

降世神通

# AVATAR

THE SECOND AGE



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*"Water. Earth. Fire. Air. Long ago, the four nations lived together in harmony. Then everything changed when the Fire Nation attacked. Only the Avatar, master of all four elements, could stop them, but when the world needed him most, he vanished. A hundred years passed, and my brother Sokka and I discovered the new Avatar, an airbender named Aang. Although his airbending skills were great, he had a lot to learn before he was ready to save anyone. But from the first day I met him, I believed Aang would save the world. And you know what? I was right. With the help of his friends, Aang defeated Fire Lord Ozai and ended the Hundred Year War. Zuko, Ozai's son and our ally, became the new Fire Lord. Together with Earth King Kuei, Aang and Zuko promised to return the nations to harmony." — Katara*

## ROLEPLAYING IN THE AVATAR UNIVERSE

Flameo, hotman! Welcome to **AVATAR: THE SECOND AGE**, a supplement for the **GENESYS** game line that lets you use the Narrative Dice System in the *Avatar* setting created and produced by Michael Dante DiMartino and Bryan Konietzko. In *Avatar: The Last Airbender* and *Avatar: The Legend of Korra*, characters wield the power to manipulate and move the four classical elements through martial arts in a world inhabited by chimerical animals, spirits, and technology.

If you are already familiar with **GENESYS** and you want to get started, skip to **Chapter I: Character Creation** for more information about making a character, or read **The Avatar Setting** section to learn more about the setting. Otherwise, this chapter will take some time to explain what this book is and how you can use it, and you will get a quick overview of what is unique to this book.

Have you ever wanted to traipse the outer ring of Ba Sing Se? Are you looking for a chance to ride on your own, personal sky bison? You can even go toe-to-toe with chi blocking Equalist grunts while navigating the underworld of Republic City!

### WHAT IS THIS BOOK AND HOW DO I USE IT?

**AVATAR: THE SECOND AGE** is a sourcebook—or expansion—for the **GENESYS** Core Rulebook. This means you will need a copy of the Core Rulebook as well as this book to play. You might need some **GENESYS** Roleplaying Dice as well; go buy some, download the **GENESYS** Dice app free, or check out [RPG Sessions](#), an online dice roller and character sheet (see an [RPG Sessions](#) template for **THE SECOND AGE** [here](#)).

**THE SECOND AGE** serves as a setting for the game; this means you will use the basic rules outlined in Part I of the Core Rulebook combined with the rules presented here. The rules of **THE SECOND AGE** will supersede those in the Core Rulebook whenever there are contradictions.

For example, the Core Rulebook has the rules for character creation, and you will still follow the seven steps presented there. However, **THE SECOND AGE** provides new choices and optional rules during creation.

In short, the **GENESYS** Core Rulebook is the engine that runs the game, and this book fleshes out the mechanics into an adventure that can take place in the rich world of the *Avatar* series. Aside from the fact that **THE SECOND AGE** takes place in a completely different universe, there are several noteworthy changes made by this author to accommodate the *Avatar* setting.

### WHAT WILL I FIND IN THIS BOOK?

I split this book into nine chapters. Most of these will be useful if you are a player, but all of these will be useful if you are the Game Master (or Melon Lord, at the table). Here is a brief overview:

**Chapter I: Character Creation** provides you with all the options and rules you need to create a player character. There are some minor changes to this step. Unlike in the **GENESYS** Core Rulebook, each career also provides your character with a choice in a free Tier 1 talent.

In **Chapter II: The Bending Arts**, I cover all the rules about this setting's version of magic. The rules are largely like what you will find on page 210 of the **GENESYS** Core Rulebook with some key differences described in this chapter.

In **Chapter III: New Skills and Rules** you will find new skills and rules important to the four nations. This setting introduces several new skills, and a few existing skills were renamed to help your games evoke that *Avatar* flavor.

**Chapter IV: Talents** provides a complete list of all talents relevant to the setting and offers new and original talents specifically created for *Avatar*!

In **Chapter V: Gear and Equipment** I lay out many options you can use to equip your character out in whatever era you play.

**Chapter VI: Vehicles** offers a comprehensive list of most of the popular vehicles seen in the series.

A plethora of non-player character profiles in **Chapter VII: Adversaries** can populate your games, from creatures to people to spirits!

In **Chapter VIII: The Game Master**, I offer more rules and options for running your games in the *Avatar* setting, as well as advice and mechanics on running games featuring the titular Avatar character and adventures in the Spirit World. The chapter also includes insight and rules on featuring characters who are masters of their art and willing to teach player characters.

## A HISTORY OF THE FOUR NATIONS

**AVATAR: THE SECOND AGE** takes place in a world that is home to humans and hybrid animals, intersecting with a Spirit World.

The balance of power has shifted across nations and figureheads long forgotten by history. Depending on the Era in which your adventure takes place, the world may look a little different. Throughout history and into its present-day, a precarious balance of power exists among four great nations: the Water Tribes, the Earth Kingdom, the Fire Nation, and the Air Nomads. Each has a distinct society, wherein people known as "benders" can manipulate and control the element of their nation using the physical motions of martial arts. Each region has unique geographical layouts, civilizations, climates, and demography, and each one has a diverse range of landforms.

At the end of the Hundred Year War, Fire Lord Zuko and Avatar Aang transformed the Fire Nation colonies, along with land ceded by the Earth Kingdom, into a fifth independent realm: the United Republic of Nations. Decades later, in 171 AG (After Genocide), the Harmonic Convergence occurred, merging the Spirit World with the planet. Not only have spirits been reintroduced to the world, forcing them to coexist with a society that has largely forgot about them, but the ability to airbend has been reborn among myriad random individuals throughout the world, all but undoing the genocide of the Air Nomads. That is when this game takes place.

This is the second age of the Avatar.

### AIR NOMADS

The Air Nomads were a civilization composed of people who practiced the art of airbending. While nomadic, Air Nomads did inhabit four major air temples, each built on remote locations, only easily reachable with flying bison. The Air Nomads were a highly spiritual group of people. Agriculture dominated their economy, and they were the smallest of the four nations, but all their members were benders. In his quest for world dominance, Fire Lord Sozin launched an attack on the Air Nomads in hopes of killing the reincarnated Avatar and ending the cycle. This resulted in the almost complete extinction of the Air Nomads with the sole survivor being Avatar Aang.

Before their genocide, the Air Nomads were an ecclesiastic and monastic society that lacked social strata. The highest Air Nomad political body was the Council of Elders until the genocide carried out by the Fire Nation.

To preserve Air Nomad culture, Aang founded the Air Acolytes, a group of nonbenders who volunteered to learn the ways of the Air Nomads. Airbending also began to resurface slowly through Avatar Aang's youngest son, Tenzin, and his three eldest children. After the Harmonic Convergence of 171 AG, however, airbending resurfaced across the world in several nonbenders, and the Air Nation formed to carry on the Air Nomad tradition.

Having restored the buildings to their former glory, they occupy the air temples, along with the newfound flying bison and ring-tailed winged lemurs. Forming the new Air Nation, they also had a representative on the United Republic Council, a spot held by an Air Acolyte and later Tenzin, the youngest son of Avatar Aang, until 171 AG.

### COUNCIL OF ELDERS

The Council of Elders was a group consisting of the theocratic leaders of the Air Nomads. Each of the air temples had its own council of head monks or nuns, their members being both the political and the religious authorities.

The Northern and Southern councils were composed of head monks, and the Eastern and Western councils were composed of head sisters, per the primary gender living in each respective temple. The Southern Air Temple had five head monks. Members of the Council of Elders were the only ones allowed to enter the air sanctuary in each air temple, other than the Avatar. They were also the ones responsible for identifying the Avatar when they were born into the Air Nomads.

### AIR ACOLYTES

In 101 AG, shortly after the Hundred Year War, Avatar Aang dubbed members of the official Avatar Aang Fan Club as Air Acolytes. Aang himself taught the members of the group the ways of the Air Nomads and christened them the "Air Acolytes," rather than a mere fan club.

They are an order of monks and nuns who live on Air Temple Island and in the four original air temples. Although they are not airbenders themselves, they carry on the teachings, culture, and traditions of the Air Nomads through practice, as taught to them by Avatar Aang.

## AIR TEMPLE ISLAND

Air Temple Island is a small isle found off the coast of Republic City in Yue Bay. Comprised of several structures, Avatar Aang built the temple himself and it is home to Tenzin, his wife Pema, and their four children Jinora, Ikki, Meelo, and Rohan, as well as the Air Acolytes. Also residing on the island are colonies of flying bison and ring-tailed winged lemurs.

## EASTERN AIR TEMPLE

The Eastern Air Temple was one of the two temples exclusively housing female airbenders. Like the other temples, the Fire Nation decimated its population during the Air Nomad Genocide.

The Eastern Air Temple is one of the four original temples of the Air Nomads. After the end of the Hundred Year War, a group of Air Acolytes moved in and restored the temples. Before the war, it was one of the two air temples, the other being the Western Air Temple, which exclusively housed female airbenders. Guru Pathik resided here for a considerable amount of time, as he waited years for Aang to come so he could teach the Avatar how to control the Avatar State. Many avatars, including Avatar Aang, Avatar Korra, and Avatar Kuruk, came to train at this temple and develop a deeper connection to the Spirit World.

## NORTHERN AIR TEMPLE

The Northern Air Temple is a temple that hosted only male monks. It is in the upper reaches of the northern Earth Kingdom, built upon a snow-capped mountain. This temple was also a victim of the Air Nomad Genocide, along with all the other air temples. By 100 AG, it had become renowned for its arbitrary colonization by Earth Kingdom refugees, led by the mechanist. Up to that point, the area had undergone rapid industrialization.

## WESTERN AIR TEMPLE

The Western Air Temple was a counterpart of the Eastern Air Temple, supporting primarily airbender women. It is situated in an island mountain range due north of the Fire Nation. Unlike the other air temples, this one consists of multiple small structures and portions versus merely a single large one. The Air Nomad Genocide decimated the temple. The temple is also notable in that, contrary to the other three temples, it exists beneath the edge of a cliff, as opposed to a mountaintop. The spires seem as though they were constructed upside-down, and because of that, the temple is generally difficult to find for passers-by.

The temple features some interesting recreational spots, such as a giant Pai Sho table, an all-day echo chamber, and an air bison obstacle course and racetrack. Its design allows wind to flow into even the deepest chambers, which made the Air Nomads feel quite at home.

## SOUTHERN AIR TEMPLE

The Southern Air Temple sits atop a peak in the remote Patola Mountain Range and is one of the four original Air Nomad temples; when Avatar Aang was born here, it was also a dormitory for male-only airbenders. Though it remained uninhabited for the duration of the Hundred Year War, the Southern Air Temple returned to its former glory shortly after the conflict's end by the Air Acolytes, who remained to settle in the temple grounds to preserve Air Nomad culture through many of their observances.

The Southern Air Temple was another of the four sanctuaries owned by the Air Nomads. It is the one located closest to the Southern Water Tribe and exclusively housed male airbenders. This region is notable for being the childhood home of Avatar Aang, and the place where Avatar Roku learned airbending.

Located inside the Air Temple, this great hall hosts statues of all the previous Avatars. It is a spiritual place. Any Avatar can use the space connected with their past lives. The only way to open the sanctuary door is by using Airbending. Only the elder monks and the Avatar could visit inside the sanctuary.

## WATER TRIBE

The Water Tribe is a collective term for people, some of whom practice the art of waterbending, who follow a government system in the form of a tribal chiefdom.

Although members of the Water Tribe typically inhabit the poles, the North Pole and the South Pole, there is a small population of waterbenders who inhabit the Foggy Swamp in Earth Kingdom territory and others may exist elsewhere, including a large diaspora in Republic City.

The people of the Water Tribe are generally peaceful and strive to live in harmony with nature and the other nations of the world, though tension between the leadership of the two tribes did lead to a civil war.

## NORTHERN WATER TRIBE

The Northern Water Tribe is the largest division of its nation and is located on an island situated near the North Pole. For centuries, its capital city, Agna Qel'a, prospered in its isolation. No attack from the Fire Nation on the city during the Hundred Year War ever ended in a loss for the tribe, including the tumultuous Siege of the North. After the fall of Ba Sing Se, the Northern Water Tribe boasted the only major city in the world to withstand Fire Nation control.

The Northern Tribe is an independent state ruled by a hereditary chiefdom. As the oldest division of the three main Water Tribes, the Northern Tribe culture dominated both the North Pole as well as the South Pole for centuries.

The people of the Northern Water Tribe are traditionally conservative and very spiritual, but still open to change and reform. The Northern waterbending style is the most widespread form, practiced by waterbenders at both poles and in the United Republic of Nations, as raids on the Southern Water Tribe led to the southern style becoming nearly extinct during the Hundred Year War.

## AGNA QEL'A

Located at the North Pole, this seat of power is huge and multi-tiered, built into the icy landscape. Waterbenders carved and built the city from the giant ice cliffs surrounding it. The capital rests on the shores of the Northern Sea, and behind it is an enormous frozen tundra.

## SPIRIT WILDS

Deep in the tundra lay a sacred forest that many spirits call their home. The forest is also the site of one of two ancient portals to the Spirit World.

## SOUTHERN WATER TRIBE

The Southern Water Tribe is an independent state at the South Pole and the southern division of the Water Tribe. A federation of several smaller tribes, the South is ruled by an Elder Council, who also elects the tribe's chief. The Southern Water Tribe achieved its independence only after the Water Tribe Civil War in 171 AG; before, the tribe had been an autonomous tribal confederation under the Northern Water Tribe's authority.

Before the Hundred Year War, the South was thriving and had a unique culture and waterbending style. After a series of brutal Fire Nation raids, however, the South Pole was left devastated and almost without any waterbenders. Its people are hardy and resilient, but intelligent enough to outlast (and outsmart) genocide.

Its people are scattered across various villages and settlements. Unlike its thriving sister tribe, the people of the Southern Water Tribe were teetering on the edge of extinction during the Hundred Year War due to Fire Nation raids.

However, following the Siege of the North, several volunteers traveled from the Northern Water Tribe to help rebuild their sister tribe under the auspices of bringing "civilization" and technological development. Their true purpose was to extract the wealth of oil beneath the southern tribe. Through their efforts, the South underwent a major expansion, and by 171 AG, it had a large harbor city as its capital, along with numerous other smaller cities and villages scattered around the South Pole.

After a brief civil war, the Southern Water Tribe declared itself independent from its northern counterpart.

## WOLF COVE

Originally one of several cities used by various tribes as a gathering place, it was nearly destroyed by raids during the Hundred Year War. Volunteers from the Northern Water Tribe helped to rebuild and repurpose the settlement as the capital for the Southern Water Tribe. The city has seen tremendous growth in recent years.

## VARRICK GLOBAL INDUSTRIES

Varrick Global Industries is a global shipping enterprise based in the Southern Water Tribe. Varrick claims he founded the company from a single canoe, and later expanded into an empire responsible for several consumer and technological innovations in the Avatar World. In 171 AG, it became the official shipping partner of Future Industries and co-supplier to the South during the Water Tribe Civil War.

## FOGGY SWAMP TRIBE

The Foggy Swamp Tribe is the third and most elusive of the three Water Tribes. The tribesmen are descendants of individuals who migrated from the South Pole to the Foggy Swamp in the Earth Kingdom, where they established a separate faction that eventually developed a distinct culture and bending style separate from those of the two polar tribes.

This vast and mysterious wetland occupies a considerable portion of the southwestern Earth Kingdom. It provides an ideal residence for the Foggy Swamp Tribe, whose members are descended from immigrants of the Southern Water Tribe. The Swamp has an extensive array of fauna and flora, the latter of which are just a series of roots connected to one central tree, the towering banyan grove.

Although technologically unsophisticated, the tribe consists of clever and agile waterbenders who have developed a specialized bending style adapted for swamp use. Specifically, the form employed by swampbenders differs significantly from conventional waterbending, as it primarily involves rigid bending motions and the manipulation of plant life.

## EARTH KINGDOM

The Earth Kingdom is a massive continent led by an earth monarch and is home to people who practice the art of earthbending. Being the largest of the four nations, it is ethnically diverse with a variance of customs and cultural traditions. The people of the Earth Kingdom are strong and persistent. The geography of the Earth Kingdom varies tremendously, ranging from wooded forests to blazing deserts, mountainous terrain, swamps, and grassy plains.

This vast realm spans an entire continent as well as several subsidiary islands; it is the largest and most populated sovereignty in the world and encompasses much of the eastern hemisphere. Like the Fire Nation, a central monarchy governs the Earth Kingdom. The people of the Earth Kingdom are proud and strong and adhere to a philosophy of peaceful coexistence and cooperation with the other nations of the world. Earthbenders use their abilities for defense and industry. It also has a large economy based on agriculture and limited industry, though its economy is not as strong as the Fire Nation, which benefits from advanced technology.

Significant ethnic and cultural diversity characterizes the Earth Kingdom, a consequence of the country's vast territorial expanse. Thus, it suffers from prominent levels of local autonomy and ethnic conflict, both of which exacerbated, as the central government grew weak. A communal belief in shared history and identity brings the people of the Earth Kingdom together despite this division. However, the recent assassination at the hands of the airbender and Red Lotus member Zaheer has left the kingdom in chaos.

## BA SING SE

Ba Sing Se is the monolithic capital of the Earth Kingdom, encompassing nearly the entire northeast corner of the country. It was the last great Earth Kingdom stronghold after the fall of Omashu. Ba Sing Se means "impenetrable city", an honorary reference to its two insurmountable walls, the gates of which have no hinges and can therefore not be opened in any way aside from the use of earthbending.

Within the Outer Wall lies a large expanse of farmland, Lake Laogai, and several mountains. Between the Outer and Inner walls of the city is the agrarian zone: a large undeveloped stretch of land, used primarily for farming and nature walks. Although it provides a valuable wildlife refuge, the agrarian zone's most important function is to be a massive land buffer between the Outer Wall and the Inner Wall, where all the Ba Sing Se residents live.

The city is by far the largest in the world, essentially being more of a small country than a mere city. As a testament to its grandeur, Ba Sing Se is the center of the Earth Kingdom's roadway network. During the Hundred Year War, Ba Sing Se was the safest place for refugees displaced by the Fire Nation. Thus, a large diaspora of benders from all over the world call the Earth Kingdom capital home.

Its residents are a hardy people, coming from a lineage spanning over 5,000 years. In addition to their resilience, many residents of Ba Sing Se are themselves charismatic to the effect that it can uplift their social status. Those living in the Lower Ring are always looking to move inward.

## FIVE-SEVEN-FIVE SOCIETY

The Five-Seven-Five Society is an organization of young women who specialized in the art of poetry, with a focus on traditional haiku.

## BA SING SE UNIVERSITY

Ba Sing Se University is a major institution of scholarship that educates scholars throughout the Earth Kingdom. It is the greatest university in the world, according to its enrollment materials. The university campus is a major landmark in the Middle Ring of Ba Sing Se.

## COUNCIL OF FIVE

The Council of Five is a group consisting of the five highest-ranking generals in the Earth Kingdom Army. It is the highest authority in the Earth Kingdom military. The Council oversaw the country's entire war effort against the Fire Nation during the Hundred Year War.

## DAI LI

The Dai Li is the secretive and elite police force of Ba Sing Se whose members work to capture, interrogate, and imprison political dissidents. Avatar Kyoshi founded the organization with the aim of "protecting the cultural heritage of Ba Sing Se," effectively protecting the Earth King's interest against subversive individuals and groups.

## ROYAL EARTHBENDER GUARDS

The Royal Earthbender Guards of Ba Sing Se, commonly known as the King's Guards, are earthbending warriors within the Earth Kingdom affiliated with neither the Dai Li nor the army. They instead serve as personal protectors of the earth monarch.

As elite troops of Ba Sing Se, they guard the Royal Palace, serving as gatekeepers of the Outer and Inner Walls of Ba Sing Se, and acting as sub-commanders for the Ba Sing Se army troops. They are also responsible for the safety of any properties belonging to the earth monarch, such as the royal vault.

## COUNTRYSIDE

Much like the outskirts of Republic City, the Earth Kingdom countryside is dotted with innumerable smaller cities, villages, and settlements. Millions upon millions of citizens live throughout the planet's largest continent, which spans nearly half the circumference of the entire globe. Individuals who carve out a living wherever they can be both resilient yet adaptable.

## FULL MOON BAY

Full Moon Bay is a secluded cove in East Lake, located just south of Ba Sing Se. The Bay once hid a ferry station that refugees from all over the southern portion of the Earth Kingdom used to travel to Ba Sing Se.

## GREAT DIVIDE

This is the biggest canyon in the entire Avatar world. The Divide was the result of many years of erosion or the actions of angry earth spirits, depending on whose history you believe. Nevertheless, there's no disputing the peril involved in crossing the Divide. There are many ways to die on the floor of the canyon, including by the jaws of a canyon crawler.

Be sure to stop at the nearest Canyon Guide Station. They're the last stop for visitors before descending into the Great Divide. In addition, it's the last place to ditch your food to avoid attracting canyon crawlers.

## KYOSHI ISLAND

Kyoshi Island was originally a peninsula named Yokoya until Avatar Kyoshi confronted Chin the Conqueror, separating the island from the mainland to protect her people. The island is located off the southern coast of the Earth Kingdom and dotted with many small villages.

## KYOSHI WARRIORS

The Kyoshi Warriors are an order of female warriors named after Avatar Kyoshi, who founded them to protect her homeland, Kyoshi Island. With their unique and individual fighting style, these elite fighters ensured the safety and isolationism of their homeland during the Hundred Year War.



Though their fighting style and clothing mimic those of Avatar Kyoshi, they seemingly did not implement any of the bending arts in their physical movements. They are clad in ornate, armored, green kimonos, metal headdresses, and white-faced makeup designed to intimidate opponents. The Kyoshi Warriors used metal fans as their main weapons like Avatar Kyoshi, but also implemented katanas and retractable shields. Rather than strength, the warriors' secret is to use their opponent's force against them. As part of their combat training, Kyoshi Warriors practice a form of meditation that emphasizes their community spirit and unity as a group.

## OMASHU

The second largest city in the Earth Kingdom, Omashu is a bustling metropolis whose gates an army of earthbender guards. It is the capital of its province. Only Ba Sing Se, the titanic capital of the Earth Kingdom, is larger. It was one of the last great strongholds of the Earth Kingdom before its fall in the months before the end of the Hundred Year War. During the Day of Black Sun, King Bumi single-handedly liberated Omashu, and all the powerless firebenders abandoned the city.

Inside the walled city, the unique Omashu delivery system transports goods throughout the city. Earthbenders transport goods throughout Omashu using lifts and chutes. Omashu residents are crafty and ingenious, like their former mad king Bumi. Navigating their city requires a level of intelligence only residents could possess, and the history of their city is both a mystery and spiritual reverence.

Earthbenders built the city several centuries ago by carving it out of a mountain. The mountain on which Omashu rests rises out of a deep chasm and the only way to get to the gates of Omashu is by walking a long, narrow path over the chasm.

## SI WONG DESERT

The Si Wong Desert is the largest desert in the world. It is almost impossible to navigate successfully. It is sparsely inhabited by sandbender tribes—earthbenders who have adapted to the harsh conditions of the arid environment.

### SANDBENDERS

These earthbenders have adapted to life in the Si Wong Desert. Their skills differ greatly from those of ordinary Earthbenders.

As their name indicates, sandbenders bend sand. They move quickly around the desert, thanks to their specialized "sand-sailers". Since economic opportunities are limited in the desert, Sandbenders get by however they can. Members of the sand tribes are scavengers, and supposedly steal from passing travelers at the nearby cantina.

### BEETLE-HEADED TRIBE

These desert-dwellers pre-date all other tribes in the Si Wong Desert. Legend has it that their beetle-like headpieces date back to ancient times when their ancestors lived underground and survived the attacks of giant gilacorns (see animals) by mimicking the appearance of the nasty-tasting Sour Beetles—the only creatures on the desert floor not palatable to gilacorns.

Their opportunistic streak and flexibility help make them skillful traders—they have an uncanny ability to see saleable potential in almost anything presented to them. Their rather easygoing nature makes them every tribe's first choice with whom to trade and swap.

## SERPENT'S PASS

The Serpent's Pass is a narrow strip of land between the East and West Lakes that links the southern and northern halves of the Earth Kingdom. It is one of the very few direct paths to the capital, Ba Sing Se. The pathway is named after the serpent that guards the point at which the East and West Lakes meet. Here, the Serpent's Pass dips below the lakes for a limited distance. These adversities make the Serpent's Pass a typically avoided entryway into Ba Sing Se and most refugees prefer to go by ferry instead.

## ZAOFU

Zaofu is an autonomous city-state, home of the Metal Clan, and regarded by some as the safest city in the world. The clan's matriarch, Suyin Beifong, constructed the settlement entirely out of metal in the Earth Kingdom.

## FIRE NATION

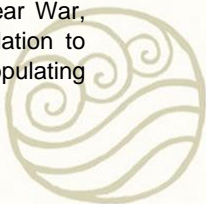
The Fire Nation is home to people who practice the art of firebending and is an absolute monarchy led by the Fire Lord. Being composed of several major islands and located on the equator, the nation is an archipelago. Its economy is the largest and most powerful in the world with a strong industrial sector and advanced technological developments. The climate is normally humid and warm which allows for a diversity of flora and fauna to thrive.

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

Despite their ultimate loss after the Hundred Year War, Fire Nation culture has changed little in 70 years. Still proud, Fire Nation citizens hold the honor of others in the highest regard. The nation's capital, known simply as "The Capital" is a monument to the storied legacy of the Fire Nation and the nobility of its monarchy. The people of the Fire Nation have desire and will, and the energy and drive to achieve what they want. Fire Nation society places a great emphasis on respect and honor, especially toward the nobility and elders, the concept of the famed Agni Kai stems from these beliefs.

The Fire Nation possesses an industrialized economy, fueled by raw resources it had extracted from its former overseas colonies. They possess a robust middle class, with a large degree of disposable income and liberal social protocols, especially among its youth. Education is widespread, though during the Hundred Year War, its primary purpose was indoctrination. During the Hundred Year War, the Fire Lord expanded the territory of the Fire Nation to access the resources of the Earth Kingdom, populating oversea colonies with forcibly relocated peasants.

Over time, people forgot these grievances, and the colonies themselves became prosperous, so much so that the citizens resisted efforts to return them to the Fire Nation. Still, mainland citizens looked down upon those from the colonies, regarding them to be uncultured.



*"I think I figured out why the nations have to be separate for harmony. Whenever two nations come together, the stronger one can't help but hurt the weaker one. They'll conquer or burn or, at the very least, make a joke of the weaker nation."*

*"You once told me that separation is an illusion. Guru Pathik taught you that. The four nations are really one and the same."*

*"But I don't want them to be the same, Katara! I love being an Air Nomad. I love our philosophy, our temples, our holidays, our food—everything that makes us different from the rest of the world! And now that I'm the last one left, it's up to me to preserve our way of life!"*

*"How, Aang? Are you gonna live by yourself, like some kind of hermit? Devote your whole life to collecting and preserving a bunch of relics?"*

*"I don't know... but I do know this: Air Nomad culture can't survive in a world where the nations invade each other, corrupt each other. I have to see the Harmony Restoration Movement through to the end."*

— Avatar Aang speaking with Katara

## HARI BULKAN

The capital of the Fire Nation is one of the largest cities of the four nations. It has a distinct layout consisting of the Royal Plaza, a forum located directly past the harbor; an industrial district surrounded by numerous establishments and homes; and Royal Caldera City, a residential district situated within the crater of a dormant volcano hosting the Fire Nation Royal Palace and various homes of Fire Nation elite.

Owing to its extensive defenses, Hari Bulkan is one of the most heavily fortified cities in the world, alongside Ba Sing Se. The Great Gates of Azulon guard the sea entrance to the capital. This level of protection along with the prowess of the Fire Nation Navy prevented the city from becoming a major battleground during the Hundred Year War. Despite this, it came under attack on at least one occasion, during the failed Invasion of the Fire Nation on the Day of Black Sun.

## MAINLAND

Although the Fire Nation is truly an archipelago, its largest island is the 'mainland'. This island is home to the Fire Nation capital as well as several minor, outlying villages, cities, and settlements. Mainlanders are well versed in Fire Nation history and culture and typically trace their lineage to nobility by some degree. Mainlanders pride themselves on their physique and bending technique. Most citizens have an adept understanding of Martial Arts, if not a master's grasp of the skill.

In addition, the Fire Nation culture is enrapt with spiritual performance. Although their overall connection to the Spirit World has dwindled, their ritualism has remained intact, leaving Mainlanders with a base connection to their inner chi.

## FIRE SAGES

The Fire Sages are an organization that serves as the religious authority of the Fire Nation and is responsible for identifying the Avatar's incarnation when they are born in the Fire Nation. Their additional duties include guarding the temple and conducting weddings and funerals for the Royal Family and for those who seek their spiritual advice.

## YUYAN ARCHERS

The Yuyan Archers were a group of elite marksmen, highly skilled Fire Nation archers. Since at least 91 AG, they were under Colonel Shinu's command, and used to guard the Pohuai Stronghold. The Yuyan Archers completed stealthy missions where precision and accuracy were vital for success, and they were one of the Fire Nation's secret weapons.

## EMBER ISLAND

Ember Island is a renowned resort area located in the outer islands of the northern Fire Nation. Set among palm trees and luscious vegetation, it is home to many luxurious resorts and vacation homes for the wealthy and powerful. Many high-ranking Fire Nation officials have vacation homes here and the island is the top vacation destination in the Fire Nation.

