	Weight	Notes
Standard						
Tou-Skiki (Sling)	5/10/20	Str + d4	1	2sp	0	
Aiguchi (Dagger)	4/8/16	Str + d6	1	5sp	0	Concealable
Fu (Axe)	4/8/16	Str + d6	1	¥20	0	
Exotic						
Si Jie Tang (Grapple)	1/3/5	Str + d6	1	¥15	1	Entangles
Shuriken (Throwing Star)	4/8/16	Str + d4	2	¥1 for 10	0	
Hui Fei Bang (Boomerang)	6/12/18	Str + d6	1	¥5	0	D8 Raise Die

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Ranged Weapons

Weapon	Range	Damage	RoF	Cost	Weight	Notes
Bows						
Wu Bei Yao (Short Bow)	12/24/48	2d6	1	¥60	0	Min Str d6
Siyah (Long Bow)	15/30/60	2d8	1	¥100	0	Min Str d8
Kiyuan (Composite Bow)	15/30/60	2d8	1	¥120	1	Min Str d6
Exotic						
Hukiya (Blowgun)	4/8/16	2d4	1	¥40	0	Contact Poison
Arashi-Ko (Crossbow)	12/24/48	2d6 + 1	1	¥70	0	1 Action to Reload
Ikazuchi (Repeating Xbow)	4/8/16	2d4	3	¥110	1	1 Action to Reload

Blades

Aiguchi: A small blade about 6" long or less. Typically used as a cutting or eating implement.

Jitte: A blunt dagger with two wide prongs on either side used for trapping blades.

Jian Ci: A thin and wide sword favored by agile fighters often duel wielded.

Dao: A common sword that is thin with a curve toward the end and a flexible blade.

Zha Dao: A larger version of the Dao with a long scarf on the end meant to confuse opponents.

Da Dao: A very large Dao held with two hands, heavy but deadly.

Axes and Mauls

Club: A thick wood rod sometimes adorned with metal studs, usually home-made.

Fu: A hand axe used by many people, often balanced for throwing.

Shao Chan: Like a Fu but with a much longer handle and larger axe head.

Chui: A large rod with a metal ball at the end that is great at crushing heavy armor.

Chan Zhang: A heavy club or poll with studs, spikes or a large metal ball at the end.

Pole Arms

Shao Gun: A long pole of hard wood or bamboo, sometimes metal plated.

Qiang: A flexible wood or bamboo shaft with a metal or bone point at the end.

Lian Dao Qiang: Similar to a Qiang but with a Dao-like blade affixed at the end.

Dan Ji: A long pole with an axe head or Dao on the end, often with a sharp hook on the back.

Exotic Melee Weapons

Zhua: Leather cloves with curved spikes on the end. Poor for combat but great for climbing.

Lu Jiao Dao: A first weapon of two curved blades adjoined in the middle with a leather handle.

San Jie Gun: A thick staff split into three parts and adjoined by thin chain.

Tie Shan: A hand fan but made of metal with sharp edges, deadly but difficult to control.

Shuang Tao: A fine chain with a metal stud or spike at the end. Can be launched at distant foes.

Thrown Weapons

Tou-Sikki: A classic sling with round stones or metal balls hurled to distance.

Aiguchi: The melee knife can made a deadly thrown weapon that is easy to conceal.

Fu: The war axe is sometimes balanced for throwing and strikes hard.

Exotic Thrown Weapons

Si Jie Tang: A metal spike or grapple attached to rope or chain that can wrap around an enemy.

Shuriken: Thin metal plates are shaped to stars or triangles and thrown in rapid succession.

Hui Fei Bang: An L-shaped weapon that returns when thrown, popular in the Water Tribe.

Ranged Weapons

Wu Bei Yao: A small strung bow used for hunting but also long distance warfare.

Siyah: A larger strung bow with greater range but requiring significant strength to use properly.

Exotic Ranged Weapons

Hukiya: A hollow bamboo shaft that shoots darts. See Herbalist Edge for poison rules.

Arashi-Ko: A mechanical bow that requires less strength that hits hard.

Ikazuchi: A mechanical bow that loads 10 arrows at a time and fires them in rapid succession.

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Common Goods in the 4 Nations

General Equipment	Cost	Weight	Notes
Backpack, Wicker	7sp	0	Holds 50 lbs.
Basket, Large	6sp	0	
Basket, Small	3sp	0	
Blanket - Fur	5sp-¥5	1	Price varies on rarity or quality.
Blanket - Silk	¥2 5sp	0	Thick cotton wrapped in fine silk.
Box - Apothecary	¥1	0	Small box with herbs, bottles, etc.
Cloth, Cotton Bolt	3sp	0	
Cloth, Silk Bolt	¥5	0	
Compass	¥10	0	Engraved wooden box
Fishing Net	7sp	1	+1 Survival Rolls when foraging
Flask (ceramic)	5sp	0	
Flint & Steel	¥1,7sp	0	Roll d6, starts a fire on 5 or 6.
Goza (Straw mat)	5sp	0	Sitting or sleeping mat
Incense	3sp	0	Pack of 10
Lantern - Hooded	¥1	1	Produces light out to 10"
Lantern - Paper	5sp	0	Produces light out to 3"
Lockpick	¥2	0	+1 to Lockpick rolls
Manacles	¥3	1	heavy iron restraining cuffs.
Mirror - Small	¥5	0	
Oil Flask	¥2	0	Ceramic flask with whale oil.
Pot, Iron	¥6,5sp	1	Holds 5 lbs of liquid or foodstuff.
Quiver	¥2, 5sp	0	Holds 20 arrows or bolts
Rope, Hemp 50'	¥3, 5sp	1	
Rope, Silk 50'	¥10	0	
Sail Cloth	¥5/yard	1	
Satchel, Leather	¥4	0	Holds 5 lbs. or ~200 gold coins.
Shovel	7sp	1	
Snorkel, Bamboo	5cp	0	Breath under shallow water
Soap	2sp	0	1/4 lbs. bar
Ornate Sword Stand	¥5	1	
Tent, Large	¥1,7sp	1	Lacquered Wool. Holds 6
Tent, Small	7sp	0	Lacquered Wool, Holds 2
Tobacco Pipe	3sp	0	
Tobacco , 1 lbs	3sp	0	
Torch	2sp	0	Stack of 5
Waterskin, Lambskin	¥1, 5sp	0	Holds two liters
Whistle	4sp	0	Wood with holes in the top
Whetstone	5sp	0	

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Livestock	Cost	Notes
Pet animal	Varies	Fire Ferret, Lemur, cat, dog, etc
Livestock	¥1-200	Pig, Cow, Chicken, etc.
Beast of Burden	¥300	Camel, Giant Beetle, Dragon Moose, etc.
Riding Beast	¥1000	Ostrich Horse, Buffalo Yak
War Beast	¥2000	Polar Bear Dog, Komodo Rhino, etc.
Flying Beast	¥5000	Flying Bison, Dragon, etc.

Mount Goods		
Barding - Wool	¥1, 5sp	
Barding - Silk	¥12	
Bit & Bridle	7sp	
Feed (per day)	1sp	Mixed grains
Feed Bag	6cp	
Saddle - Military	¥10	Slots for holding weapons
Saddle - Pack	¥1, 4sp	Holds 50 lbs.
Saddle - Riding	¥3	Holds 15 lbs.

Services	Cost	Notes
Bender, Per Day	¥10	Non-combat bending work.
Chef, Per Banquet	¥6	Serves 12. Fine quality
Clerk, Per Month	¥5	Butlers, businessmen, etc
Courier, Per Delivery	5sp	In-city deliveries only
Courier, Per Day	¥2	Long-distance deliveries
Doctor, Per Visit	8sp	Leaching, acupuncture, etc.
Gardener, Per Month	¥2	
Geisha, Per Evening	¥3	Entertainer, companion.
Lantern Bearer, Per Day	5sp	
Lodging, Common	5sp	Common room, simple meal.
Lodging, Quality	1sp	Single room, good meal
Lodging, Bath House	¥15	Luxurious
Navigator, Per Outing	¥2	Determines course
Performer, Per Act	¥5	Actor, Musician, Singer, etc.
Performer - Renown	¥30	Well known actor, musician, etc.
Sailor, Per Day	5sp	Tends ship.
Servant, Per Month	¥2,5sp	Tends household.
Stabling, Per Night	3sp	Feed, care, bedding, etc.
Wench, Cheap	¥1	Often filthy and diseased
Wench, Upscale	¥25	Well mannered, clean.

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Clothing	Cost	Notes
Boots, Hard	3sp	Hard leather or hide.
Boots, Soft	6sp	Soft leather or wool.
Cap, Leather	7sp	Linen or wool of varying styles.
Cloak - Cloth	5sp	Linen or wool
Cloak - Fur	¥1, 5sp	Heavy furs for warmth or sleeping.
Gloves	3sp	Cotton or linen cloth.
Hat - Fur	4sp	Heavy fur for warmth
Hat - Straw	3sp	Classic disk-shape oriental hat.
Loincloth	1cp	Basic undergarment
Outer Robe	¥2	Embroidered Silk, padded with fur.
Robe, Cotton	8sp	Long cloth wrapped around the body.
Robe, Fur Trimmed	¥1, 5sp	Like cotton with fur on the edges.
Sandals	6sp	Usually wood and leather.
Sash - Silk	¥2	Silk cloth wrapped around the waist.
Trousers, Cotton	3sp	Ankle-length
Trousers, Woolen	6sp	Longer pants used in colder climates.
Tunic, Linen	2sp	Common shirt.
Tunic, Fur	8sp	Longer shirt used in colder climates.
Tunic, Silk	¥1, 5sp	Embroidered silk shirt.
Vest, Fur	6sp	A common alternative to a tunic.
Vest, Silk	¥1	Embroidered and brightly dyed.

Food & Drink	Cost	Quantity	Notes
Beer	2cp	1 Quart	Sold in glass or ceramic jars
Food, common meal	5cp	By Plate	Simple meats, grain and dairy dish.
Food, exotic meal	¥1,5sp	By Plate	Rare meats, exotic spices, delicacies.
Provisions, per day	1sp	2 lbs.	Dried meats, fruit, rice cakes & cheese.
Sake	2sp	1 Quart	Sold in ceramic decanters.
Tea, common	8cp	1 Lbs.	Green, Brown or Spiced tea.
Tea - Chi Enhancing	¥5	1 Lbs.	+1 Vigor rolls to resist Fatigue [1 Hour]
Tea - Ginseng Root	¥12	1 Lbs.	+1 to recover from being Shaken [1 Hour]
Tea - White Dragon Leaf	¥25		+1 to Spirit rolls [1 Hour]

Modern Inventions of the 4 Nations

The last two centuries has seen a tumultuous change in civilized life in the world of Avatar as technology has grown at an unprecedented rate. From the 100 Year War and the Fire Nations industrial revolution to the Earth Kingdoms invention of the railroad to Republic City's technological revolution. The era has changed the life of everyone, from the humblest farmer in rural Earth Kingdom to the rich citizens of Republic City. Advancements in communication, transportation, manufacturing and warfare technology have changed the face of the world.

Communication

Before the industrial revolution of the 100 Year War, most citizens of the world lived agrarian lives, cultivating the land in small towns or working as artisans or laborers in the large cities. If one wanted to communicate with another at distance it required either weeks of travel or the use of a messenger hawk. This form of communication took weeks or months and thus distant nations, like the Water Tribes had little contact with other nations.

In modern times inventions such as the telegraphy allow people living miles away to listen in on a broadcaster relate the news, stories of the day or major events. Commonly referred to as Radios, the technology quickly saw use as fast communication devices used by police forces and militaries around the world. Other modern communication tools quickly followed, such as the telephone and megaphone.

Transportation

Before the invention of steam-powered or electric machines, most cultures traversed the world on the backs of animals. From farmers using Elephant Camels to plow fields, to military cavalry on the backs of Ostrich Horses, Buffalo Yaks or Komodo Rhinos, to children playing with their Winged Lemur or Goat Dog pets. Animals played and still play an intrinsic roll in every day life for most people of the 4 Nations.

