

## Bender

A lone figure stood at the end of the hallway with a wicked smile on her face. Titus was unafraid though, after all, he was a Paladin, he had faced down much more vile things than some half-crazed adolescent girl. Titus drew his sword and spoke "In the name of Justice, give up, and I will arrest you unharmed. But if you resist, I shall not hesitate to give you an early execution!" The girl looked up at the Paladin. "Silly male." Then in a blink of an eye, a huge fireball roared from her fist. Titus spun to the left and realized this was not going to be easy, as the girl let out a evil laugh and charged...

## Making a Bender

A Bender brings a new approach to combat for the party. An Earth bender can turn the very ground into a weapon, while an Air bender can draw the very air from your lungs. A party with a Bender is a formidable one, but a Bender is not without weakness, and should look to the sturdier members of the party for support.

Bending is also a inborn talent, Bender's are born, not made. Because of this, Benders of all types tend to be proud and assertive. They also dress the part. Air benders tend to wear loose, light colored clothing, with few (visible) magical, or mundane, trinkets. Fire benders also wear loose, comfortable clothing, but tend to be prouder, and even arrogant, they show their wealth and dress in reds and oranges. Water benders wear dark colors, and more regal clothing. Though not as haughty as a fire bender, Water benders are not afraid to show the world what they are. Earth benders, dress in greens and browns, and tend to wear things that show the muscles the best.

When making a bender, especially at levels higher than first, remember that while proficient with certain weapons, a Bender is a martial artist. So items and equipment that improves their unarmed combat is a good idea.

Abilities: Charisma is the most important ability for a bender, because it determines how often and how powerful a Bender is. Wisdom helps with their AC, and Dexterity and Constitution are also helpful as always.

Races: A Bender can be from any race, but they tend to make sense amongst the people. For instance, not many Elves become Fire benders, and not many Dwarves become Air benders. But anything can happen.

Alignment: Any

Starting Gold: 3d4x3 gp.

Starting Age: Racial Standard.

Table: The Bender							
Hit Die: D8							
Level	Base Attack Bonus	Saving Throws			Special	Bends per day	AC bonus
		Fort	Ref	Will			
1st	+0	+0	+2	+2	Bend Element (Bend Damage 1d6), Unarmed Strike, Elemental Resistance	1	0
2nd	+1	+0	+3	+3	Evasion	2	0
3rd	+2	+1	+3	+3	Bend Element (2d6), Defensive Bend	3	0
4th	+3	+1	+4	+4	Improved Disarm, Slow Fall 20ft	4	0
5th	+3	+1	+4	+4	Bend Element (3d6), Improved Bend Element	5	1
6th	+4	+2	+5	+5	Slow Fall 30ft	6	1
7th	+5	+2	+5	+5	Bend Element (4d6), Elemental Healing	7	1
8th	+6/+1	+2	+6	+6	Channel Bend (one attack), Slow Fall 40ft	8	1
9th	+6/+1	+3	+6	+6	Bend Element (5d6), Improved Trip	9	1
10th	+7/+2	+3	+7	+7	Improved Evasion, Slow Fall 50ft	10	2
11th	+8/+3	+3	+7	+7	Greater Bend Element (6d6), Improved Defensive Bend	11	2
12th	+9/+4	+4	+8	+8	Improved Channel Bend, Slow Fall 60ft	12	2
13th	+9/+4	+4	+8	+8		13	2
14th	+10/+5	+4	+9	+9	Greater Bend Element (7d6), Slow Fall 70ft	14	2
15th	+11/+6/+1	+5	+9	+9	Channel Bend (full attack)	15	3
16th	+12/+7/+2	+5	+10	+10	Slow Fall 80ft	16	3
17th	+12/+7/+2	+5	+10	+10	Greater Bend Element (8d6)	17	3
18th	+13/+8/+3	+6	+11	+11	Reflexive Defensive Bend, Slow Fall 90ft	18	3
19th	+14/+9/+4	+6	+11	+11	Greater Bend Element (9d6)	19	3
20th	+15/+10/+5	+6	+12	+12	Death Bend, Slow Fall any distance	20	4
Class Skills (4 + Int modifier per level, ×4 at 1st level) The Bender's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Fly (Dex), Knowledge (Planes) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Stealth (Dex), and Swim (Str)							

#### Class Features

All of the following are class features of the Bender:

**Weapon and Armor Proficiency:** Benders are proficient all simple weapons. Benders are also not proficient with any armors or shields. A Bender wearing any armor or shields, or carrying a heavy load, loses all class abilities.