Mountains surround the private beaches and dunes that create a private atmosphere for visitors. The island is less known as being the home of Ta Min in the years following Avatar Roku's death, as well as Lord Zuko's home after he abdicated his throne in 167 AG.

Ember Island houses an open-air arcade, which features many games and is popular with younger crowds. The beaches are among the most popular in the country and host many popular kuai ball games. One of the most well-known small theaters in the Fire Nation, the Ember Island Theater is a popular destination for anyone visiting the island.

For those who call Ember Island home, living in a vacation hotspot has forced residents to adapt to reflect their divergent social circumstances. Many individuals are outspoken and cunning, which is reflected in the commercial ventures offered by Ember Island including the Ember Island playhouse, the open-air Arcade, and the many beaches and boardwalks.

## EMBER ISLAND PLAYERS

The Ember Island Players are a local acting troupe who performs at the Ember Island Theater, which is Ember Island's only theater. They do not have a reputation for quality acting, but they take themselves seriously and usually pack the house.

## BHANTI TRIBE

The Bhanti Tribe is an oft-forgotten sect of Fire Nation citizens, due in part to the fact that their settlement lays at the southern tip of the archipelago. The tribe and its members have strong spiritual connections to the world around them, and the Bhanti Tribe is the direct predecessor to the Fire Sage lineage. Although this village is small and isolated, several of its members still venture out into the world from time to time to bring back news of the outside world as well as to replenish food stock and to reintroduce the sky bison into its natural habitat. Individual tribe members tend to have a very pronounced spiritual connection and are often inclined to intellectual studies.

## SHU JING

Shu Jing is a town located on one of the eastern islands of the Fire Nation. Situated on a cliff that houses a system of waterfalls, it is one of the many small, peaceful settlements tucked away throughout the Fire Nation islands. The village of Shu Jing is famous for its most well-known resident, the renowned sword master, Piandao, who lived above the village in a large castle. A military deserter, he fought a battle against one hundred Fire Nation soldiers and defeated them all.

Shu Jing and the region that surrounds it is a renowned haven of pristine natural beauty and wildlife. The town is located at the heart of a vast expanse of grassy hills, most of which are rocky and steep in terrain. Due to the rough surface of the land, trees are rare in the area. Shu Jing itself sits at the edge of a canyon, through which flows a small river. Though narrow, multiple waterfalls and cataracts dot the canyon, where the rock is black in coloration.

## FIRE FOUNTAIN CITY

Originally named North Chung-Ling, this city has a large statue at its center. Once known as a place where spiritual experiences were common, and anyone could see a vision of the other side, but the village cashed in on its reputation rather than maintaining the supposedly hallowed ground. During Kyoshi's era, visitors paid charlatans for fake spiritual encounters and cheap entertainment, and the city turned into a carnival town and glorified gambling den.

## UNITED REPUBLIC OF NATIONS

The youngest of all realms in the world of the *Avatar*, the Republic has been around for less than 100 years. After the Hundred Year War was over, the Fire Nation colonies in the Earth Kingdom received independence as a fifth nation.

Avatar Aang envisioned it as a place where people from all cultures, benders and nonbenders, could live together in peace. As such, its culture is an amalgamation of the other four nations' cultural identities. A president runs the United Republic from its capital, Republic City. Prior to 171 AG, five members of an assembly, called the United Republic Council, ruled the city. It was comprised of a single representative from each nation, except for the Water Tribe that had a separate representative for its northern and southern divisions.

Although it is young, many people have come to call this new nation home, and some are old enough to remember a time before the foundation of the Republic. The city hosts a bustling and vibrant culture, a melting pot of the other nations where benders and nonbenders can live in harmony. Good intentions, however, do not always translate to a peaceful outcome. Thus, Republic City and its outlying territories are awash with growing dissatisfaction of the status quo.

With no royalty as in other cultures, the nobility is not a class in the United Republic because of the nation's break from the traditional governing systems of the world. This makes wealth in the United Republic something that must be striven for, not something into which one is simply born. Sports like pro-bending have given way to high-paying jobs for proprietors of such businesses. The automobile industry has also proven to be an undertaking of great profit.

## REPUBLIC CITY

Republic City is the capital city of the United Republic of Nations as well as one of the largest and most modern cities in the world, with a population of millions. Located on the shores of Yue Bay, it was a former Fire Nation colony and founded after the conclusion of the Hundred Year War as a haven for immigrants and refugees from across the four nations. Republic City boasts significant high-rise development as well as the widespread use of automobiles, motorcycles, and airships.

Citizens of Republic City tend to be very outspoken. With a free press and constant updates on the political goings-on of day-to-day affairs, many citizens are well informed and thus inclined to voice their opinions. Living in the hustle and bustle of several million individuals also tends to leave benders and nonbenders alike agile enough to traverse the crowded and busy streets.

Until the Equalist Revolution led by Amon in 170 AG, the United Republic Council ruled the city. Now the city elects a president as figurehead and executive authority of the United Republic.

## CABBAGE CORP

Cabbage Corp is a rival auto manufacturing company of Future Industries, founded by the cabbage merchant and later owned by his son, Lau Gan-Lan. Cabbage Corp's only marketable automobile model is the Cabbage Car, a cheaper, more compact alternative to Future Industries' various Satomobile models. The company is also the airship supplier for the Earth Kingdom Air Force.

By far the largest competition to Future Industries, Cabbage Corp specializes in deploying more affordable options to the Future Industries products. This often comes at the expense of quality.

## FUTURE INDUSTRIES

Future Industries is a large business conglomerate founded by Hiroshi Sato and owned by his daughter, Asami Sato. Using state-of-the-art technology and innovative ideas such as the assembly line, the factory produces over one hundred luxury Satomobiles daily. Despite high demand, Future Industries' only known competitor is Cabbage Corp, which produces the cheaper, more compact Cabbage Car.

## EQUALISTS

The Equalists are an organization of radical revolutionaries, formerly led by Amon, who operate within Republic City. They oppose the use of bending, which they see as inherently oppressive and inequitable and seek to "equalize" society through its elimination using terrorist and tactical methods.

## TRIPLE THREAT TRIADS

The Triple Threat Triad, also known as the Triple Threats, is the largest of the triads that operate in Republic City. Led by Viper, they are the only gang that consists of waterbenders, earthbenders, and firebenders, as opposed to the other single-element focused gangs. The Triple Threats work out of the back of a restaurant near Central City Station. Downtown Republic City is their turf; however, all the city's triads are constantly involved in various territorial wars. Members of the Triple Threats, such as Shady Shin, solicit recruits at Central City Station.

## YU DAO

Yu Dao was the first and oldest of all Fire Nation colonies. Many of the Fire Nation families there emigrated from the mainland over 100 years before Avatar Aang ended the Hundred Year War, when Yu Dao was only a tiny village at the bottom of a valley. Together with Earth Kingdom settlers already living there, they built the magnificent city of Yu Dao, famed for its metalworking produced using firebending and earthbending expertise. Yu Dao is one of the richest cities in the world.

Immediately after the conclusion of the Hundred Year War, Fire Nation citizens comprised the upper classes of Yu Dao while the Earth Kingdom subjects filled the ranks of the merchant and lower classes. Still, everyone was better off. Despite these distinct classes, Fire and Earth citizens commingled and cohabitated.

After the War, Yu Dao became the boiling point of tension and inception of the United Republic of Nations. A year after the creation of the Harmony Restoration Movement, as Fire Lord Zuko attempted to evict Fire Nation citizens; he encountered stiff resistance from Fire and Earth citizens alike who felt their lives uprooted after generations of living in Yu Dao. Together with Avatar Aang and Earth King Kuei, the Fire Lord met to discuss what could become of Yu Dao whose people seemed to identify with neither and both the Fire Nation and Earth Kingdom.

## SENLIN VILLAGE

Senlin Village is a small farming settlement located within a dense forest in the southern United Republic of Nations. A powerful, though peaceful, spirit known as Hei Bai protects the surrounding woodland.

Hei Bai guarded the village's forest for thousands of years and remained there. Furious that the Fire Nation soldiers burned down his home during their invasion, the spirit transformed into a frightening and destructive creature.

With the help of Avatar Aang and his friends, the village managed to placate the ravaged spirits by offering Hei Bai a single acorn, a symbol of hope for the return of the forests.

## TAKU RUINS

Located along the western shores of the Earth Kingdom, the once great city of Taku was an important trading post. The town once moved goods brought from ships to various locations in the Earth Kingdom. The Fire Nation recognized the city's strategic location and attacked it early on in the war. It was one of the first Earth Kingdom cities destroyed. Taku now lies abandoned on the shores of the United Republic of Nations, formerly the northwestern Earth Kingdom.

## MAKAPU VILLAGE

Makapu Village is a small farming village located on the slopes of Mt. Makapu in the northeastern United Republic of Nations.

The volcanic soil offered fertile land for settlers looking to make a home. Because of its hidden location in the mountains, Makapu Village was untouched by the Fire Nation for the duration of the Hundred Year War. The citizens of Makapu Village are a very cunning breed. Additionally, the rich volcanic soils and spiritual energy of Mt. Makapu have given Makapu villagers a keener sense of their inner energies than most.

Mt. Makapu is a tall active volcano that is located near the village. The volcanic activity in the region produces rich soil used by the villagers for farming, yet the village lives under the constant threat of volcanic eruption and certain destruction.

## OUTSKIRTS

The outskirts of Republic City are comprised of a variety of former Earth Kingdom villages and Fire Nation colonies. These settlements dot the countryside and are home to millions of citizens spanning thousands of miles. Perseverance and ingenuity are favored traits for eeking out a living in these conditions. Although the city is usually within a day or two of travel, many individuals never leave home and often take on the businesses and farms of their parents.

## ORDER OF THE WHITE LOTUS

The Order of the White Lotus, also known as the White Lotus, is an ancient and formerly secret society that transcends the boundaries of the four nations, seeking philosophy, beauty, and truth. They are devoted to the sharing of ancient knowledge across national and political divides, and on Avatar Aang's request, they also concern themselves with the task of finding, training, and protecting each new Avatar.

## THE RED LOTUS

The Red Lotus is a global militant anarchist organization, founded by Xai Bau as a splinter faction of the Order of the White Lotus after the Hundred Year War. Until 171 AG, the organization operated through sleeper cells, keeping their existence unknown to the world. The Red Lotus' agenda is to have the humans and spirits coexist again and usher in a new world order by dismantling the established nations and their leaders, which they originally planned to do by releasing Vaatu from his prison within the Tree of Time, and later by assassinating world leaders and ending the Avatar Cycle.

# THE SPIRIT WORLD

Prior to 171 AG and the opening of the spirit portals, it was extremely difficult—indeed quite rare—for any human, other than the Avatar, to enter the Spirit World; conversely, only a handful of spirits were capable of existing physically in the mortal world, and doing so required them to give up their immortality. The Spirit World and the physical world are closest together during the solstices, which made it possible for spirits to manifest in the mortal world and for humans to pass into the Spirit World more easily. There are also certain locations in the physical world that act as bridges to the Spirit World; these locations are important to the cultures living near them, such as the Spirit Oasis in the North Pole.

The Avatar acts as a spiritual bridge between both worlds and a fully realized Avatar can travel between them freely. Individuals who cross over to the Spirit World cannot use their bending unless they have entered physically through the spirit portals. Despite this, the Avatar can use energybending when in the Spirit World, even when they did not enter physically, since they share a connection to all the spiritual energy when in that realm.

After Avatar Wan closed the spirit portals following the Harmonic Convergence of 9829 BG, the Spirit World and the mortal world became two separate worlds, only connected through a few mediums scattered across the planet. As the bridge between the two worlds, the Avatar crossed over several times in a spiritual form to converse with the spirits and ask them for guidance.

There are few known ways for a mortal to enter the Spirit World, though a spirit sometimes carries humans into the realm as the entity shifts between planes. Enlightened individuals can cross over to the Spirit World by meditation and others can enter physically through one of the two spirit portals situated in the north and south poles.

However, after the opening of the Southern spirit portal, unenlightened humans, such as Unalaq, could physically enter once again, and with them, they brought their inner darkness and anger that threatened to overtake the Spirit World. The Harmonic Convergence of 171 AG amplified negative feelings, when Vaatu used the increased spiritual energy to break free from his prison inside the Tree of Time. After the Dark Spirit was defeated, Avatar Korra decided to leave the spirit portals open permanently, once again uniting the Spirit and the mortal world.

## SPIRITS

The Spirit World is home to many entities, several of which existed long before the Avatar, or humanity for that matter, existed. Below are a few beings who have had a tremendous impact on the world leading up to the Harmonic Convergence of 171 AG.

## RAAVA

Raava is the spirit of peace and light and, after fusing with Wan, the Avatar Spirit. She is one of the oldest known spirits, having existed over ten thousand lifetimes before the appearance of the first humans. She and Vaatu, the spirit of darkness and chaos, spent much of their existence combating each other, at least since the Harmonic Convergence in 19,829 BG, with neither able to fully vanquish the other. Even if Raava were to destroy Vaatu and usher in a new era of peace, what little darkness existed in Raava would magnify until Vaatu was reborn and burst forth, beginning the cycle again. The reverse would happen to Vaatu if he were victorious over Raava.

During the Harmonic Convergence in 9,829 BG, Raava permanently merged her essence with Wan's, creating the Avatar. However, during the next convergence in 171 AG, Raava lost her connection to Wan and all the Avatars after him, but merged again with Korra, recreating the Avatar, and starting the Avatar Cycle anew.

## VAATU

Vaatu is the spirit of chaos and darkness, who briefly became the Dark Avatar Spirit during the Harmonic Convergence of 171 AG. He is one of the oldest known spirits, having existed over ten thousand lifetimes before the appearance of the first humans. He was the first spirit to cross over into the mortal world, breaking down the barrier that separated it from the plane of spirits and creating the Northern and Southern spirit portals in the process, enabling other spirits to do the same. His essence swayed the spirits to the dark side, transforming them into dark spirits.

During the Harmonic Convergence in 9,829 BG, Wan and Raava defeated Vaatu when they merged, and subsequently locked inside the Tree of Time for ten thousand years. During the next Harmonic Convergence in 171 AG, Vaatu permanently merged his essence with Unalaq's, becoming the Dark Avatar Spirit. Avatar Korra, however, purified their form, through spiritbending during their battle. Thus, Vaatu receded into Raava and the Avatar, where he will continue to grow stronger and eventually break free.

## TUI & LA

These ancient and powerful spirits keep balance in the Water Tribe. Known as Tui and La in the spirit world, they are two of the oldest spirits on Earth. Legend says that the Ocean and Moon spirits permanently crossed over from the spirit world into the mortal world near the beginning of time. They created the oasis in the North Pole and took the form of two koi fish. Over the ages, few have known the Ocean and Moon spirits' identities. However, when a young lieutenant named Zhao looted an underground Earth Kingdom library, he discovered that the Ocean and Moon were the two koi fish. He kept this knowledge a secret for years, knowing it would provide him with a strategic advantage if he ever invaded the North Pole.

Legend says that the moon was the first waterbender—it pushed and pulled the tides and from this, waterbenders learned to waterbend. Waterbenders are strongest at night, when there is a full moon.

## THE PAINTED LADY

Known for her gentleness and healing abilities, the Painted Lady is a powerful and benevolent spirit who watched over the river town of Jang Hui, until a Fire Nation factory moved in and began polluting the river. This event drove the Painted Lady away, leaving the villagers to fend for themselves. As is the case with many other spirits, only spiritually enlightened people can see the Painted Lady. Once Katara helped the villagers of Jang Hui to drive away the Fire Nation and clean the river, the Painted Lady revealed herself to Katara and thanked her.

## RAN & SHAW

Revered by the Sun Warriors, Ran and Shaw are two firebending masters who are also ancient dragons. In order to learn Firebending from them, any potential student must present themselves to the dragons. Ran and Shaw examine you and read your heart and soul. If they deem you worthy, they will teach you, if they don't, they will destroy you on the spot. Many people have presented themselves to Ran and Shaw over the years, but the dragons have deemed worthy only a few people, including Aang, Zuko, and General Iroh.

## THE LION TURTLE

This is the oldest, most ancient creature in the Avatar world. Lion Turtles existed since the world began, and pre-date the era of the Avatar. The Lion Turtle met in *The Last Airbender* claims he is the last of his kind. Humankind hunted the lion turtles for thousands of years. The last-remaining Lion Turtle possesses timeless wisdom and powerful, spiritual energy. Not all Avatars have met the Lion Turtle. In fact, Aang was the first in many ages.

Because he is so old, a large, overgrown forest has sprouted on the Lion Turtle's back. The Lion Turtle stays hidden from the world because, when submerged, they look like an ordinary island.

## THE AVATAR

The Avatar formed initially when Wan permanently fused with Raava during the Harmonic Convergence of 9829 BG; it is the human embodiment of light and peace through the connection with the Avatar Spirit. As the only physical being with the ability to bend all four elements, it is the Avatar's duty to master the four bending arts and use that power to keep balance among the four nations of the world, as well as between humankind and spirits.

When the Avatar dies, they reincarnate through Raava into the next nation, dictated by the cyclic order: fire, air, water, and earth. Mirroring the order in which the first Avatar, Wan, learned the elements, this is also the traditional order in which any one incarnation is to master the elements, beginning with the bending art of the Avatar's birth nation. The reincarnation cycle can only be broken if the Avatar dies while in the Avatar State, Raava separates from the Avatar, or a spiritual infection compromises the human and spirit alike.

Upon the death of an Avatar, bending masters from the successive nation conduct a search to find the child reincarnate. The successor must show signs of continuity with the one who died, such as being born within a week of the death. These Benders carefully train the new Avatar to prepare them for their exalted position. First, they become proficient with his native element. Then, when the Avatar reaches maturity, they travel the world and study with masters from the other three Bending disciplines. Upon completion of his training, the Avatar possesses sole control of all four elements.

Being part spirit themselves, the Avatar wields an intrinsic bond with the Spirit World, where their power reaches its zenith. This unique connection serves as the conduit, uniting the realms and preserving tranquility between them. Following the momentous Harmonic Convergence in 171 AG, Avatar Korra took a momentous step, opting to leave the spirit portals ajar and relinquishing her status as the interlink between the two worlds. In doing so, she paved the way for a harmonious coexistence of humans and spirits.

The Avatar is also capable of recalling memories from past lives. This ability, however, can be injured or even completely severed. Avatar Aang unintentionally weakened his connection to all his past lives who came before Avatar Roku when he broke off his relationship with the Fire Nation Avatar, though he managed to restore the connection. When Vaatu ripped Raava out of Avatar Korra and subsequently destroyed, Korra's lost her link to her past lives via Raava forever.

The Avatar also possesses the ability to bend energy itself, although few Avatars have learned this technique, and even fewer have used it. Avatar Aang learned it from the last living lion turtle and used it to remove Phoenix King Ozai's firebending, ending the Hundred Year War. He later used it to end Yakone's reign of terror in Republic City by stripping him of his waterbending. Korra learned this ability after connecting with Aang when she lost her bending. Aang used this ability to restore her bending and she likewise did the same for Lin Beifong and many other victims of Amon's unique bloodbending technique. Upon mastering control of the Avatar State, after having learned to bend the four elements, an Avatar is "fully realized".

Each nation has its bending masters, who train the younger benders how to use their abilities and pass the culture on through the generations. Bending abilities are significant to all aspects of life in the World of Avatar. A more aberrant and perilous technique is the ancient art of energybending, which predates the other four arts, as well as the arrival of the Avatar and the formation of the four nations. It involves bending the life energy within another being.

# 1 – CHARACTER CREATION

**AVATAR: THE SECOND AGE** marks the uncertain days after the assassination of the Earth Queen by the airbender Zaheer whose airbending abilities were bestowed upon him (and many others) when Avatar Korra left open the gates to the Spirit World. Benders and nonbenders alike must now cope with the stress of an empire in turmoil along with spirits tampering with the material world.

Thus, in play, while some characters may attempt to recover the lost knowledge of the airbenders, or master their firebending, others may instead choose to understand the spirits or even quell the dark spirits infecting the planet. Still others may simply want to go about their business, hoping to transcend the greatness of even Cabbage Corp.

When you make an inhabitant of the four nations, pay close attention to your character's background. Spending some time before the actual act of acquiring Characteristics, talents, equipment, and other 'hard' aspects goes a long way toward creating a vibrant, interesting character for everyone to enjoy.

Some groups might wish to coordinate their stories so that they all come from the same place, sharing a special bond that draws them together as a team. Others might wish to go with a much more diverse approach, throwing a bunch of disparate characters together and forcing them to forge their bonds in the fires of desperate conflict.

## CREATING YOUR CHARACTER

You can create a character for **THE SECOND AGE** in just a few short steps, allowing players to get involved in the action right away. In this chapter, you'll find all the rules and information you need to build a character for this game in conjunction with the character creation rules that start on page 32 of the **GENESYS** Core Rulebook.

### STEPS FOR CREATING CHARACTERS

**AVATAR: THE SECOND AGE** uses the **GENESYS** core system, and you can use these rules in conjunction with those presented in the **GENESYS** Core Rulebook. Presented here is an addition to the **GENESYS** rules of character generation with a mind toward designing characters who live in this fantastic world of chimeras and elemental martial arts.

#### CHARACTER CONCEPT

Before you scratch anything onto paper, put some thought into what sort of character you want to play. Perhaps the character is an old hermit, someone who was once a powerful bender who fought in a civil war following the aftermath of the Hundred Year War but has retired to the country. Maybe they're an aloof archaeologist driven to see and study everything in the world or an aspiring diplomat eager to represent (or manipulate) an entire nation on the United Republic Council. The character may even be a young laborer growing up in their small village, unsuspecting of their newfound airbending abilities.

#### THE AVATAR

There are several reasons to avoid permitting a player to play as the Avatar mechanically and socially; other players may feel impotent compared to the awesome powers of someone who can wield all four elements. For the Game Master, it may be unwieldy to try to narrate a story around a nearly all-powerful godlike character.

For this reason, **THE SECOND AGE** assumes the Avatar is missing in action, or otherwise not a PC. Their lack of a presence leads to a party filled with characters who could, in time, substantially change the living world created by the GM. Ultimately the decision to include the Avatar in your table's adventures is entirely up to you! You can read more about including an Avatar PC or NPC in **Chapter VIII: The Game Master**.

To create a character, each player follows the same seven steps as laid out in the **GENESYS** Core Rulebook. This book enhances or changes some steps; for example, Careers have **Starting Talents**. This book briefly explains these changes below, and you can find additional details in each section.

#### A NOTE ABOUT ERAS

This book assumes that your group may choose to play in the 'present day' of Avatar, circa 173 AG, which means the Avatar is missing from the public eye. This also means brand new airbenders exist who are not relatives of Avatar Aang, in addition to electricity, automobiles and even giant robots.

Your GM may not use this setting, and instead choose to play in a different era: the time of Avatar Roku, some point during the Hundred Year War, the era of Avatar Kyoshi, or perhaps farther back into history still! It is important for the Game Master and players to consult together about what era their adventure will take place in. Archetypes, careers, specializations, talents, and even certain bending forms in this book may not exist at your GM's discretion.

This setting has a rich and varied history, which is why this author recommends the following timeline, if you need ideas: [https://avatar.fandom.com/wiki/History\\_of\\_the\\_World\\_of\\_Avatar](https://avatar.fandom.com/wiki/History_of_the_World_of_Avatar).



## STEP 1: DETERMINE BACKGROUND

Every character starts as an idea. Do you want to play a dashing ranger or a swashbuckling pirate? A brawny earthbender? Perhaps you want to play a noble or aspiring member of the Metalbending Police Force. Before starting, ask yourself: what kind of character do you want to build? What is their background? Where did they come from, and what happened to make him into the person they are today? During this step, players should also designate whether their character is a bender and if so pick one, and only one, of the four elements to control (Earth, Fire, Air, or Water).

This step provides no mechanical benefit but exists to provide plenty of plot hooks for the Game Master to use, so they can weave each character into a living tapestry.

## STEP 2: CREATE AN ARCHETYPE

Your character's archetype determines their starting Characteristic ratings for Brawn, Agility, Intellect, Cunning, Presence, and Willpower. It also provides default wound threshold and strain threshold values as well as innate abilities, bonuses, and starting XP. Once selected, you cannot change a character's archetype during gameplay.

## STEP 3: CHOOSE A CAREER AND SPECIALIZATION

Choosing a career sets the character along a certain path or way of life, establishing the central focus of a character's training, education, and professional experience. Careers make it easier to advance into some skills and talents, and harder to advance into others. They also help provide narrative depth to characters when they start out, making starting characters more interesting to roleplay.

The choices of careers in this book replace the choices found in the **GENESYS** Core Rulebook. More information about careers and the benefits they provide can be found starting on page 17.

## STEP 4: INVEST EXPERIENCE POINTS

The archetype a player selects for their character also establishes an initial pool of experience points (XP). These points can be spent to improve certain aspects of the character: to increase characteristics, purchase additional ranks in skills, acquire talents, or to acquire and upgrade bending forms.

Information on how to spend starting XP can be found on page 44 of the **GENESYS** Core Rulebook. However, new skills and talents that you can purchase with experience can be found on page 80 of **AVATAR: THE SECOND AGE**.

## STEP 5: DETERMINE DERIVED ATTRIBUTES

Take this step only after the player completes the previous steps, since your Characteristics may change during creation. Several attributes can only be determined after a player fully establishes a character's starting Characteristics and talents. The derived attributes are wound threshold, strain threshold, defense, and soak value.

You can find more information on how to determine these derived attributes and on how they function in the game on pages 45 and 46 of the **GENESYS** Core Rulebook.

## STEP 6: DETERMINE MOTIVATIONS

Your character's Motivation should derive directly from the background you intend for your PC. You should seriously consider the specific relationship between your character's background and their Motivation. You might find it more internally consistent to select (or invent) Motivations that best fit the story you've already begun to tell.

**A History of the Four Nations** in the **Introduction** chapter describes some of the people and factions in this world; these can make for excellent sources of Motivations should you choose to draw inspiration from your character's nation.

You can learn more about how Motivations work and see lists of sample Motivations to choose from starting on page 46 of the **GENESYS** Core Rulebook.

In addition to a Motivation, your GM may choose to include the favor economy, first described on page 53 of **SHADOWS OF THE BEANSTALK**. Having a debt to repay signifies that your character holds an obligation to certain influential groups or individuals within the four nations. If your character owes someone a favor, it means that they have received something valuable earlier in their career. In terms of gameplay, this translates to your character beginning with extra experience points or additional gear.

You and your GM should work together to determine to what faction (and whom within that faction) your character owes a favor.

## STEP 7: CHOOSE GEAR, APPEARANCE, AND PERSONALITY

Once all other characteristics are determined, the player can then flesh out the rest of their character, such as height, weight, build, appearance, and other cosmetic details. Naturally, these aspects could relate in some way to the character's Motivation, background, and other key choices the player makes for the PC.

As for starting gear, your character begins with 500 silver pieces with which to purchase equipment. Your character cannot use this money to purchase any items that are restricted (which means they have an "(R)" next to the price). Your character may keep any silver you don't spend. In addition, after you've finished purchasing gear, roll 1d100 and add the value of the roll to any remaining starting funds to represent your character's "walking around" money.

Some helpful guidelines on how to determine your character's appearance and personality, if you haven't already, read more on page 51 of the **GENESYS** Core Rulebook.

# STEP 1: DETERMINE BACKGROUND

AVATAR: THE SECOND AGE is set during the events of *Avatar: The Legend of Korra*. In this period, with the advent of worldwide industrialization, global travel, and the creation of the United Republic of Nations, it is not only believable that a firebender is born in the Earth Kingdom, but factual. Mako is one of many characters who belong to this diaspora of benders. You should not feel as though all benders must fit into a background reflecting their respective nation.

## CREATING A UNIQUE BACKGROUND

In general, most characters will be from one of the five different sovereign realms represented in the world of *Avatar* in 171 AG. You should not feel obligated to select the nation that corresponds to your character's abilities—a waterbender need not necessarily hail from the Northern or Southern Water Tribes.

Whether you hail from the resolute Earth Kingdom, the serene Air Nomads, the resplendent Fire Nation, the resilient Water Tribe, or the ever-evolving United Republic, your background carries the essence of your character's roots and will influence their path.

## BACKGROUND QUESTIONS

This section offers a list of questions to consider if you feel stumped when creating a background for your character. Read them, and consider that your answers could change depending on which era your game is set in.

Where does your character come from? What are your character's roots and what does your character think about the place they grew up?

Who is their family? Did your character grow up with many siblings, or were they an only child? If their parents weren't around, who raised them? Are they on good terms with family?

What is your character's social standing? Is your character a respected member of their community and culture? Alternatively, are they simply one of the unremarkable masses? On the other hand, maybe they're an outcast, shunned by the members of "decent" society. What did your character do before they set off for adventure?

How old is your character? Are they young and brash, or old and wise? (Maybe old and brash, or young and wise.) If they're middle-aged or older, how have they changed as they've aged?

What does your character think about the world? Your answer could be very general (a cynical attitude toward everyone they meet), or specific to the setting (they hated the unjust rule of the Earth Queen). You could even ask and answer this question multiple times, picking a different aspect of the setting each time.

Why did your character leave home? Likely, your character is now an adventurer and has left part or all their old life behind them. Why? What happened?