It was half a century into the 100 Year War when alternative modes of transportation were developed. The advent of Steam-Powered boats and trains meant huge quantities of materials could be transported across continents in mere days or weeks. Large cities also developed these technologies to help their citizens move around such as the steam-powered trains of the Fire Nation or the monorail system of Ba Sing Se which used a combination of bending and technology to help its citizens traverse the massive city. Such technology allowed civilizations to expand and cities to grow. Unfortunately any settlement or town without a rail system was forced to still rely on animals.

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In modern times the advent of electricity generation has lead to a boom in transportation technology with the invention of the automobile. The Sato-mobile and fast trains have created relatively inexpensive and reliable modes of fast transport that allows even the poor settlements that dot the Earth Kingdom to transport goods and services between themselves and the distant cities, increasing their own wealth and the prosperity of their kingdom as a whole. But no-where has this technology changed life so much as Republic City itself.

The newest form of transportation is oddly based upon an old one, the aging railway system. Famed inventor Varrick pioneered the development of magnetic rail which increased the travel speed of rail systems dramatically. Thanks largely to Kuvira, large nations like the Earth Kingdom have railways laid through every village and crossing much of the known world. This has allowed peoples from all over the world to travel inexpensively to every corner of the world.

Warfare

No sector has seen technology boom more than that of warfare. Wars drive technological advancement to provide weapons, provisions, fast forms of transpiration. Many of the inventions noted above sprung up largely to help the war efforts of the Fire Nation. The short-lived war of Kuvira also saw a huge leap in technological innovation from the magnetic rail the first weapon of mass destruction, the Spirit Vine Weapon. That war was thankfully ended fairly quickly, lasting only a few years but the changes to the world and the effects of Kuvira's super weapon have made their mark, with the creation of the third Spirit Portal.

With the end of Kuvira's War the future is uncertain. The advent of technological revolution will reverberate in ways that cannot be foreseen. With the increase in innovation the power of Benders is increasingly rivaled, even that of the Avatar herself. Will the world come together in peace or will the chaos bring forth a new threat? Only time will tell. Below you'll find a list of major inventions that may be found within the world of Avatar, separated by the nation that created them.

Air Nomads

Little is left of the technology of the Air Nomads. Their solitude and peaceful focus meant they did not invent any form of weapon or major technology.

Invention	Range	Damage	RoF	Cost	Weight	Notes
Air Nomad Glider	~	Str + d4	~	¥150	0	Glide at pace, -3 climb
Wing Suit	~	~	~	¥300	0	See Glider
Air Temple Door	~	~	~	¥700	10	Only operable by Air Nomads

Air Nomad Glider: What appears as a regular staff of ironwood can be opened to reveal fan-like wings. Anyone can use them to glide but Airbenders can use it as a weaker alternative to the power *Fly* moving at Pace x 2, climb 0.

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Wing Suit: The official uniform of the new Air Nomads invented by Asami Sato, this is the modern equivalent to an Air Nomad Glider. It is a form-fitting fabric that reduces wind resistance during flight. A zipper across the torso can unfurls flexible wings that stretch from the wrists down to the ankle. Non-Air Benders can use them to glide with little control but an Air Nomad can use it to attain high speeds. Top Speed: 10, Climb 0.

Air Temple Door: These massive doors protect the sacred inner spaces of the four Air Nomad Temples. Only Air Benders can open them, although the Mechanist discovered a way, he never revealed the secret.

Water Tribe

While the Southern Water Tribe consists of mostly small villages scattered around the vast south pole, the Northern Water Tribe lives primarily in and around their massive city and have advanced some technologies. Their city for one moves water through complex hydraulic structures throughout the city.

Invention	Range	Damage	RoF	Cost	Weight	Notes
Vehicles						
Boat, Sailing	~	~	~	¥1'500	~	Single-deck long-ship.
Snowmobile	~	~	~	¥700	~	
Submarine	~	~	~	¥7'000	~	
Weapons	~	~	~			Powered by Water Bending
Ice Torpedo	20/40/80	3d10	1	¥500	3	Heavy Weapon
Tangle Mine	0	~	1	¥250	2	

Boat, Sailing: A single-deck longboat made of animal skins and whale oil with large cloth sails. Top Speed: 12, Toughness: 13 (2), Crew: 1 + 9

Ice Torpedo: A large metal cylinder a foot wide and several feet long; water benders launch it underwater to pierce and scuttle enemy ships. Sometimes it is filled with Blasting Gel so that it explodes on impact doing heavy damage.

Snowmobile: Based on the Sato-Mobile this one-man craft drives through snow with ease. Top Speed: 20, Toughness: 8 (2), Crew: 1 + 1.

Submarine: Invented by the famed Mechanist, this glass & metal machine is powered by water benders. It fires Ice Torpedoes and can spend up to an hour underwater. Top Speed: 15, Toughness: 15 (4), Crew: 6 + 30

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Tangle Mine: Invented by Katara's father, these mines are made of thick cloth and bamboo cords with a weighted end. When a large ship runs over them they break, the thick seaweed tangles the propeller while the skunk fish nauseates the crew (Vigor check or jump overboard).

Earth Kingdom

Though not as advanced as the Fire Nation during the '100 Year War', they were fast approaching an industrial revolution which took place after the war, particularly during Kuvira's short-lived unification war.

Invention	Range	Damage	RoF	Cost	Weight	Notes
Vehicles						
Air Ship	~	~	~	¥1'700	~	
Earth Tank	~	~	~	¥5'800	~	Heavy Armor
Sand-Sailer	~	~	~	¥850	~	
Weapons						
Blasting Gel	~	3d12	1	¥950	3	By barrel, Heavy Weapon
Bomb	~	3d10	1	¥375	4	LBT, Heavy Weapon
Fire Bomb	4/8/12	3d6	1	¥125	1 per 3	Medium Burst Template
Slime Bomb	4/8/12	~	1	¥45	1 per 3	Small Burst Template
Smoke Pellet	2/4/8	~	2	¥10	0	MBT, Medium Cover

Air Ship: Though common amongst the 4 Nations today, it was the Earth Kingdom who first used these vessels. They range in size from small military ships to massive luxury air ships.

Top Speed: 10, Toughness: 10 (2), Crew: 2 + 10

Blasting Gel: A viscous, sticky jelly of beige color generally shipped in barrels, sometimes with a spark powder cord. It is a very stable explosive that creates a tremendous force when in contact with enough heat or fire.

Bomb: A large ceramic or metal ball filled with Blasting Gel, too large to carry so used as ordinance from airships or biplanes. Once dropped, they explode in a massive fireball that can bring down buildings and kill indiscriminately.

Earth-Bending Tank: Popular during the 100 Year War these tanks are modeled after centipedes. Made of stone with overlapping slats they are flexible and able to climb steep slopes and crush enemy vehicles. They are mostly used for troop transport and are nearly impervious.

Top Speed: 15, Toughness: 16 (8), Crew: 4 + 20

Fire Bomb: Small cylinders of bamboo containing tightly compacted spark powder that breaks on impact with a hard surface, lighting the area on fire instantly. They are small enough to be carried and light enough to be thrown a long distance.

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Sand Sailor: Uncommonly seen outside the vast desert of the Earth Kingdom the nomadic Sand Benders use these rafts of wood with cloth sails to fly through the desert at rapid speed.

Top Speed: 20, Toughness: 6 (1), Crew: 2 + 6

Slime Bomb: Ceramic jars filled with thick, sticky green liquid. Upon impact with a hard surface they shatter and the liquid fills a small area. A successful hit affects the target as if they were grappled, with a raise causing them to be Shaken. The target may attempt to break free as an action with a successful Strength or Agility roll.

Smoke Pellet: Small balls of compacted materials that combine when hitting a hard surface to rapidly create a thick cover of grey smoke, reducing vision substantially.

Fire Nation

The Fire Nation was the most technologically advanced during the 100 year War, much of its technology centering around manufacture of steel weapons and ships. They also were the first nation to burn coal as a natural resource to fuel their weapons of war.

Invention	Range	Damage	RoF	Cost	Weight	Notes
Vehicles						
Battleship	~	~	3	¥20'000	~	Heavy Armor
Fire-Nation Airship	~	~	~	¥2'500	~	
Tundra Tank	~	~	1	¥5'300	~	Heavy Armor
Weapons						
Ballista	10/20/40	3d6	1per2	¥600	~	
Fire-Cannon	15/30/45	3d10	1per3	¥2'100	~	Small Burst Template
Trebuchet	20/40/80	2d12	1per3	¥1'550	~	MBT, Heavy Weapon

Ballista: A huge crossbow type weapon that propels a heavy bolt at a single target down range.

Battleship: A massive steel war ship manned with dozens of soldiers and engineers. The outer-shell is thick and can only be damaged by Heavy Weapons. Invented by the Fire Nation modern version are equipped with fire cannons, ice torpedoes and earth disks that can fire up to 3 weapons per turn. Fire-bending cannons fire metal balls up to 30" for 3d10 Heavy Weapon damage.

Top Speed: 8, Toughness: 25 (8), Crew: 10 + 40

Fire-Cannon: A heavy metal dome with a long gun powered by a fire bender who loads metal balls into the gun and packs Blasting Gel in behind it before fire bending into the gun. The ammunition is fired a huge distance dealing heavy damage. The flames that follow behind it have a chance at harming anything in the path of the projectile.

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Fire-Nation Airship: These airships devastated the world late in the 100 Year War. They use hot air balloon technology to create a huge balloon with a metal frame. They aren't as fast as a normal Air Ship but are capable of dropping dozens of bombs in succession for heavy damage.

Trebuchet: The standard siege weapon built into Fire Nation battleships during the 100 Year War (later replaced with Fire Cannons). They are loaded with huge boulders are shaped metal doused in blasting gel and lit on fire before launching. Upon impact they inflict Heavy Damage on a very large area and helped the Fire Navy dominate the seas for generations.

Tundra Tank: The most advanced tank during the 100 Year War these were steam powered tanks designed by the Mechanist with a small internal area run by four huge spiked wheels. They can launch metal wires to allow them to climb steep surfaces and if flipped the carriage can rotate. Fire Benders inside attack from strong cover. Modern versions are larger and run on electricity. Top Speed: 15, Toughness: 16 (8), Crew 2 + 6

Republic City

The advent of Republic City and the United Republic of Nations has seen a technological revolution that has surpassed anything developed during the 100 Year War, with discovery of electricity leading to creations like radio, moving pictures, phonographs, telephones and a myriad of other useful modern inventions.

Invention	Range	Damage	RoF	Cost	Weight	Notes
Vehicles						
Biplane	~	~	~	¥5'200	~	
Mecha Tank	~	See Entry	1	¥7'550	~	
Sato-Mobile	~	~	~	varies	~	
Weapons						
Electrified Gloves	~	2d4 + 2	~	¥400	~	
Electrified Kali Sticks	~	Str + d6	~	¥650	2	
Metal Cables	~	~	1	¥250	1	
Naval Mines	~	2d12	1	¥770	4	MBT, Heavy Weapon
Riot Shield	~	~	~	¥175	1	Provides Cover

Biplane: One of Hiroshi Sato's most important inventions, Biplanes are mid-sized tri-engine dive bomber planes capable of a speed and climb similar to an Air Nomad Wingsuit. First used by the Equalist movement in Republic City today they are a staple addition of the United Federation's military. They come with a large bomb bay capable of carrying four ice torpedoes with an additional four bombs under its wings.

Top Speed: 30, Climb 0, Toughness: 11 (1)

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Electrified Gloves: These gauntlets are made of plated electrum with a platinum censor on the palm and an energy source that builds and holds friction on the back of the glove. Two wires run down the fingers to the palm where the electricity jumps to and potentially incapacitates a target. After the gloves are activated and charged (taking an action) the user may attempt a Touch Attack (+2 to Fighting rolls) against a target dealing 2d4 + 2 damage or 3d4 + 2 if the target is wearing metallic armor or in contact with water. Wielders of these gauntlets are considered unarmed for the purposes of the Unarmed Defender rule.

