

## **THE 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 Earthbender can turn the very ground into a weapon, while an Airbender can draw the very air from your lungs. A Bender is a formidable foe, but he 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. Airbenders tend to wear loose, light colored clothing, with few (visible) magical or mundane trinkets. Firebenders also wear loose, comfortable clothing, but tend to be prouder, and even arrogant, they show their wealth and dress in reds and oranges. Waterbenders wear dark colors, and more regal clothing. Though not as haughty as a firebender, Waterbenders are not afraid to show the world what they are. Earthbenders, dress in greens and browns, and tend to wear things that show the muscles the best.

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

Races: Any

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	Bend Element (Increased Range), Greater Elemental Healing	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	Greater Bend Element (8d6), Slow Fall 80ft	16	3
17th	+12/+7/+2	+5	+10	+10	Elemental Immunity	17	3
18th	+13/+8/+3	+6	+11	+11	Greater Bend Element (9d6), Slow Fall 90ft	18	3
19th	+14/+9/+4	+6	+11	+11	Reflexive Defensive Bend, Perfect Elemental Healing	19	3
20th	+15/+10/+5	+6	+12	+12	Master 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 Firebender can move at a supernatural speed. For this ability the speeds are 30 ft, and for the Firebender 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. [30' at 13<sup>th</sup> Level]
- A 25 foot ray (or ranged touch attack). [50' at 13<sup>th</sup> Level]
- A 10 foot burst (centered on the Bender). [30' at 13<sup>th</sup> Level]

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 11<sup>th</sup> level. This progresses at the same rate as his other resistance but will never grant full immunity. At 17<sup>th</sup> level, the bender become immune to his original elemental 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 were 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. Airbenders 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. Waterbenders 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 one person per 4 levels to walk on as long as they are within arms reach of the bender. Firebenders 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. Earthbenders 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. This uses one of his bends per day. At 13<sup>th</sup> Level a bender can now expend two uses of his Bend Ability in order to heal a variety of status effects including but not limited to Blindness, Deafness, Paralysis, Curse, etc. Finally, at 20<sup>th</sup> level, the bender has become so adept at his abilities that he may literally bring an individual back to life as per the True Resurrection spell. This expends a number of bends per day equal to  $3 + \frac{1}{2}$  Character level of person he's resurrecting.

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 Airbender can now deal either Bludgeoning or Sonic damage. A Waterbender can deal cold or slashing damage. An Earthbender can deal bludgeoning or acid damage. And a Firebender 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

Master Bend: At 20th level a Bender can now cause death with some very cunning bending. An Airbender can cause suffocation, an Earthbender can rip the minerals out of your blood, a Firebender can cause your blood to boil, and a Waterbender can tear the blood right out of your body. When a Bender chooses to use his Master 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