# STEP 2: SELECT A CHARACTER ARCHETYPE

Your character's archetype is a mechanical representation of their experiences and gives the Game Master a little insight into the history of your character. It provides each PC with unique abilities, characteristics, and skills independent of their career as well as fascinating story hooks for roleplaying and storytelling. It sets the baseline for your character and provides you with a budget of experience points to spend to improve your characteristics, rank up skills, and purchase talents. You cannot switch your character's archetype once you've started playing.

The archetypes presented here can be used in addition to the human archetypes found on page 36 of the *GENESYS Core Rulebook*.

## THE DISCIPLE

For some, the pursuit of spiritual knowledge is a lifelong journey. Characters who seek enlightenment can often focus their inner chi and spend hours a day meditating. Their sharp instinct gives them a natural edge in day-to-day survival.

2	1	2	2	3	2
BRN	AGI	INT	CUN	WIL	PRE

- **Starting Experience:** 100 XP
- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Skills:** The enlightened begins the game with one rank in Discipline during character creation. They obtain this rank before spending experience points, and may not increase Discipline above rank 2 during character creation.
- **Enlightenment:** Once per session, before making a skill check, you may spend a Story Point to have your character use their ranks in Knowledge (Spirit World) instead of the usual skill. You must explain how your character's enlightenment pertains to the skill check.

## THE NOMAD

In the world of bending and elemental mastery, some individuals possess a unique and innate connection with the creatures that inhabit the *Avatar* universe. A nomad's bond with the natural world and their own companion sets them apart.

From the soaring skies to the depths of the ocean, nomads navigate the intricate web of nature with grace and ease. Whether it's the soaring freedom of riding the wind on a sky bison, the camaraderie of journeying alongside a loyal wolfbat, or the wisdom shared by the oldest of badgermoles, nomads understand that the creatures of their world are more than mere beasts. They are friends, allies, and sources of wisdom. A nomad's connection with these creatures is a testament to the harmonious balance that can be achieved between humans and the natural world.

2	3	2	2	1	2
BRN	AGI	INT	CUN	WIL	PRE

- **Starting Experience:** 100 XP
- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Skills:** A nomad begins the game with one rank in Animal Handling. They obtain this rank before spending experience points, and may not increase Animal Handling above rank 2 during character creation.
- **Fateful Companion:** Your character begins the game bonded to a juvenile creature subject to GM approval. This ability functions as their first rank in Animal Companion; however, the strain and wound thresholds of the companion are reduced by half, as is the damage of its attacks (rounded up). If your character purchases Animal Companion, these restrictions are removed, and your companion adds the Superior quality to its attacks.

## THE ROGUE

The Rogue archetype represents a cunning character who thrives in the shadows of the world. With a knack for deception and a keen eye for opportunity, Rogues excel in navigating the underbelly of society.

Choose this archetype if your character is a street urchin, a seasoned con artist, a cunning thief, or any individual who relies on wit and guile to get by. Rogues are masters of subterfuge and thrive in situations requiring stealth, infiltration, and resourcefulness.

2	2	2	3	1	2
BRN	AGI	INT	CUN	WIL	PRE

- **Starting Experience:** 100 XP
- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Skills:** A rogue begins the game with one rank in Skulduggery. They obtain this rank before spending experience points, and may not increase Skulduggery above rank 2 during character creation.
- **Street Life:** Once per session, before your character makes a Streetwise or Skulduggery skill check, you may spend a Story Point to add ✨🔥👁️ to the results.

## THE SURVIVOR

Not everyone has lived a peaceful existence in the world of Avatar. Many communities and individuals still carry with them the traumatic memories associated with conflict and the aggression of one authoritarian rule over another.

Though they hold on to these heavy emotions, these characters are resilient in the face of any would-be troubles. Often, perhaps despite their wishes, these characters are familiar with the art of war.

2	2	2	3	2	2
BRN	AGI	INT	CUN	WIL	PRE

- **Starting Experience:** 100 XP
- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 7 + Willpower
- **Starting Skills:** A survivor begins the game with one rank in Survival. They obtain this rank before spending experience points, and Survival may not be increased above rank 2 during character creation.
- **Always Prepared:** When a survivor makes a check to heal strain at the end of an encounter, they heal 1 additional strain.

## THE PRODIGY

The world is full of people who can bend the elements, but there are some among them whose mastery over the element takes on a drastically different form. The Prodigy may come from anywhere and can grasp nearly any bending technique by virtue of their heritage or other innate talent.

2	2	2	2	2	2
BRN	AGI	INT	CUN	WIL	PRE

- **Starting Experience:** 100 XP
- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Skills:** The prodigy begins the game with one rank in Bending Arts. They obtain this rank before spending experience points, and may not increase Bending Arts above rank 2 during character creation.
- **Bending Prowess:** Once per encounter after your character makes a Bending Arts check, you may spend a Story Point to avoid suffering 2 strain (as described on page 25 of this book).

## STEP 3: CHOOSE A CAREER

AVATAR: THE SECOND AGE uses its own unique careers instead of the ones featured in the GENESYS Core Rulebook. With only one small exception described later in this section, these careers maintain the same fundamental mechanics as those in GENESYS, offering a selection of eight career skills that characters can enhance using experience points. For further details regarding careers and career skills, refer to page 40 of the GENESYS Core Rulebook.

You should look over all the options before deciding. The idea is not only to look at the immediate capabilities of a character, but also to look forward to your character's growth potential. If you imagine your character will one day sail a small frigate into certain doom in a desperate battle against dark spirits, it's a very good idea to consider a few ranks in Sailing, if so. Before you start a new adventure or campaign, ask yourself "which role will my character fill?" Diversity encourages creativity and excitement, and it could be a limited campaign if everyone at the table chooses to be warriors or assassins.

### CAREERS IN PLAY

Choosing a career for your character is just as crucial as selecting their archetype. While an archetype largely defines your character's inherent traits, a career determines what they do, often in the context of their role within the party. However, these roles are skill-based, focusing more on a character's abilities rather than their position in society. Careers are also versatile, allowing characters from almost any career to take on various roles within a team, such as leadership, diplomacy, or combat, although some careers might naturally align with specific roles more than others.

### BUT I WANT TO PLAY SOMETHING ELSE!

The careers you'll find in this section were provided to give players options that help breathe life into the *Avatar* setting and to create diverse skillsets. While the author hopes that most of these will suit players' character concepts, it is still possible that none of these careers are the right fit.

Fortunately, careers are incredibly flexible and one of the easiest aspects of character creation to modify. As long as your GM permits, you can make your own career. Just pick eight skills to be career skills for your character and write up a brief paragraph that describes what this career is all about and how it fits into the *Avatar* universe. Additionally, pick a Tier 1 talent you think fits the flavor of the career and receive it for free.

It is important that the career not be stacked too hard into one skill category over another. Specialization is one thing, but you do not want to inadvertently lock your character into only one aspect of the game. As long as your GM permits it, you can even use careers from the GENESYS Core Rulebook or any other GENESYS-compatible product.

### USEFUL TALENTS FOR CAREERS

GENESYS character creation is open-ended and permits characters to acquire talents regardless of their career. However, each career provides a set of recommended talents that align with the core concepts intended to bring this setting to life.

Additionally, Careers in THE SECOND AGE also offer you a choice between two Tier 1 talents that reflect the expertise of that career. Your character obtains this rank before spending experience points.

### STARTING GEAR

Each career also includes a list of equipment your character may start with instead of following the traditional rules for purchasing starting equipment described in **Step 7: Choose Gear, Appearance, and Personality**. Note that the items from these lists do not include any of the culture-specific equipment alternate rules found on page 91.



## ARTISAN

Whether through the skilled hands of a Water Tribe boat builder, the mastery of Air Nomad muralists, or the ingenuity of non-bending blacksmiths, artisans shape the very essence of the nations. As an artisan, you stand as a bridge between cultures, forging the items that unite communities and individuals, offering a unique blend of talents and craftsmanship in a world where every creation holds the potential for greatness.

An Artisan counts the following as career skills: **Cool, Coordination, Knowledge (Culture), Mechanics, Medicine, Melee (Light), Negotiation, and Perception.** Before spending experience during character creation, an Artisan may choose four of their career skills and gain one rank in each of them.

**Starting Talent:** During character creation, an Artisan gains a free rank in one of the following Tier 1 talents: Apothecary (*Realms*, page 84) or Talk Shop (page 81).

**Starting Gear:** If you have an Artisan character, you may choose to start with the following gear instead of spending silver during **Step 7** of character creation:

- A dagger *or* club
- Traveling clothes *or* heavy robes and spark rocks
- A tool kit
- A healing balm
- 100+1d100 silver

### USEFUL TALENTS

Here are some suggestions for talents that are especially appropriate for an Artisan character.

- **Tier 1:** Knack for It (*CRB*, page 73)
- **Tier 1:** Respected (page 81)
- **Tier 1:** Where Did I Put That? (*Embers*, page 51)
- **Tier 2:** Eye for Detail (page 82)
- **Tier 2:** Flash of Insight (*Realms*, page 88)
- **Tier 3:** Natural (*CRB*, page 79)

## BENDER

Benders can command the elements, and they are among the most skilled combatants in existence. Not all benders are fighters, however. Many use their skills for everyday tasks, and still others seek enlightenment through their connection to the spirits, the natural world, and the elements.

A bender's eight career skills are **Athletics, Bending Arts, Discipline, Knowledge (Culture), Martial Arts, Resilience, Survival, and Vigilance.** Before spending experience during character creation, a Bender may choose four of their career skills and gain one rank in each of them.

**Starting Talent:** During character creation, you gain a free rank in one of the following Tier 1 talents: Attunement (page 80) or Good Form (page 80).

**Starting Gear:** If you have a Bender character, you may choose to start with the following gear instead of spending silver during **Step 7** of character creation:

- A martial weapon and padded armor
- A healing balm *or* 2 bags of jasmine tea

- A waterskin *or* a backpack
- 1d100 silver

### USEFUL TALENTS

Here are some suggestions for talents that are especially appropriate for a Bender character.

- **Tier 1:** Deflect (page 80)
- **Tier 1:** Elemental Strike (page 80)
- **Tier 1:** Meticulous Form (page 81)
- **Tier 2:** Bending Specialist (page 82)
- **Tier 2:** Signature Form (page 83)
- **Tier 3:** Elemental Conduit (page 84)

## BOUNTY HUNTER

A wanted poster, a missing person, a mysterious beast terrorizing the crops—no matter the job, there is a Bounty Hunter willing to take it for the right price. Specialists in multiple weapon types, a Bounty Hunter always has the right tool for the job, if the job is to put the nail in the coffin.

Bounty Hunters gain the following career skills: **Animal Handling, Coercion, Melee (Heavy), Ranged, Streetwise, Skulduggery, Survival, and Vigilance.** Before spending experience during character creation, a Bounty Hunter may choose four of their career skills and gain one rank in each of them.

**Starting Talent:** During character creation, you also gain a free rank in one of the following Tier 1 talents: Quick Draw (*CRB*, page 74) or Weapon Specialist (page 81).

**Starting Gear:** If you have a Bounty Hunter character, you may choose to start with the following gear instead of spending silver during **Step 7** of character creation:

- A crossbow *or* a blowgun and 10 standard darts
- A pike *or* a spear
- A tent *or* leather armor and a lantern
- 2 sets of manacles *or* a healing balm
- 1d100 silver

### USEFUL TALENTS

Here are some suggestions for talents that are especially appropriate for a Bounty Hunter character.

- **Tier 1:** Durable (*CRB*, page 73)
- **Tier 1:** Hamstring Shot (*CRB*, page 73)
- **Tier 1:** Street Fighter (page 81)
- **Tier 2:** Friends in Low Places (page 82)
- **Tier 2:** Hunter (*Realms*, page 88)
- **Tier 3:** Takedown (*Shadow*, page 51)

## ENTERTAINER

For the Entertainer, the entire world really is a stage. Whatever their chosen medium, these artists, actors, and musicians make their living brightening the days of others. However, there can be a lot more to these individuals than meets the eye, as some Entertainers use their acting skills to cover more serious agendas.

An Entertainer counts the following skills as career skills: **Animal Handling, Charm, Coordination, Deception, Leadership, Melee (Light), Perception, and Skulduggery.** Before spending experience during character creation, an Entertainer may choose four of their career skills and gain one rank in each of them.

**Starting Talent:** During character creation, you gain a free rank in one of the following Tier 1 talents: Good Company (page 80) or Pep Talk (page 81).

**Starting Gear:** If you have an Entertainer character, you may choose to start with the following gear instead of spending silver during **Step 7** of character creation:

- A dagger and a bandage *or* a whip
- Brigandine armor *or* heavy robes and a disguise kit
- A healing balm *or* 2 bags of bean tea
- 1d100 silver

## USEFUL TALENTS

Here are some suggestions for talents that are especially appropriate for an Entertainer character.

- **Tier 1:** Clever Retort (*CRB*, page 73)
- **Tier 1:** Customer Service Experience (*Shadow*, page 45)
- **Tier 1:** Tumble (*Realms*, page 87)
- **Tier 2:** Distraction! (*Secrets*, page 78)
- **Tier 2:** Encouraging Song (page 82)
- **Tier 3:** Laugh It Off (*Shadow*, page 50)

## EXPLORER

The Explorer is at home in the wild, able to handle anything the wilderness throws at them. Explorers tend to excel at surviving in the wilderness, and they often are surprisingly good with ranged weapons. Explorers may be military scouts, gruff and unsociable hunters, or people who just prefer living in the wild.

An Explorer counts the following skills as career skills: **Athletics, Knowledge (Geography), Knowledge (Nature), Perception, Ranged, Sailing, Stealth, and Survival.** Before spending experience during character creation, an Entertainer may choose four of their career skills and gain one rank in each of them.

**Starting Talent:** During character creation, an Explorer gains a free rank in one of the following Tier 1 talents: Durable (*CRB*, page 73) or Swift (*CRB*, page 75).

**Starting Gear:** If you have an Explorer character, you may choose to start with the following gear instead of spending silver during **Step 7** of character creation:

- A bow and traveling clothes
- A set of climbing gear
- A tent and waterskin *or* a medical kit
- A backpack and 3 lychee nuts *or* a healing balm
- 1d100 silver

## USEFUL TALENTS

Here are some suggestions for talents that are especially appropriate for an Explorer character.

- **Tier 1:** Forager (*CRB*, page 73)

- **Tier 1:** Historical Record (page 81)
- **Tier 1:** One With Nature (*CRB*, page 74)
- **Tier 2:** Heightened Awareness (*CRB*, page 76)
- **Tier 2:** Parkour! (*Shadow*, page 49)
- **Tier 3:** Animal Companion (*CRB*, page 77)

## HEALER

Healers play a vital role, mending both flesh and spirit. Whether you were trained by Northern Water Tribe benders to harness the power of water to mend wounds, or offer solace through Earth Kingdom herbology, the path of the Healer brings both hope and respite to a world marked by turmoil.

A Healer counts the following skills as career skills: **Cool, Discipline, Knowledge (Nature), Medicine, Melee (Light), Resilience, Survival, and Vigilance.** Before spending experience during character creation, a Healer may choose four of their career skills and gain one rank in each of them.

**Starting Talent:** During character creation, you gain a free rank in one of the following Tier 1 talents: Respected (page 81) or Surgeon (*CRB*, page 74).

**Starting Gear:** If you have a Healer character, you may choose to start with the following gear instead of spending silver during **Step 7** of character creation:

- A medical kit and 3 bandages
- A tea set and 3 bags of jasmine tea
- Heavy robes
- A tent
- 1d100 silver

## USEFUL TALENTS

Here are some suggestions for talents that are especially appropriate for a Healer character.

- **Tier 1:** Apothecary (*Realms*, page 84)
- **Tier 1:** Knack for It (*CRB*, page 73)
- **Tier 1:** Physician (page 81)
- **Tier 2:** Combat Medicine (*Shadow*, page 48)
- **Tier 2:** Restoration (page 83)
- **Tier 3:** Painkiller Specialization (*CRB*, page 79)

## LEADER

The Leader focuses on leading and directing their fellows, as well as interacting with others. Leaders have a knack for taking charge and overseeing a situation, but their methods of leadership can vary wildly. A Leader can be a kind and caring boss, a soft-spoken politician, or a military commander who believes in absolute discipline.

The Leader counts the following skills as career skills: **Charm, Coercion, Cool, Discipline, Knowledge (History), Leadership, Melee (Light), and Perception.** Before spending experience during character creation, a Leader may choose four of their career skills and gain one rank in each of them.

**Starting Talent:** During character creation, a Leader gains a free rank in one of the following Tier 1 talents: Diplomatic Instruction (*Embers*, page 50) or Rapid Reaction (*CRB*, page 74).

**Starting Gear:** If you have a Bender character, you may choose to start with the following gear instead of spending silver during **Step 7** of character creation:

- A sword and leather armor *or* brigandine armor
- A dagger
- A fine cloak
- A lantern *or* a healing balm
- 100+d100 silver

## USEFUL TALENTS

Here are some suggestions for talents that are especially appropriate for a Leader character.

- **Tier 1:** Grit (*CRB*, page 73)
- **Tier 1:** Proper Upbringing (*CRB*, page 74)
- **Tier 1:** Respected (page 81)
- **Tier 2:** Coordinated Assault (*CRB*, page 75)
- **Tier 2:** Inspiring Rhetoric (*CRB*, page 76)
- **Tier 3:** Field Commander (*CRB*, page 78)

## Mechanist

Mechanists find their niche amidst through the power of innovation, harnessing the elements or the tools at their disposal to craft remarkable devices, contraptions, and other mechanical marvels. A Mechanist must be resourceful and cautious, lest they lose an eyebrow trying to make their inventions come to life.

A Mechanist counts the following as career skills: **Coordination, Knowledge (History), Mechanics, Perception, Piloting, Ranged, Resilience** and **Vigilance**. Before spending experience during character creation, a Mechanist may choose four of their career skills and gain one rank in each of them.

**Starting Talent:** During character creation, a Mechanist gains a free rank in one of the following Tier 1 talents: Skilled Mechanic (*Embers*, page 51) or Utilitarian (page 81).

**Starting Gear:** If you have a Mechanist character, you may choose to start with the following gear instead of spending silver during **Step 7** of character creation:

- A dagger
- A tool kit and 2 smoke bombs
- A lantern *or* healing balm
- 3 spark rocks and a waterskin
- 1d100 silver

## USEFUL TALENTS

Here are some suggestions for talents that are especially appropriate for a Mechanist character.

- **Tier 1:** Hidden Storage (page 80)
- **Tier 1:** Respected (page 81)
- **Tier 1:** Talk Shop (page 81)
- **Tier 2:** Inventor (*CRB*, page 76)
- **Tier 2:** Quick Fix (*Shadow*, page 49)
- **Tier 3:** Familiar Blueprint (page 84)

## Merchant

Furs, gems, ores, spices, fish, and grain—some people love to spend money, and others love to make it. Merchants are in the business of making money, and having their money make more in turn. Merchants know how to get the best deals and earn the most coin with the least effort, whether through a winning smile or a smart investment.

A Merchant starts with the following career skills: **Charm, Coercion, Deception, Knowledge (Culture), Melee (Light), Negotiation, Perception, and Streetwise**. Before spending experience during character creation, a Merchant may choose four of their career skills and gain one rank in each of them.

**Starting Talent:** During character creation, you gain a free rank in one of the following Tier 1 talents: Know Somebody (*CRB*, page 74) or Shady Deal (page 81).

**Starting Gear:** If you have a Merchant character, you may choose to start with the following gear instead of spending silver during **Step 7** of character creation:

- A dagger *or* club
- A fine cloak and a backpack
- Padded armor *or* a utility pouch
- 250+1d100 silver

## USEFUL TALENTS

Here are some suggestions for talents that are especially appropriate for a Merchant character.

- **Tier 1:** Bribery (page 80)
- **Tier 1:** Deep Pockets (*Shadow*, page 45)
- **Tier 1:** Know Somebody (*CRB*, page 74)
- **Tier 2:** Implacable (*Secrets*, page 79)
- **Tier 2:** Sound Investments (*Embers*, page 54)
- **Tier 3:** Contingency Plan (*Secrets*, page 81)

## Monk

Although many Monks are trained in martial arts, they primarily study techniques to center their minds and improve discipline. They are generally more peaceful and attuned to the spiritual aspects of physical movements. Some rumors suggest that a few monks have attained an understanding of resolving conflict through sheer force of will alone.

Monks count the following as career skills: **Cool, Coordination, Discipline, Knowledge (Spirit World), Martial Arts, Medicine, Perception, and Resilience**. Before spending experience during character creation, a Monk may choose four of their career skills and gain one rank in each of them.

**Starting Talent:** During character creation, your character acquires a free rank in one of the following Tier 1 talents: Finesse (page 80) or Jump Up (*CRB*, page 73).

**Starting Gear:** If you have a Monk character, you may choose to start with the following gear instead of spending silver during **Step 7** of character creation:

- A martial weapon *or* brigandine armor
- 2 healing balms and a backpack
- A tent and lantern *or* a medical kit
- 1d100 silver

## USEFUL TALENTS

Here are some suggestions for talents that are especially appropriate for a Monk character.

- **Tier 1:** Improvised (page 81)
- **Tier 1:** One With Nature (*CRB*, page 74)
- **Tier 1:** Rapid Reaction (*CRB*, page 74)
- **Tier 2:** Balanced Stance (page 82)
- **Tier 2:** Chi Disruption (page 82)
- **Tier 3:** Chakras Aligned (page 83)

## NAVIGATOR

Experts in the art of moving across challenging terrain, Navigators are essential crew members for any mode of transportation, from seafaring ships to airships and even automobiles. Navigators possess a keen understanding of the principles of navigation and a deep knowledge of the intricacies of various vehicles. Their skills enable them to chart routes, read weather patterns, and maintain and repair their chosen mode of transportation.

A Navigator counts the following skills as career skills: **Coercion, Discipline, Melee (Light), Knowledge (Geography), Mechanics, Piloting, Sailing** and **Vigilance**. Before spending experience during character creation, a Navigator may choose four of their career skills and gain one rank in each of them.

**Starting Talent:** During character creation, a Navigator gains a free rank in one of the following Tier 1 talents: Hand on the Throttle (*Shadow*, page 45) or Let's Ride (*CRB*, page 74).

**Starting Gear:** If you have a Navigator character, you may choose to start with the following gear instead of spending silver during **Step 7** of character creation:

- A compass and dagger
- A sword *or* a bow
- Leather armor and a lantern
- A healing balm and climbing gear *or* weather gear (hot *or* cold)
- 1d100 silver

## USEFUL TALENTS

Here are some suggestions for talents that are especially appropriate for a Navigator character.

- **Tier 1:** Desperate Recovery (*CRB*, page 73)
- **Tier 1:** Rapid Reaction (*CRB*, page 74)
- **Tier 1:** Skilled Mechanic (*Embers*, page 51)
- **Tier 2:** Determined Driver (page 82)
- **Tier 2:** Heightened Awareness (*CRB*, page 76)
- **Tier 3:** Full Throttle (*CRB*, page 78)

## SOCIALITE

Socialites are the consummate social butterflies, at ease in any interactions involving talking to someone else. Whether a rich debutante in the highest circles of society or a good-natured bartender who knows everyone's name, a Socialite can get along with anyone and everyone. More importantly, they always know how to get the best out of any social interaction.

The Socialite counts the following skills as career skills: **Charm, Cool, Deception, Knowledge (Culture), Negotiation, Perception, Streetwise**, and **Vigilance**. Before spending experience during character creation, a Socialite may choose four of their career skills and gain one rank in each of them.

**Starting Talent:** During character creation, a Socialite gains a free rank in one of the following Tier 1 talents: Proper Upbringing (*CRB*, page 74) or Smooth Talker (page 81).

**Starting Gear:** If you have a Socialite character, you may choose to start with the following gear instead of spending silver during **Step 7** of character creation:

- A dagger *or* 2 healing balms
- A fine cloak
- A tea set and 3 bags of jasmine tea
- Heavy robes *or* padded armor
- 250+1d100

## USEFUL TALENTS

Here are some suggestions for talents that are especially appropriate for a Socialite character.

- **Tier 1:** Clever Retort (*CRB*, page 73)
- **Tier 1:** Cosmopolitan Upbringing (*Embers*, page 50)
- **Tier 1:** Subtle (*Embers*, page 51)
- **Tier 2:** Empath (page 82)
- **Tier 2:** Haughty Demeanor (*Shadow*, page 48)
- **Tier 3:** Shameless (*Secrets*, page 82)

## SPY

Spies are the elusive shadows, entrusted with unraveling clandestine plots and hidden truths. Whether working for the Dai Li in the Earth Kingdom, the Equalists in Republic City, or the White Lotus across all nations, spies wield information as their most potent weapon, navigating the intricate web of intrigue.

A Spy counts the following as career skills: **Cool, Coercion, Deception, Knowledge (History), Martial Arts, Ranged, Skulduggery**, and **Stealth**. Before spending experience during character creation, a Spy may choose four of their career skills and gain one rank in each of them.

**Starting Talent:** During character creation, a Spy gains a free rank in one of the following Tier 1 talents: Deft Hands (page 80) or Subtle (*Embers*, page 51).

**Starting Gear:** If you have a Spy character, you may choose to start with the following gear instead of spending silver during **Step 7** of character creation:

- 3 throwing knives *or* brass knuckles
- A fine cloak *or* thieves' tools
- 2 smoke bombs *or* 2 healing balms
- 1d100 silver

## USEFUL TALENTS

Here are some suggestions for talents that are especially appropriate for a Spy character.

- **Tier 1:** Bought Info (*CRB*, page 72)
- **Tier 1:** Bribery (page 80)
- **Tier 1:** Unremarkable (*CRB*, page 75)



- **Tier 2:** *Distraction!* (*Secrets*, page 78)
- **Tier 2:** *Leverage* (*Embers*, page 53)
- **Tier 3:** *Nimble* (*Shadow*, page 50)

## WANDERER

Wanderers have embraced a life of constant travel and adaptation to the ever-changing world. They are masters of survival, having honed their skills to navigate the diverse and often perilous landscapes of the four nations. They are often accompanied by animals, whose bond assists them in their travels. Wanderers excel in identifying threats in the wild, making them valuable scouts and guides. Their innate wanderlust helps them navigate the bustling cities, always alert to danger.

A Wanderer's eight career skills are: **Animal Handling, Coordination, Knowledge (Geography), Perception, Resilience, Survival, Streetwise,** and **Vigilance.** Before spending experience during character creation, a Wanderer may choose four of their career skills and gain one rank in each of them.

**Starting Talent:** During character creation, a Wanderer gains a free rank in one of the following Tier 1 talents: *Forager* (*CRB*, page 73) or *One With Nature* (*CRB*, page 74).

**Starting Gear:** If you have a Wanderer character, you may choose to start with the following gear instead of spending silver during **Step 7** of character creation:

- A compass *or* climbing gear
- A sling and a staff *or* a dagger
- Weather gear (*hot or cold*)
- Thieves' tools *or* 3 utility pouches
- A tent *or* a waterskin and 2 healing balms
- 1d100 silver

## USEFUL TALENTS

Here are some suggestions for talents that are especially appropriate for a Wanderer character.

- **Tier 1:** *Durable* (*CRB*, page 73)
- **Tier 1:** *Survivalist* (page 81)
- **Tier 1:** *Well Organized* (*Secrets*, page 78)
- **Tier 2:** *By the Stars* (page 82)

- **Tier 2:** *Push Your Luck* (page 83)
- **Tier 3:** *Nimble* (*Shadow*, page 50)

## WARRIOR

Warriors set themselves apart through the constant use of their ability to fight, and to control the battlefield. A Warrior must undergo rigorous training to hone their bending art and to temper their body for resistance. Even a Warrior who can wield the elements must acquire a basic understanding of physical martial arts and weapons training.

The Warrior counts the following skills as career skills: **Athletics, Coercion, Leadership, Martial Arts, Melee (Heavy), Melee (Light), Resilience,** and **Vigilance.** Before spending experience during character creation, a Warrior may choose four of their career skills and gain one rank in each of them.

**Starting Talent:** During character creation, a Warrior gains a free rank in one of the following Tier 1 talents: *Fearsome* (*Secrets*, page 74) or *Toughened* (*CRB*, page 75).

**Starting Gear:** If you have a Warrior character, you may choose to start with the following gear instead of spending silver during **Step 7** of character creation:

- A sword and shield *or* an axe and shield *or* a katana
- Leather armor
- 2 healing balms
- A backpack, rope, 2 spark rocks, 3 torches, and waterskin
- 1d100 silver coins

## USEFUL TALENTS

Here are some suggestions for talents that are especially appropriate for a Warrior character.

- **Tier 1:** *Parry* (*CRB*, page 74)
- **Tier 1:** *War Veteran* (*Embers*, page 51)
- **Tier 1:** *Weapon Specialist* (page 81)
- **Tier 2:** *Heroic Recovery* (*Realms*, page 88)
- **Tier 2:** *Stunning Blow* (page 83)
- **Tier 3:** *Martial Weapon Master* (page 84)

# II – THE BENDING ARTS

In the world of *Avatar*, a person can bend their element when they extend the influence of their chi beyond the body to interact with the environment.

The four elemental bending arts are based on the four classical elements—water, earth, fire, and air—and each are manipulated through certain martial art styles that are reminiscent of the qualities of the element itself. A more aberrant and perilous technique is the ancient, fifth bending art of energybending, which predates the other four arts, as well as the arrival of the Avatar and the formation of the Four Nations. It involves bending the life energy within another being. Only the Avatar can bend energy itself.

Bending is a form of elemental spiritualism, allowing some of the world's inhabitants to manipulate the material world around them. While some degree of talent for bending seems to be inborn to certain people or families, true skill in bending requires a lifetime of lengthy and intensive study, dedication, and practice.