Electrified Kali Sticks: A more powerful variant on the Electrified Gloves, a pair of platinum sticks with a current of electricity running along them. Powering these Kali Sticks isn't as easy as with the gloves and so the wielder must strap a small static-electric generator to their back. The sticks are not attached to the generator and must be within 2" or the electrification effect stops working. Electrified Kali Sticks deal Str + d6 damage to targets or Str + 2d6 if the target is wearing metallic armor or in contact with water.

Mecha-Tank: These large mechanized suits are the state of the art of modern warfare. They are made out of platinum and thus impervious to metal bending. Invented by Hiroshi Sato initially for the Equalist Movement. These hulking machines are piloted by a single occupant who drives the machines through use of various levers, buttons and pulleys, Mecha-Tanks come equipped with a wide variety of armaments. While extremely durable and versatile, they aren't without weakness. Water poured into the exhaust outlet on the back of the suit cause it to cease function and Heavy Weapons tear through the armor plating. As well, electricity counts as a Heavy Weapon when used against a Mecha-Tank. For mechanical purposes each suit may be equipped with 2 of the following potential armaments. GM's may allow more than two armaments at an increased final cost of the suit.

Top Speed: 14, Toughness: 15/14/10 (3), Crew: 1.

Armaments	Range	Damage	RoF	Notes
Armor Plating	~	~	~	Armor 4
Catch Disks	5/10/15	1d6 + 2	1	Target prone. Shaken on Raise.
Electrical prod	6/12/24	2d6	1	AP 2, 3d6 vs. metal armor or if in water.
Flamethrower	8/16/32	2d10	1	Cone attack, ignores armor.
Jump Jets	~	~	~	Leap up to 2" high, 10" long.
Magnetic Plate	12	~	1	SBT, d10 grapple vs. metal objects/armor.
Retractable Fist	12/24/48	4d4	1	Heavy Weapon, one action to reload.

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Metal Cables: A spool of inch thick metal cables kept on the back of the wrist, this tool is used most commonly by Metalbending police forces in Republic City and Zaofu. These cables are generally 15” long and can be used as a grapple criminals as (strength d10). Using them as a grapple requires the user be proficient in the Climbing skill or capable of using the Force Control power.

Naval Mines: A modern weapon of sea warfare, Naval Mines were first employed by the Equalists and invented by Hiroshi Sato. They are spherical in design with long studs that contain spark powder that upon a hard impact with a ship ignite a core of Blasting Gel. The blast is enough to cripple a large ship and send metal fragments and an explosive blast in a large burst template around it.

Riot Shield: An old invention reformed for a new purpose. Riot Shields are modern equivalents of the classical tower shields that were wheeled or drug into battle to protect men from siege weapons. Today these shields are handheld and lightweight made of resistant glass and unbendable platinum. A Riot Shield provides total cover against attacks coming from the front of the user.

Sato-Mobile: One of the most popular inventions to come out of Future Industries, designed by the famed Hiroshi Sato with further development by his daughter Asami Sato, the Sato-Mobile is an electrically driven vehicle consisting of a complex engine and carriage in its first design. They are capable of carrying a driver and several passengers in a carriage over long distance in an affordable vehicle that average citizens of the 4 Nations can afford.

Varieties	Top Speed	Toughness	Capacity	Price	Description
Jeep	23	8 (2)	1 + 3	¥2050	A door-less utility and off-road vehicle.
Moped	36	8 (2)	1 + 1	¥2200	Sleek two-wheeled bike built for speed.
Police Car	42	10 (3)	1 + 3	¥2525	Secure mobile with a radio and sirens.
Police Carrier	23	10 (4)	1 + 6	¥2750	Large 'van' used in special ops.
Race Car	50	6 (2)	1 + 1	¥4525	Sleek, brightly colored and very fast.
Roadster	35	6 (3)	1 + 4	¥3150	Luxury open-air designed.
Sato-Mobile	25	6 (2)	1 + 5	¥1250	Classic 6-person closed-top vehicle.
Taxi Cab	25	6 (2)	1 + 6	¥1575	Transportation for the poor.

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Bending

The following section details the fundamental underpinnings of Avatar: the Last Airbender, particularly when it comes to Bending, the magic system of the setting. Within you'll find new and modified mystic powers and the sudden advancement of technology in the modern era.

Magic works quite differently in Avatar: the Last Airbender than it does in most fantasy settings. It isn't a power the mind unlocks in long hours of study or some scientific experiment unlocks, it's a long-standing martial tradition, where the strength of spirit and flow of movement dictate success or failure.

Because of this the Savage Avatar setting uses the No Power Points optional rule found on p.109 of the Savage Worlds Deluxe Explorer's Edition. Each time a Bender wishes to unleash a power, they take a penalty to their activation roll equal to $\frac{1}{2}$ of the normal cost in Power Points (rounded down). For example, *Bolt* costs between 1 and 3 Power Points based upon how many 'bolts' the player decides to cast. In Savage Avatar this becomes a penalty of 0 for a single bolt, -1 for a two bolts or three bolts.

I felt a slight change to the backlash system was in order to make it more thematic. When rolling a natural 1 on the activation die (regardless of wild die) the Bender suffers Fatigue. On a roll of snake eyes the bender is Shaken, which can lead to a wound.

As per the optional rule as written a roll of 1 results in Shaken and snake eyes to damage. I think that fatigue is more thematic considering the active martial artists nature of Bending as a form of 'magic'. While a duces (snake eyes) leads to a mistake. The Bender is caught off guard or fails to keep strict control of the powerful elemental forces being wielded and is Shaken.

Below is a list of powers modified from their base features in the Savage Worlds core rulebook.

Modified Powers

Astral Projection

Rank: Veteran

Penalty: -3

Range: Self

Duration: 1 minute

Trapping: The Bender leaves their body, their ghostly spirit traveling for a short time.

With a successful Bending roll, the user's spirit leaves their body. While in this form their body is in a catatonic state unable to act in any way. While in the physical world he is unharmed by physical objects and may move through walls. However, he is still susceptible to Bending powers and may use his own bending powers. On a raise when activating this power, the user can sense if his body is in danger or being harmed.

Banish

Rank: Veteran

Penalty: -1

Range: Spirit

Duration: Instant

Trapping: The user dances and hums, entrancing the spirit until with a clap; it is forced back to the Spirit World.

Banish enables the Spirit Bender to cast spirits out of the mortal sphere. He makes an opposed Spirit check. On a success, the target is Shaken. On a raise, the spirit is sent to the Spirit World. Lesser spirits or are permanently banished while Wild Cards are banished for 1d6 days.

Detect/Conceal Chi

Rank: Seasoned

Penalty: -1

Range: Sight

Duration: 3 (1/round) or 1 Hour (1/hour)

Trapping: The Bender reaches out with their spirit to detect the presence of benders.

Detect/Conceal Chi allows a character to sense Benders in sight. This can be used to clarify more powerful enemies in an opposing force, find insubstantial enemies, etc. It also detects objects or persons affected by a Bender, for example someone with Raise Trait used on them.

The power can also be used to conceal the user or willing target's bending powers or effects of a power such as the Raise Trait example above. Once active those who might detect their power are unable to for one hour or more at the cost of more Chi.

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Dispel

Rank: Seasoned

Penalty: -1

Range: Smarts

Duration: Instant

Dispel allows a hero to negate enemy bending, negating an active effect or a new one with the use of a Hold. Dispelling an opponent's power is an opposed Bending skill task. Dispel usually works on a Benders own element, but they can attempt to dispel other elements at a -2 penalty.

Elemental Manipulation

Rank: Novice

Penalty: ~

Range: Spirit x 2

Duration: 3 (1/round)

Trapping: The Bender's martial movements cause the elements to subtly shift in various ways.

This power is granted to all benders for free upon taking a Bending Edge. Benders need access to their element to bend it. Water benders often carry water skin for that reason. Fire benders just need a bit of friction or a spark. Earth and Air benders almost always have access to their element. Otherwise this power is unchanged from its listed effect in SW:DEX.

Environmental Protection

Rank: Veteran

Penalty: Varies

Range: Touch

Duration: 1 Hour

Trapping: A bubble of cool air, an ice capsule, fire for warmth or stone wall

Adventure in the 4 Nations sometimes requires travel in hazardous places; beneath the waves, in the lava of a volcano, etc. Pressure, atmosphere, air, etc must all be provided for. This power allows the bender to protect himself and his allies from such the dangers of fatigue or being Shaken by their surroundings.

Penalty	Benefit
1	Fatigue 1
2	Fatigue 2
3	Shaken

Fly

Rank: Heroic

Penalty: -3

Range: Personal

Trapping: A focused gust of wind lifts the Bender into the air.

Fly allows a character to fly at 4 x Pace and Climb 1. The user may affect multiple people by holding on to them increasing the activation penalty by 1 per additional person, but they are limited to Pace and Climb 1.

Intangibility

Rank: Heroic

Penalty: -2

Range: Touch

Duration: 3

Trapping: The bender enters a meditative trance and his body becomes pure spirit.

With a successful activation roll, the user becomes insubstantial as they assume the form of their spirit self. He is unable to affect the physical world and is unaffected by any material object. He can pass through walls or even other people. While intangible the user may use their bending powers and such powers (or devices) also affect him. Should the character become corporeal again while inside an object or person, they are instantly shunted to the nearest open space and Shaken.

Puppet

Rank: Heroic

Penalty: -2

Range: Smarts

Duration: 5

Trapping: The bender gains control of a targets blood, and controls them like a puppet on strings.

Puppet is an opposed Bending vs. Spirit roll (-2 on a raise). The user must success and beat the opponents roll to gain complete control. They control the victim's movements and actions. Subjects move and act slowly, moving at ½ pace and taking a -2 to all Trait checks. A Blood Bender can use the targets own Bending against them, though is limited to Novice powers.

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Telekinesis

Rank: Novice

Penalty: -1

Range: Spirit

Duration: 3

Trapping: The Benders martial style allows them to lift and throw chunks of their element.

In the Avatar universe Telekinesis is an essential power, with changes detailed below.

- Lift object – Earth, Metal and Water benders are able to lift objects of their element equal to 10lb x their Spirit die, 50lb with a raise.
- Lift Person – Air and Blood benders can lift people as per the normal rules.
- Telekinetic Weapon – A metal bender can control metallic weapons. Fire Benders unleash a fiery torrent as an attack, dealing Spirit + d6 damage.
- Dropping Things – Element Benders can throw chunks of their element at enemies. A blood bender or air bender could lift a person off the ground and drop them or throw them into a wall. All effects in this category deal Spirit + d6 damage.

Below are powers new to this setting or taken from others, such as the Fantasy Companion.

Zombie

Rank: Veteran

Penalty: -2 to -4

Range: Smarts

Duration: Special

Trapping: The curdled blood of the recent deceased is animated.

Zombie is one of the reasons Blood Bending is considered evil and often outlawed in major cities. Control of the blood is not limited to the living, so long as any amount remains within the body of a fresh corpse, it can be animated. The Blood Bender may animate up to 3 corpses, though doing so is increasingly difficult for all but the true masters.

Corpses aren't summoned by this power, they must already exist and be no more than a few hours old. Likewise controlling these beings requires significant concentration and no other actions may be used while *Zombie* is in effect. See the table below to determine cost, duration and number of *Zombies* a Blood Bender can control at any one time. See p.139 of the SW:DEX for statistics.

# of Zombies	Penalty	Duration
1	-2	1d6 Hours
2	-3	1d4 Hours
3	-4	1 Hour

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New Powers

Analyze Foe

Rank: Novice

Penalty: 0 or -1

Range: Smarts x 2

Duration: 3

Trapping: Control of blood flow, reading the aura.

The character makes a Bending roll opposing the target's Spirit. On a success, he gains a +1 bonus to Trait rolls to directly affect the target, and the target suffers a -1 penalty to trait rolls to directly affect the caster. For a -1 penalty, success allows the caster to learn of a single Immunity, Invulnerability or Weakness of the target (if one exists).