**Increase Speed:** A Bender can move at greater speeds when they are in their elements. An Airbender can expend a bend to gain momentary flight, an Earthbender can gain tunneling, a Waterbender can walk on water, and a Fire bender can move at a supernatural speed. For this ability the speeds are 20 ft, and for the Fire bender it is +10ft. All of these expend a bend for that day, and last a number of rounds equal to

your charisma modifier. The speed of this ability is determined by the table above. For Firebenders, add the speed bonus to your base land speed during this ability.

**Unarmored AC Bonus:** A Bender has the innate ability to sense incoming blows due to their link with the elements around him. Thus giving him a bonus to his AC equal to his wisdom modifier. This increases by +1 every five levels.

**Bend Element:** A Bender can turn the very elements against an opponent. A Bender can, a certain number of times per day equal to his class level + his charisma modifier, choose to make 1 of 3 different kinds of attack with his bending. Bending takes a standard action, and requires a free hand. The three types of bends are as follows...

- A 10 foot cone. Reflex save DC=10 + half of class level + charisma modifier.
- A 50 foot ray (or ranged touch attack).
- A 20 foot burst (centered on the Bender).

The damage done by a bender's elemental bend overcomes energy resistance equal to the Bender's class levels (in Bender) plus his charisma modifier, and a Bend is considered magical for overcoming Damage Reduction. In the case that a creature is immune to a Bender's specific energy or damage type, a bend still does damage, but only half. Bending does not provoke an attack of opportunity.

**Unarmed Strike:** A Bender gains Improved Unarmed Strike as a bonus feat. Also a Bender's unarmed strikes deal 1d6 damage instead of 1d3. This damage increases as a monk's would.

**Elemental Resistance:** A Bender gains Energy Resistance 5 to his elemental type. This bonus increases by 1 every two levels. Due to greater levels of training, the Bender gains energy resistance 5 to an additional type of energy once he reaches 11th level, and the Bender's original energy type no longer does damage to the Bender, the secondary energy resistance bonus increases at the same rate as previous but the Bender does not gain any true immunity to this secondary type like with the Bender's natural type.

**Evasion:** Starting at 2nd level or higher, a bender can avoid damage from many area-effect attacks. If a bender makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a bender is wearing light armor or no armor. A helpless bender does not gain the benefit of evasion.

**Defensive Bend:** At 3<sup>rd</sup> level a Bender gain a higher level of mastery to a point where they can now bend their element into a defensive barrier against attacks and magic. At the cost of a daily Bend use, the bender can interpose a burst of elemental energy that creates a barrier 10ft high and 10 ft wide that provides full cover to the Bender until the beginning of its next turn. This barrier is able to absorb damage of up to 10 points per Bender level.

**Improved Disarm:** At 4th level a Bender gains Improved Disarm as a bonus feat.

**Slow fall:** This ability functions like the bender ability of the same name.

**Improved Bend Element:** At 5<sup>th</sup> level a bender has attained a greater mastery of his element. A Bender is now able to manipulate his element to a finer degree and is able to effect a wider area with his bends. A bender is now able to affect a 20ft radius area at a distance with a bend like a fireball spell, or is able to manipulate nature around itself. Air Benders are able to expend a bend use to increase their fly speed to 60 for one minute per level or allow one person per 4 levels to fly with them. Water benders are able to make hard pillars of water capable of holding their weight for reaching higher areas or make water solid

enough to allow up to 1 person per 4 levels to walk on as long as they are within arms reach of the bender. Fire benders are able to extinguish fires, even of magic nature as long as the caster level of the targeted effect does not exceed that of the bender. Earth benders are able to create rock bridges or pillars up to 10ft per level of the Bender per bend use.