Benders use patterned movements and stances that give shape and focus to the chi that enables them to bend. As such, benders are at their most vulnerable when restrained or unfocused and unable to enact these motions with accuracy and clarity. Each bending style relates thematically to the style of real-world martial arts that inspired it, and thus, the motions of each style are quite distinct. Traditionally, a bender wields the elements through the motions of one's hands and feet, certain benders can effectively manipulate their element with only minimal movement of their body, such as by using just their head or torso. In even rarer cases, benders can perform their bending without the aid of any physical movement at all, by instead using sheer focus and force of will, a skill known informally as psychic bending.

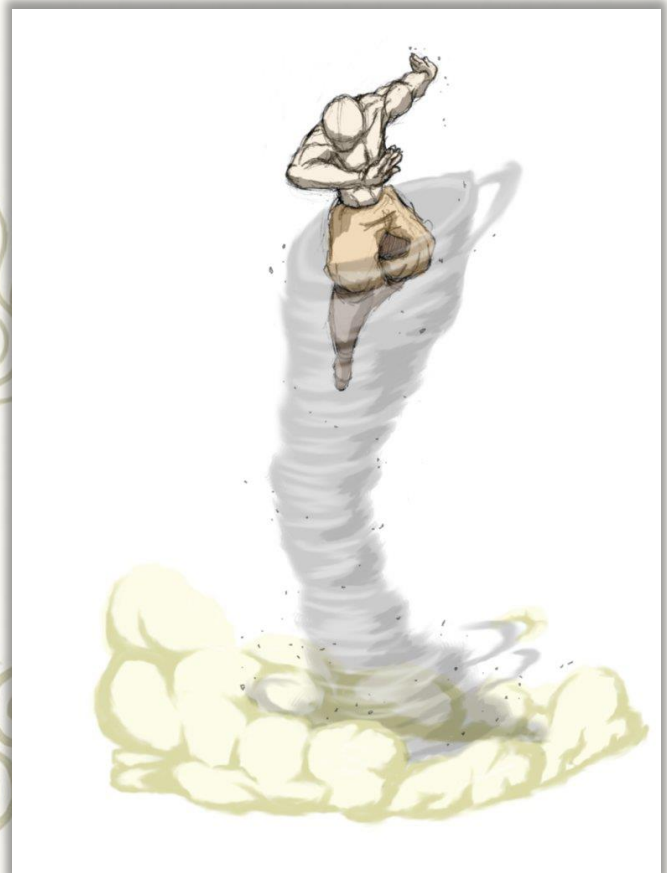
## LEARNING THE BENDING ARTS

In the *Avatar* universe's contemporary era, each element is also associated with a nation in the world; the Water Tribe corresponds with waterbending, the Earth Kingdom with earthbending, the Fire Nation with firebending, and the Air Nomads with airbending. However, other bending affiliated groups exist, like the Foggy Swamp Tribe for waterbending, the Sun Warriors for firebending, and the Si Wong tribes for earthbending. Each nation has its own revered bending masters, who train younger benders how to use their abilities and pass the traditional bending culture on through the generations.

An individual must develop their talent over time. In most people, the ability to manipulate the elements appears at an early age, often by puberty. Their gift often sets these individuals apart, as even untrained benders can bend the elements to their will. This does cause tension between benders and nonbenders. Misunderstandings between them throughout history have been the primary source of conflict in the world.

Even for those with innate talent, discipline and training are still necessary to realize the apex of one's bending abilities. Finding a master to assist in learning about the different techniques can be difficult, for much knowledge was lost during the Hundred Year War. For some benders in various parts of the world, it is taboo to use one's abilities and thus they may hide their talents.

Although bending permeates the world of *Avatar*, not everyone can bend. Heritage can play a role, but spirituality can also be a factor. The most spiritual nation of all, the Air Nomads, always had bender children while the least spiritual nation, the Earth Kingdom, has the lowest number of benders proportional to their population. Of course, people of mixed heritage are liable to bend one element or the other (never both), and sometimes none.



# BENDING IN AVATAR: THE SECOND AGE

In THE SECOND AGE, the Bending Arts skill represents your character's ability to bend the elements. Your character is considered a bender if they begin the game with a rank in Bending Arts, or Bending Arts as a career skill. You cannot purchase ranks in Bending Arts after character creation unless your character is a bender.

Unless otherwise directed by your GM, your character can master only a single element, chosen by you when you create your bender character. Indeed, *the* central conceit of the series is that “only the Avatar can master all four elements.” You can read more about this using this skill in detail in **Chapter III: New Skills and Rules**.

When your character chooses their element, they immediately gain access to all basic forms of that element in addition to a unique special ability inherent to each element.

## PLAYING A BENDER

Benders can control and manipulate their surroundings to their whims, clear insurmountable obstacles, construct great works, and even take command of the field of battle. You can use the elements to inflict serious wounds or strain upon any foe. The bending arts open tactical and strategic possibilities completely unavailable to nonbenders. The power that bending bestows to a user can vary widely, and these mechanical distinctions are defined later in this chapter.

When you're creating a new character who can bend the elements, consider the adventure you'll be playing and the way this fits into the world. How well do they know their talents? Are they an earthbending architect who understands their philosophy well enough to construct rigid and sturdy structures; or are they just a simple artisan who supplements their blacksmithing with firebending?

It is possible to turn your non-bender character into a bender. Sometimes, your character may be hiding their talents from the world, or the ability is dormant, waiting for the right circumstances to be unleashed in a moment of desperation. In the ancient past, the Lion Turtles could grant, or take away, the ability to bend the elements—and there was that instance during which a spiritual-astral phenomenon left individuals around the world with the ability to airbend.

In general, a GM should require good narrative cause for the sudden acquisition of these powerful abilities.

**Table 2-1: Penalties When Bending**

Penalty	Condition
■	Heavy armor or a cumbersome weapon hinders the character's actions.
■ ■	The character is gagged, bound, or otherwise unable to move.
◆ → ●	The character is in circumstances that interfere with their ability to concentrate, such as trying to bend while treading water or hanging from a rope, buffeted by a sandstorm, or using a Form that targets a character at range.

## NATIVE BENDING SPECIALISTS

In the *Avatar* series, bending activities represent one of the four classical elements: air, earth, fire, and water. However, the series also demonstrates that characters can sometimes manipulate various iterations of the element, whether as a different phase of matter or through a logical, or even spiritual, relationship. This is most apparent in waterbenders, nearly all of whom have masterful control over *all* forms of water; to a degree, earthbenders can also control gems, crystals, coal, and other forms of earth across the spectrum.

However, specialized bending is not always readily apparent to characters. Metalbending, bloodbending, lavabending, and even lightningbending encompass techniques discovered by masters and passed on. As the tradition spreads, specialized bending becomes so integral to a culture, that it becomes innate to a character. This is true in the case of sandbending and plantbending.

There are no rules that can encompass such a breadth of experience and it would do a great disservice to player creativity to try to codify every possible avenue of a character's heritage. You should speak with your GM if you want to play a character who inherently uses one of these styles, and what that may look like in play. Your character likely wouldn't need to find a master teach them or purchase these abilities with XP. Perhaps your character does not suffer their associated penalties or finds another style harder than others find. No matter the approach, each character is going to be different, and that approach should be fun for you.

## USING BENDING FORMS

Bending allows someone to do things others might see as fantastic or even unbelievable: levitating boulders, jumping high into the air, lighting the candles in a room, or blocking arrows with a sheet of ice. Bending is therefore a conscious effort on the part of your character. In THE SECOND AGE, bending encompasses both broad narrative techniques and specific, structured abilities that allow players to perform impressive and imaginative feats. Bending forms (or just forms) refer to techniques with rules about how they work. There are two kinds of forms: basic forms and master forms.

Basic forms follow the same rules for magic actions (“spells”) as outlined in the GENESYS Core Rulebook (page 211), with exceptions noted in this book where appropriate. If rules come into conflict between the Core Rulebook and THE SECOND AGE, this book takes precedent. The names and descriptions of basic forms follow later in the **Bending Forms** section of this chapter. Master forms represent specialized techniques which require additional effort (and perhaps narrative justification) to achieve and are handled differently. Consider both kinds as “forms” for the purpose of any talent, ability, bonus, or penalty that interacts with forms.

## NARRATING CONCENTRATION

You can sustain several different forms over multiple rounds to provide an ongoing effect. In structured encounters, your character does this by performing the concentrate maneuver. However, in narrative encounters, tracking individual maneuvers can be unnecessarily tedious.

Instead, consider taking a narrative approach to concentration and maintaining forms. You can decide that a character can't perform certain activities while also concentrating. A character might also start suffering strain if they try to sustain a form for too long. Finally, if something happens that could interrupt a character's concentration, the player may make an **Average (◆◆) Discipline check**; failure means their character loses concentration and the form ends.

Forms let your character achieve amazing outcomes through their bending art. Your character can accomplish those tasks using the Bending Arts skill. **When your character performs any action that requires a Bending Arts skill check (whether the check succeeds), they suffer 2 strain after resolving the check.** This limits benders from using their abilities indiscriminately. Minor and narrative bending effects may impose a lesser penalty of 1 strain, or none. Master forms require characters to suffer 3 strain, instead.

## IN NARRATIVE ENCOUNTERS

Many bending abilities are used outside of battle. A waterbender may create a bridge across a river out of ice while an earthbender might dam up the river altogether. The forms listed later in this chapter are by no means an exhaustive list of techniques that you can perform. You should insist upon, and the GM should encourage, improvised uses for their character's bending abilities. With GM guidance and the rules outlined later in this chapter, players may even develop their own techniques.

You should handle a Bending Arts skill check like any other skill check and call for them in the same circumstances. As with any other skill, you should generally only require a check when there are dramatic results or consequences for failure. For instance, a well-trained firebender who regularly manifests and manipulates fire should not need a check to light a torch or campfire.

Since bending is an inherently open-ended concept, judging and resolving Bending Arts skill checks may seem challenging; really bending is just the means to an end. Focus less on the "how" of the technique, and more on what the task the form is accomplishing, or what obstacle bending is used to overcome. If the technique is replicating the effects of a nonbending skill, assign the difficulty correspondingly while still considering the circumstances. Bending should not be a catchall skill that eliminates the need for any others—we see in the *Avatar* universe that this is not the case. Every element has its limits. Creating a water vortex to lift you up and cross the river is probably more difficult than simply swimming across, although your character might find it easier if they have no ranks in Athletics (or they don't want to get their gear wet).

Resolving a Bending Arts check is no different from any other. If the check succeeds, the character achieves what they set out to do. Players can be the ones to conceptualize and describe how something is accomplished (let them do this work)!

Generally, bending requires a character to be able to move freely or be in the right environment. If your character can't meet these requirements, performing the techniques becomes harder. **Table 2-1: Penalties When Bending** suggests some potential conditions that may make it harder for a character to bend.

Bending is certainly powerful, but it is also inherently dangerous. **Table 2-4: Spending A/A and ☹/☹ on Bending Arts Skill Checks** should offer additional insight into how to handle penalties and the consequences for these types of checks.

## IN STRUCTURED ENCOUNTERS

Structured encounters in *THE SECOND AGE* may rely heavily on bending forms to attack opponents, protect allies, shape the landscape, or perform other amazing feats. There are no unique or tricky caveats or requirements for Bending Arts skill checks in structured play. Bender characters must still abide by the game's action economy of *incidentals*, *maneuvers*, and *actions*.

## BENDING MANEUVERS

Bending maneuvers are limited to characters with at least one rank in the Bending Arts skill. Like most maneuvers, these don't require checks but affect your character's options in encounters. Of course, you and your GM might also describe common maneuvers in terms of bending when it seems appropriate. For instance, a player might describe swimming as their character does it with their waterbending.

The maneuvers listed here are available to all benders, but each element has its own bending maneuvers as well, detailed in the later sections.

### COUNTERFORM

Many skilled benders can attempt to counter an opponent's forms if they share an elemental affinity. If the character performs the counterform maneuver, all opponents within medium range upgrade the difficulty of checks to use forms once, until the end of the character's next turn.

### CONCENTRATE

While some effects last only for the duration of the action, some elemental effects might require concentration to sustain. If a bending form can benefit from concentration, the form's description will note this.



A form's effects last until the end of the character's next turn, or as noted in their description. If the character performs the concentrate maneuver during that next turn, the form's effects last until the end of the character's next turn instead. You can sustain forms indefinitely by performing the concentrate maneuver each turn.

## CONTESTED BENDING

If two benders of the same element are vying for control of a single mass of their element, they must make an **opposed Bending Arts versus Discipline check**. To gain control of the element, a bender must be able to overcome the training and composure of the other bender.

## COOPERATIVE BENDING

In certain circumstances, multiple benders can work together to accomplish larger and more powerful feats of bending. In any cooperative bending attempt, one bender acts as the primary bender for the attempt while any assisting characters act as secondary benders. Two earthbenders can work together to lift a boulder beyond either of their abilities while an airbender and waterbender can harmonize their bending to shroud the party in a thick fog, putting the enemy at a disadvantage. Welders of the same element can easily assist one another in bending skill checks.







Sometimes, benders can use their different elements in unique and collaborative ways. Benders of distinct disciplines can bend cooperatively together, but narratively it must be something the character can feasibly manipulate with bending. For example, a waterbender and an earthbender can work together to bend mud (containing both water and earth); earth and airbenders might both affect the same mass of sand, whipping its particles around to buffet opponents with a grainy vortex. In cases where two skilled benders cooperate with different elements, upgrade one  to a  on a skilled assistance check to represent potential unforeseen complications arising from mixing two elements together.



**Table 2-2: Bending Arts Silhouette Bonuses**

Sil.	Damage Mod	Quality Mod
0	+0	+0
1	+1	+0
2 – 3	+1	+1
4 – 6	+2	+2
7 – 10	+3	+3










### EXAMPLE: CONTESTED BENDING

An NPC earthbender is attempting to move the same boulder under control of a PC. Before doing so, they build their pool of dice based on their rank in Bending Arts.

The PC has a Chi rating of 3 and 2 ranks in Bending Arts. His 3 Chi grant him  while Bending Arts 2 upgrades two of those dice into . His dice pool will have at least 4 dice before applicable talents and abilities:    .

The GM will build the opposing earthbender pool in the same manner and the two characters will make their rolls. The character with the most  takes control of the boulder. On a tie, the character with the most  takes control.

**Table 2-3: Environmental Effects on Bending**

Bonus	Conditions
<b>Waterbending</b>	
	Under the full moon; near a large body of water such as an ocean or sea
-1 strain	Under the moon (any other time); near a small to medium sized body of water; during the rain
+1 strain	During a new moon
	In an arid or hot environment
No bending possible	Lunar eclipse
<b>Airbending</b>	
	Confined, close quarters
<b>Firebending</b>	
No strain,  → 	During a comet passing
-1 strain	In an arid or hot environment
	When the sun is at its peak
+1 strain	During the rain; cold environment
No bending possible	During a solar eclipse; holding breath
 → 	Frigid weather and tundra
<b>Earthbending</b>	
-1 strain	When outdoors
	In sand; in wet environments
No bending possible	No earth within Extreme range

## OTHER BENDING RULES




























Already this book has outlined the general approach to bending, advising you to follow the rules for magic outlined in the **Magic Rules** section on page 210 of the **GENESYS Core Rulebook**. This section offers some additional insight to help guide you and your GM to decide your bending outcomes consistently and fairly.

## BENDING AND SILHOUETTES

You will make many of your character's bending checks during combat, narrated as a quick sequence of events. Much of the time, the size and shape of the elements flying around are of no consequence for resolving a skill check. However, we often see in the *Avatar* series that extremely talented benders can perform amazing feats of bending while controlling an immense mass of their element and no doubt you will want to recreate those epic moments. You can use **silhouette** to represent the size of the elements they control.

By default, anytime a bender uses a form or manipulates their element, consider the elemental object to be silhouette 0. Your character can use a maneuver to increase the silhouette by 1, to a maximum of 10. Larger expressions of the form may deal more damage, or even have their qualities amplified (e.g., Blast, Stun, or Disorient) (see **Table 2-2: Bending Arts Silhouette Bonuses**).

**Table 2-4: Spending   and   on Bending Arts Skill Checks**

Cost	Result Options
 or 	Recover 1 strain per  spent in this way, up to the number of strained suffered to use the form.
  or 	Sustain a bending form through the concentrate maneuver without using a maneuver. Increase the silhouette of an element under your control by one.
   or 	Ignore penalizing environmental effects on bending such as inclement weather, disadvantageous location, or similar effects until the end of your character's next turn. When dealing damage to a target, have the attack disable the opponent or one piece of gear rather than dealing wounds or strain. This could include hobbling them temporarily with a blow to the leg or disarming them. The player and the GM should agree upon this, and the effects are up to the GM. The effects should be temporary and not too excessive.
	Increase the activated quality of a successful form. Do something vital, such as hitting the engine of a Satomobile.
 	When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as disintegrating their bow, or destroying a personal shield, or completely penetrate their defense.
 or 	The technique tires the character out, and they suffer 2 strain. The character adds  to any bending attempts until the end of their next turn.
  or 	The silhouette of an element under the character's control decreases by one. A minor inconvenience related to the element changes the scene; erratic earthbending creates difficult terrain, uncontrolled firebending sets something ablaze, an electrical panel short-circuits by splashing water, a gust blows an object to a farther range band.
   or 	The technique was more powerful than expected. The form affects an additional character engaged with the original target, selected by the GM. The character must upgrade the difficulty of any bending attempt until the end of their next turn.
	The character's technique completely misses and hits a target of the GM's choice. The character adds  to any bending attempts until the end of the encounter.
 	The character completely overexerts themselves and is unable to bend for the remainder of the encounter or scene. The character must upgrade the difficulty of any bending attempt until the end of the encounter.



When you perform a Bending Arts skill check while your element is above silhouette 0, you must upgrade the difficulty of your skill check a number of times equal to half of the silhouette of the form, rounded down. For example, a firebending attack form with silhouette 3 would require one upgrade. Remember, if you're upgrading more dice than are in the pool, then you simply add another difficulty. Bending larger quantities of your element should not just be a given—there are severe consequences should something go wrong. Even the Avatar, the most powerful bender, runs the risk of destroying villages or hurting bystanders when they hurl around a rock the size of a small mountain.

Players should employ common sense when determining how big an element can get. An increase of size must always be limited by the availability of the element; this is particularly true for waterbending and earthbending, but even a firebender or airbender might have a harder time when they're indoors.

## BENDING AND THE ENVIRONMENT

A recurring theme throughout the series is that a character's location can dramatically affect their ability to wield and control their element. Sozin's Comet is an infamous example—historians named the comet after Fire Lord Sozin when he used its influence over firebending to launch the Hundred Year War. The comet's proximity gave the firebenders a near-unlimited wellspring of power. As another example, the Fire Nation kept earthbending prisoners locked away in the middle of the sea to deprive them of their ability to earthbend.

In addition to their martial combat bonuses, benders will experience a distinct advantage (or disadvantage) to their bending abilities depending upon their location, the weather, and even the universe around them. Each of the elements can benefit from synergy with their environment. Conversely, a bender suffers immense setback when they attempt techniques in unfavorable locations. A waterbender can control the tides when they're near a large body of water, but unless they bring it with them, there is no water to bend in the desert. Earthbenders can be dangerous just about everywhere; however, take the earth from beneath their feet and their skills mean nothing.

**Table 2-3: Environmental Effects When Bending** suggests many circumstances during which benders could experience bonuses—or setbacks—depending upon the environment around them. The examples provided are not exhaustive and are inspired from events and circumstances seen in the *Avatar* series. Players should feel free to consult with their GM if they believe certain circumstances may warrant a  or , more or less strain, or anything in between. Bonuses can be cumulative. Players should feel free to modify the kinds of bonuses (and under what conditions they apply).

# BENDING FORMS

In this setting, you will practice the *bending arts* through **bending forms**, which come in two varieties: basic forms and master forms. Mechanically, basic forms work exactly as spells do in the **GENESYS** Core Rulebook. Master forms take formatting and structural cues from talents. In effect, both describe an action that the character may take during narrative or structured play.

Your character will use their forms by rolling a skill check to determine whether the action succeeds or fails. Unlike most skill checks, bending offers more opportunity to modify the dice pool and define the outcome. This section outlines how your character can acquire and use forms in **THE SECOND AGE**, and how to improve or even create your own.

## ACQUIRING FORMS

Your character automatically gains access to their basic forms if they have at least one rank in the Bending Arts skill. By default, your character has access to all basic forms available to their element, but your GM has the final say on how your character acquires a form (or whether you use forms in your game at all; see **They're More Like Guidelines** in the sidebar).

Benders can acquire master forms by meeting their suggested requirements (such as increasing their Bending Arts skill, spending XP, or studying a scroll). When your character acquires a master form, they immediately gain access to the base effect of the technique, listed with its description.

Maybe characters can acquire other forms at any time simply by spending XP; maybe in your game, new characters know these forms by default, or your GM gives them out as rewards. Master forms may require more effort beyond spending XP to learn. A bending scroll might contain knowledge of a formerly unknown technique, which the character finds as treasure, containing techniques they can acquire after rigorous study and practice. Perhaps a certain technique can only be taught by someone who already knows it; the characters may stumble upon—or deliberately seek out—a bending master of their element for that purpose. You are encouraged to encounter new opportunities throughout the story and develop your characters in a way that suits your playstyle and campaign.

## TYPES OF FORMS

Since the Bending Arts skill is more versatile—and far more useful—than other skills, this book narrows down what is possible to accomplish with each element by defining broad categories of actions, or **basic forms**. For structured encounters, each form has an exact description detailing its rules and effects. For narrative encounters, descriptions are more flexible. Master forms represent specialized techniques with even more powerful outcomes, and this chapter will describe them each in detail later.

## CREATING NEW FORMS

While **THE SECOND AGE** offers a variety of unique and diverse abilities across the four elements, you may want to create your own. An aspiring GM may want to take the world of *Avatar* in a different direction or create abilities to represent a unique style or flair of bending. Alternatively, you're playing a character whose goal is to try to invent a new form. Airbending masters, for example, only acquire their tattoos after they innovate a new airbending technique; Avatar Aang received his tattoos when he created the Air Scooter form.

For any reason you might want to create a new elemental form, here are some guidelines followed during the creation of this book that you may find useful.

## FORM AND FUNCTION

When you set out to create a new form, consider its purpose and what resources the character will have to expend to use it. Bending abilities typically serve one of three purposes: to attack another character, to defend yourself or your allies, or to accomplish something else.

Any time a character makes a Bending Arts skill check, they must suffer strain. How much strain should depend on the effect of the form, but this author follows the guidance outlined in the **GENESYS** Core Rulebook for Magic actions that a character should suffer 2 strain, at a minimum, though some forms may require more or less strain.

### THEY'RE MORE LIKE GUIDELINES

"Bending Forms" are specialized bending techniques with specific outcomes and specific requirements for use. A character will have to suffer strain and use up their maneuver or action to activate predefined effects.

From this point onward, your table can use some, all, or none of the rules for forms in this book. The tools are all provided in the narrative dice system, and each component here is layered in such a way so that you can peel it back to reduce complexity where desired. Play with forms, but not their upgrades. Play with just the Bending Arts skill and the elemental effects tables, similar to **GENESYS** magic.

Whether you follow these structured definitions, or play more freeform, the approach is the same: does the character succeed automatically or is there a chance for failure? If failure can occur, it's a skill check. If the task does not warrant a full action, then it may be an incidental or maneuver. How much of a toll does the act take on the character's body? What kind of resources does the task require of the character? These considerations and others outlined in this chapter all come together to bring bending to life.

## EXAMPLE: DESIGNING A FORM

Greg came up with the idea for *spiked armor* for his earthbender and his GM agrees it would be cool.

“So, every time Haru takes a hit in melee,” Greg explains, “I want him to hurt the attacker because his armor has spikes on it.”

“Well, he can’t automatically deal damage, that’s basically giving you a free attack for nothing. How about activating this once per turn?”

They decided on a new effect for Haru’s Barrier form: “Once per turn after you’ve been hit by a melee attack, you can spend ⚔️⚔️⚔️ or ⚔️ to inflict 3 wounds on your attacker.”

After hashing out additional details, Greg’s GM then realized this could be a completely new Form, unique to Haru with its own path of improvement.

For the new Spiked Armor form, Greg and his GM decide it requires Bending Arts rank. It offers less protection but doesn’t hinder movement. Its Expert improvement scales the wound infliction to the bender’s ranks in Discipline and the Master improvement allows the bender to cover their entire body in a spiked sphere to make a crazy melee attack bouncing between multiple targets.

Forms should fulfill a unique purpose beyond simply copying an existing one. Consider whether the ability would fit more appropriately as an improvement to an existing form, or simply as an additional effect for a basic form. You should consider the following aspects when you create your own form:

**Concept:** Determine what makes the form a unique bending ability, and what it should do overall.

**Design:** Decide whether the form’s purpose is offense, defense, or utility and then pick item qualities for it.

**Requirements:** Select a characteristic for the Bending Arts skill check and a form tier.

**Finishing Touches:** Name the form and determine whether it has any Expert or Master improvements.

## CONCEPT

The first thing you should consider is how the ability manifests, and what it should accomplish. Nothing mechanical is happening at this step of the process. Your goal is to describe the form or improvement as it would apply within the narrative of your story. Once you set your concept down, everything else will follow.

A second consideration of your concept should determine whether the idea is something wholly new, or just an improvement or modification to an existing form. Does the form have unique requirements, and does it offer a distinct outcome from another form? If something similar exists, consider whether the concept is better suited as an improvement to an existing master form (i.e., an Expert or Master improvement), or as an additional effect for a basic form.

## DESIGN

Now that you have a solid concept down, it’s time to apply the game’s rules to create the ability. This book classifies forms as one of three types: offense, defense, or utility. As the names imply, each of these has a core function: offense for dealing damage and inflicting statuses, defense for protection from these things, and utility for everything else. In addition to this basic function, bending forms can have one or more item qualities (see **Chapter V: Gear and Equipment**).

### OFFENSIVE FORMS

Offensive bending forms allow your character to dish out the hurt. These forms always require a **combat skill check**, and thus an action, to determine whether the attack is successful. Usually, this is the Bending Arts skill keyed to a specific characteristic; you can determine which characteristic is most appropriate based on the concept of the ability.

Offensive forms usually have one or more item qualities, and you can emphasize each element by mixing a variety of qualities. Attacks with the **Burn** and **Blast** qualities reflect fire well; **Disorient** and **Knockdown** illustrate the power of air; water can leverage multiple qualities depending on whether it is liquid (**Stun**) or ice (**Pierce**); earth should **Ensnare** or **Push** characters. These are just some examples, and many forms can break this mold. You might use **Burn** to represent severe cold damage, or **Stun** to represent a quick jolt of lightning.

Because bending attacks deal damage based on their Characteristic rating, treat them as if they were improvised weapons. Some master forms have a damage modifier (“+X”). That means the form’s base damage is additive. You should consider a valid Critical rating that should not go below 3, even for firebending. Base damage on top of ⚔️ can add up quickly, and each technique likely has a quality which can be activated with ⚔️ to help deal more damage or turn the tides of battle. In general, it is best to keep additional damage modifiers low.

Additionally, your GM might amplify the damage of a bending form, and intensity of its effects, depending upon the silhouette of the element in-question. A fire blast the size of a house would hit and explode harder than a mere fireball from the palm of one’s hand. **Table 2-3: Bending Arts Bonuses** provides some guidance to reflect these mechanical adjustments as they may relate to silhouette. Your GM has the final say on how to represent the results of such fantastic skill checks.

### DEFENSIVE FORMS

Defensive bending forms naturally protect your character or other characters from suffering damage or status effects.

This effect doesn’t literally mean that your character is always just covering themselves in their element but using it in clever ways to mitigate damage taken or decrease their chances of being hit altogether. A defensive form will offer additional soak or bonuses to your defense rating(s). You can consider item qualities for defensive forms, but many qualities will not apply.

### UTILITY FORMS

Any bending form with an ability that isn’t directly offensive or defensive probably falls into this category.



The possible functions for a utility form are quite literally limitless and before you set out to create one consider whether the concept you have described is sufficiently narrow enough in scope that a general Bending Arts skill check wouldn't apply instead. Like offensive and defensive forms, you can apply item qualities to utility forms but keep in mind that some qualities are only applicable to dealing damage.

## CORE ABILITY

Once you've figured out what kind of role your form will serve, it's time to define its core function. You'll start by determining whether the form is an *incidental*, *maneuver*, *action* or even an *incidental (out of turn)*. Remember, if something requires a skill check it is **always** an action.

Generally, the effect of the core ability should not go beyond **short range**. Try not to overload your ability with too many features and if you have many ideas for what you want your ability to do, consider stashing some of those features and functionality behind Expert and Master improvements.

Improvements should fundamentally alter the way the core ability works in a way that encourages a character to specialize. Expert improvements generally tend to expand upon what's already present: manipulating existing requirements or increasing the potency of existing effects or qualities. Master improvements should be transformative and expand upon a form's core ability in substantial ways, alter it, or even offer a completely new way to use the form.

## REQUIREMENTS

As a limiting factor to balance benders, bending needs a requirement. Generally, this means voluntarily suffering strain to active an ability. However, if an ability only functions as part of a skill check, you might additionally spend the symbols from the check to trigger effects. In either case, the bender is giving up a resource to activate the form. Most forms should require an action to use, either automatically creating effects or granting additional effects for future skill checks when active, while stronger abilities require both an action and a skill check to create an effect.