Awareness

Rank: Seasoned

Penalty: -1

Duration: Always On or 1 Minute

Trapping: The Air Bender whistles a subsonic sound that reverberates back like sonar.

Characters with awareness suffer no penalties due to bad lighting, fog or other obscuration, negating light cover. Medium or Heavy cover are still effective against the Bender.

This power also has an active sub-ability that can be activated in dangerous situations. The power serves as an early warning system, giving the user a +2 bonus on Notice rolls to detect an ambush or surprise. This effect does not stack with Danger Sense. If it is on, it replaces that bonus. If not active Danger Sense works as normal.

Bless

Rank: Seasoned

Penalty: -2 or -3

Range: Spirit

Duration: Spirit

Trapping: The Bender chants while doing Tai Chi style movements while spirit energy sprinkles down on the target.

Spirit Benders are to call upon the spirits to strengthen the target's morale. On a success, a single Trait is raised one die time for all targets within a Medium Burst Template or two steps with an increased penalty. Each increase over d12 raises it +1 to a maximum of d12+2.

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Blinding Flash

Rank: Novice

Penalty: -1

Range: Spirit

Duration: Instant

Trapping: A bright flash of light.

Cracks open in the ground or floor releasing gasses that flash in the eyes of all within a Medium Burst Template, giving the Seismic Bender the advantage. All targets within the template must make an Agility roll to avert their gaze or be blinded for one turn. With a raise, victims must make an Agility check at -2. Blind victims suffer a -6 penalty to all trait rolls and have their parry reduced by 2.

Broadcast

Rank: Heroic

Penalty: Varies

Range: See Below

Duration: Instant

Trapping: The Sound Bender speaks and his voice travels supersonically over miles.

The Bender sends a message out that travels potentially many kilometers. The message can be long or short and the Bender is so skilled that only those intended to hear the message receive it. The penalty of this power depends on range, incurring a -1 penalty per 10 miles.

Chi-Blocking

Rank: Heroic

Penalty: Varies

Range: Touch

Duration: See Below

Trapping: The Energy Bender grabs the face of the target and draws chi from the third eye, cutting off their bending.

One of the rarest and most powerful forms of Energy Bending, the user must have uninterrupted time to block off the targets chi; the longer the block, the more time and focus required. Only the Avatar can permanently remove bending via use of this power.

Penalty	Cast Time	Duration
1	1 Turn	1 Hour
2	5 Turns	Chapter
3	10 Turns	1 Day
4	1 Minute	1 Week
5	5 Minute	1 Year

Combustion

Rank: Seasoned +

Penalty: -1 (Varies)

Duration: Instant

Trapping: A beam of high-energy fires from a tattoo on the third eye and explodes upon impact.

Combustion is a power that increases in potential as the character increases in rank. At Seasoned when it is unlocked, it is a single-target ranged attack with a range of 12/24/48 that does 2d6 damage. Further improvements incur and increased penalty on the roll and have the following cumulative effects and their increased penalty with rank.

- Veteran: Area Effect (-2) The attack effects a Medium Burst Template area.
- Heroic: Enhanced Damage (-3) The attack becomes a 3d10 damaging power.
- Legendary: Heavy Weapon (-4) The attack becomes a heavy weapon.

Curse

Rank: Seasoned

Penalty: -2

Range: Spirit

Duration: 3

Trapping: Manipulating the energy field in an area, the Energy Bender weakens all nearby foes.

Energy Benders can manipulate the fine flow of Chi in an area, the energy that fuels all Benders and non-benders alike. By manipulating Chi, everyone in the area of effect must make an opposed Spirit check. If the Bender wins, effected targets must lower a single Trait (Attribute or Skill) of their chose by one step, or two on a raise. (min d4). All targets hit have a single trait affected; it isn't possible to choose a different trait for each.

Darksight

Rank: Novice

Penalty: ~

Range: Touch

Duration: 1 hour

Trapping: Seismic reflection, whistled echolocation.

Whereas *light* creates a source of illumination usable by others, *Darksight* affects only the user and anyone they touch and can be used more clandestine. On success, this power halves any darkness penalty for those affected (round down). For example a character in Dim (-1) lighting using their Sound Bending echolocation would suffer no penalty. A Seismic Bender using vibration to see in Pitch Darkness (-4) would only suffer a -2 penalty. On a raise, the power negates all darkness penalties to a maximum -6.

Divine Grace

Rank: Seasoned

Penalty: -1

Range: Spirit

Duration: 3

Trapping: An entrancing song is sung as a spirit energy rains down on the Bender.

The Spirit Bender imbues themselves or a willing target with the spirit of a dead champion, granting them all the benefits of the Champion Edge for the duration. They add +2 to damage when attacking spirits and +2 Toughness when attacked by spirits for the duration.

Drain Chi

Rank: Veteran

Penalty: -2

Range: Spirit

Duration: Instant

Trappings: The Blood Bender draws power from a target.

This power removes a Bender's source of power, limiting his ability to Bend. The user picks a single target within range and makes a Bending skill roll. With a success the victim takes a -2 penalty on their next Bending roll and the Bender gets +1 to theirs. On a raise the victim takes a -4 penalty on their next Bending roll and the Bender gets +2. This power of course only works on victims with Arcane Background (Bending).

Draining Touch

Rank: Seasoned

Penalty: -1

Range: Self

Duration: 3

Trappings: The Healing Bender saps life energy and dehydrates the user.

Water Benders who specialize in Healing are generally passive, but they aren't unable to defend themselves and this power is more elegant than a blast of fire. This power makes the touch of the caster deadly. After casting the spell any successful touch attack (Fighting +2), the target must make a Vigor roll or suffer a level of Fatigue. On a raise the target is Shaken as well, which can lead to damage.

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Elemental Deluge

Rank: Veteran

Penalty: -3

Range: Cone Template

Duration: Instant

Trapping: Rippling earth, buffeting winds, waves of water, breath of fire

Elemental Deluge works much like *Pummel* but the effect is more dramatic. The Bender makes a Bending roll against character within range – friend or foe. The target must make a Strength roll opposed to the Bending roll. On a failure they are knocked back 2d6” and become prone. Any subjects that hit hard surface in their path (a tree, wall, etc) are Shaken and take 2d8 damage.

Freeze Pattern

Rank: Heroic

Cost: -3

Range: Self

Duration: 3

Trapping: The Seismic Bender memorizes enemy movement.

When used, this power ‘freezes’ the seismic image of their surroundings in the Benders mind and for a short time they can estimate the movement, strengths and weaknesses of those around him as if through premonition. While active the bender and all allies in a medium burst template keep whatever action card they have drawn for initiative, this works with Jokers as well.

Force Control

Rank: Heroic

Penalty: Varies

Range: See Below

Duration: 1 Minute per roll.

Trapping: The Metal Bender controls the magnetic field and may use it to tremendous effect.

This power allows a Metal Bender to control the force of Magnetism. The more focus and energy the bender puts into use of this power (represented by an increasing activation penalty) the more powerful the effects. This determines damage done by hurled debris, the area of effect, and any special effects that may be achieved as listed below. All of these abilities require several pounds of magnetic metals be present nearby at least.

Penalty	Damage	Template	Special Effects
0	d6	Small	~
-1	d8	Small	Bind
-2	d10	Medium	Focus
-3	d12	Medium	Flight
-4	d12 + 1	Large	Force Field

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Bind: Restrain foes with an opposed Strength roll. If the victim fails the Bender binds their hands with a metallic object. Once a foe is bound he can attempt a Strength check to escape on his turn and in addition, while bound the subjects Parry is reduced to 0.

Focus: Bypass the armor of inanimate objects (not people wearing armor or weapons) with a Fighting roll.

Flight: The force 'carries' the user aloft, basically giving them the power Flight (½ Pace, Climb 1) so long as there is enough metal nearby such as a large metal building for example would allow the user to fly within it.

Force Field: The user creates a 'bubble' of magnetic energy around them, adding a +1 to the users Toughness vs. metallic weapons.

Jet

Rank: Seasoned

Penalty: -1

Range: 12"

Duration: Instant

Trapping: A bolt of lightning or piercing sound is streaks out in front of the Bender.

Jet creates a damaging stream that shoots out from the caster in a straight line 1" wide and 12" long starting from the characters position. If successful, targets in the area must make an opposed Agility task vs. the Bending skill of the user (-2 on a raise) or suffer 2d8 damage.

Hurricane

Rank: Heroic

Penalty: -4

Range: 1 Square Mile

Duration: Spirit Hours

Trapping: A long flowing dance causes the clouds to gather and unleash their torrent.

Hurricane summons up a small but powerful squall strong enough to sink small ships, release torrential rains or cause minor floods. It takes one full minute of concentration and a difficult dance of flowing martial arts movements to unleash.

The effects of the storm is a Hazard that causes limited visibility (-2) and severe damage to large objects like boats or vehicles, flooding and even the possibility of drowning.

Leaping

Rank: Seasoned

Penalty: Varies

Range: See Below

Duration: 1

Trapping: The Fire Bender focuses flames behind himself, launching him into the air.

A Fire Bender turns himself into a living rocket, launching into the air. They lack the control of an Air Bender and thus cannot actually fly; they must land and use fire to slow their descent. The power can be used to gain access to rooftops, leap over chasms, etc.

This power can be combined with an attack. Once in the air the Bender can throw out flames to slow their descent and burn a foe in doing so. However, the victim can see the attack coming and so the TN for this power depends on the Chi spent, as shown below.

Penalty	Damage	Vertical Distance	Horizontal Distance	TN
0	d6	2"	3"	4
-1	d6	4"	6"	4
-2	2d6	6"	12"	5
-3	2d6	8"	15"	5

Levitate

Rank: Seasoned

Penalty: -1

Range: Smarts

Duration: 3

Trapping: The Blood Bender pulls an enemy off their feet.

With use of this power a Blood Bender can lift a subject into the air. Enemy targets resist with Spirit and are lifted 1" per successes rolled. Should the target still be in the air when the power ends they fall to the nearest hard surface below them for 1d6 +1 damage per 10 ft to a maximum of 10d6 + 10 damage.

Paralysis

Rank: Heroic

Penalty: -3

Range: Spirit x 2

Duration: Spirit Turns

Trapping: An electrical discharge shocks an enemies system and they lose muscle control.

Paralysis causes the victim to make a Vigor roll. With a raise on the Vigor roll, the victim is Fatigued. With a success the victim is Shaken. If they fail, the victim is unable to move or take any actions until the power ends.

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Poison Blood

Rank: Veteran

Penalty: -2

Range: Self

Duration: Instant

Trapping: The Bender opens his vein and blood flows out to coat his weapon.

Poison Blood is a deadly use of the Blood Benders already dark arsenal of techniques. Use of this power requires that the bender open a vein (not enough to cause a Wound) and allow their blood to coat their weapon, taking a full action to alter the blood and coat the weapon. Afterwards the first time an attack with the coated weapon results in a Wound, that wound cannot be healed by normal means such as spending a Benny. Instead a Healing skill check must be rolled at a -2 penalty to remove the poison or a power such as *Healing* may be necessary.

Probe

Rank: Seasoned

Penalty: -1

Range: Touch

Duration: Instant

Trapping: Healing chi washes into the targets mind so that the Healing Bender may discover what ails them.

Unlike *Mind Reading* which scans surface thoughts, *Probe* allows the user to delve deeper. Targets that fight *Probe* do so with Spirit. With success the user is able to read deep thoughts, to better understand them or perhaps for more nefarious reasons. The target will know they've been *Probed* but not by whom or what they discovered.

Quake

Rank: Heroic

Penalty: -3

Range: Spirit x 3

Duration: Instant

Trapping: The Earth Bender slams the ground, opening a crack in the earth.

Quake causes a small and violent shaking of the earth beneath ones feet. It only works upon solid earth, filling a Large Burst Template. Victims within the area must make an Agility roll or fall prone while pummeled by falling debris for 2d10 damage. Those who make the roll manage to hold themselves up and find cover.