Benders are also now able to emulate the spell like effects of a caster of it's equivalent level as long as it is within the bender's element

Elemental Healing: At 7<sup>th</sup> level a Bender can use his deep connection with his element to heal a number of hit points equal to twice his current level each day.

Channel Bend: Starting at 8th level a Bender can channel one of his bends into an unarmed attack. This can only be done a number of times per day equal to half the Bender's charisma modifier (rounded down). Damage from the Bend only deals damage if the attack roll is successful. Channeling a bend is a full round action. At 12th level, a Bender can channel a bend into his first attack and still make other attacks.

Improved Trip: At 9th level a Bender gains Improved Trip as a bonus feat.

Improved Evasion: At 9th level, a bender's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless bender does not gain the benefit of improved evasion.

Greater Bend Element: A Bender has now crossed a threshold. No longer are just basic elements under his command, but greater things. A Bender gains a second option on determining what kind of damage he does. An Air bender can now deal either Bludgeoning or Sonic damage. A Water bender can deal cold or slashing damage. An Earth bender can deal bludgeoning or acid damage. And a Fire bender can deal fire or force damage. Also the Bender's cone of energy increase to 20 feet, and his ray increase to 100 feet, and his burst increases to 40 feet.

Improved Defensive Bend: The Bender's mastery of their element allows for them to cover a larger area. This area is able to be extended to either a 15ft high by 15ft wide wall or a 10ft radius dome that provided complete protection from all damage

Death Bend: At 20th level a Bender can now cause death with some very cunning bending. An Air bender can cause suffocation, an Earth bender can rip the minerals out of your blood, a Fire bender can cause your blood to boil, and a Water bender can tear the blood right out of your body. When a Bender chooses to use his Death Bend, usable once a day, the opponent must make a Fortitude save equal to 19 + the Bender's charisma modifier, or die. Upon a successful saving throw, the opponent still takes 15d6 damage.

Reflexive Defensive Bend: At level 18, a Benders Mastery of his element has reached a point of near perfection. During combat the Bender can now reflexively create a burst of elemental force directed against any attack that would strike the Bender, granting an effective damage reduction of 10/magic

[edit] Ex-Bender

A Bender who violates his alignment finds that his bending no longer works. He retains all martial abilities, but all special powers just fade. Until he regains his previous alignment all special abilities fail.

[edit] Human Bender Starting Package

Weapons: Quarterstaff (1d6/1d6, crit x2, 4 lb., two-handed, bludgeoning).

Skill Selection: Pick a number of skills equal to 4 + Int modifier + 1 (Human).

Skill	Ranks	Ability	Armor
			Check Penalty
Diplomacy	4	Cha	-
Knowledge (the planes)	4	Int	-
Perform (dance)	4	Cha	-
Spot	4	Wis	-
Tumble	4	Dex	-

Feat: Toughness.

Bonus Feats: Dodge (Human).

Gear: Standard Adventurer's Kit

Gold: 4d6 (14) gp.

[edit] Campaign Information

[edit] Playing a Bender

Religion: Religion varies amongst Benders. The life of a Bender does not need the justification of a god, but some Benders still follow racial deities. Some Benders chose to follow nature deities.

Other Classes: Benders dislike or like other classes depending on what type of bender they are. A Fire bender tends not to get along with the lawful and disciplined classes, while an Earth bender would get along great. All Benders get along great with rogues, benders, and rangers, because, like themselves, are largely self taught.

Combat: A Bender is a supplemental caster. Whether they are slinging fireball along with the wizard, or taking place of the wizard. The Bender's attack bonus allows him to survive in combat, but he should not be without support.

Advancement: A Bender tends to stay a Bender, but Benders taking levels in fighter or ranger to enhance the combat abilities is not un-heard of, also a Bender/cleric is a fearsome opponent.