When considering the difficulty of a skill check, you should default to **Average** (◆◆) unless the form offers utility, in which case the form should tend to be at least **Hard** (◆◆◆). A form should not go above **Daunting** (◆◆◆◆) because there should be room for a player to increase the difficulty when they want to include additional effects that increase difficulty.

Another limiting factor on a form should be frequency. Is the form strong enough for its use to turn the entire encounter in their favor? If so, it should be limited to once per encounter or even once per session if the effect is especially potent. If the form doesn't seem disruptive to be used multiple times in an encounter, it's probably fine to limit it to once per round. One example of this limitation is the Bloodbending form, which defines both narrative and mechanical limitations.

## A CHECK WITHOUT FORM

Inevitably, due to player inventiveness or unforeseen challenges posed by the GM, a situation will arise where you and your GM are unsure which bending forms apply to a described action. Although this chapter defines many actions and maneuvers, this is not an exhaustive or representative list of every *Avatar* technique. You may use the forms in this book as a template for your own abilities.

If your character attempts something that is not described by a form they have learned or is explicitly a form your character hasn't learned yet, the GM's job is to equivocate that task with your character's ability and set the difficulty accordingly. The check may be harder or exert your character more because it is a form untested, untrained, or simply unknown. As mentioned, your character must suffer at least 2 strain and make a Bending Arts skill check. Your GM may choose a characteristic other than Willpower if the situation seems appropriate. For example, you may use your Brawn to use your bending to scale a cliff but use your Intellect to heal someone.

Similarly, Bending Arts can effectively serve as its own Knowledge skill. Attempts to understand, comprehend, or know a particular fact about the history or culture of a specific style can be rendered as a Bending Arts (INT) skill check.

A final consideration is whether the character should have to spend experience points or have attained a level of understanding in their Bending Arts skill. If you require a certain rank of Bending Arts, you can multiply that number by 5 to determine the amount of XP the form should cost to acquire. This number is entirely up to the GM to determine what is reasonable when it comes to a form's requirements.

When it comes to Expert and Master form improvements, follow the standard laid out in this book by pricing them at 10 and 15 XP, respectively. You can decide whether a certain Bending Arts rank or form is also required.

A particularly narrative-driven campaign might decide that the bender has created the idea for a new form in their mind, or written it out on a scroll, and must pass a Bending Arts check or complete a skill challenge in order to actually create the form. This can provide an exciting narrative justification for a player looking to create a new form.

## FINISHING TOUCH

Once you have drafted up your final form, take a moment to think about your original concept and the result. Did anything change during the creation process that requires a new narrative explanation?

Finally, the bending form will need a name that should evoke the kind of ability the form facilitates; Earth Armor, for example, is clear in what bonus it confers to the earthbender.

## BASIC FORMS

This section lists the distinct types of basic forms. As you will note, no single element has access to every basic form by default. These choices represent a thematic balance between the four elements. Your GM may choose to waive such limitations, and you can employ certain Talents to help your character overcome them.

### AFFLICT

**Elements:** Fire, Air  
**Concentration:** Yes  
**Difficulty:** Average (◆◆)  
**Characteristic:** Cunning

Firebenders and airbenders can transform the very air around a character to unsettle them. An afflict form applies a negative effect to a character, whether it's a penalty to a combat or social check, a sudden fever, or shortness of breath. The distinction between afflict and attack might now always be clear. As a general principle, if a bending action inflicts damage or strain, it's an attack. If it simply makes a target more susceptible to damage or strain, it's an affliction.

### ATTACK

**Elements:** Fire, Air, Water, Earth  
**Concentration:** No  
**Difficulty:** Easy (◆)  
**Characteristic:** Brawn (if melee), Agility (if ranged)

Attack forms include any combat check or other action that directly or indirectly deals damage or strain to an enemy. Examples include a fire blast, impaling a foe with an icicle, knocking a foe around with air, or slamming into them with a wall of earth.

### AUGMENT

**Elements:** Fire, Air, Water, Earth  
**Concentration:** Yes  
**Difficulty:** Average (◆◆)  
**Characteristic:** Cunning

Some benders can use their bending arts to enhance themselves. Sometimes, the distinction is mostly narrative—it may be purely a matter of description. Although these effects are most often helpful in combat, such forms can be useful in non-combat encounters.

### BARRIER

**Elements:** Fire, Air, Water, Earth  
**Concentration:** Yes  
**Difficulty:** Easy (◆)  
**Characteristic:** Willpower

Many practiced benders can use their element to protect themselves and their allies. In structured encounters, the outcome is straightforward: this form helps to reduce incoming damage. However, a barrier form can take on much variety depending on the narrative. Your character may create a bubble under the ocean so they can travel underwater, a boundary that protects them from flames as they walk through a burning building, or even a barrier that deflects an onrushing rockslide.

## CONSTRUCT

**Elements:** Water, Earth  
**Concentration:** Yes  
**Difficulty:** Easy (◆)  
**Characteristic:** Willpower

Waterbenders and earthbenders can manipulate their elements to form objects, items, and structures. Each of these elements' structured encounter effects present guidance for using the construct form in narrative encounters. The most important consideration to make when using this form is to determine the size or complexity of the object. How elaborate the form gets should be a matter of common sense for you and your players, as well as familiarity with the source material.

## CONTROL

**Elements:** Air, Earth  
**Concentration:** Yes  
**Difficulty:** Average (◆◆)  
**Characteristic:** Intellect

The control form allows a bender to affect a large area with an effect. Although all four elements can conceivably achieve this, this book chooses to limit the form to airbending and earthbending. These are the two most pervasive elements in the world. It is rare for benders to be in situations where they have no access to their element. Since the availability of fire is contingent upon a firebender's own ability to generate, and water is limited generally to rivers, lakes, and oceans, these elements cannot access this form by default. This limitation also exists for the sake of balancing access to the Heal form.

## HEAL

**Elements:** Fire, Water  
**Concentration:** No  
**Difficulty:** Easy (◆)  
**Characteristic:** Intellect

Fire and Water sages have each practiced their own forms of healing for generations. At its most basic, healing forms can remove damage or strain from a character. Forms that are more powerful might even cure diseases or spiritual taint. When using this form, the additional effects listed in each element's respective table should cover most of what you'd attempt in a narrative structure.

## UTILITY

**Elements:** Fire, Air, Water, Earth  
**Concentration:** No  
**Difficulty:** Easy (◆)  
**Characteristic:** Any

Utility bending covers all the minor things that we expect benders to be able to accomplish with their elements, such as levitating a clay cup, lighting the candles in a room, drying off clothes, or juggling stones. If an **Easy** (◆) check seems too easy for what you want to accomplish, then consider adding +◆ per additional desired effect. However, if you are increasing difficulty, then what you want to do is probably beyond the scope of this form.

## MASTER FORMS

Certain, rare forms are attainable only in unique circumstances. These are not forms that your average bender can teach themselves but must be taught or learned through other means. Masters of the bending arts and bending scrolls are two sources for these powerful abilities that can turn benders into a formidable force of nature.

Each element's section lists these specialized techniques separate and apart from basic forms. Although the mechanical format and structure of a master form is virtually identical to talents, **master forms are not talents** and do not count toward progress in a character's talent progression. However, like talents, each master form thoroughly describes its rules for use, and some have improvements.

Master forms are more taxing than basic forms. **When your character uses a master form that requires a check (whether or not the check succeeds), they suffer 3 strain (instead of 2) after resolving the check.**

### MASTER FORM DESCRIPTIONS

Master forms generally consist of a name, a mechanical profile, and a base effect. The base effect is the technique at its simplest and provides the foundation for any potential improvements. The following is a breakdown of each master form. Each section conveys specific information.

- **Name:** Every master form has a name, usually drawn from or inspired by the *Avatar* series, making it all the easier to remember!
- **Type:** Master forms are specialized basic forms list the Basic form to which it most-closely aligns. This determines which additional form effects you can add to the master form!
- **Activation:** Nearly all master forms are active abilities. This means you can choose when your character uses the form (see page 97 of the **GENESYS** Core Rulebook for more on actions, maneuvers, and incidentals).
- **Requirements:** Each master form has its own requirements in the form of experience points (XP) and a required rank in the Bending Arts skill. Your GM has the final say on all requirements.
- **Combat profile:** Some forms allow you to perform special combat checks with your Bending Arts skill. These forms include information about range, damage, and critical ratings.
- **Rules:** These are the rules that describe what the form does.

### EXAMPLE: CONCEPTUALIZING A FORM

Greg came up with the idea for *spiked armor* for his earthbender ("Wouldn't that just be neat?" he says). He wants his character to prioritize going into melee combat while not compromising his defense and asks the GM if he can use his existing Barrier form to gain a new 'Spiked Armor' effect to deal damage to enemies who attacked him.

"That's a neat idea and could probably work when there's Threat involved," the GM says. "But what if it were an entirely new form that got progressively more bonkers?" Greg agreed.

### IMPROVING MASTER FORMS

Just as we see in the *Avatar* series, your character's forms can reflect their personality and life experience. Techniques can reflect their preferences, training, and even their background. You can customize your character's bending style by modifying their forms at will using various improvements and effects.

Like talents, some forms can gain new abilities through improved versions known as **Expert** and **Master** improvements. These descriptions will be within the base form and will follow the same formatting outlined above, with the requirements and effects listed. As always, your GM has the final decision on what is required. When acquiring new techniques, you should discuss what kind of progression makes sense for your table and story. Players should actively seek out narrative justifications to enhance their abilities.

### USING ADDITIONAL EFFECTS

Before making a check to use a basic or master form, a character may choose to add any number of additional effects compatible with that form. Each effect will modify the skill check by increasing or upgrading the difficulty or increasing the amount of strain the character suffers after resolving the check. You may not add an effect if it would increase the difficulty of the check beyond **Formidable** (◆◆◆◆) (after any relevant reductions, such as from talents or abilities). You can only add an effect once unless otherwise specified.

These limitations are just guidelines. It's possible for characters to surpass these limitations in exceptional scenarios, such as learning secret techniques from a master or through other narrative circumstances. You may decide for your game that *all* effects are permanent, all are incidental, or that there simply is no limit!



## FIREBENDING

Unique among the bending arts, firebending is the only element in which the user can spontaneously generate the element. Firebending is the most aggressive and damaging of the four elements. However, it has very few defensive moves and it is the most unwieldy of the elements as many of its techniques impose an inherent difficulty overcome only by masters of the art.

The philosophy of firebending differs radically from that of the modern Fire Nation. Originally representing warmth, energy and life, greed and rage fueled the Fire Nation during the Hundred Year War. Firebending is not completely devoted to unleashing the power of fire on one's enemies. In practice, the focus is balance. Firebending, however it is accomplished, is about decisively acting on one's desires or goals. Some firebenders do so by becoming one with the harmony of life, treating the flame as a living, breathing thing. Others use their anger as a source of destructive power, a crude but effective path.

Breath control is one of the first things taught to young firebenders as without control of breathing, they are more prone to lose control of the fire that they are creating or manipulating, leading to disastrous results. Firebending hinges on inner calm, discipline, and emotional and physical stability such as a firm balanced form, rhythmic breathing, and good health. Unlike other benders who depend on external sources of their elements to bend, firebenders can create fire using their internal heat source in addition to controlling already existent flames. Contrary to widespread belief, firebenders are not immune to their own flames, but have an instinctual level of control to prevent harming themselves.

### BENDING FIRE

The following section discusses special rules for how firebenders interact with the Bending Arts skill and offers an overview of the basic forms (actions and maneuvers) that are typically available to all firebenders at character creation.

Firebenders are the only benders capable of generating their own element. At your GM's discretion, if your character manipulates an external source of fire, your character may suffer 1 less strain to bend fire.

**Element of Power:** Once per encounter, you may spend a Story Point as an incidental to add damage equal to their ranks in Discipline to one hit they make.

## FIREBENDING MANEUVERS

The maneuvers listed in this section are exclusive to firebenders. Like most maneuvers, the actions described do not require a skill check.

### MANIFEST FIRE

Your character can manifest a small flame within short range. If there is already a source of fire within short range, they can extinguish or move the flame. The flame lasts for the duration of the encounter or scene, and you can extinguish it as an incidental. Your character can use this maneuver to move the flame up to one range band. Your character can spend a maneuver to increase or decrease the silhouette of fire under their control by 1.

### JET STEPPING

By using small bursts of flames beneath their feet, a firebender can quickly scale buildings and cover long distances. Your character may suffer 2 strain to perform this maneuver to move to any location within short range. This includes locations that are vertically distant or have no easy access route, but there must be an object to move across or path to move along. Your GM may rule some locations cannot be reached (such as ones behind locked doors or walls).

## BASIC FORMS

Firebenders have access to the following forms: Afflict, Attack, Augment, Barrier, Heal, and Utility. A brief description of each actions' narrative effect follows below. You can find a table of possible effects for each action in structured encounters at the end of the **Firebending** section.

### AFFLICT

**Concentration:** Yes  
**Difficulty:** Average (◆◆)  
**Characteristic:** Cunning

Firebending afflictions come in many forms. Some could be annoying, such as heating the air in a room to make someone feel stuffy or lethargic. An uncomfortable flame might result in adding a Setback or two to the target's checks. Such minor uses of affliction should be either opposed (either by the target's Discipline or Resilience depending on whether affecting the mind or body), or **Easy** (◆) if the target is a minor character. Other firebending forms could be more dangerous, such as siphoning the heat from a small space or using large gouts of flame to invoke fear in a target's heart. If it's not an opposed check, it should at least be **Average** (◆◆) or **Hard** (◆◆◆).

### ATTACK

**Concentration:** No  
**Difficulty:** Easy (◆)  
**Characteristic:** Brawn (if melee), Agility (if ranged)

Those who bend fire are no strangers to its offensive capabilities. The attack form includes any combat check or other action that directly or indirectly deals damage or strain to an enemy. Attack is one of the most versatile firebender forms. Examples include throwing a fire blast, dealing a blazing kick, even shooting lightning. Since most attacks typically happen in structured combat encounters, use the table to help determine the difficulty whenever you want your character to attack someone with their bending.

### AUGMENT

**Concentration:** Yes  
**Difficulty:** Average (◆◆)  
**Characteristic:** Cunning

Firebenders are no strangers to the non-combat applications of their bending art and often use fire to enhance their movement, even objects. A firebender can use their fire to hurtle at their foe with enormous speed and force. Some are even capable of charging their flames before releasing them, allowing them to unleash enormous blasts of fire. Often, their very emotions can augment the flames around them. Still others use fire in conjunction with traditional weapons.

### BARRIER

**Concentration:** Yes  
**Difficulty:** Easy (◆)  
**Characteristic:** Willpower

Although firebending has few supportive and defensive techniques, you can use fire to create an effective boundary or temporary shield to reduce damage for your character and their allies. In narrative encounters, your character may wrap themselves in a ball of flame to stay warm in the cold, reduce the impact of a deluge of rain, or even vaporize an incoming projectile.

### HEAL

**Concentration:** No  
**Difficulty:** Easy (◆)  
**Characteristic:** Intellect

Firebenders possess scarce few techniques that assist or aid their allies, but some characters can use their bending art to restore an ally of poor health. Fire healing concerns itself with sensing and guiding heat along energy pathways within a person's body. A wise firebender can help someone recover from even spiritual damage. When they use this form, your character can ascertain the cause of ailments afflicting the mind and body, such as stress, memory loss, or even infection by a dark spirit.

### UTILITY

**Concentration:** No  
**Difficulty:** Easy (◆)  
**Characteristic:** Any

Firebenders can use their art to achieve a few mundane effects such as lighting a large brazier, melting through a lock, or heating one's tea discreetly.

# MASTER FORMS

Many advanced firebending abilities require a great deal of practice and commitment to form. Truly dedicated firebenders can perfect the use of forms that capture the essence and full potential of fire. These abilities are rare, even among skilled benders.

Firebenders require at least 2 ranks in Bending Arts to acquire these special forms, in addition to spending XP. Perhaps your character must learn the form through a bending scroll, a master, or must otherwise be able to explain how they came to hone this ability. Your GM may waive these requirements or add others.

## A SINGLE SPARK

**Form Type:** Augment

**Activation:** Active (Maneuver)

**Requirement:** 15 XP, Bending Arts 3

Driven through intense emotion, a firebender can get the jump on an unsuspecting target. Once per encounter, your character may suffer 3 strain to perform this maneuver to use any non-attack form as a maneuver.

## COMBUSTION

**Form Type:** Attack

**Activation:** Active (Maneuver)

**Requirement:** 15 XP, Bending Arts 3

Some firebenders can concentrate energy to project a ray of heat that detonates with great force to create a precise, situated explosion.

Your character may suffer 2 strain to create the following weapon profile as a maneuver: (Bending Arts [Willpower]; Damage +4; Critical 3; Range [Medium]; Concussive 1; Limited Ammo 1). The weapon profile also gains the Blast, Disorient, and Stun qualities with a rating equal to your character's ranks in Discipline. After it is used, the weapon profile is depleted and must be created again.

☒ from a combat check your character makes with this form may be spent to cause the attack to backfire and harm them instead.

## EXPERT

**Activation:** Active (Incidental)

**Requirement:** 10 XP, Bending Arts 4

Your character may upgrade the difficulty of the check by 1 to target objects or characters without requiring direct line of sight.

## MASTER

**Activation:** Passive

**Requirement:** 15 XP, Bending Arts 5

Your character may prepare the blast as an incidental instead of as a maneuver.

## ENERGY READING

**Form Type:** Afflict and Heal

**Activation:** Active (Action)

**Requirement:** 15 XP, Bending Arts 3

Attentive firebenders are capable of sensing and guiding heat along energy pathways within a person's body.

Your character selects an engaged target and makes an **Average (◆◆) Bending Arts (INT) check**. If successful, your character can ascertain the cause of any affliction, illness, or other ailment. You may spend AA to cause the target to ignore the effect of a Critical Injury, or to learn one aspect about the target's Motivation.

Your character may use this form to inflict harm on the target character instead. If successful, a status, ailment, illness, or other affliction lasts for the remainder of the encounter.

## FAN THE FLAMES

**Form Type:** Augment

**Activation:** Active (Maneuver)

**Requirement:** 10 XP, Bending Arts 2

A firebender can focus on growing the flames around themselves.

When your character performs this maneuver, until the end of their next turn, whenever they generate a ☉ while firebending, they may roll another ☉ and add its results to the check. They may only do this once per skill check.

## FIRE WHIP

**Form Type:** Construct

**Activation:** Action (Maneuver)

**Concentration:** Yes

**Requirement:** 15 XP, Bending Arts 3

This form utilizes a continuous stream of flame with a semi-tactile quality that your character can utilize as a whip.

Your character may suffer 2 strain and spend a maneuver to create a whip of flames that lasts until the end of their next turn. The whip has the following profile: (Bending Arts [Agility]); Damage: +1; Critical 4; Range [Short]; Ensnare 1, Vicious 1, Burn equal to your character's ranks in Discipline).

## EXPERT

**Activation:** Active (Incidental)

**Requirement:** 10 XP, Bending Arts 3

Your character may suffer 1 additional strain to create a second Fire Whip. You must follow Two-Weapon Combat rules to make any attacks with both whips (see GENESYS Core Rulebook, page 108).

## INNER FLAME

**Form Type:** Utility

**Activation:** Passive

**Requirement:** 15 XP, Bending Arts 3

Your character has mastered their inner fire and is no longer adversely affected by freezing weather. Additionally, they are immune to the Burn quality attributed to a source of fire.

## LIGHTNING REDIRECTION

**Form Type:** Barrier

**Activation:** Active (Incidental, out-of-turn)

**Requirement:** 20 XP, Bending Arts 4

Discovered after observing the redirection techniques of waterbending, a firebender can redirect the course of lightning.

Once per encounter, your character may suffer 4 strain to redirect electricity or lightning targeting your character away from themselves and the source. Your character cannot use this ability to target any specific object or character.

### EXPERT

**Activation:** Passive

**Requirement:** 10 XP, Bending Arts 5

When your character redirects lightning, you may specify a target within medium range. Inflict strain and wounds equal to your ranks in Discipline on the chosen target.

## LIGHTNING GENERATION

**Form Type:** Attack

**Activation:** Active (Maneuver)

**Requirement:** 20 XP, Bending Arts 4

Your character may suffer 3 strain to perform a maneuver to focus their inner peace, separating positive and negative energies within, acquiring a buildup of energy that your character can discharge with an action.

If your character has performed the lightning generation maneuver, they can make a **Bending Arts (WIL) combat check** to send a bolt of lightning up to medium range, dealing damage to the target with the following weapon profile: (Bending Arts [Willpower]; Damage +4; Critical 3; Range [Medium]; Concussive 1, Pierce 2, Vicious 2).

The penalties of failing a check to discharge lightning should be severe. ⚡ might cause the bender to suffer far more strain than usual, while ⚡ could have disastrous consequences for your character such as accidentally striking an ally or a critical part of the environment, or even harming themselves.

## WALL OF FLAMES

**Form Type:** Area

**Activation:** Active (Action)

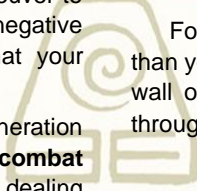
**Concentration:** Yes

**Requirement:** 20 XP, Bending Arts 4

Once of the few defensive firebending techniques, this controlled inferno acts as a significant barrier to incoming attacks.

Your character makes a **Hard (◆◆◆) Bending Arts (INT) check** to create a large column or wall of fire at a target location up to short range until the end of your next turn. When your character creates a Wall of Flames, engaged characters suffer 3 wounds.

For the duration of the form, when any character other than your character begins their turn within short range of the wall of flames, they suffer 2 strain. Ranged attacks made through the wall add ■■ to the combat check.



# AFFLICT

**Concentration:** Yes  
**Characteristic:** Cunning  
**Difficulty:** Average (◆◆)

This action represents the use of firebending to debilitate or hamper others. Your character selects one target within short range, and then makes a Bending Arts skill check. If successful, until the end of the character's next turn, the target decreases the ability of any skill checks they make by one (in effect, this means they remove one ◆ from their checks). Before making the afflict check, choose any number of additional effects listed below.

Table 2-6: Afflict Additional Effects (Fire)

EFFECTS	MOD
<b>Heat Control:</b> Instead of the usual effect of this form, the character chooses an engaged weapon, armor, or other object and heats it such that the item is damaged one step. Alternatively, the character may instead sap all heat from a target source. You should base this effect on the context of the scene and the object targeted.	+1 Strain
<b>Additional Target:</b> The form affects one additional target within range of the form. In addition, after performing the technique, you may spend ▲▲ to affect one additional target within range of the form (and may trigger this multiple times, spending ▲▲ each time).	+◆
<b>Enervate:</b> If a target suffers strain for any reason, they suffer 1 additional strain.	+◆
<b>Haze:</b> Targets affected by the form are disoriented.	+◆
<b>Range:</b> Increase the range of the form by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
<b>Heat Wave:</b> Affected targets must make a <b>Hard (◆◆◆) Resilience check</b> or suffer strain equal to the character's ranks in Discipline.	+◆
<b>Ambient Temperature:</b> The target's strain and wound thresholds are reduced by an amount equal to the character's ranks in Discipline. This effect may not be combined with the additional target effect.	+◆◆
<b>Blinded:</b> The target adds b b on all checks requiring sight.	+◆◆
<b>Turn Up the Heat:</b> Affected targets must make an <b>Average (◆◆) Discipline check</b> (you can consider this a <b>fear check</b> . See the GENESYS Core Rulebook, page 243) or become staggered until the end of their next turn. This effect may be added multiple times, increasing the difficulty of the Discipline check by one each time.	+◆◆



# ATTACK

**Concentration:** No

**Characteristic:** Brawn (if melee), Agility (if ranged)

**Difficulty:** Easy (◆)

This action represents the use of firebending to inflict wounds and strain against a target. When making a bending arts attack, the character must select one target at short range (but not engaged). The attack deals damage equal to the characteristic linked to the skill used to make the attack, plus 1 damage per uncanceled success. The attack has a Critical rating of AAAAA.

**Table 2-7: Attack Additional Effects (Fire)**

EFFECTS	MOD
<b>Barrage:</b> The attack gains the Linked quality with a rating equal to the character's ranks in Discipline.	+◆
<b>Blast:</b> The attack gains the Blast quality with a rating equal to the character's ranks in Discipline.	+◆
<b>Blazing Arc:</b> On a successful attack, you may spend AA to gain an additional hit, and may do so multiple times, spending AA each time. Each blazing arc up deals the attack's base damage plus damage equal to the ★ scored on the check, and must hit another character within short range of the original target.	+◆
<b>Burn:</b> The attack gains the Burn quality with a rating equal to the character's ranks in Discipline. Your character adds their ranks in Discipline when determining the weapon's base damage after activating Burn.	+◆
<b>Close Combat:</b> May select a target engaged with the character.	+◆
<b>Deadly:</b> The attack gains the Vicious quality with a rating equal to the character's ranks in Discipline.	+◆
<b>Ferocity:</b> The attack's Critical rating is reduced by one to a minimum of 2. This may be added multiple times, decreasing the Critical rating by one each time (to a minimum of 2).	+◆
<b>Missiles:</b> The attack gains the Guided quality with a rating equal to the character's ranks in Discipline.	+◆
<b>Fire Stream:</b> If the attack hits, you may spend AA to concentrate on the form until the end of your next turn. For the duration of this effect, characters who begin their turn in or move through the area between you and the target take damage equal to you ranks in Discipline.	+◆
<b>Haze:</b> The attack gains the Disorient 2 quality.	+◆
<b>Range:</b> Increase the range of the form by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
<b>Sunder:</b> The attack gains the Sunder quality.	+◆
<b>Additional Target:</b> On a successful attack, you may spend AA to affect one additional target also engaged with the original target (and may trigger this multiple times, spending AA each time).	↑◆
<b>Empowered:</b> The attack deals damage equal to twice the characteristic linked to the skill (instead of dealing damage equal to the characteristic). If the attack has the Blast quality, it affects all characters within short range, instead of engaged.	+◆◆
<b>Searing:</b> The attack gains the Pierce quality with a rating equal to the character's ranks in Discipline.	+◆◆
<b>Third Degree:</b> If the attack deals damage, the target must immediately make a <b>Hard (◆◆◆) Resilience check</b> or suffer wounds and strain equal to the character's ranks in Discipline.	+◆◆
<b>Backdraft:</b> If the attack hits, you may spend AA to set fire to a short range area around the target. The area has a hazard rating equal to the character's ranks in Discipline (see GENESYS Core Rulebook, page 111).	+◆◆
<b>Ignition:</b> If the attack is successful, the character may spend ⊕ to perform an additional firebending action. This second action cannot be another attack.	↑◆◆

# AUGMENT

**Concentration:** Yes  
**Characteristic:** Cunning  
**Difficulty:** Average (◆◆)

This is using your firebending to enhance yourself. Your character makes a Bending Arts skill check. If successful, until the end of your character's next turn, they increase the ability of any skill checks they make by one (in effect, this means they add one ◆ to their checks).

**Table 2-8: Augment Additional Effects (Fire)**

EFFECTS	MOD
<b>Fire Strikes:</b> Instead of the usual effect of this form, the firebender adds damage equal to their ranks in Discipline to Martial Arts combat checks, and their Critical rating for unarmed combat checks becomes 3. In addition, such checks may be made up to short range and gain the Burn quality equal to the bender's ranks in Discipline. For the duration of this form, whenever your character performs a successful Martial Arts combat check, you may spend ▲ to increase the base damage dealt by the Burn quality by 1 per ▲ spent this way.	—
<b>Leap:</b> Instead of gaining the regular benefits of the form, while affected your character may use a maneuver to move horizontally and/or vertically a number of range bands away equal to half of the character's ranks in Discipline, rounded down.	—
<b>Heat Wave:</b> If successful, until the end of their next turn, all characters suffer 1 strain at the start of each turn they begin engaged with the character. Every uncanceled ✨ increases this strain by 1. You may spend ▲▲ to increase the range band by one, increasing the range by one band for each ▲▲ spent this way.	+◆
<b>Living Flame:</b> For the duration of the form, the character's firebending forms automatically increase by 1 silhouette. You may add this multiple times, increasing the silhouette of the fire by 1 each time.	+◆
<b>Swift:</b> Your character ignores the effects of difficult terrain and cannot be immobilized.	+◆
<b>Propulsion:</b> Instead of the usual effect of this form, character gains limited hovering capability (see GENESYS Core Rulebook page 100). This may be added a second time. If so, the character gains flight instead.	+◆



# BARRIER

**Concentration:** Yes  
**Characteristic:** Willpower  
**Difficulty:** Easy (◆)

Practiced firebenders have the power to create barriers of flame to protect themselves and their allies. The character selects one target they are engaged with (which can be themselves), then makes a Bending Arts skill check. If successful, until the end of the character's next turn, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceled ✨ beyond the first.