This power is considered a Heavy weapon for the purposes of breaching walls, etc.

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Regenerate

Rank: Heroic

Penalty: Varies

Range: Touch

Duration: 1 Minute/roll

Trapping: With some minutes work by a Healer, wounds are soothed and healed.

Regenerate allows the Bender to heal wounds with astounding speed. The Healing Bender spends 1 minute working a wounded subject's Chi. During this time, the victim may make a free Soak roll at -2, each time he is wounded. With a raise on the Bending activation roll, the roll is made with no modifier. No other modifiers to Soak rolls apply. Bennies may be spent as normal should the free roll fail. The user may allow for more free Soak rolls by increasing the penalty. Each roll requires an additional minute to work.

Penalty	Soak Rolls
2	1
3	2
4	3

Sand Storm

Rank: Veteran

Penalty: -3

Range: Spirit x 2

Duration: 5

Trapping: The Earth Bender vibrates loose earth raising a cloud of thick dust in the air.

Sand Storm creates a large area of thick dust and sand that obscures vision and chokes those within it. All creatures within the storm have heavy cover and must make a Vigor check or because nauseated from all the dust and grit filling their mouth and nose and take a level of Fatigue. A roll of 1 on this check – regardless of wild die – and the subject must roll on the Fear table (p.98 SW:DEX).

Spirit Eye

Rank: Seasoned

Penalty: -1

Range: Touch

Duration: 10 Minutes

Trapping: One of the user's eyes turns a milky white as their vision is transferred.

The Energy Bender touches a target and transfers part of their spirit, allowing them to see through one eye of the subject. While active, the user exhibits the Blind Hindrance with ½ modifiers; -3 on all physical tasks and -1 on social tasks. Until the effect ends, the Bender see's what his target sees, even in the dark through use of a Bending power like *Darksight*. Attempts to interact with objects or use Bending using the vision of the target takes a -2 penalty.

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Spirit Servant

Rank: Seasoned

Penalty: -1

Range: Smarts

Duration: 10 min/rank

Trapping: The Spirit bender summons a small spirit to help it out.

Spirit Servant summons a spirit to perform mundane actions. Often a Spirit Bender will call on the same spirit it has formed a bond with. The spirit can perform any mundane tasks.

- Carry Items – The spirit can lift up to 5lb x [users] Spirit die (max 60lb at d12 Spirit).
- Lift Creature – As above but opposed by the creature's Spirit die.
- Dropping Creatures – A ruthless user can command the spirit to drop the lifted target dealing [users] Spirit + d6 damage. A Wild Card user can add their wild die.
- Weapons – Some spirits will wield a weapon, using the [users] Spirit trait in place of Fighting.

Spirit Ward

Rank: Seasoned

Penalty: -1

Range: Self

Duration: 2 hours/rank

Trapping: Glyphs, ring of salt & leaves, fragrant wood.

This power creates an invisible barrier that can keep out spirits and other ethereal entities. The user first makes his Spirit skill roll and then places a Medium Burst Template centered on them self. Spirits wishing to enter the Template area must make an opposed Spirit check. If they fail, they cannot pass the ward while the it remains active.

Spirits may still try and use powers or throw objects through the ward. Such actions suffer a -2 penalty against beings within the ward.

Sooth Anger

Rank: Veteran

Penalty: -2

Range: Touch

Duration: Instant

Trapping: A soothing dance and motion of the body.

Sooth Anger is primarily used to calm spirits who have come enraged from battle, hatred for someone present or outside force (such as Harmonic Convergence). The power is resisted with Spirit and upon success calms the spirit, returning it to its normal form for the time being. A raise on the resisted roll keeps the spirit calm for 24 hours. However a roll of snake eyes will cause the spirit to turn its rage on the caster.

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Solar Storm

Rank: Heroic

Penalty: -4

Range: Spirit x 2

Duration: Instant

Trapping: With supreme focus the bender's energy expands outward like leaping solar flair.

One of the Fire Benders most potent abilities, he must "prime" himself by standing still and taking no other actions for one full round. On his next action, he unleashes a solar flare of blue flame from his body, which lashes at everyone in a MBT for 3d10 damage. It doesn't harm the Bender but he is instantly Fatigued. On a Raise the explosion covers the Large Burst Template. This counts as a heavy weapon in that it can damage large objects, vehicles, etc.

Summon Spirit

Rank: Veteran

Penalty: Varies

Range: Spirit x 3

Duration: 1 minute/rank

Trapping: Summoning circle, call to a spirit, ritual prayers to the spirit world.

Many entities dwell beyond the walls of reality, and the Spirit Bender has learned the rituals for summoning them to the mortal realm. The user can summon any spirit they have cursory knowledge of, with more specific spirits or a named spirit requiring a successful Knowledge (Spirit World) roll. The casting penalty is equal to half the spirits Smarts die type. The summoned entity is willing to do whatever is asked within reason; a Raise on the activation roll summons an entity entirely under the control of the user.

Void Walker

Rank: Heroic

Penalty: -2 plus -1 per additional walker.

Range: Spirit x 10 Miles.

Duration: Instant

Trappings: Deep meditation, activating an astral gate.

Void Walker enables the Bender to travel great distances – alone or with others- by moving through the Spirit world. The Void Walker makes a Bending skill task with a penalty equal to the number of companions. With a success the user and companions may travel deep into the Spirit World and if they travel physically, may come out many great miles from where they began. This power is not without its dangers however, as Spirit Benders have gotten lost and never seen again and with a roll of Snake Eyes, the user is likely to get lost within the dream-like realm as well.

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Wall Walker

Rank: Veteran

Penalty: -2

Range: Self

Duration: 1 Minute

Trapping: The Metal Bender controls the magnetic field until they themselves are able to walk on metal walls and ceilings.

The Bender is able to walk on horizontal surfaces or even upside down at normal pace. As long as the surface is magnetic and can support their weight, *Wall Walking* Benders may carry their normal load limit with them as they go.

Water Walk

Rank: Seasoned

Penalty: -1

Range: Self

Duration: 1 Minute

Trapping: The user steps onto water and doesn't sink.

Water Benders can walk upon the very surface of lakes, rivers or other waters. Agitated water; such as rough seas count as Difficult Ground, preventing the bender from walking on it. While the power lasts the Bender walks on the water as if it were a shallow puddle no more than a centimeter deep. Perhaps it freezes as his feet touch or just he becomes more buoyant as he steps. The Bender cannot go beneath the surface without ending the power.

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Power List

Below is the list of powers available to each Bending discipline.

Air Bending: Blast, Bolt, Deflection, Dispel, Elemental Deluge, Environmental Protection, Fly, Havoc, Pummel, Quickness, Slow, Speed, Telekinesis (Air).

Blood Bending: Analyze Foe, Boost/Lower Trait, Drain Chi, Levitate, Poison Blood, Puppet, Spirit Eye, Zombie

Combustion Bending: Combustion

Earth Bending: Armor, Barrier, Blast, Blind, Burrow, Burst, Dispel, Elemental Deluge, Environmental Protection, Quake, Pummel, Sandstorm, Smite, Telekinesis

Energy Bending: Analyze Foe, Chi-Blocking, Drain Chi, Confusion, Curse, Detect/Conceal Bending, Disguise, Dispel, Intangibility, Mind Reading.

Fire Bending: Blast, Blind, Bolt, Burst, Damage Field, Deflection, Dispel, Elemental Deluge, Environmental Protection, Leaping, Light/Obscure, Smite, Solar Storm, Telekinesis

Heal Bending: Bless, Draining Touch, Empathy, Greater Healing, Light, Probe, Regenerate, Slumber.

Lightning Bending: Blind, Bolt, Damage Field, Jet, Havoc, Paralysis, Pummel, Stun, Teleport

Metal Bending: Armor, Barrier, Deflection, Force Control, Havoc, Smite, Wall Walker

Seismic Sense: Analyze Foe, Awareness, Blinding Flash, Darksight, Farsight, Freeze Pattern, Leaping, Pummel.

Sound Bending: Awareness, Beast Friend, Broadcast, Confusion, Jet, Darksight, Fear, Speak Language

Spirit Bending: Astral Projection, Banish, Bless, Divine Grace, Spirit Ward, Sooth Anger, Spirit Servant, Summon Spirit, Void Walker.

Water Bending: Barrier, Blast, Bolt, Burst, Dispel, Elemental Deluge, Entangle, Environmental Protection, Healing, Hurricane, Pummel, Succor, Water Walk

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Powers by Rank

The below list is every available power in Avatar: the Last Airbender listed by rank.

Novice

Armor, Analyze Foe, Beast Friend, Blind, Bolt, Boost/Lower Trait, Burrow, Burst, Confusion, Darksight, Deflection, Elemental Manipulation, Entangle, Fear, Healing, Light/Obscure, Mind Reading, Smite, Speak Language, Speed, Stun, Succor, Wall Walker

Seasoned

Awareness, Barrier, Blast, Bless, Combustion, Damage Field, Detect/Conceal Chi, Disguise, Dispel, Divine Grace, Draining Touch, Far Sight, Havoc, Jet, Leaping, Levitate, Pummel, Probe, Quickness, Slow, Slumber, Spirit Eye, Spirit Servant, Spirit Ward, Telekinesis, Teleport, Water Walk

Veteran

Astral Projection, Banish, Drain Chi, Elemental Deluge, Environmental Protection, Greater Healing, Poison Blood, Sandstorm, Sooth Anger, Summon Spirit, Zombie

Heroic

Broadcast, Chi-Blocking, Fly, Freeze Pattern, Force Control, Hurricane, Intangibility, Quake, Paralysis, Puppet, Regenerate, Solar Storm, Voidwalker

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Trapping

Trappings are the way Savage World describes how a power is used, or how it looks. Trappings are important because they give Benders an idea of how they use their powers so they can better roleplay their characters instead of just announcing what power they are using. Many of the above *new powers* exist in other Savage World settings but have their trappings changed (along with the occasional rules change) to help players imagine how magic – Bending – works in Avatar: the Last Airbender.

Let's use an example to better demonstrate the value of trappings. We'll use *Barrier* in this example. Barrier works the same no matter the setting, but how it works or how it's used may change as the trapping changes. In one setting, *Barrier*, might be used to ward off "supernatural evil". It's the same power but its meaning, its trapping, has changed. The GM may decide to change up exactly how it works based on that trapping. Perhaps it just affects said "supernatural evil" but not other creatures, the caster's allies can cross it or attack through it since it doesn't affect them.

In Avatar: the Last Airbender *Barrier* is an available power for Earth, Water and Metal benders. Obviously it's the same power no matter what. A 'wall' of some kind in short distance is raised that can take multiple hits to protect the Bender behind it, like a wall shield.

Earth Barrier – The Earth Bender takes a strong martial stance and after a few quick movements throws his hands high, palms up and a thin wall of solid stone slams up from the earth at his feet.

Metal Barrier – The Metal Bender elegantly spins around in the air, before his foot slams to the floor sending a ripple through the steel walls before it cracks and a whole section is thrown in front of him, preventing enemy Benders from entering the room.

Water Barrier – The water bender spins in place, her movements graceful and so fast it's hard to see and a flow of water flies out of her water skin and whirls through the air before touching the ground, and as it does it freezes in place, instantly absorbing a blast of fire from a Fire Nation soldier nearby.

So you can see, while each of these Benders has the *Barrier* power, how the power looks, feels and how each bender acts; the power's trapping, changes dramatically. Below you'll find a listing for each form of Bending and the typical trappings Benders use to Bend the elements. Players and GM's alike can use that information to flavor their characters and the major and minor effect the trapping may have on a power or its effects. Trappings play a big part in making combat fast, furious and fun.

On top of these story-focused changes, some powers have their effect changed by trappings, and some will not. The *Barrier* power above for example has a slightly different effect when cast by a Metal Bender than say a Water Bender. These changes are decided upon by the GM, who can choose a trapping based on the situation. There may be a thematic moment where the GM grants a trapping if a player rolls particularly well or spends a benny, or dozens of other reasons. Below are the forms of bending, what their trappings typically look like and some minor and major modifiers.