Table 2-9: Barrier Additional Effects (Fire)

EFFECTS	MOD
<b>Additional Target:</b> The form affects one additional target within range of the form. In addition, after performing the technique, you may spend A to affect one additional target within range of the form (and may trigger this multiple times, spending A each time).	+◆
<b>Add Defense:</b> Each affected target gains ranged and melee defense equal to one (does not stack with existing armor bonuses). This may be added multiple times, increasing the defense gained in this way by one (to a maximum of four).	+◆
<b>Empowered:</b> The barrier reduces damage equal to the number of uncanceled ✨ instead of the normal effect.	+◆
<b>Flame's Retreat:</b> The affected character may spend A to disengage from an opponent.	+◆
<b>Incineration:</b> Once per round for the duration of the form, the character may suffer 3 strain as an out-of-turn incidental to destroy an incoming ranged projectile. Half the damage the target would take before applying soak.	+◆
<b>Range:</b> Increase the range of the form by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
<b>Shield of Fire:</b> The barrier inflicts 1 wound on any character who engages with or disengages from the target.	+◆
<b>Heat Wave:</b> The barrier inflicts 1 wound and 1 strain on any character who begins their turn within short range of the affected target. For the duration of the form, you may spend 3 or ✨ generated by opponents to redirect heat onto a single target within short range, inflicting strain equal to your ranks in Discipline. Doing so ends the effect of the form.	+◆◆



# HEAL

**Concentration:** No

**Characteristic:** Intellect

**Difficulty:** Easy (◆)

Though it is not common, you can use firebending to treat wounds and illness. The character can use the Bending Arts skill in place of a Medicine check in order to remove damage or heal Critical Injuries. When making the check, the character selects one target they are engaged with who is not incapacitated. If successful, the target heals 1 wound per uncanceled ✨, and 1 strain per uncanceled ▲.

**Table 2-10: Heal Additional Effects (Fire)**

EFFECTS	MOD
<b>Additional Target:</b> The form affects one additional target within range of the form. In addition, after performing the technique, you may spend ▲ to affect one additional target within range of the form (and may trigger this multiple times, spending ▲ each time).	+◆
<b>Energy Guiding:</b> Affected targets heal additional 1 strain at the start of their turn for a number of rounds equal to the character's ranks in Discipline.	↑🔴
<b>Range:</b> Increase the range of the form by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
<b>Restoration:</b> Select one ongoing status effect (blinded, disoriented, staggered, immobilized, poisoned, etc.) the target is suffering. If successful, this status effect immediately ends.	+◆
<b>Empowered:</b> The form heals 2 wounds for each uncanceled ✨, instead of the normal effect.	+◆◆
<b>Heal Critical:</b> Select one Critical Injury the target is suffering. If successful, the Critical Injury is also healed.	+◆◆



# 截氣神功手和杖練



月以氣

## AIRBENDING

Airbending is the ability to control and manipulate air. Airbending is notable for being the passive-defensive bending art. Maneuverability and battlefield control are the specialty of the airbender.

Airbenders can enhance their movements during battle. They can take giant leaps into the air, move at high speeds, run on water and vertical surfaces, glide on air currents to slow their descent, and even spin around like a tornado to move quickly and confuse opponents. They can also create cushions of air to soften and blunt the falls of heavy objects. Airbenders can project powerful gusts of wind from their mouths. Master Airbenders can create vortices to disorient and tornadoes to attack opponents. Airbenders are also capable of projecting solidified constructs of air to knock an opponent off balance or to provide defense from projectile weapons.

Airbending uses one's own momentum as a weapon, constantly building up inertia for explosive counterattacks that evoke the unpredictable nature and explosive force of the wind. While being the most dynamic of the bending arts, the style lacks fatal finishing moves, being an almost entirely defensive art.

### **BENDING AIR**

The following section discusses special rules for how airbenders interact with the Bending Arts skill and offers an overview of the basic forms (actions and maneuvers) that are typically available to all airbenders at character creation.

Airbenders seem to have direct control over the currents of air surrounding them. For this reason, your character ignores any **■** imposed on skill checks because of inclement weather.

**Unless otherwise specified, all airbending attacks inflict Stun Damage.**

**Element of Freedom:** Once per encounter, you may spend a Story Point to cause a form's duration to last until the end of the encounter without the use of a concentration maneuver. The effect of the form ends if the airbender is incapacitated or decides to end it as an incidental.

## AIRBENDING MANEUVERS

The maneuvers listed in this section are exclusive to airbenders. Like most maneuvers, the actions described do not require a skill check.

### MANIPULATE AIR

Your character can manipulate small portions of the air within short range. Your character's control over the air lasts for the duration of the encounter or scene, and they can relinquish control as an incidental. They can use a maneuver to manipulate this air and move it one range band in any direction. As long as there's enough space, your character can spend a maneuver to increase or decrease the silhouette of air under their control by 1.

### SUCTION

A relatively simple technique used by airbenders to bring people or objects toward them. Your character can use a maneuver to bring a small object or single person within short range into your hand. You cannot target an object held by another character, or that is tethered. You cannot target an unwilling character.

Your character can instead choose to suffer 2 strain to perform this maneuver and ignore its usual limitations. If the target is an unwilling character, then your character must perform this maneuver an action. Make an **opposed Bending Arts versus Athletics check** to take control of the object.

## BASIC FORMS

Airbenders have access to the following forms: Afflict, Attack, Augment, Barrier, Control, and Utility. A brief description of each actions' narrative effect follows below. You can find a table of possible effects for each action in structured encounters at the end of the **Airbending** section.

### AFFLICT

**Concentration:** Yes  
**Average** (◆◆)  
**Characteristic:** Cunning

Airbenders can use the air to vex their foes with a whirlwind of annoyance, setbacks, and other discomforting afflictions. It could be just a small nuisance, such as perpetuating a constant breeze in a target's face. A more powerful, swirling gust could possibly induce vertigo in a foe. These minor uses of the form should be opposed (either by the target's Discipline or Resilience), or **Easy** (◆) if the target is a minor character. Still, airbending afflictions can be far more dangerous than an unsavory breeze; an airbender can disperse the air around a foe and make it hard for them to breathe... or even siphon the air from within their very body. If such a check is not opposed, it should at least be **Hard** (◆◆◆), if not **Daunting** (◆◆◆◆).

### ATTACK

**Concentration:** No  
**Difficulty:** **Easy** (◆)  
**Characteristic:** Brawn (if melee), Agility (if ranged)

Airbending is notable for being almost purely defensive, but even an air monk can be a crafty opponent. Although it is not airbending's most versatile form, masters of the wind can quickly overwhelm many opponents at once with powerful, sweeping attacks. Since most attacks typically happen in structured combat encounters, use the table to help determine the difficulty whenever you want your character to attack someone with their bending.

### AUGMENT

**Concentration:** Yes  
**Difficulty:** **Average** (◆◆)  
**Characteristic:** Cunning

The constant movement required by this art makes airbenders naturally flexible and agile. Even a simple movement can create an air gust that airbenders can use to increase the power of their moves, performing larger sweeps and wider spins, using their own momentum to move quicker than before. Your character can use air currents to levitate, or to help another jump high into the air. They can even slow or deflect falls entirely.

### BARRIER

**Concentration:** Yes  
**Difficulty:** **Average** (◆◆)  
**Characteristic:** Willpower

Through the versatility of their movements, airbending masters are difficult to hit. The most common defensive tactic for an airbender involves circling around enemies, but an airbender can still deflect attacks by throwing up gusts of air close to their bodies, or even around their allies. Though the air can rarely stop an attack outright, your character can use this form to conserve energy and open a window of opportunity.

### CONTROL

**Concentration:** Yes  
**Difficulty:** **Easy** (◆)  
**Characteristic:** Intellect

Using this form in a narrative encounter gives the airbender direct influence over a large area. They might create whirlwind to harry foes trying to cross an open field or perpetuate a strong gale to create an impassable boundary. Typically, the effect is temporary, and often it is stationary; however, airbenders have an easier time than most in rerouting their element and bending it to their whims. The **Environmental Effects** section on page 110 of the **GENESYS Core Rulebook** can also offer valuable assistance in determining the effects of this form.

### UTILITY

**Concentration:** No  
**Difficulty:** **Easy** (◆)  
**Characteristic:** Any

Airbenders can use their art to achieve several mundane effects such as cooling off a friend, juggling stones, or rustling a stack of paper.

## MASTER FORMS

Master-level airbenders can command cyclones, summon typhoons, and even levitate unassisted for a period. Only truly dedicated airbenders can master the element of freedom and become untethered. These abilities are rare, even among skilled benders.

Airbenders require at least 2 ranks in Bending Arts to acquire these special forms, in addition to spending XP. Perhaps the character must learn the form through a bending scroll, a master, or must otherwise be able to explain how they came to hone this ability. Your GM may waive these requirements or add others.

### AIR SCOOTER

**Form Type:** Construct

**Activation:** Active (Maneuver)

**Requirement:** 15 XP, Bending Arts 3

**Concentration:** Yes

This form creates a spherical ball of air that your character can ride balancing on it like a top.

Your character may suffer 2 strain to perform a maneuver to create a small controllable sphere of spinning air atop of which they can ride. The air scooter lasts until the end of your character's next turn. While your character is riding it, Air Scooter allows your character to perform a move maneuver as an incidental. (This does not count against the limit of two maneuvers per turn.) Your character ignores difficult terrain. Your character can move across vertical surfaces as easily as horizontal surfaces. In addition, when your character attempts to reduce the damage taken from falling, reduce the difficulty of the Athletics or Coordination check by one.

#### EXPERT

**Activation:** Active (Action)

**Requirement:** 10 XP, Bending Arts 4

Your character gains 1 defense while riding their air scooter.

#### MASTER

**Activation:** Active (Incidental)

**Requirement:** 15 XP, Bending Arts 5

When your character uses this form, your character may suffer 2 additional strain to increase the silhouette of the Air Scooter by one. You may carry two additional characters on your Air Scooter.

### FEATHER FOOT

**Form Type:** Utility

**Activation:** Active (Maneuver)

**Requirement:** 10 XP, Bending Arts 2

Airbenders can be extremely agile and light on their feet.

When your character performs this maneuver, until the end of their next turn, whenever they generate a ☯ while airbending, they may leap through the air and safely land in an unoccupied space up to medium range away.

#### EXPERT

**Activation:** Active (Incidental, Out-of-Turn)

**Requirement:** 15 XP, Bending Arts 3

Your character may suffer 1 strain to use this maneuver as an out-of-turn incidental to create an air cushion which protects themselves or any ally up to medium range to reduce the overall distance fallen by one range band.

### HYPERSENSITIVITY

**Form Type:** Augment

**Activation:** Passive

**Requirement:** 15 XP, Bending Arts 3

Your character's attunement to their element makes them hypersensitive to the flow of air around them.

Your character cannot be surprised, and they add ■ whenever they roll for initiative. Additionally, your character may use their Bending Arts skill instead of Perception when they make skill checks that involve hearing.

### RETURNING WIND

**Form Type:** Barrier

**Activation:** Active (Maneuver)

**Requirement:** 10 XP, Bending Arts 2

It is a common airbender practice to use an opponent's own force against them.

If your character performs this maneuver, until the end of their next turn, whenever they are hit, after the damage is calculated (but before soak is applied), they may suffer 2 strain to reduce the damage dealt by that hit by a number equal to 1 plus their ranks in Discipline. You may spend ☯☯☯ or ☯ generated by the attack to cause the attacker to suffer total damage dealt.

### SPIRITUAL PROJECTION

**Form Type:** Utility

**Activation:** Active (Action)

**Requirement:** 20 XP, Bending Arts 4

**Concentration:** Yes

Master airbenders who have a strong connection with their spiritual side are capable of projecting that spirit into other locations.

Your character makes a **Hard (◆◆◆) Bending Arts (WIL) check** to enter a meditative trance and create an incorporeal version of themselves that is engaged with their body. For each net ☆ beyond the first, your character can increase the range of this form.

While in this form, your character can cause their projection to phase through walls, floors, and other physical barriers as well as through water. The projection senses whatever your character could. Your projection cannot communicate or interact with the world. Your character's body remains stationary, but can be interacted with as normal.

#### EXPERT

**Activation:** Active (Incidental)

**Requirement:** 10 XP, Bending Arts 4

Your character can now communicate with people and interact with the world using their spiritual projection.

## MASTER

**Activation:** Passive

**Requirement:** 15 XP, Bending Arts 5

When they use this form, your character can send their Spiritual Projection to any place in the world they have been, or are generally aware of, with nearly perfect precision.

## SUFFOCATION

**Form Type:** Afflict

**Activation:** Active (Action)

**Requirement:** 20 XP, Bending Arts 4

**Concentration:** Yes

This rather sinister technique is one of the few forbidden bending arts, whereby an airbender manipulates the flow of air within a person's body.

Your character makes an **opposed Bending Arts (INT) versus Resilience check** against a target up to short range. If successful, the target is immobilized and suffers strain equal to half of their threshold (rounded up). The target must suffer 2 strain to perform any skill check that isn't a **Hard (◆◆◆) Resilience Check** to break free. This form lasts until the end of your character's next turn, or until the target breaks free.

## EXPERT

**Activation:** Active (Incidental)

**Requirement:** 10 XP, Bending Arts 5

You can spend ☉ generated by this check to increase the difficulty of the Resilience check by 1.

## UNTETHERED

**Form Type:** Augment

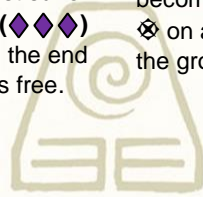
**Activation:** Active (Action)

**Requirement:** 25 XP, Bending Arts 5

**Concentration:** Yes

The technique of this form is so rare that many consider Guru Laghima's crowning achievement to be only the stuff of myth.

Your character makes a **Hard (◆◆◆) Bending Arts (WIL) check**. If successful, your character gains flight for the duration of the encounter (see GENESYS Core Rulebook page 100). While this form is active, they must upgrade the difficulty of any actions they attempt by one. Your character's defense becomes 2 (unless it is higher). Your GM can spend ☉☉☉ or ☉ on a check they make in fight, which causes them to fall to the ground and suffer fall damage.





# AFFLICT

**Concentration:** Yes  
**Characteristic:** Cunning  
**Difficulty:** Average (◆◆)

This action represents the use of airbending to debilitate or hamper others. Your character selects one target within short range, and then makes a Bending Arts skill check. If successful, until the end of the character's next turn, the target decreases the ability of any skill checks they make by one (in effect, this means they remove one ◆ from their checks). Before making the afflict check, choose any number of additional effects listed below.

Table 2-11: Afflict Additional Effects (Air)

EFFECTS	MOD
<b>Suppressed:</b> Instead of the normal effect of the form, the target adds an automatic ✕ to any skill check they make until the end of the character's next turn. If the technique is successful, you may spend ▲▲ to add ■ to all ranged attacks and Bending Arts skill checks within short range of you.	—
<b>Additional Target:</b> The form affects one additional target within range of the form. In addition, after performing the technique, you may spend ▲▲ to affect one additional target within range of the form (and may trigger this multiple times, spending ▲▲ each time).	+◆
<b>Enervate:</b> If a target suffers strain for any reason, they suffer 1 additional strain.	+◆
<b>Range:</b> Increase the range of the form by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
<b>Sonic Boom:</b> Affected targets may only perform one maneuver per turn.	+◆
<b>Twisting Winds:</b> Allied characters add ■ to ranged combat checks against affected targets.	+◆
<b>Blinded:</b> The target adds ■■ on all checks requiring sight.	+◆◆
<b>Slowed:</b> Affected targets lose their free maneuver each turn.	+◆◆
<b>Winds of Fortune:</b> After the target makes a check, you may change one die in the pool not displaying a ⊕ or ⊗ to a different face.	+◆◆

# ATTACK

**Concentration:** No

**Characteristic:** Brawn (if melee), Agility (if ranged)

**Difficulty:** Easy (◆)

This action represents the use of airbending to inflict strain against a target. When making a bending arts attack, the character must select one target at short range (but not engaged). The attack deals damage equal to the characteristic linked to the skill used to make the attack, plus 1 damage per uncanceled success. The attack has a Critical rating of AAAAAA.

**Table 2-12: Attack Additional Effects (Air)**

EFFECTS	MOD
<b>Air Funnel:</b> The attack deals damage as wounds. (You must use small projectiles like rocks or cabbages.) The attack gains the Auto-fire quality. (You must increase the difficulty by one to use the Auto-fire quality as normal.)	—
<b>Barrage:</b> The attack gains the Linked quality with a rating equal to the character's ranks in Discipline.	+◆
<b>Blast:</b> The attack gains the Blast quality with a rating equal to the character's ranks in Discipline.	+◆
<b>Bombard:</b> The attack gains the Stun quality with a rating equal to your character's ranks in Discipline. The attack gains the Auto-fire quality without further increasing the difficulty.	+◆
<b>Close Combat:</b> May select a target engaged with the character.	+◆
<b>Disarm:</b> If the attack hits, you may spend AA to force the target to drop a weapon or object they are wielding.	+◆
<b>Disorient:</b> The attack gains the Disorient quality with a rating equal to 1 plus the character's ranks in Discipline.	+◆
<b>Knockdown:</b> The attack gains the Knockdown quality.	+◆
<b>Manipulative:</b> The attack gains the Push quality with a rating of 1. This may be added multiple times, increasing the rating by one each time.	+◆
<b>Range:</b> Increase the range of the form by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
<b>Additional Target:</b> On a successful attack, you may spend AA to affect one additional target also engaged with the original target (and may trigger this multiple times, spending AA each time).	↑◆
<b>Air Blades:</b> The attack gains the Pierce quality with a rating equal to the character's ranks in Discipline. Your character may add this effect only if they wield a weapon.	+◆◆
<b>Empowered:</b> The attack deals damage equal to twice the characteristic linked to the skill (instead of dealing damage equal to the characteristic). If the attack has the Blast quality, it affects all characters within short range, instead of engaged.	+◆◆
<b>Gale Force:</b> The attack gains the Knockdown quality. The attack also gains the Stun quality with a rating equal to the character's ranks in Discipline.	+◆◆

# AUGMENT

**Concentration:** Yes  
**Characteristic:** Cunning  
**Difficulty:** Average (◆◆)

This is using your airbending to enhance yourself. Your character makes a Bending Arts skill check. If successful, until the end of your character's next turn, they increase the ability of any skill checks they make by one (in effect, this means they add one ◆ to their checks).

Table 2-13: Augment Additional Effects (Air)

EFFECTS	MOD
<b>Air Strikes:</b> Instead of the usual effect of this form, the character adds damage equal to their ranks in Discipline to Martial Arts combat checks, and their Critical rating for unarmed combat checks becomes 4. In addition, such checks may be made up to short range and gain the Push quality. For the duration of this form, whenever an attack misses, you may still spend AA to trigger a blast of air, which deals Stun Damage equal to your character's ranks in Discipline to the same target.	—
<b>Leap:</b> Instead of gaining the regular benefits of the form, while affected your character may use a maneuver to move horizontally and/or vertically a number of range bands away equal to half of the character's ranks in Discipline, rounded down.	—
<b>Blur:</b> Add ♻ to combat checks targeting your character. This may be added multiple times, increasing the ♻ added to skill checks by one each time.	+◆
<b>Breath of Wind:</b> In addition to the usual effects of this form, the character can magnify sound they create by a whistle, instrument, or their own voice. Characters up to extreme range can hear your character without issue, and they add ■ to Coercion checks. For the duration of this form, the character can spend a maneuver bellow and force all characters within medium range who can hear to make an <b>Average (◆◆) Resilience check</b> as an out-of-turn incidental. Characters who fail this check suffer 1 strain, plus 1 strain for each net X.	+◆
<b>Haste:</b> Your character can always perform a second maneuver during their turn without spending strain (they may still only perform two maneuvers a turn).	+◆
<b>Swift:</b> Your character ignores the effects of difficult terrain and cannot be immobilized.	+◆
<b>Twisting Wind:</b> Increase your character's Defense rating by 1 until the end of their next turn whenever they perform a maneuver to move.	+◆
<b>Winds of Fortune:</b> When you or an ally character within short range makes a check, you may change any one die in the pool not displaying a Ⓢ or Ⓣ to a different face.	+◆

# BARRIER

**Concentration:** Yes  
**Characteristic:** Willpower  
**Difficulty:** Easy (◆)

Skilled airbenders can generate nearly impenetrable gusts to protect themselves and their allies. The character selects one target they are engaged with (which can be themselves), then makes a Bending Arts skill check. If successful, until the end of the character's next turn, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceled ✨ beyond the first.

**Table 2-14: Barrier Additional Effects (Air)**

EFFECTS	MOD
<b>Additional Target:</b> The form affects one additional target within range of the form. In addition, after performing the technique, you may spend △ to affect one additional target within range of the form (and may trigger this multiple times, spending △ each time).	+◆
<b>Add Defense:</b> Each affected target gains ranged and melee defense equal to one (does not stack with existing armor bonuses). This may be added multiple times, increasing the defense gained in this way by one (to a maximum of four).	+◆
<b>Empowered:</b> The barrier reduces damage equal to the number of uncanceled ✨ instead of the normal effect.	+◆
<b>Range:</b> Increase the range of the form by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
<b>Scatter Before the Wind:</b> Ranged attacks made against an affected target automatically add ✖ to the attack. This may be added multiple times, increasing the ✖ automatically added by one each time.	+◆
<b>Reflection:</b> If an opponent makes a ranged attack against an affected target and generates ✨ or ✨ on the check, after the check is resolved, they suffer a hit dealing damage equal to the total damage of the attack.	+◆◆



# CONTROL

**Concentration:** Yes

**Characteristic:** Intellect

**Difficulty:** Average (◆◆)

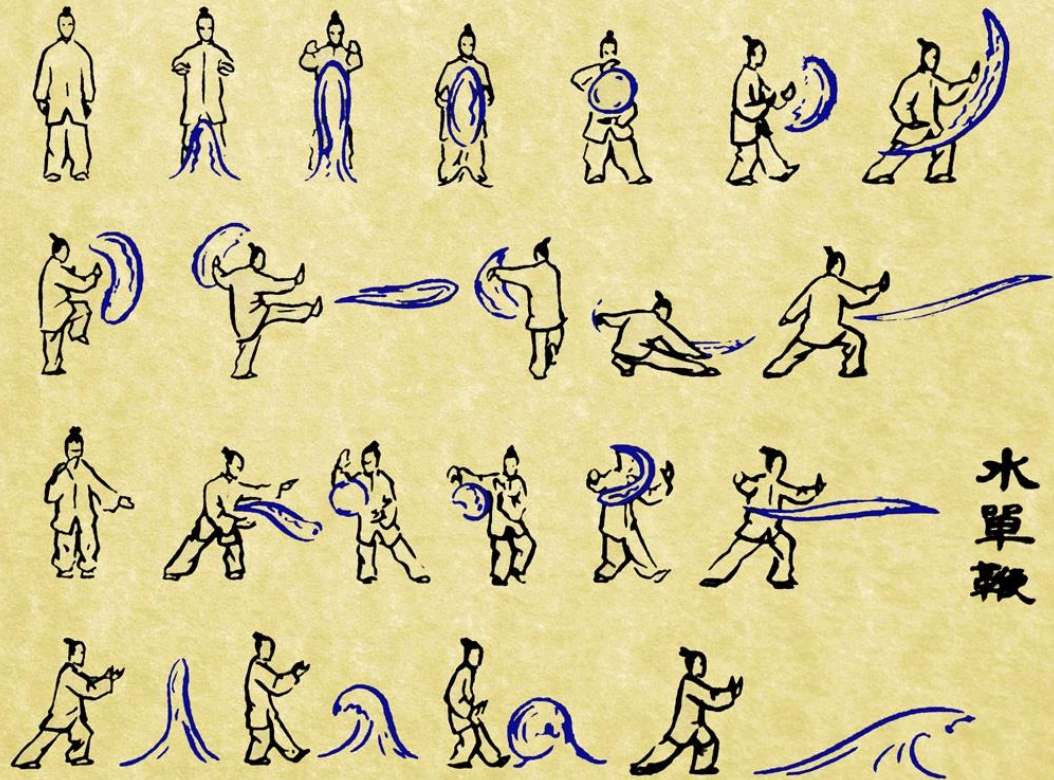
An experienced airbender can easily warp the air around an area to influence the tide of events. The character chooses a location they can see up to medium range and rolls a Bending Arts check. If successful, the form creates a current of air causing the area in a short range of the chosen location to become difficult terrain until the end of the character's next turn.

**Table 2-15: Control Additional Effects (Air)**

EFFECTS	MOD
<b>Deafen:</b> The affected area is beset by a cacophony of noise, making it impossible for characters to hear anything that isn't right next to them. For the duration of the form, characters must be engaged to communicate with sound.	+◆
<b>Precision:</b> Instead of the normal range, the form affects only a small area of terrain (large enough to encompass a single target and any engaged characters). This may be added one more time, decreasing the area of effect down to just the area of a single target.	+◆
<b>Range:</b> Increase the range of the form by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
<b>Strong Winds:</b> Characters in the affected area are pushed up to one range band away. You may choose the direction for each character. This may be added an additional time, increasing the range by one range band each time.	+◆
<b>Vortex:</b> A swirling wind twists at the point of origin, kicking up dust and debris in the affected area. The terrain has a hazard rating of 1; characters in the affected area suffer 1 strain (instead of wounds) at the beginning of their turn (see GENESYS Core Rulebook, page 111). On a successful check, you may spend ▲▲ to increase the hazard rating by 1 (and may trigger this multiple times, spending ▲▲ each time). For the duration of this form, your character may perform a maneuver to move the vortex anywhere within short range of its current position.	+◆
<b>Ensnaring Winds:</b> For the duration of the form, targets within range of the form must suffer 1 strain to perform their first maneuver on their turn.	↑◆
<b>Expand:</b> Instead of the normal area, the form affects all terrain within medium range of the point of origin. This may be added multiple times, increasing the affected range by one range band each time.	+◆◆
<b>Obscurity:</b> The form creates concealment with a rating of one, adding the same number of ■ or □ to skill checks within the affected area, depending on the circumstances of the skill check. This may be added multiple times, increasing the concealment rating by one each time.	+◆◆
<b>Impassable:</b> Instead of the normal effect of the form, all affected terrain is considered impassable.	+◆◆
<b>Shockwave:</b> Characters within the affected area must immediately make an <b>Hard (◆◆◆) Athletics or Coordination check</b> . Characters who fail this check are knocked prone and suffer strain equal to your character's ranks in Discipline.	+◆◆



# 截水神功練習第一式



## WATERBENDING

Waterbending is about manipulating water in its various forms. Relying on fluid and graceful movements, this style acts in concert with the environment around them, turning their defense into their offense and using their own opponents force against them. Waterbenders can also manipulate the molecular cohesion of water for cutting and grasping objects or running on water. Water is the most versatile of the four elements. Many waterbending techniques have an ice variant with varying effects and damage; waterbenders also have a good variety of support techniques to defend their allies or hamper their enemies.

Unlike some other bending disciplines, waterbending focuses on turning an opponent's own strength against themselves, rather than direct strikes. Since water can exist in different physical states, waterbenders can freeze, melt, evaporate, sublimate, or condense water. The ability to alter the physical state of water gives waterbenders an array of defensive, evasive, and offensive techniques in battle such as encasing an opponent in ice, hiding behind a wall of mist, surfing on bodies of water on a platform of ice, and battering enemies with lashing whips and waves.

While a bender's victory in battle relies upon skill and technique, a waterbender gains a notable advantage or disadvantage over other bending arts depending on the amount of water in their vicinity. Waterbenders are more powerful at night than during the day due to their spiritual connection with the moon. Waterbenders are at their most powerful during the full moon and are powerless during a lunar eclipse or when the Moon Spirit is in danger. Waterbenders also have the added benefit of Pierce on some of their attacks that negate damage resistance from armor. However, they do rely on their element being present for their attacks so a waterbender should carry around a flask or gourd.

### BENDING WATER

The following section discusses special rules for how waterbenders interact with the Bending Arts skill and offers an overview of the basic forms (actions and maneuvers) that are typically available to all airbenders at character creation.

Waterbenders have a spiritually intimate relationship with the moon. During a full moon, your character suffers 1 fewer strain to perform any waterbending form.

Unless otherwise specified, your character cannot waterbend without a reasonable source of water within medium range. At your GM's discretion your character may interact with water at further ranges, or add ■ to checks to do so.

**Element of Change:** Once per encounter, while your character is concentrating on a bending form, they may spend a Story Point to reduce the difficulty of a Bending Arts skill check to use another form by 1 to a minimum of **Easy** (◆). The effect of the concentrated form immediately ends.

## WATERBENDING MANEUVERS

The maneuvers listed in this section are exclusive to waterbenders. Like most maneuvers, the actions described do not require a skill check.

### MANIPULATE WATER

Your character can manipulate water from any nearby source within short range. If they are in a dry, arid, or hot environment, your character suffers 1 strain to do so. Your character can use a maneuver to move the water one range band. If there is a source of nearby water, your character can use this maneuver to increase or decrease the silhouette of water under their control by 1.

### PHASE CHANGE

Changing the physical state of their element between solid, liquid, and gas at will is something every waterbender learns to do. Your character can perform a phase change maneuver to change the physical state of a small amount of water within short range; if they suffer 1 strain, your character may perform phase change as an incidental. For the duration of this form, you may spend ⚡ generated by a combat check targeting them to knockdown the attacker with their waterbending.

## BASIC FORMS

Waterbenders have access to the following forms: Attack, Augment, Barrier, Construct, Control, and Utility. A brief description of each actions' narrative effect follows below. You can find a table of possible effects for each action in structured encounters at the end of the **Waterbending** section.

### ATTACK

**Concentration:** No  
**Difficulty:** Easy (◆)  
**Characteristic:** Brawn (if melee), Agility (if ranged)

The fighting style of waterbending is mostly fluid and graceful, balancing their energy to let their defense become their offense. A pillar of ice may turn into a water tentacle to smash against a foe, or the waterbender can lash out with shards of ice from the start. Since most attacks typically happen in structured combat encounters, use the table to help determine the difficulty whenever you want your character to attack someone with their bending.