Air Bending

Like all Bending, Air Bending has a martial art basis to the power. Air Benders martial arts involve a lot of movement and sweeping gestures to gather or summon the air and then quick striking movements to unleash it. Air Benders follow a pacifist philosophy and as thus most of their Bending is designed not to harm someone but to prevent them from harming others or themselves so the following modifiers focus more on movement, suppression, and protection

- Bolt and similar damaging effects may instead move the target 1" per success on the damage roll above the targets toughness. The movement can be in any direction.
- When using a defensive air power, the Benders Pace increases by 1 for the duration.

Earth Bending

Earth Bender's martial style is strong, sturdy and powerful. Low center of gravity stances with quick but simple thrusting moves built more for power than grace; stomps and thrusts to pull chunks of stone and earth from the ground and quick forceful thrusts to launch them.

- Bolt and similar damaging effects can create a small burst template of Difficult Ground. This represents rubble and broken rock left behind from an Earth Benders attack.
- Area effect powers create a shower of dust in a small burst template area centered on the square the power affected. Anyone within suffers a -1 penalty to vision-based trait rolls and but also has light cover.

Water Bending

Water Bender's martial style is very elegant and graceful. Martial movements flow like water, always using momentum to continue the movement. Hard thrusts are replaced with constant momentum and misdirection.

- Bolt and similar damaging effects can cause cold-based Fatigue instead of damage. When hit an enemy would make a Vigor roll at -2 penalty or they are fatigued until they can warm up. This effect does not stack to increase the Fatigue rating.
- Barriers and other constructed ice objects persist until destroyed or dispelled by a Water Bender.

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Fire Bending

Fire Bender's martial style is one of sweeping attacks; high jumps, whirling kicks and strong punches. It is a high energy martial style but so is the Fire it produces. For this reason a fire benders power depends on the skill and intense training they undergo from the moment their bending powers are detected.

- Bolt and similar damaging effects can bypass metal armor or overheat it. A damaging power can gain AP 2. This power is very potent so only the most powerful benders can achieve it.
- Any time something reasonably flammable is hit by fire, roll 1d6. On a 6 it catches fire. Increasingly flammable objects can catch on a 5 or 6.

Blood Bending

None of the advanced bending techniques use a martial style but rather take great skill or concentration. Blood Bending is no exception. A Blood Bender cannot do any other actions on a turn they use a bending power and generally it is only available to use during a full moon.

- Any power that drains something from an enemy may also leave them Fatigued. The target must make a Vigor check at a -2. On a failure they are Fatigued. This trapping cannot stack.
- Blood Bending is possible when the moon isn't full but it is extremely difficult, implying a -2 penalty to all rolls. This may sound bad but it allows the Blood Bender to bypass their greatest limitation.

Lightning Bending

An advanced technique of Fire Bending, Lightning Bending is also a high action, high energy form of bending that throws bolts of electricity that is amongst the most dangerous and powerful combat Bending in the 4 nations.

- Harmful powers that get a raise cause temporary muscle contraction; the target has to make a Vigor roll or be at a -2 Parry until his next action.
- Damaging powers reduce damage by one die type but add an additional die of damage to targets with the following situations; carrying more than 10 pounds of conductive metal, contacting a source of water or touching an electrical conductor of some kind.

Metal Bending

Metal Benders martial technique is much like the Earth Bending they all learn but take great focus and toughness to force the metal, a normally immutable material, to Bend. For this reason Metal Benders are often amongst the most strong-willed people in the 4 Nations.

- Metal can be shaped into a d6 +2 melee weapon of normal size over one turn.

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- Metal formed to absorb or deflect attacks gain a +2 bonus to that effect. For example *Barrier* becomes Toughness 12 instead of 10. *Armor* grants 4 points to Armor instead of 2, or 6 on a raise. *Deflection* subtracts 4 from an incoming attack instead of 2.

Sound Bending

Sound Bending requires great focus and practice. It isn't just being able to yell loudly but to adjust how air passes through the body to intone sounds below human hearing, or to travel remarkably fast. They are Air Benders who are so advanced they learned to manipulate the air within their own body.

- A raise with a power that inflicts Shaken or damages its target result in a -2 penalty to hearing-based Notice rolls until the power ends or the target recovers from Shaken.
- A Sound Bending power has its range halved but increases its damage by a die type (or a +2 bonus on powers without a damage component, like *Fear*).

Spirit Bending

The oldest form of Bending, the spirit bender works differently from all others. Their power isn't based upon a martial form; instead they spend time learning about spirit etiquette, the spirit world, meditation and emotional control. Spirit Benders use whistling, song and dance to entice a spirit to give them their time and potentially do as the Bender asks.

- A raise with a power that affects a spirit may also lock that spirit into their physical form. As spirits can blend between physical and ethereal, the bender forces them to take a physical form so they can be attacked or coerced. Once tangible a spirit can be attacked with weapons.
- Once a spirit is Shaken, it weakens significantly. A Spirit Bender may take advantage of this and gain a +2 bonus on Trait rolls that involve the spirit.

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The 4 Nations

The world of Avatar is divided into four nations; the Water Tribe, Earth Kingdom, Fire Nation and Air Nomads. Each nation is culturally unique and corresponds to one of the four major Bending techniques Water, Earth, Fire and Air. An even balance of power between the four nations preserves balance in the world, and a fall or increase in the strength of one nation can endanger the entire world, as happened during the 100 Year War. In the modern era, Republic City was built to form a central government to help keep this balance. Republic City is considered a sovereign state, separate from the 4 Nations and a place where all four live in relative harmony.

Fire Nation



General Information - One of the Four Nations, the Fire Nation is a monarchy led by a Fire Lord. This title has been held by men and women of the same family line for thousands of years, to the current Fire Lord Zuko. The nation's capital is simply known as the Fire Nation Capitol, similarly to the capitol of the Northern Water Tribe is known as the Water Tribe.

The Fire Nation is the second largest nation in terms of population and area, following the Earth Kingdom. The Fire Nation's economy is one of the most powerful in the world; its strong industrial sector and extensive technological developments not only enable the Fire Nation to create a powerful military, but also initiated the worldwide modernization and globalization. Before the foundation of the United Republic, and the following global industrial revolution, it was also the strongest and most advanced nation in the world.

History - Most modern citizens remember in shame the darkest time in recent Fire Nation history, the 100 Year War. Under the surmise of a Fire Lord set on conquest the nation committed genocide on the Air Nomads, wiped out the Air Benders, conquered much of the Earth Kingdom and the Southern Water Tribe. They celebrate Fire Lord Zuko for ending the war by befriending Avatar Aang and helping to fight his father as well as his part in the creation Republic City.

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Seventy years after the end of the 100 Year War, the Fire Nation still plays a role in world affairs. A representative from the Fire Nation holds a position at the United Republic Council and their powerful military helps protect Republic City, lead by General Iroh, Fire Lord Zuko's son.

Citizens - Fire Nation citizens tend to be black or brown of hair with amber, gold, brown or grey eyes and sun-tanned skin, though exceptions do exist. Additionally, in terms of facial appearance, their eyes are often smaller and longer in shape with a high nose bridge and distinct cheek bones.

Older men tend to sport short beards, mustaches and sideburns, while younger men are usually clean-shaven or wear small mustaches or goatees. Women wear their hair back and the wealthy or nobility have long painted finger nails, often painted in gold to resemble an ancient Empress. Almost all citizens wear top-knots, often held by decorative pieces indicating their socioeconomic rank. Nobles and politicians tend to ornament their hair with two-pronged flame-style piece with the Fire Lord wearing a gold five-pronged piece. Most citizens wear one-pronged flame pieces.

Clothing tends toward outfits colored red and accented with blacks, yellows and browns. There is a large gap between the rich and the poor with the poor often wearing vests & trousers with a cap and the rich wearing intricate flowing silken robes over loose pants. A popular style amongst younger women is a top that reveals the midriff with a thick necklace of red & gold in color. Most citizens wear sandals. Members of the military have different uniforms that denote rank along with medium or heavy, often metal-plated armor with sweeping shoulder pieces.

Geography – The Fire Nation is located on an archipelago of tropical volcanic islands - many still active – that gives the nation an unlimited source of power. Because of the warm and humid climate, the Fire Nation is home to a variety of native flora and fauna, though the main island largely consists of rough, grassy plains bearing little wildlife. The population is mostly concentrated into urban centers like the Fire Nation Capital, Fire Foundation City, though some are spread out to smaller villages that dot the edge of the island chain. The capital city is located on the largest island, so called Ring Island once featured a massive volcano that sank into the sea many ages ago. Were volcanoes are still active there are huge factories and industrial buildings that make weapons, warships, armor and other goods of war.

Government – The Fire Nation is a Benevolent Autocracy lead by a Fire Lord who is a man or woman from the ancient line that has lead the Fire Nation for a thousand years. There is no central government beyond the Council of Fire Sages who act more as advisors and religious leaders, an office that existed before even the line of the Fire Lords began. Though the body was dissolved during the reign of Fire Lord Ozai, it was reinstated by Fire Lord Zuko.

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Culture – The dress code and symbols of the Fire Nation are modeled after fire, naturally. Most of the structures, especially in the cities are made of stone with great flaring pagoda roofs painted red and gold to symbolize the flames. The Fire Nation oath is a characteristic and important cultural element, demonstrating its teachings to children in schools and recited thoughtfully. Women in the Fire Nation are given more freedom than most other Nations, and are encouraged to join the police or the domestic army. Many Fire Nation citizens are named after famous citizens and ancient heroes, with names that utilize harsh consonants like the letter Z, including Zuko, Ozai, Azula, Sozin, Zhao, Azulon, Kuzon, etc.

Customs – Fire Nation society places great emphasis on respect and honor, especially toward the nobility or elders, framing the concept of Angi Kai, fire dueling. Dueling is used to settle disputes but also as a show of respect and honor. Upon coming in contact with an elder or superior, it is polite to bow. Unlike in other parts of the world, this bow consists of placing a hand in a strait fashion with the other in a fist placed underneath it vertically. Military members do not bow, instead they make a hand symbol, only bowing when leaving or meeting a superior for the first time.

Notable Locations

Boiling Rock – A small island that is cut off from the main chain and used as a prison, it was infamous during the 100 Year War but in the modern era held to a higher standard.

Capital City – The largest city in the Fire Nation and home of the Royal Palace and headquarter of the Armed Forces.

Crescent Island - The smallest island of the nation holds a constantly active volcano that once had an important Fire Temple on site were Avatar Roku once trained.

Ember Island – A famous island resort on an outer island of the Fire Nation, it is a popular vacation spot for many Fire Nation citizens.

Fire Foundation City – A large industrial city on an island with a minor but active volcano with the city built in a ring around it. A large statue of Fire Lord Zuko stands tall in this city.

Great Gates of Azulon – Huge flaming gates of iron netting flanked by massive dragon statues, it guards the sea entrance to the Fire Nation Capital. Since the end of the 100 Year War these gates are usually open.

Royal Plaza – A mile-long forum located in the harbor of the Fire Nation Capital it often hosts parades, bazaars and inspiring rallies for the people.

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Water Tribe



General Information – The Water Tribe is a collective term for the nation of people who practice the art of Water Bending. It is one of the 4 Nations and its citizen's primarily inhabit the most northerly and southerly regions of the known world. There is also a small community of Water Benders that populate the Foggy Swamp in central Earth Nation that was isolated for generations until Avatar Aang discovered them.

The people of the Water Tribe are peaceful. They strive to live in harmony with nature and the other nations of the world. There are two primary divisions of the Water Tribe, the Northern and Southern Water Tribes, though they act as one, they are ruled independently. During the course of the 100 Year War the Southern water tribe was devastated and nearly driven to extinction and until fairly recently considered a small, scattered tribes. The Northern Water Tribe chose not to aid their southern cousins and instead spent their time and wealth building a defensible city and a small military force, though less powerful than the Fire Nation or Earth Kingdom it managed to stand throughout the war. Seventy years after the war, tensions exist between both tribes as the Northern tribe becomes increasingly militaristic and the southern tries to recover their culture and rebuild their cities. After the death of Unalaq, the governments of the two halves were split and the southern council elected his brother and Avatar Korra's father Tonraq as their Chief.