### AUGMENT

**Concentration:** Yes  
**Difficulty:** Average (◆◆)  
**Characteristic:** Cunning

The element of water is fluid and dynamic; two attributes which give waterbending some of the most bolstering forms. A waterbender can enhance themselves to skate around an area on a sheet of ice, or even aid their allies in resisting the effects of inclement weather. However, often, a waterbender's augment form exists to set themselves up for something even greater.

### BARRIER

**Concentration:** Yes  
**Difficulty:** Easy (◆)  
**Characteristic:** Willpower

Waterbenders can deftly use their element to soften any blow and reduce incoming damage for your character and their allies. A waterbender can use their barrier form to protect themselves (and others) from adverse weather. They may create a bubble under the ocean so they can travel underwater, or even create a thick wall of ice to protect an ally from a hail of arrows.

### CONSTRUCT

**Concentration:** Yes  
**Difficulty:** Easy (◆)  
**Characteristic:** Intellect

Your character can use water and ice to form objects and structures for nearly any occasion. A waterbender can make nearly any simple object they can conceive of from daggers of ice to entire homes made from snow. Although creating a permanent structure in the wrong climate can be challenging, a practiced waterbender can even create frozen walls and ramps which rise and fall at their whims.

### HEAL

**Concentration:** Yes  
**Difficulty:** Easy (◆)  
**Characteristic:** Intellect

Perhaps the most renowned form of waterbending, the ability for water to heal is a valued legacy of Water Tribe heritage. As with their firebending counterparts, waterbenders use water as a conduit to redirect energy pathways within the body in order to expedite the body's natural processes. Many are astonished when they see the water begin to glow a spiritual blue. Certain highly skilled healers can even lower a person's body temperature to such a level that its processes slow down dramatically, staving off mortal wounds. However, even waterbenders cannot cheat death.

## MASTER FORMS

Master waterbenders can imprison their foes in ice, maneuver around a battlefield with the grace and flow of water and unleash a torrent of destruction. The mark of a waterbending master is the ability to change swiftly from one state of water to another. These abilities are rare, even among skilled benders.

Waterbenders require at least 2 ranks in Bending Arts to acquire these special forms, in addition to spending XP. Perhaps the character must learn the form through a bending scroll, a master, or must otherwise be able to explain how they came to hone this ability. Your GM may waive these requirements or add others.

## BLOODBENDING

**Form Type:** Afflict

**Action:** Active (Action)

**Requirement:** 20 XP, Bending Arts 4, a Full Moon

**Concentration:** Yes

The only bending technique to ever be outlawed, it is said that those who practice this dark art open themselves up to madness. For narrative purposes, bloodbending should be restricted to use only during a full moon (or for practical purposes, once per game session, assuming the encounter took place during a full moon).

Your character makes an **opposed Bending Arts (WIL) versus Discipline check** targeting one character within short range. If successful, the target suffers strain equal to your character's ranks in Discipline and is immobilized and staggered until the end of their next turn.

For the duration of the form, your character may spend a maneuver to cause the target to use a maneuver to do simple things (such as move or open a door), and perform one simple action (such as swinging a sword). A target cannot be forced to use their active talents, or any bending forms.

At the end of each of their turns, affected targets may make a **Hard (◆◆◆) Resilience check** to break free from your character's control.

### EXPERT

**Activation:** Active (Incidental)

**Requirement:** 10 XP, Bending Arts 4

You may spend **AA** to affect another target within short range, and may trigger this multiple times (spending **AA** each time). Additional targets must have fewer or equal ranks in Discipline as the initial target.

### MASTER

**Activation:** Active (Incidental)

**Requirement:** 15 XP, Bending Arts 5, Chi Disruption talent

When your character uses this form, they can instead choose to make a **Bending Arts (WIL) combat check** against an engaged target. If successful, the target is 'severed' from their bending for the remainder of the encounter. You may spend **⊕⊕** generated by this check to make the effect permanent.

## ICE BLADE

**Form Type:** Construct

**Activation:** Active (Maneuver)

**Requirement:** 15 XP, Bending Arts 3

**Concentrate:** Yes

A pragmatic and straightforward use of their talents, waterbenders can create a sword-like blade of ice.

Your character can suffer 2 strain to use this form to create a weapon from ice that lasts until the end of your next turn. While this form is active, your character can use the Ice Blade to perform melee combat checks. You may decide at its creation whether the Ice Blade is one or two-handed, using the appropriate combat skill to make an attack against an engaged target. Your Ice Blade counts as an improvised melee weapon with the following weapon profile: (Melee; Damage 6; Critical 3; Range [Engaged]; Burn 3, Linked 1, Defensive 1).

## OCTOPUS FORM

**Form Type:** Augment

**Activation:** Active (Action)

**Requirement:** 20 XP, Bending Arts 4

**Concentration:** Yes

Your character makes a **Hard (◆◆◆) Bending Arts (WIL) check** to surround their body with Water Tentacles until the end of their next turn. For each uncanceled **✱**, a water tentacle extends from an appendage or in an unoccupied space next to your character. You may spend a **⊕** to hit an opponent using a water tentacle. The hit deals the tentacle's base damage, plus **✱** scored on the check. You may never control more than eight tentacles. Your GM may decide there is not enough water nearby to create as many. See the "Water Tentacle" additional effect under **Augment** on page 56.

For the duration of the form, the area within short range of you is considered difficult terrain, and your character's ranged defense rating becomes 3 (unless it is higher). Attackers may spend **A** generated by their attack to destroy one Water Tentacle per **A** spent this way.

### EXPERT

**Activation:** Active (Incidental)

**Requirement:** 10 XP, Bending Arts 4

When they use this form, or for its duration, you may spend **AA** generated on any Bending Arts skill check to create an additional tentacle. Additionally, your character may always gain the Water Tentacle effect of their Augment form without increasing the difficulty, and increases their soak value by 1 for every two tentacles.

### MASTER

**Activation:** Active (Incidental, Out-of-turn)

**Requirement:** 15 XP, Bending Arts 5

When an opponent engages or disengages your character, if your character has not taken a turn this round, they may suffer 2 strain to make a combat check against the opponent using a water tentacle. This counts as your character's action for the round, but they can still perform maneuvers on their turn.

## PLANTBENDING

**Form Type:** Attack, Augment, Barrier, Construct, Utility

**Activation:** Active (Incidental)


**Requirement:** 20 XP, Bending Arts 4

First practiced by members of the Foggy Swamp Tribe, adept waterbenders can manipulate the water-saturated vines and roots of plant life.

Before the character attempts a waterbending form, they may choose to suffer 1 strain to draw upon the water inside plants within the form's range. Increase the difficulty of the Bending Arts skill check they make this way by 1. Additionally, at your GM's discretion, your character can now bend the water from or within other unconventional sources such as perfume, clouds, thick mud, polluted river systems, larges trees, or even their own sweat.

When a form's quality rating is determined by your character's ranks in Discipline, your character may use their ranks in Knowledge (Nature) instead.



Attacks made with plantbending automatically gain the Pierce 2 quality. Augment's base effect also adds  to skill checks made by the target. Barrier gains the Empowered effect without increasing the difficulty. Construct gains the Lasting effect without increasing the difficulty. You cannot combine Plantbending with the Heal form.

## SPIRITBENDING

**Form Type:** Heal

**Activation:** Active (Action)

**Requirement:** 25 XP, Bending Arts 5

Your character makes an **opposed Bending Arts versus Discipline (WIL) check** to encircle a target within short range to create balance or imbalance within them.

If the target is an enemy, they suffer strain equal to your character's Willpower rating and become disoriented for a number of rounds equal to your character's ranks in Discipline.

If the target is an ally, they immediately recover from one status effect and recover a number of wounds and strain equal to your character's Willpower rating.

If the target is a hostile spirit, they become calm and revert to a more peaceful form. Otherwise, your character may enrage a friendly spirit into a Dark Spirit (see **Chapter VII: Adversaries**, page 137).

## SPIRIT OF THE NORTH

**Form Type:** Heal

**Activation:** Active (Incidental)

**Requirement:** 15 XP, Bending Arts 3


Forbidden for generations from studying the martial ways of water, the women of the Northern Water Tribe developed unparalleled healing techniques.

Once per session when your character uses the Heal form, you may spend a Story Point to increase the difficulty of the form by 4. If you do so, your character may select a target who has died during this encounter. If the check is successful, the target is restored to life, suffering wounds equal to their wound threshold. If the check fails, no characters may attempt to resurrect the target again.

## EXPERT

**Activation:** Passive

**Requirement:** 20 XP, Bending Arts 4

Whenever your character uses the Heal form, affected characters add  to the next skill check they make.


## STREAM THE WATER

**Form Type:** Augment

**Activation:** Active (Maneuver)

**Requirement:** 10 XP, Bending Arts 2

This deceptively simple technique is a useful maneuver that draws water from a source and keeps it in motion around the bender's body.

Your character may suffer 2 strain to perform this maneuver. Until the end of their next turn, whenever they generate a  while waterbending, they may perform a second waterbending form. You may only trigger this effect once per turn.

## WATER VORTEX



**Form Type:** Control

**Activation:** Active (Action)

**Requirement:** 15 XP, Bending Arts 3

**Concentration:** Yes

A rotating spout of water shifts and coils beneath the character, making it easier to dodge attacks—or hurl them at foes.

Your character makes a **Hard (◆◆◆) Bending Arts (WIL) check** targeting a location within medium range. The terrain within short range becomes hazardous and has a hazard rating of 1; characters in the affected area suffer 1 strain (instead of wounds) at the beginning of their turn (see **GENESYS Core Rulebook**, page 111). On a successful check, you may spend  to increase the hazard rating by 1 (and may trigger this multiple times, spending  each time).

For the duration of this form, characters engaged with the vortex are disoriented. Your character may perform a maneuver to move the vortex anywhere within short range of its current position.

# ATTACK

**Concentration:** No

**Characteristic:** Brawn (if melee), Agility (if ranged)

**Difficulty:** Easy (◆)

This action represents the use of waterbending to inflict wounds or strain against a target. When making a bending arts attack, the character must select one target at short range (but not engaged). The attack deals damage equal to the characteristic linked to the skill used to make the attack, plus 1 damage per uncanceled ✨. The attack has a Critical rating of AAAAAA

Table 2-16: Attack Additional Effects (Water)

EFFECTS	MOD
<b>Non-Lethal:</b> The attack gains the Stun Damage quality.	—
<b>Water Volley:</b> The attack gains the Auto-fire quality. (You must increase the difficulty by one to use the Auto-fire quality as normal.)	+1 Strain
<b>Barrage:</b> The attack gains the Linked quality with a rating equal to the character's ranks in Discipline.	+◆
<b>Blast:</b> The attack gains the Blast quality with a rating equal to the character's ranks in Discipline.	+◆
<b>Close Combat:</b> May select a target engaged with the character.	+◆
<b>Disorient:</b> The attack gains the Disorient quality with a rating equal to 1 plus the character's ranks in Discipline.	+◆
<b>Missiles:</b> The attack gains the Guided quality with a rating equal to the character's ranks in Discipline.	+◆
<b>Ice:</b> The attack gains the Pierce quality with a rating equal to the character's ranks in Discipline.	+◆
<b>Impact:</b> The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to the character's ranks in Discipline.	+◆
<b>Range:</b> Increase the range of the form by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
<b>Vine Grip (Plantbending only):</b> The attack gains the Knockdown quality. The attack also gains the Ensnare quality with a rating equal to the character's ranks in Discipline.	+◆
<b>Waterlogged:</b> The attack gains the Sunder quality. In addition, after performing the technique, you may spend AA to drench the target. They cannot perform more than one maneuver until the end of their next turn.	+◆
<b>Additional Target:</b> On a successful attack, you may spend AA to affect one additional target also engaged with the original target (and may trigger this multiple times, spending AA each time).	↑◆
<b>Cutting Ice:</b> The attack gains a critical rating of 2. The attack also gains the Vicious quality with a rating equal to your character's ranks in Discipline.	+◆◆
<b>Empowered:</b> The attack deals damage equal to twice the characteristic linked to the skill (instead of dealing damage equal to the characteristic). If the attack has the Blast quality, it affects all characters within short range, instead of engaged.	+◆◆
<b>Frostbite:</b> The attack gains the Burn quality with a rating equal to the character's ranks in Discipline.	+◆◆
<b>Water's Grasp:</b> The attack gains the Ensnare quality with a rating equal to the character's ranks in Discipline.	+◆◆

# AUGMENT

**Concentration:** Yes  
**Characteristic:** Cunning  
**Difficulty:** Average (◆◆)

This is using your waterbending to enhance yourself. Your character makes a Bending Arts skill check. If successful, until the end of your character's next turn, they increase the ability of any skill checks they make by one (in effect, this means they add one ◆ to their checks).

Table 2-17: Augment Additional Effects (Water)

EFFECTS	MOD
<b>Water Boxing:</b> Instead of the normal effect, the character adds damage equal to their ranks in Discipline to Martial Arts combat checks, and their Critical rating for unarmed combat checks becomes 4. In addition, such checks may be made up to short range and gain the Disorient quality with a rating equal to the character's ranks in Discipline. For the duration of this form, unarmed combat checks also gain the Linked 1 quality.	—
<b>Leap:</b> Instead of the normal effect, while affected your character may use a maneuver to move horizontally and/or vertically a number of range bands away equal to half of the character's ranks in Discipline, rounded down.	—
<b>Flow as Water:</b> Instead of the normal effect, your character immediately moves up to one range band away and ignores difficult terrain. Additionally, they can move once per round as an incidental. This movement is not a maneuver, and does not count toward the maneuver limit per turn.	—
<b>Calming Mist:</b> The form surrounds the affected target with an invigorating mist out to short range until the end of their next turn. Each time the target or an ally within range begins their turn, they heal 1 strain.	+◆
<b>Growth (Plantbending only):</b> The form increases the silhouette of the target by one. This may be added multiple times, increasing the target's silhouette by one additional step each time. Each increase in silhouette increases the target's soak by one.	+◆
<b>Water Cloak:</b> Your character suffers one less strain whenever they make a Bending Arts check.	+◆
<b>Swift:</b> Your character ignores the effects of difficult terrain and cannot be immobilized.	+◆
<b>Water Tentacle:</b> The form covers an entire appendage (usually an arm) with water that lasts until the end of your next turn. The tentacle can reach up to short range and may be used as an extension of the waterbender to perform any action as if it were the character's own arm. Your character can make a combat check using the following weapon profile: (Bending Arts; Damage +3; Critical 4; Range [Short]; Knockdown, Sunder). The water tentacle gains the Ensnare and Stun qualities with a rating equal to your character's ranks in Discipline. It gains the Linked quality with a rating equal to the number of active Water Tentacles beyond the first. On a successful check, you may spend AA to create an additional water tentacle covering the other arm.	+◆

# BARRIER

**Concentration:** Yes  
**Characteristic:** Willpower  
**Difficulty:** Easy (◆)

A skilled waterbender can create barriers of ice and tide to protect themselves and their allies. The character selects one target they are engaged with (which can be themselves), then makes a Bending Arts skill check. If successful, until the end of the character's next turn, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceled ✨ beyond the first.

Table 2-18: Barrier Additional Effects (Water)

EFFECTS	MOD
<b>Additional Target:</b> The form affects one additional target within range of the form. In addition, after performing the technique, you may spend $\Delta$ to affect one additional target within range of the form (and may trigger this multiple times, spending $\Delta$ each time).	+◆
<b>Add Defense:</b> Each affected target gains ranged and melee defense equal to one (does not stack with existing armor bonuses). This may be added multiple times, increasing the defense gained in this way by one (to a maximum of four).	+◆
<b>Empowered:</b> The barrier reduces damage equal to the number of uncanceled ✨ instead of the normal effect.	+◆
<b>Plant Armor (Plantbending only):</b> Instead of the normal effect, the barrier covers the target's entire body with nearby plant mass until the end of their next turn. For the duration of the form, the target's defense rating is 2, and their soak is increased by a number equal to your character's ranks in Discipline. The target's movement is hindered, and they must perform two maneuvers to move between range bands. Each time the target is hit by an attack, decrease Plant Armor's bonus soak value by 1. The form does not require concentration, but the bonus soak value is reduced by 1 at the end of each of your next turns without it. In addition, once per turn as a maneuver, your character may suffer 3 strain to increase the Plant Armor's bonus soak value by 2.	+◆
<b>Range:</b> Increase the range of the form by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
<b>Reinforced:</b> The barrier makes the target's soak immune to the Pierce and Breach qualities. This cannot be combined with Additional Target.	+◆◆
<b>Deflect:</b> For the duration of the form, whenever an affected target suffers a hit from a combat check, after damage is calculated but before soak is applied, the character may suffer 3 strain to reduce the damage of the hit by two plus their ranks in Discipline. Your character can use this effect once per hit and requires a free hand.	+◆◆

# CONSTRUCT

**Concentration:** Yes  
**Characteristic:** Willpower  
**Difficulty:** Easy (◆)

Waterbenders can use this form to animate or create objects out of water and ice. The character makes a Bending Arts skill check. If successful, the character creates a simple object with no moving pieces (such as a container or ball), a simple one-handed melee weapon (such as a sword or hammer), or a single structure no bigger than silhouette 1 (such as a wall, ladder, or ramp). These appear engaged with the character and remain present until the end of the character's next turn.

**Table 2-19: Construct Additional Effects (Water)**

EFFECTS	MOD
<b>Water Whip:</b> Instead of the normal effect, the form creates a liquid whip that lasts until the end of the character's next turn. The whip can be used to attack through a Bending Arts (Agility) combat check and has the following profile: Range: Short; Damage: +1; Crit 4; Ensnare 2, Linked 2, Stun 2.	—
<b>Additional Construct:</b> The form creates one additional item, weapon, or structure. In addition, after a successful check, you may spend ▲▲ to create one additional item, weapon, or structure (and may trigger this multiple times, spending ▲▲ each time).	+◆
<b>Ice Gauntlet:</b> Instead of the normal effect, the form creates a gauntlet of ice that lasts until the end of the character's next turn. The gauntlet can be used to perform a Martial Arts combat check and has the following profile: Damage: +2; Crit 3; Pierce and Vicious equal to the character's ranks in Discipline.	+◆
<b>Lasting:</b> The object, item, or structure created by the form does not require concentration and lasts for a number of rounds equal to the character's ranks in Discipline.	+◆
<b>Range:</b> Increase the range of the form by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
<b>Size:</b> The character may create a more complicated object with rudimentary moving parts, a two-handed melee weapon, or an object up to silhouette 2. This may be added multiple times, increasing the silhouette of a structure by one each time. Additional increases have no effect on objects or weapons created by this form.	+◆
<b>Reinforced:</b> Objects created by the form have the Reinforced quality (immune to Pierce and Breach).	+◆◆
<b>Iceberg Spike:</b> Instead of the normal effect, the form creates a large chunk of ice from a large source of water within medium range of the character. The spike has a silhouette of 2 (the size of a small Satomobile). On a successful check, you may spend ▲▲ to increase the silhouette of the iceberg by 1 per ▲▲ spent in this way and may do so multiple times, spending ▲▲ each time. Characters engaged with the iceberg at the time of its creation must make an <b>Average (◆◆) Athletics or Coordination check</b> as an out-of-turn incidental or suffer wounds equal to your character's ranks in Discipline. You may spend ☁☁ or ☁ generated to immobilize or knock a character prone. The iceberg and a short range area around it become difficult terrain. The iceberg does not require concentration, but will melt on its own without it, decreasing its silhouette by 1 at the end of the character's next turn.	+◆◆
<b>Water Spout:</b> Instead of the normal effect, the character creates a whirling pillar of water at a target location within range. If successful, up to one character in the location is lifted up to medium range. Your character may use the spout to cross any distance within range, ignoring difficult terrain. Other characters lifted by the spout are considered immobilized until the end of their next turn.	+◆◆

# HEAL

**Concentration:** No  
**Characteristic:** Intellect  
**Difficulty:** Easy (◆)

Waterbenders are famed throughout the world for their healing abilities. The character can use the Bending Arts skill in place of a Medicine check in order to remove damage or heal Critical Injuries. When making the check, the character selects one target they are engaged with who is not incapacitated. If successful, the target heals 1 wound per uncanceled ✨, and 1 strain per uncanceled △.

**Table 2-20: Heal Additional Effects (Water)**

EFFECTS	MOD
<b>Additional Target:</b> The form affects one additional target within range of the form. In addition, after performing the technique, you may spend △ to affect one additional target within range of the form (and may trigger this multiple times, spending △ each time).	+◆
<b>Range:</b> Increase the range of the form by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
<b>Restoration:</b> Select one ongoing status effect (blinded, disoriented, staggered, immobilized, poisoned, etc.) the target is suffering. If successful, this status effect immediately ends.	+◆
<b>Revitalize:</b> Instead of the normal effect, the target recovers wounds equal to your character's ranks in Discipline. Additionally, the target ignores the effect of one Critical Injury until the end of the encounter.	+◆
<b>Soothing Waters:</b> Targets affected by the form recover an additional 1 strain at the start of their next turn. This may be added up to two more times, increasing the strain recovered by 1.	+◆
<b>Heal Critical:</b> Select one Critical Injury the target is suffering. If successful, the Critical Injury is also healed.	+◆◆
<b>Empowered:</b> The form heals 2 wounds for each uncanceled ✨, instead of the normal effect.	+◆◆
<b>Regeneration (Plantbending only):</b> Targets affected by the form recover an additional 3 wounds at the start of their next turn.	+◆◆
<b>Revive Incapacitated:</b> The character may select targets who are incapacitated.	+◆◆

# 運 土 術 練 習 有 真 強



## EARTHBENDING

Earthbending is the ability to manipulate rock and earth in its various forms. Earthbending maintains a balance between offense and defense.

To be in close connection with their element, many earthbenders choose to be barefoot. Like the element of earth itself, earthbenders are almost universally proud, enduring, durable, and stubborn. Still, earthbenders can pack a powerful wallop. As one of the more balanced elements, it has a healthy mix of offense and defense, and many techniques have a lasting effect. However, it is not perfect. Earthbending relies on being in contact with earth, so an earthbender is at a disadvantage the less earth is nearby and practically useless in the air or at sea.

Earthbenders use their skills to shield themselves and their allies. Many skilled Earthbenders absorb and intercept attacks before overwhelming the opponent with superior force. Some can tunnel through the earth to outmaneuver their foes. Earthbenders often use objects to augment their bending. Earthbending is not limited to rock or soil alone. A skilled earthbender can even manipulate other earth-based substances including mud, slurry, sand, gemstones, and coal. Refined metals, such as tempered iron and steel, are beyond the influence of all but the most powerful earthbenders; however, even they are limited as highly refined metals lose their trace earth contents.

## **BENDING EARTH**

The following section discusses special rules for how earthbenders interact with the Bending Arts skill and offers an overview of the basic forms (actions and maneuvers) that are typically available to all firebenders at character creation.

Earthbenders have an innate mastery over the ground beneath their feet. Your character ignores difficult terrain when the obstacles and hazards are earth-based (e.g., rocky ground, unstable mountain pass). In addition, your character does not need to perform the concentrate maneuver unless otherwise noted.

**Unless otherwise noted, your character must always be in contact with the ground to perform a Bending Arts skill check to use earthbending.**

**Element of Substance:** Once per encounter, you may spend a Story Point to trigger up to three different qualities or form effects instead of one. These must be effects that can be triggered by spending  $\Delta$  or  $\oplus$ .

## EARTHBENDER MANEUVERS

The maneuvers listed in this section are exclusive to earthbenders. Like most maneuvers, the actions described do not require a skill check.

### MANIFEST EARTH

Your character can manipulate any small stones, rock, soil, coal, gems, crystals, chalk, and even jennamite. If the earth is waterlogged or a fine sand, your character suffers 1 additional strain to perform this maneuver. Your character can use a maneuver to manipulate or move the earth or stones one range band. If there are additional rocks or other sources of earth nearby, your character can use this maneuver to increase or decrease the silhouette of earth under their control by 1.

### EARTH WALL

Earthbenders can readily create small walls with no difficulty. Your character may suffer 2 strain to perform this maneuver to create a small wall of earth next to them. Any character may use the wall for cover.

## BASIC FORMS

Earthbenders have access to the following forms: Attack, Augment, Barrier, Construct, Control, and Utility. A brief description of each actions' narrative effect follows below. You can find a table of possible effects for each action in structured encounters at the end of the **Earthbending** section.

### ATTACK

**Concentration:** No

**Difficulty:** Easy (◆)

**Characteristic:** Brawn (if melee), Agility (if ranged)

Your character can use earthbending to strike an opponent down through overwhelming force. The attack form includes any combat check or other action that directly or indirectly deals damage or strain to an enemy. Offensive earthbending can take shape in many ways. Examples include a hurling a large stone at an opponent, a punch delivered by a rock-covered fist, slashes from metallic slivers, and even a barrage of sandy bullets. Since most attacks typically happen in structured combat encounters, use the table to help determine the difficulty whenever you want your character to attack someone with their bending.

### AUGMENT

**Concentration:** Yes

**Difficulty:** Average (◆◆)

**Characteristic:** Cunning

Earthbenders can call upon the ground beneath their feet to enhance themselves and their allies. A practiced earthbender can use a pillar of earth to launch themselves onto a rooftop, or to make their weapon find purchase more easily. Some can compress their earth before throwing it, using its density to debilitate a foe. Your character can use their art to repair weapons or objects made of stone and, in some cases, metal. Earthbenders tend to remain rooted, always with their element at the ready.

### BARRIER

**Concentration:** Yes

**Difficulty:** Easy (◆)

**Characteristic:** Willpower

An earthbender finds little difficulty using their element to block incoming blows for your character and their allies. An earthbender can cover themselves in earth armor, and even levitate a shield to defend allies from afar. Some barriers can even be strong enough to protect the earthbender from an onslaught of harsh elements. When you use your earthbender's Barrier form in narrative situations, define what kind of protection you want the barrier to offer. Then set the difficulty, relying on the table of additional effects if you need guidance or inspiration.

### CONSTRUCT

**Concentration:** Automatic

**Difficulty:** Easy (◆)

**Characteristic:** Intellect

An earthbender can make the construction of a hearty earthen wall look like child's play—the great walls of Ba Sing Se are a monumental testament to the earthbenders' Construct form. The corresponding table of additional Construct effects offers guidance for using this form outside of structured encounters.

Because earthbenders are shaping the very earth around them when they do this, the changes can be permanent. For this reason, you do not need to perform the concentrate maneuver to retain the effects or benefit of the Construct form. An earthbender can still reverse any changes, or end the effects of their Construct form, as an incidental.

### CONTROL

**Concentration:** Automatic

**Difficulty:** Average (◆◆)

**Characteristic:** Intellect



This form demonstrates an earthbender's direct control and influence over a large swathe of ground. An earthbender can create a web-work of fractures radiating out from their location and cause foes to fall prone, or cover their retreat with a cloud of pebbles, dust, and other loose earth debris. More advanced earthbenders can turn the ground beneath their foes' feet to mud or sand, and the cruelest can use their bending art to bury their foes alive completely. Of course, an earthbender can still create smaller, and more subtle, effects that the ground to reorient a person or object. The **Environmental Effects** section on page 110 of the **GENESYS Core Rulebook** can also offer valuable assistance in determining the effects of this form.

Because earthbenders are shaping the very earth around them when they do this, the changes can be permanent. For this reason, you do not need to perform the concentrate maneuver to retain the effects or benefit of the Control form. An earthbender can still reverse any changes, or end the effects of their Control form, as an incidental.

## MASTER FORMS

Earthbending is one of the most diverse of the bending arts, and its masters employ a varied range of specialized techniques for offense and defense. However, a true master is the earthbender who strikes a balance of strength and resilience. These abilities are rare, even among skilled benders

Earthbenders require at least 2 ranks in Bending Arts to acquire these special forms, in addition to spending XP. Perhaps the character must learn the form through a bending scroll, a master, or must otherwise be able to explain how they came to hone this ability. Your GM may waive these requirements or add others.

### EARTH WAVE

**Form Type:** Augment

**Activation:** Active (Action)

**Concentration:** Yes

**Requirement:** 15 XP, Bending Arts 3

Create a wave of earth to ride on and use as transportation.

Your character may use this form to make a **Hard (◆◆◆) Bending Arts (CUN) check**. If successful, they can immediately move up to one range band away, ignoring difficult terrain. Once per round your character may suffer 1 strain to move as an incidental. This movement does not count toward the maneuver limit per turn.

Characters in the path of the Earth Wave must make an **Average (◆◆) Coordination check** as an out-of-turn incidental to avoid the wave. Characters who fail are knocked prone and take Stun Damage equal to uncanceled ✕. You may spend ⚡ to push affected characters up to one range band.

### GROUND SHIFT

**Form Type:** Control

**Activation:** Active (Maneuver)

**Requirement:** 10 XP, Bending Arts 2

Earthbenders can alter the ground beneath others to move them out of their way. If your character performs this maneuver, they may reorient one engaged target. The target must be standing on something your character could bend and is disoriented until the end of their next turn. In addition, until the end of their next turn, you may spend ⚡ generated by their attacker to slide the attacker up to one range band away.

#### EXPERT

**Activation:** Active (Incidental, Out-of-Turn)

**Requirement:** 15 XP, Bending Arts 3

If they are touching the ground, your character may suffer 2 strain to resist being knocked back or knocked prone.

### SEISMIC SENSE

**Form Type:** Augment

**Activation:** Active (Action)

**Requirement:** 15 XP, Bending Arts 3

The earthbender perceives its surroundings by detecting vibrations through solid earth they are in contact with.