History – In the Era of Raava, before the nations were formed and humans lived on the backs of giant lion turtles that protected them, the predecessors of the Water Tribe received the element of water from lion turtles that granted it through Energy Bending. It was requested when entering the Spirit Wilds, to gather food and resources. The Spirit Wilds were most of the lands of the world, at the time held by spirits who lived outside of their own world and were not kind to human trespassers. Once Avatar Wan banished the spirits back to their lands, and the Lion Turtles gave up their ancient vow, the first tribesmen left the lion turtle cities in favor of establishing settlements centered in the North Pole, despite the fact that some of the cities from which the people of the Water Tribe originated in were located in tropical regions. While these poles are less hospitable they lent themselves greatly to the power of Water Bending and thus became the favored areas of the world for Water Benders. Once the Northern Water Tribe was founded, explorers went out to see the world and many eventually settled the south pole, forming the Southern Water Tribe.

Citizens – Ethnically homogeneous, members of both tribes have blue or grey eyes that tend to be more oval than say the Fire Nations long and thin eyes. Their hair is kept long with light to dark browns in color or black. Men generally wear pony tails known as ‘wolf tails’ amongst themselves. Women plait and braid their hair into various styles, sometimes accenting with beads and many sport hair loops where hair is separated with a bead and looped on the sides of the face, a style popularized in the modern era by the wife of Avatar Aang, Katara. The Southern Water Tribe women often wear their hair in a bun with a decorative band. Their appearance is not dissimilar from real world Inuit or Native American people. In the Foggy Swamp Tribe, inhabitants tend to be lighter in color and thinner of size that wear green cloths made of leaves and vines and use wooden armor.

Clothing amongst the Southern and Northern water tribes is quite similar, usually made of polar bear fur and other thickly furred animals dyed blue. The Northern Tribe generally wears deep blue accented with teal, while the southern tribe uses a more sky blue accented with white. Hats are uncommon; instead their thick tunics come with a large hood that keeps the head warm and the frigid winds away from their ears. Jewelry is fairly uncommon besides the beads women use in their hair.

Geography – The North and South Poles of the world of Avatar tend to be fairly small but flush with natural resources thanks to the rich seas that boarder them. Precious metals besides Electrum are hard to come by so few people use metal in their clothing or weapons. The people of these tribes are well fed thanks to the bounty of the sea that includes sea prunes, crabs and squid. Seaweed is used to make bread, soups and even cookies. Blubbered seal jerky is a common snack. Skins from seals are used to create tents and polar bear pelts are used in clothing. These tribes are hunter/gatherer societies with hunter being a noble profession using slings or spears made of bone. The boomerang is also a favorite for hunting small game.

Government – Until recently the Water Tribe as a whole has a Tribal Chief that rules over all three tribes. However because of distance and logistics, each tribe has their own independent form of local government. In modern times the two have fractured and now the southern tribe has their own chief.

The Northern Water Tribe is more complex than its southern sister. There is one powerful leader, the Chieftain, but also a small council that advises him, lead by the tribes greatest water bending master, Pakku. The leaders aren’t picked from a select royalty, and thus anyone could become a great leader by, for example, marrying the chieftain’s daughter. The Chieftain and his family is not considered nobility.

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While the Southern Water Tribe is technically ruled by their Chieftain, the day to day decision making is done by an elected council most often lead by a city or community's elders or most influential people. The Southern Water Tribe is made up of many smaller tribes who each send their own delegate. The southern Chief rules out of Harbor City, the largest population center in the Southern Water Tribe.

Culture – The appearance of the Water Tribe is based upon its corresponding element, water. Each nation also has its elemental color, and the Water Nations is blue with the exception of the Foggy Swamp Tribe. The Water Tribe is divided into three distinct groups, primarily based on geography and affinity for water bending. During the 100 Year War the Southern Tribe Katara was it's only known Bender, the art having been almost completely erased from the South Pole as a direct result of the Fire Nation killing or capturing all southern Water Benders during the 100 Year War.

The Northern Water Tribe consists of the majority of the official remnants of their civilization, with a multitude of able benders. Though separated, the Southern and Northern Tribes continue to remain in contact and retain a custom of coming together during the a new moon to celebrate the New Moon Festival where they give thanks to the spirit of the moon that watches over their nation, even if only figuratively. These days the celebration has a sad note, since former princess sacrificed herself to save the life of the dark moon koi, La.

Customs – The Southern and Northern Water Tribes are nomadic by nature. Even those that live in cities often travel to other parts of the poles or from north to south and vice versa with some regularity, whether with the seasons or on month-long hunting trips. They are also avid sailors using ships made of thick lacquered skins or more rarely wood. Every Water Tribe child learns to sail at a young age.

In the Northern Water Tribe, women are of marrying age at sixteen. Men who wish to marry women gift them a traditional betrothal necklace. This signifies that the woman is to be married. The ceremony is completely organized by the parents and often marriages are arranged.

In the Southern Water Tribe at the age of fourteen, children are taken on a rite of passage known as ice dodging, a sport where children must control a ship in turbulent water riddled with large, haphazard chunks of ice. After completing the ritual they are given a mark of honor; either the mark of the brave, the mark of the wise or the mark of the trusted. Once they complete the trial they are adults and may marry whomever they choose, though most don't marry for a number of years after the trial.

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The names of Southern and Northern tribes' citizens often include one or two K's and often have an 'ah' sound. Katara, Hakoda, Sokka, Pakku, Kuruk, Kanna, Arnook, Korra, Tarrlok, Yakone, Noatak, Eska, Vorrick, etc. This cultural naming format doesn't happen in the Foggy Swamp Tribe who have simple one syllable names.

Notable Locations

Foggy Swamp Tribe – More a settlement than a city, located in the south-western part of the Earth Kingdom they are a separate entity of Water Benders that - until discovered by Katara and Aang - was unknown by the other Water Tribes.

Harbor City – The largest population center of the Southern Water Tribe it is a fairly modern city that has sprung up in the last 70 years. Its culture is quite different from most Water Tribe settlements as city living has made the people less nomadic and more used to modern convenience. This has caused some abrasion with the more tradition focused Northern Water Tribe.

Northern Water Tribe – The main city named after the tribe that many thousands of Northern Tribesmen live in. It was constructed during the 100 Year War to be extremely secure and indeed it never truly fell during the war, thanks in large part to Avatar Aang. The city holds to their ancient traditions and has not adopted much of the modern technology found in other cities.

Spirit Oasis – A lush garden and pond located in a cove deep within the Northern Water Tribe's capitol city in the North Pole. It was created by the moon and ocean spirits and while the lands outside are perpetually frozen, the gardens are warm and tropical. The area is sacred as the spirits of the moon inhabit the bodies of koi fish that form a Ying/Yang pattern.

Spirit Portals – At the extreme north and south poles are two mile-wide warm and tropical forests - teeming with spirits - that surround the two known portals into the Spirit World. They were closed by Avatar Wan, locking most spirits into their own world until recently set free by Avatar Korra, along with many more ways to move from one world to the other. Since being opened the spirit jungle has sprawled outward many miles, though still a long way from any village. The third Spirit Portal has also opened up in Republic City, allowing for fast (if not easy) travel across the world.

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Earth Kingdom



General Information – The largest and most diverse of the 4 Nations has gone through a tumultuous time in the last century. The Earth Kingdom spans a continent and has the largest population in the known world. This size has led to a diversity of culture from the Foggy Swamp Water Tribe to the massive city of Ba Sing Se, the Sand Bending nomads of Si Wong Desert to the mountain city stronghold of Omashu. The Earth Kingdom's diversity has led to internal struggle of dozens of states, with their own cultures, contend with their neighbors and the central government. The nation has a history of terrible war but also a strength few nations can contend with and the only nation to truly contend with the Fire Nation during the 100 Year War.

History – Most of what is today called the Earth Kingdom was what the early settlers called the Spirit Wilds. After Avatar Wan closed the Spirit Portals and spirits returned to their native land, those people became explorers and settled throughout the land. As these settlements grew, conflict and war was waged between them. The largest of these was a settlement carved into the rock of the earth itself. Those peoples became miners and traders instead of warriors and as their population boomed the people began to build on the surface, eventually forming the largest city in the known world, Ba Sing Se. Over the centuries the warring states found a sense of peace as the now-realized states formed a central government with a monarchy who assigned vassal rulers of each individual state.

However the Earth Kingdom's people, strong willed and self-assured would not stay at peace for long. The 46th Earth King took it upon himself to reform the nation's laws and abolished the vassal system to rule as a supreme monarch. The famed warlord Chin took up arms to seize power from the king and the War of Chin the Conqueror began. Chin's armies conquered the whole of the Earth Kingdom until only Ba Sing Se and the peninsula home of Avatar Kyoshi remained. Upon attempting to seize them Chin was defeated and slain on what would be named Kyoshi Island. At the same time the peasants of Ba Sing Se started an uprising to oust the unpopular king and Avatar Kyoshi convinced him to ratify a new constitution that empowered the common people and reduced his power, and the creation of the Dai Li, the secret police of Ba Sing Se.

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The most notable time in the history of the Earth Kingdom is the events of the last century, most notably the 100 Year War. After decades of hard fighting the mountain city of Omashu fell, the last stronghold of the west, opening the opportunity for siege of Ba Sing Se and its famed outer wall. The siege lasted for six-hundred days. Even though the wall was breached, the fire nation retreated soon after, but the breach was still disastrous for the Earth Kingdom. In the following years the people lost hope and the Dai Li turned against the king and at the soon after the Crown Princess of the Fire Nation infiltrated the capitol, gained the support of the Dai Li and exiled the King and abolished the government. It wasn't until Avatar Aang and his allies defeated Fire Lord Ozai that the King was restored and the Earth Nation began to heal.

Sixteen years later the Red Lotus assassinated the Earth Queen Hou-Ting, causing the Earth Kingdom to fall into chaos and war. World leaders came together in a summit and decided something had to be done. They enlisted Suyin Beifong, leader of the Metal Tribe of Beifong. She appointed Kuvira, captain of the city guard and a powerful Metal Bender to take her security force and stabilize Ba Sing Se.

Over the next three years Kuvira used any means necessary to stabilize the grand city and bring the disparate states of the Earth Kingdom under Heal. At the ceremony to swear in the new King Wu she denounced him and named herself the 'Great Uniter' of the Earth Kingdom. Her popularity with Earth Citizens outside of the Earth Kingdom saw her gain success and it wasn't until she attacked Republic City using her Spirit Vine super-weapon that she was stopped by Avatar Korra. In the latest days King Wu has begun dissolving the monarchy of the Earth Kingdom and to draft a new constitution to turn the former kingdom into a republic, with each state ruling themselves and overseen by a central government. It may take time but the Earth Kingdom is well on its way to becoming the Earth Republic.

Citizens – The peoples of the Earth Kingdom are diverse and exotic. They tend to be darker in skin tone than all but perhaps the Water Tribe with black or brown hair, brown or black eyes; though olive green is very common as well. The vast majority of its citizens are peasants who till fields, work mines, work factories and raise families. They wear simple clothing of browns and beiges sometimes accented with traditional green and gold. Their hair is styled toward comfort and utility; short cuts for men and worn up for women. The upper cast – nobility and aristocracy – traditionally wear colors of vibrant green with highlights of yellow, with their servants having a traditional brown & grey outfit with yellow belts and velvet hat. The upper cast often wears their hair up with bright silk ribbons and flowers. The nobility adorn their hair with beautiful caps and headdresses of green silk and golden jewels.

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Geography – The Earth Kingdom is the largest nation in the known world, its land mass a continent unto itself. Because of its sheer size its geography is diverse and wondrous. The northwestern area are mountainous and covered in dense forests, while the western coast is known for its warm climate and sub-tropical forests; a popular vacation spot for the upper cast. Inland in the west there are several notable and further in is an arid location known as the Great Divide, the largest canyon in the world and another popular tourist attraction.

Much of the Earth Kingdom is dominated by the Si Wong Desert that is vast in size and until the advent of Air Ships was considered impossible to cross by all but the bravest explorers. Still some hardy Earth Kingdom citizens thrive there, sailing on skiffs by bending the sand beneath them. On the western tip of the desert is the mountain city of Omashu, a gateway to rivers routes that lead west to Ba Sing Se. The southern parts of the Earth Kingdom contain lush tropical forests and large islands dotted with fishing villages and wealthy towns like Gaoling. North over the mountains the land turns into vast grass lands, sparsely populated by nomadic tribes before melding into the Si Wong Desert.

Government – As the Earth Kingdom has spent the centuries in internal conflict, so has its systems of government. In the early centuries after the people left the cities built on the backs of Lion Turtles, they formed separate provinces and city states like Omashu and Zaofu that warred with each other for territory and resources. They each had their own kings and warlords until finally these leaders decided to form a central government lead by a single king or queen. Each state would be ruled by a vassal appointed by the king and were essentially left to find their own forms of government, such as the city of Omashu that appointed its own king who ruled over the city itself. This combining of government had several benefits, such as creating a unified military, but it problems persisted. Small villages had no contact with their leaders, each state had its own laws. Large areas like Si Wong Desert had no bureaucracy and became a haven to criminals.

This system came to a screeching halt during the reign of the 52nd Earth King. By this point the King or Queen were eschewing their power to their advisors and seneschals while they sought pleasure and leisure. During the 100 Year War the 52nd Earth King let his advisor Long Feng – the Grand Secretariat of Ba Sing Se and head of the Dai Li rule the city. He took the chaos of the Fire Nations siege on the city to take power and imprison his king. Long Feng ruled with a brutal fist until the Fire Nation used the chaos to take control. After the Ba Sing Se was freed, the King was restored to power. His successor, Earth Queen Hou-Ting took her roll much more seriously until her Assassination in 171 ASC.

Today the Earth Kingdom is ruled by King Wu, who has vowed to end the Monarchy and form a Republic, where the states are ruled by elected citizens and overseen by a central government.

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Culture – The Earth Kingdom is vast and with that vastness comes diversity. It is difficult to pin down a central culture for the Kingdom because each state, each city has its own culture. Most of the peoples of this kingdom have had the same customs and personality for centuries. They are taught that the earth immovable, that their Bending art is the ‘element of substance’ and that reflects in the personality of the kingdom’s people. The people are generally very hard working, salt of the earth types. Peasants enjoy a cup of sake and a game of strategy while the upper caste is fond of grand plays and physical sport for entertainment.

The architecture of the Earth Kingdom is as strong and immovable as its people. Most buildings are made of stone as one might expect, and if painted at all, most commonly in greens and yellow, often accented with beige or dark red. Governmental buildings are adorned with the insignia of the nation and most cities are a sea of green circular clay tiles. Grand parkways adorned with beautiful inlays of gold and flowing silk banners. All around are hidden defenses, like large ‘earth coins’ - disks of solid stone – are faceted into the ground for use against intruders. The Dai Li wear conical hats that easily protect and deflect bending powers. Metal Benders are equipped with stylish metal cuffs that are actually sheets of steel ready to be hurled and always nearby is a source of Blasting Gel ready to be used for attack or defense. These are hard lessons learned by memories of the 100 Year War and these cities are some of the most defensible in the known world.

Customs – The Earth Kingdom is a strict hierarchy in most areas, with several castes that are typically denoted by birth with few escaping them. The most obvious example of this is the city of Ba Sing Se, which is separated into ‘rings’. While others cities populations mix more, the cast system can be seen everywhere.

The Earth Kingdom isn’t a people that delight in celebrations or festivals beyond a few local quirks. They enjoy a fine meal and their mineral-rich soil provides for a vast array of foods that are exported all over the world. The finest chefs in the land are generally from the Earth Kingdom.

People of the Earth Kingdom generally go by a singular name without using a surname. The only people who use a surname are those born to a famous or wealthy family such as the Feng or Beifong lines. Names are generally one or two consonant in length and not very flowery. Titles are rarely used and names are predominantly Chinese in origin. Notable names include Baatar, Chin, Fong, Sung, Haru, Bolin, Bumi, Koko, Mako, Yu, Opal, Shu, Toph, Wu and Xin.

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Notable Locations

Ba Sing Se – Largest city in the world and capital of the Earth Kingdom, it is so large it encompasses nearly the entire north-eastern quarter of the nation and a state unto itself. It is a testament to the grandeur of the Earth Kingdom.

Chin Village – A large town built inside a large circular wall on the cliffs of the south-western coast. It is home of the famed Chin the Great who once almost overthrew the Earth King until he was slain reportedly by Avatar Kyoshi. As suspected he is a hero in this village even though he was considered a tyrant and hold the annual Avatar Day festival, where they torch an effigy of Avatar Kyoshi.

Gaoling – A large town located in a basin of the southern mountain range. It is home to the wealthy Beifong family, the wealthiest family in the Earth King as well as a famed Earth Bending tournament called Earth Rumble. It is home town of the inventor of Metal Bending, Toph Beifong and a festival is held every year on her birthday which... she has never attended.

The Great Divide – A massive canyon system located in central Earth Kingdom; it is a reasonably popular tourist attraction as adventurous citizens trek the many paths that lead in and out of the canyon.

Kyoshi Island – The notable home of Avatar Kyoshi and so named after her. It is said that the island was once a peninsula but when Chin the Conqueror attempted to size it, Kyoshi destroyed the land-bridge, breaking the peninsula off to become an island and killing Chin in the process.

Omashu – The second largest city in the Earth Kingdom this city was once the tallest mountain in the empire but over decades was transformed into a massive city that spans up and down the mountains slopes.

Wan Shi Tong's Library – Legend holds that buried somewhere in the Si Wong Desert stands a grand library that holds all the knowledge in the world. It was visited by Avatar Aang and reported buried in the desert, but may have resurfaced during Harmonic Convergence.

Zaofu – A grand city state and home to the Metal Clan this city is located in a lush region between two rivers and consists of several massive metal buildings that act as small cities separated from each other with the largest in the center. They have huge domes which in the day lay open giving the city the appearance of water lilies floating on a pond leaf. Kuvira had the domes cut down to make her giant metal super weapon. But the city Matriarch Suyin Beifong plans to reconstruct them.

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Air Nomads



General Information – Air Nomads is a collective term for a nation of people who practice the discipline of Air Bending. They have a complicated history but until the 100 Year War were based in one of four Air Temples, one at each corner of the globe and built into and atop mountain ranges. The Air Nomads are theocratic and practice a monastic tradition while those with the capability to Air Bend are trained as monks.

Today the Air Nomads are all but extinct. The four Air Temples are predominantly empty and in ruins from the days when the Fire Nation laid waste to the Air Nomads in an attempt to kill the Avatar.

Citizens – Air Nomads were a peaceful people. They lived in their temples and traveled the world on flying bison. They were the most spiritual of all cultures and lived in harmony with nature. They were also fun loving and adventurous. They've seen a resurgence in recent years as the events of the Harmonic Convergence saw many people from around the world suddenly gain the ability to Air Bend. Under the wing of the last master air bender, Tenzin and his children, this once extinct culture is seeing a resurgence.

Geography – Before the Avatar, Air Nomads lived on top of lion turtles as did all other peoples of this world. After Avatar Wan separated the spirit world from the mortal one, they began to spread to the remote areas of the world to build their temples high in the mountains. Their ability to bend air allowed them to live and work at high altitude and their life of solitude and meditation made the locations of their temples a perfect respite from the troubles of the world. Today the temples are largely unused, while the burgeoning Air Nomad culture is centered on Air Temple Island outside Republic City.

Government – Before its destruction, the Air Nomads was governed by a senate, one leader was elected from each temple with head monks coming from the Northern and Southern temples and Mother Superiors from the Eastern and Western temples. Outside of the senate, each temple had a council of respected elders who made major decisions for their own temple but they had little real authority over their temple.

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Culture – Air Nomads lead peaceful lives in an agrarian culture. They largely kept to themselves, worked, raised families and lead their spiritual pursuits out of the minds of most people. Unlike the other nations and cultures, all Air Nomads are Benders who had a strict daily routine that helped them focus their energies on their element.

Modern Air Nomads live much different lives. Their nation and culture is just now forming and while they attempt to retain as much of the lost culture as they can, where they go from here is hard to say. They've taken on an early roll as protectors of the four kingdoms. Flying from here to there, solving problems while others stay at Air Temple Island to meditate and perfect their art.

Customs – Much of the customs and culture of the Air Nomads was lost, even Avatar Aang was only able to find smatterings of their writings and history in the decades after the 100 Year War. One of his discoveries is their love of festivals and holidays such as Yangchen's Festival, a popular holiday that celebrates the famed Benders victory over a powerful dark spirit.

Most widely known of course about Air Nomad customs are the tattoos. Few people in the world of Avatar are adorned with them but an Air Nomad is instantly recognizable by their sky blue tattooing on their head, arms and legs. This arrow-shaped tattoo symbolizes a master of the Air Bending art. Since every citizen of the Air Nation is a bender, masters are fairly common. Avatar Aang was the youngest Air Bender in history to earn his master tattoos until his granddaughter, Jinora; a master of both Air Bending and Spirit Bending at the age of 11.

Unlike the other Nations, a typical skin color, hair color, clothing style is not included for the Air Benders because so much of their culture is lost. For those few with a bloodline to the now extinct race, their skin is typically light Caucasian with dark hair and large blue eyes. Their hair is typically kept in a knot, braid or tail and cut back to the top of the head to show their mastery tattoos.

The new Air Nomads wear a tight-fitting uniform of deep red, yellow and metallic blue. It has a high collar and a zipper up the front that can be pulled to reveal elastic wings under the arms to allow the wearer to glide. See the Technology chapter below for details.

Names are typically feature hard continents and multiple syllables. Examples include Tenzin, Aang, Yangchen, Jinora, Meelo, Gyatso, Tang Xu and Pasang. The new Air Nomads are made up for peoples from many cultures and nations, so their appearance and names vary just as widely.

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Notable Locations

Air Temple Island – The newest Air Temple is built on a large island off the coast of Republic City. The temple was built by Avatar Aang and features including a large training area with the last set of air-bending gates known, a large tower which is the main temple, dormitories for the dozens of new Air Nomads in training, a dining hall and green house and Tenzin's home as well as several large caves that are home to dozens of flying bison.

Eastern Air Temple – One of the four original temples of the Air Nomads this temple is currently inhabited by Air Acolytes, people who practice the ways of the Air Nomads but whom are not benders. The temple was greatly damaged by the Fire Nation led by Fire Lord Sozin who used the power of Sozin's Comet to kill all the Air Nomads on the island.

Northern Air Temple – Located in the mountains along the northern coast of the Earth Kingdom, only male Air Benders were allowed to train here. Its population was wiped out at the beginning of the Hundred Year War during the Air Nomad Genocide. The temple has since been restored by Avatar Aang and the Air Acolytes. The Air Nomad sport Sky Bison Polo was invented here.

Southern Air Temple – Another temple exclusively for male Air Nomads, it was long believed impregnable because it could only be reached by flying bison but the Fire Nation managed to nearly destroy it and kill every Air Nomad who lived there (are we seeing a pattern here)? This temple was home to Avatar Aang and his mentor Monk Gyatso. Avatar Roku also lived here during his time mastering the art of Air Bending. It also features an Airball Arena.

Western Air Temple – This temple exclusively housed women. Located in the mountains of the northern Fire Nation it was the first to be attacked by the Fire Nation. It features a very unusual design, featuring many inverted buildings built into the underside of a massive overhanging cliff. Aang restored this temple to its former glory along with all others and is now inhabited by Air Acolytes.



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Republic City