Once per encounter, your character may use this form to make an **Average (◆◆) Bending Arts (WIL) check**. If successful, they can sense the nearby vibrations of activity and movement within short range and can distinguish between stationary and moving objects and creatures.

#### EXPERT

**Activation:** Passive

**Requirement:** 10 XP, Bending Arts 4

Your character does not add Ⓛ to their checks due to darkness, smoke, or similar visual obscurement, although intense vibrations or aerial targets may add Ⓛ to checks in a similar fashion, at the GM's discretion.

#### MASTER

**Activation:** Passive

**Requirement:** 15 XP, Bending Arts 5

Your character adds an automatic ✨ to Initiative checks they make. Using this form, your character may substitute their **Bending Arts** skill in the following skill checks:

When they would roll a **Perception check** while searching for a character or object they know about, or as a substitute for Perception checks requiring line of sight at your GM's discretion.

When an opponent would roll an opposed **Deception versus Vigilance check** to avoid being lied to, they roll against your Bending Arts instead.

### METALBENDING

**Form Type:** Attack, Augment, Barrier, Construct, and Utility

**Activation:** Active (Incidental)

**Requirement:** 20 XP, Bending Arts 4

First developed by the prodigious earthbender Toph, this technique allows an earthbender to detect, and manipulate, minute traces of earth still present in metal.

Before your character attempts an earthbending form, they may choose to suffer 1 strain to bend metal within the form's range. Increase the difficulty of Bending Arts skill checks they make this way by 1. Additionally, when your character attacks a target wearing metal armor, they ignore up to one ■ imposed by the target's defense rating.

Attacks made with metalbending automatically gain the Pierce quality with a rating equal to the character's ranks in Discipline. Augment forms also add ■ to skill checks made by the target. Barrier gains the Add Defense effect without increasing the difficulty. Construct gains the Reinforced effect without increasing the difficulty. Your character cannot use Metalbending to manipulate platinum or other 'pure' or heavily refined metals.

## SANDBENDING

**Form Type:** Attack, Augment, Barrier, Control, Utility  
**Activation:** Active (Incidental)  
**Requirement:** 20 XP, Bending Arts 4

This alternative style of earthbending was first adapted for use in the Si Wong Desert by the people who live there.

Before the character attempts an earthbending form, they may choose to suffer 1 strain to bend sand within the form's range. Upgrade the difficulty of the Bending Arts skill checks they make this way once.

You may spend AAA or ☉ on a sandbending skill check to blind any target within short range. Blinded characters cannot see and suffer ■■ on all checks.

Attacks made with sandbending gain the Sunder quality. Augment gains the Swift effect without increasing the difficulty. Barrier gains the Additional Target effect without increasing the difficulty. Control gains the Ensnare effect without increasing the difficulty.

## SEPARATION IS ILLUSION

**Form Type:** All  
**Activation:** Active (Incidental)  
**Requirement:** 15 XP, Bending Arts 3

Your character does not need to be in contact with the ground to use their other earthbending forms. This form does not apply to Seismic Sense. While they are not in contact with the ground, the character may choose to suffer 1 strain to attempt an earthbending form remotely. Your character must be aware that there is earth somewhere near.

## TUNNELING

**Form Type:** Control  
**Activation:** Active (Maneuver)  
**Requirement:** 15 XP, Bending Arts 3

Earthbenders can move through the earth to out-manuever their foes either by opening tunnels or by pulling the earth past them, literally swimming through the ground.

Your character may suffer 2 strain to use this maneuver to move anywhere within medium range, ignoring difficult terrain. Your character disappears into the earth beneath their feet and reappears from below ground at the target location. The pathway your character follows must lie between two points connected by your element.

## LAVABENDING

**Form Type:** Attack, Barrier, Construct, Control, Utility  
**Activation:** Active (Incidental)  
**Requirement:** 25 XP, Bending Arts 5

An art known to very few, certain earthbenders can change the phase of the earth by melting it into lava.

Before the character attempts an earthbending form, they may choose to suffer 2 strain to melt earth, rock, and stone within the form's range. Upgrade the difficulty of Bending Arts skill checks made this way twice.

Attacks made with lavabending gain the Burn quality with a rating equal to your character's ranks in Discipline. Barrier gains the Empowered effect without increasing the difficulty. Construct gains the Additional Construct effect without increasing the difficulty. Control forms may include the Partition effect without increasing the difficulty.

Your GM may choose to spend ☉☉☉ or ☉ to cause characters engaged with a target of a Lavabending attack to suffer 2 wounds.

## EXPERT

**Activation:** Passive  
**Requirement:** 10 XP, Bending Arts 5

When they use this form, the character may choose to suffer strain up to their ranks in Discipline. They downgrade ● per strain suffered in this way.



# ATTACK

**Concentration:** No

**Characteristic:** Brawn (if melee), Agility (if ranged)

**Difficulty:** Easy (◆)

This action represents the use of earthbending to inflict strain against a target. When making a bending arts attack, the character must select one target at short range (but not engaged). The attack deals damage equal to the characteristic linked to the skill used to make the attack, plus 1 damage per uncanceled ✨. The attack has a Critical rating of AAAAAA.

**Table 2-21: Attack Additional Effects (Earth)**

EFFECTS	MOD
<b>Barrage:</b> The attack gains the Linked quality with a rating equal to the character's ranks in Discipline.	+◆
<b>Blast:</b> The attack gains the Blast quality with a rating equal to the character's ranks in Discipline.	+◆
<b>Bombard:</b> The attack gains the Stun quality with a rating equal to your character's ranks in Discipline. The attack gains the Auto-fire quality without further increasing the difficulty.	+◆
<b>Close Combat:</b> May select a target engaged with the character.	+◆
<b>Hinder:</b> The attack gains the Ensnare quality with a rating equal to the character's ranks in Discipline.	+◆
<b>Impact:</b> The attack gains the Knockdown quality. The attack gains the Disorient quality with a rating equal to the character's ranks in Discipline.	+◆
<b>Manipulative:</b> The attack gains the Push quality with a rating of 1. This may be added multiple times, increasing the rating by one each time.	+◆
<b>Non-Lethal:</b> The attack gains the Stun Damage quality.	+◆
<b>Range:</b> Increase the range of the form by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
<b>Splash (Lavabending only):</b> If the attack hits, you may spend AA to inflict 2 wounds on another target within short range.	+◆
<b>Additional Target:</b> On a successful attack, you may spend AA to affect one additional target also engaged with the original target (and may trigger this multiple times, spending AA each time).	↑🔴
<b>Breach (Lavabending only):</b> The attack gains the Pierce quality with a rating equal to twice the character's ranks in Discipline.	↑🔴
<b>Concussive:</b> The attack gains the Concussive 1 quality.	↑🔴
<b>Destructive:</b> The attack gains the Sunder quality. The attack also gains the Pierce quality with a rating equal to the character's ranks in Discipline.	+◆◆
<b>Earth Piston:</b> The attack gains the Linked and Stun qualities with a rating equal to the character's ranks in Discipline. Regardless of success, you may spend AAA to move your character up to medium range using one of the pistons to jettison the character.	+◆◆
<b>Empowered:</b> The attack deals damage equal to twice the characteristic linked to the skill (instead of dealing damage equal to the characteristic). If the attack has the Blast quality, it affects all characters within short range, instead of engaged.	+◆◆

# AUGMENT

**Concentration:** Yes  
**Characteristic:** Cunning  
**Difficulty:** Average (◆◆)

This is using your earthbending to enhance yourself. Your character makes a Bending Arts skill check. If successful, until the end of your character's next turn, they increase the ability of any skill checks they make by one (in effect, this means they add one ◆ to their checks).

**Table 2-22: Augment Additional Effects (Earth)**

EFFECTS	MOD
<b>Earth Gauntlet:</b> Instead of the normal effect, your character adds damage equal to their ranks in Discipline to Martial Arts combat checks, and their Critical rating for unarmed combat checks becomes 3. In addition, such checks gain the Stun quality with a rating equal to the character's ranks in Discipline. For the duration of this form, increase your character's defense rating by 1 (to a maximum of 4). In addition, whenever the character performs a successful Martial Arts combat check, you may spend AA to push a target up to one range band away from the character. This may be added multiple times, increasing the defense rating by one each time (to a max of 4), and adding one ◆ to the check.	—
<b>Leap:</b> Instead of gaining the regular benefits of the form, while affected your character may use a maneuver to move horizontally and/or vertically a number of range bands away equal to half of the character's ranks in Discipline, rounded down.	—
<b>Earth Attraction:</b> Your character becomes magnetized to small stones which surround your character. Your character suffers 1 less strain whenever they make a Bending Arts check.	+◆
<b>Fortitude:</b> Your character increases their wound threshold by a value equal to their ranks in Discipline.	+◆
<b>Swift:</b> Your character ignores the effects of difficult terrain and cannot be immobilized.	+◆
<b>Rock Gloves:</b> Your character can move across vertical surfaces as easily as horizontal surfaces, and even crawl along ceilings. In addition, when your character attempts to reduce the damage taken from falling, reduce the difficulty of the <b>Athletics</b> or <b>Coordination</b> check by one. For the duration of the form, your character can detach the gloves and use them to attack, grapple, or interact with people or objects up to medium range as if they were their own hands.	+◆◆



# BARRIER

**Concentration:** Yes  
**Characteristic:** Willpower  
**Difficulty:** Easy (◆)

A skilled earthbender can create barriers of stone and rock to protect themselves and their allies. The character selects one target they are engaged with (which can be themselves), then makes a Bending Arts skill check. If successful, until the end of the character's next turn, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceled ✨ beyond the first.

**Table 2-23: Barrier Additional Effects (Earth)**

EFFECTS	MOD
<b>Additional Target:</b> The form affects one additional target within range of the form. In addition, after performing the technique, you may spend ▲ to affect one additional target within range of the form (and may trigger this multiple times, spending ▲ each time).	+◆
<b>Add Defense:</b> Each affected target gains ranged and melee defense equal to one (does not stack with existing armor bonuses). This may be added multiple times, increasing the defense gained in this way by one (to a maximum of four).	+◆
<b>Earth Armor (self only):</b> The form also sets your character's defense rating to 2. They can only move once per turn using a maneuver. Their encased body counts as a structure that can provide cover. This may be added up to two more times, increasing the defense rating by one each time (to a maximum of 4). For the duration of this form, you may spend ▲▲ generated by any Bending Arts skill check to immobilize a target within short range until the end of their next turn; doing so ends the effect of Earth Armor.	+◆
<b>Empowered:</b> The barrier reduces damage equal to the number of uncanceled ✨ instead of the normal effect. This cannot be combined with Compression.	+◆
<b>Range:</b> Increase the range of the form by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
<b>Reinforced:</b> The barrier makes the target's soak immune to the Pierce and Breach qualities. This cannot be combined with Additional Target.	+◆
<b>Compression:</b> The barrier confers a soak bonus equal to your ranks in Discipline instead of the normal effect. This cannot be combined with Empowered.	+◆◆
<b>Deflect:</b> For the duration of the form, whenever an affected target suffers a hit from a combat check, after damage is calculated but before soak is applied, the character may suffer 3 strain to reduce the damage of the hit by two plus their ranks in Discipline. This effect can only be used once per hit and requires a free hand.	+◆◆
<b>Sand Devil (Sandbending only):</b> For the duration of the form, whenever an affected target is targeted by a combat check, you spend ⚡⚡ generated by the attack to inflict 3 strain on the attacker.	+◆◆

# CONSTRUCT

**Concentration:** Automatic

**Characteristic:** Willpower

**Difficulty:** Easy (◆)

Earthbenders can use this form to animate or create objects out of earth and stone. The character makes a Bending Arts skill check. If successful, the character creates a simple object with no moving pieces (such as a container or ball), a simple one-handed melee weapon (such as a sword or hammer), or a single structure no bigger than silhouette 1 (such as a wall, ladder, or ramp). These appear engaged with the character and remain present until the end of the character's next turn.

**Table 2-24: Construct Additional Effects (Earth)**

EFFECTS	MOD
<b>Metal Whip (Metalbending only):</b> Instead of the normal effect, the form creates a metal whip that lasts until the end of your character's next turn. The whip has the following weapon profile: (Bending Arts [Agility]; Damage: +1; Critical 4; Ranged [Short]; Ensnare 2, Linked 2, Sunder). For the duration of the form, your character can make an <b>Average (◆◆) Bending Arts (Brawn) check</b> to launch the metal whip at a stationary target up to medium range. If successful, they can use the whip to pull themselves toward the location and you may spend ♠♠ to bring the target to you instead, if possible.	—
<b>Additional Construct:</b> The form creates one additional item, weapon, or structure. In addition, after a successful check, you may spend ♠♠ to create one additional item, weapon, or structure (and may trigger this multiple times, spending ♠♠ each time).	+◆
<b>Earth Mannequin:</b> Instead of the normal effect, the form creates a group of mannequins. For each uncanceled ✨, the character creates one mannequin within short range. Mannequins are controlled as a group of minions. A mannequin has a wound threshold of 1, and rating of 1 in all characteristics. The area covered by a group of mannequins is considered difficult terrain and has a hazard rating equal to the half the number of mannequins in the group, rounded down (see <b>Environmental Effects</b> , GENESYS Core Rulebook page 110). Once per round in structured encounters, your character may spend one maneuver to direct the mannequins to maneuver and perform a Martial Arts combat check. Mannequins deal base damage equal to your character's ranks in Discipline, and cannot inflict a critical injury.	+◆
<b>Lava Star (Lavabending only):</b> Instead of the normal effect, the form creates a shuriken-like projectile that lasts until the end of the character's next turn. The star counts as a ranged weapon with the following profile: (Bending Arts [Agility]; Damage: 7; Critical 3; Range [Short]; Breach 1, Burn equal to the character's ranks in Discipline, Sunder). <b>This effect requires the earthbender to perform the concentrate maneuver.</b> For the duration of the form, if an attack with a lava star misses, you may spend ♠♠♠ to make another attack against the same target at the end of the round using a number of ◆ equal to the character's ranks in Discipline. The second attack has the same difficulty as the first.	+◆
<b>Range:</b> Increase the range of the form by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
<b>Size:</b> The character may create a more complicated object with rudimentary moving parts, a two-handed melee weapon, or an object up to silhouette 2. This may be added multiple times, increasing the silhouette of a structure by one each time. Additional increases have no effect on objects or weapons created by this form.	+◆
<b>Reinforced:</b> Objects created by the form have the Reinforced quality (immune to Pierce and Breach).	+◆◆
<b>Earth Prison:</b> Instead of the normal effect, the form simultaneously surrounds a small area with walls on all sides, immobilizing characters inside for the duration of the form. Characters trapped inside may attempt to break free on their turn with an <b>Average (◆◆) Athletics, Coordination, or Bending Arts check</b> .	+◆◆
<b>Zao Fu Style (Metalbending only):</b> Instead of the normal effect, the character may target a number of characters within short range no greater than the character's ranks in Discipline. If successful, a weapon wielded, or armor worn by an affected character is Sundered (damaged) one step. In addition, after a successful check, you may spend ♠♠ to Sunder each affected item one additional step (and may trigger this multiple times, spending ♠♠ each time). You may spend ☉ on a successful check to instead take control of an affected character's armor or weapon, effectively disarming the character or disrobing them of the armor and its benefits.	+◆◆

# CONTROL

**Concentration:** Automatic

**Characteristic:** Intellect

**Difficulty:** Average (◆◆)

An experienced earthbender can easily warp the earth around an area to shape the landscape to their whims. The character chooses a location they can see up to medium range and rolls a Bending Arts check. If successful, the form disrupts the ground causing the area in a short range of the chosen location to become difficult terrain.

Table 2-25: Control Additional Effects (Earth)

EFFECTS	MOD
<b>Earthquake:</b> Other characters within range of the form are disoriented until the end of their next turn. In addition, after using this form, you may spend ▲▲ to knock an affected character prone (and may trigger this multiple times, spending ▲▲ each time). This may be added a second time, decreasing the ▲ required to knock a character prone by one.	+◆
<b>Earth Shackle:</b> Instead of the normal effect, the character may select a target within short range to immobilize with rocky manacles. For the duration of the form, you may perform a maneuver to lift, push, or pull an affected target within range up to one range band. This may be added multiple times, increasing the number of affected targets by one each time. Earth Shackle may not be combined with any other effect.	+◆
<b>Earth Slam:</b> Instead of the normal effect, the form projects a large (silhouette) 2 wall, column, or pillar toward or away from a location within long range. If successful, characters in the path of the object must immediately make an <b>Average</b> (◆◆) <b>Athletics</b> or <b>Coordination</b> check as an out-of-turn incidental to avoid the structure. Characters who fail are knocked prone and suffer strain equal to your character's ranks in Discipline. You may spend ▲▲ to push affected characters up to one range band.	+◆
<b>Entangle:</b> You may spend ▲ to immobilize a character in the affected area until the end of their next turn (and may trigger this multiple times, spending ▲▲ for each character after the first).	+◆
<b>Obscurity:</b> The form creates concealment with a rating of 1, adding the same number of ■ or □ to skill checks within the affected area, depending on the circumstances of the skill check. This may be added multiple times, increasing the concealment rating by 1 each time.	+◆
<b>Precision:</b> Instead of the normal range, the form affects only a small area of terrain (large enough to encompass a single target and any engaged characters). This may be added one more time, decreasing the area of effect down to just the area of a single target.	+◆
<b>Range:</b> Increase the range of the form by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
<b>Vortex (Sandbending only):</b> A swirling wind twists at the point of origin, kicking up dust and debris in the affected area. The terrain has a hazard rating of 1; characters in the affected area suffer 1 strain (instead of wounds) at the beginning of their turn (see GENESYS Core Rulebook, page 111). On a successful check, you may spend ▲▲ to increase the hazard rating by 1 (and may trigger this multiple times, spending ▲▲ each time). For the duration of this form, your character may perform a maneuver to move the vortex anywhere within short range of its current position.	+◆
<b>Dust Cloud:</b> The area offers concealment with a rating equal to half the character's ranks in Discipline rounded up. For the duration of the form, you may perform a maneuver to move the Dust Cloud up to one range band.	+◆◆
<b>Expand:</b> Instead of the normal area, the form affects all terrain within medium range of the point of origin. This may be added multiple times, increasing the affected range by one range band each time.	+◆◆
<b>Impassable:</b> Instead of the normal effect of the form, all affected terrain is considered impassable.	+◆◆
<b>Lava Flow (Lavabending only):</b> Instead of the normal effect, the affected area has a hazard rating equal to twice the character's ranks in Discipline (see GENESYS Core Rulebook, page 111).	↑◆◆
<b>Tectonic:</b> Characters in the affected area must immediately make a <b>Hard</b> (◆◆◆) <b>Coordination</b> check as an out-of-turn incidental, becoming staggered on a failure. You may spend ▲ to cause a character in the affected area to fall prone (and may trigger this multiple times, spending ▲ for each character).	+◆◆

# III – NEW SKILLS AND RULES

This chapter introduces new skills specific to roleplaying in the world of *Avatar*. **Table 3-1 Skills for the Avatar Setting** includes both these new skills, and the skills from the GENESYS Core Rulebook that this setting uses. It also includes rules expanded rules for animal companions, duels and tournaments, and other miscellany.

In addition, THE SECOND AGE supports the following rules:

- **Heroic Abilities** (REALMS OF TERRINOTH, pages 74-80).
- **Favors** (SHADOWS OF THE BEANSTALK, pages 53-55).
- **Fear checks** (Core Rulebook, pages 243-244).

## AVATAR SETTING SKILLS

The following sections will outline changes to existing skills and include a list of skills new to the *Avatar* setting.

### GENERAL SKILLS

AVATAR: THE SECOND AGE introduces a few new skills unique to roleplaying in the world of *Avatar*. This section also notes some skills found in the GENESYS Core Rulebook to describe changes made by this setting.

### ANIMAL HANDLING (AGILITY)

Animals make up a significant presence in the landscapes, cities, and villages in the world of *Avatar*. From draft animals used for the purposes of transportation or farm work, or combat mounts, to the companions who assist their owners in completing small tasks, there are many reasons a character may interact with animals. This skill replaces the Riding skill, and takes checks related to interacting with animals away from the Survival skill.

Characters who want to work animals, teach animals to do tricks, get them to follow commands, or even domesticate them must make an Animal Handling check. Your character should use this skill if they want to ride a mount, from a polar bear dog to a flying bison.

#### YOUR CHARACTER SHOULD USE THIS SKILL IF...

Your character flees from pursuers who are also mounted, or fast enough to catch up.

Your character tries to convince an approaching wolfbat to back away by enticing it with rations.

Your ostrich horse panics during a parade, and your character needs to get the creature under control.

#### YOUR CHARACTER SHOULDN'T USE THIS SKILL

##### IF...

Your character travels by mount without any immediate danger or inconvenience.

Your character makes an attack while on their mount. That would be combat check using a combat skill. Consider adding additional difficulty in the form of one or more ■.

**Table 3-1: Skills for the Avatar Setting**

NAME	CHAR	TYPE	SOURCE
Animal Handling	Agility	General	This book
Athletics	Brawn	General	CRB (p 58)
Bending Arts	Willpower*	Combat*	This book
Brawl*	Brawn	Combat	CRB (p 67)
Charm	Presence	Social	CRB (p 54)
Coercion	Willpower	Social	CRB (p 55)
Cool	Presence	General	CRB (p 59)
Coordination	Agility	General	CRB (p 59)
Deception	Cunning	Social	CRB (p 56)
Discipline	Willpower	General	CRB (p 60)
Culture	Intellect	Knowledge	This book
Geography	Intellect	Knowledge	This book
History	Intellect	Knowledge	This book
Nature	Intellect	Knowledge	This book
Spirit World	Intellect	Knowledge	This book
Leadership	Presence	Social	CRB (p 56)
Mechanics	Intellect	General	CRB (p 60)
Medicine	Intellect	General	CRB (p 61)
Melee (Heavy)	Brawn	Combat	CRB (p 68)
Melee (Light)	Brawn	Combat	CRB (p 68)
Negotiation	Presence	Social	CRB (p 56)
Perception	Cunning	General	CRB (p 62)
Piloting	Agility	General	CRB (p 62)
Ranged	Agility	Combat	CRB (p 68)
Resilience	Brawn	General	CRB (p 63)
Sailing	Intellect	General	This book
Skullduggery	Cunning	General	CRB (p 64)
Stealth	Agility	General	CRB (p 64)
Streetwise	Cunning	General	CRB (p 65)
Survival	Cunning	General	CRB (p 65)
Vigilance	Willpower	General	CRB (p 65)

### SETTING THE DIFFICULTY

Animal Handling checks should be more difficult depending on how wild a creature is; how far removed from civilization is it? It's probably easy to entice a housecat or deerdog into following you with a piece of food, but a wild sabretooth moose lion might be a daunting task. Being a carnivore may even cause an upgrade of one or more ♦ into ●.



## SAILING (INTELLECT)

The Sailing skill is simply a reskin of the **Operating** skill found on page 62 of the **GENESYS** Core Rulebook. You should use this skill for checks that require training, a sharp mind, and the ability to keep track of a lot of information. This skill should cover not just maritime vessels, but also sand-sailers and even submarines.

### YOUR CHARACTER SHOULD USE THIS SKILL IF...

Your character prepares a ship for its voyage or needs to know what preparation remains.

Your character is at the helm of a ship, maneuvering it in naval combat, or traversing the high seas.

Your character attempts to tend to shore duties and mooring of a ship.

Your sand-sailer needs to make a sharp bend to avoid falling off a cliff.

Your character attempts to bring an airship to port.

### YOUR CHARACTER SHOULDN'T USE THIS SKILL IF...

Your character attempts a specific action onboard a ship, such as climbing a rope ladder or mast. That might be Athletics or Coordination instead.

Your character is giving orders to other members of a ship's crew. Leadership would be a more appropriate skill here.

Your character wants to upgrade the vehicle's hardware. That requires a Mechanics check.

## SETTING THE DIFFICULTY

Sailing checks naturally become more difficult for larger ships and harsher conditions. Even hoisting the colors (raising one's flag) could go awry given the right circumstances. Nimbly navigating through crushing waves and alongside rocky coasts requires the highest degree of seamanship.

## PILOTING (AGILITY)

With the advent of technological innovation after the Hundred Year War, Satomobile and airship travel has become much more commonplace. Under normal conditions and for regular actions, a character is not required to make a Piloting check. When those actions are complicated by treacherous weather conditions, the use of a failing vehicle, or enemy assault, then the character piloting the craft must demonstrate their expertise and aptitude for hand-eye coordination.

Nothing has changed about this skill apart from to say that it will also cover high-speed ground vehicles, like automobiles or motorcycles in addition to light aerial vehicles.

## KNOWLEDGE SKILLS

Knowledge skills serve to bridge the gap between player knowledge and character knowledge. They enable a player to make decisions about their character's actions that rely upon something only their character might know.

You may spend dice results among the different Knowledge skills with comparable results for each. Additional ✨ represents the character's recalling information or completing research with remarkable haste, while ⚡ may be spent to learn minor but possibly useful information about the subject. You may spend 🌀 to learn relevant, beneficial information concerning the subject, perhaps information concerning dark spirits in the case of Knowledge (Spirit World). Your GM may spend 🗝 to omit a vital detail about the subject at hand, and 🗝 to seed your character with misinformation and outright falsehoods.

## CULTURE

Art, cuisine, architecture, and even fashion are all facets of the day-to-day lives of the people living in this world. Sometimes a character needs to know what to wear to an occasion or event; other times they may need to identify the make and model of an airship or seafaring vessel. A character with a working knowledge of cultures is important to any worldly party.

### YOUR CHARACTER SHOULD USE THIS SKILL IF...

Your character is trying to remember the food or fashion required to blend in.

Your character needs to recall the lyrics for and perform their peoples' war-chant before engaging in battle.

Your character wants to ascertain the probable layout of a building based on its outside appearance.

### YOUR CHARACTER SHOULDN'T USE THIS SKILL IF...

Your character is trying to give directions to Chameleon Bay. This would require a Knowledge (Geography) check.

Your character is attempting to impress a noble from the Fire Nation. They should use the Charm skill instead.

Your character needs to know who won the Hundred Year War. That would be in the wheelhouse of Knowledge (History).

## SETTING THE DIFFICULTY

The more obscure or rare a piece of the information, the more difficult this skill check becomes. Information that would be classified or kept secret, for example the blueprint to the palace of Ba Sing Se, would be exceedingly difficult to acquire and thus out-of-reach of most player characters.

## GEOGRAPHY

Prior to the Hundred Year War, the world of Avatar was rigidly divided between the four nations, each of which had a unique defining landscape and geographical features; but the world is much smaller now, and anyone may traverse the continents for nearly any reason (especially commerce). Knowledge about the physical terrain, the landmarks, and the climate of a given region will always come in handy to travelers.

### YOUR CHARACTER SHOULD USE THIS SKILL IF...

Your character wants to chart a course through dangerous wilderness to a nearby village.

Your character attempts to locate the Misty Palms Oasis while stranded in the Si Wong Desert.

Your character wants to identify the highest peak in a mountain range or other landmarks.

Your character needs to know what garb they should bring when setting out into the local wilderness.

### YOUR CHARACTER SHOULDN'T USE THIS SKILL

#### IF...

Your character wants to recall information about Ba Sing Se. This would require the Knowledge (Culture) or (History) skill.

Your character needs to set up a camp or deal with other practical matters of traversing through wilderness. That would use Survival.

Your character tries to recall the history of a ruin. They would use Knowledge (History) for that.

### SETTING THE DIFFICULTY

Geography checks are generally an average difficulty and become more difficult the more information a character purports to know. If the location or identification of a landmark is key to the story, a GM may raise the difficulty where it is appropriate.

### HISTORY

The history of the world extends tens of thousands of years into the past. Some scholars spend their entire lives dedicated to learning about just one era, sometimes even just a specific dynasty or event or person.

This skill represents a character's knowledge and understanding of history in all its facets. This could be knowledge about past Avatars, kings or queens, nations, or generally anything that the other Knowledge skills do not cover.

### YOUR CHARACTER SHOULD USE THIS SKILL IF...

Your character needs to recall past Avatars in the cycle, or the beginning of an historical period.

Your character tries to identify the origins of an ancient monument or statue recovered from a ruin.

Your character attempts to recall a figure from legend, or the religion of a region.

### YOUR CHARACTER SHOULDN'T USE THIS SKILL

#### IF...

Your character attempts to read a map. That would use Knowledge (Geography).

Your character wants to chart a safe course through ancient ruins. Once again, that's Geography.

Your character attempts to recall the name of a revered spirit in an old city. That could be Knowledge (Spirit World) or Knowledge (Culture).

### SETTING THE DIFFICULTY

History checks naturally become more difficult the more obscure or unknown the information might be.

## NATURE

A vast range of flora and fauna inhabits the world of Avatar; most of the animals present in the world are notably chimeras or crossbreeds of two real world animals. There are certain exceptions though, such as Kuei's pet bear, Bosco, the herbalist's cat, Miyuki, or the messenger hawk. Using the chimera as a jumping-off point, the GM should feel free to include entirely new creatures whenever it would suit the narrative, keeping in mind that the source material is rife with plenty of unexplored opportunities like the buffalo-deer and the wolfbat.

Nature also represents a character's knowledge of local flora and the understanding of some of its properties. Characters may need to know the difference between a deadly poison and a delicious tea.

### YOUR CHARACTER SHOULD USE THIS SKILL IF...

Your character needs to determine the difference between a poisonous and healing herb in each area along with identifying unknown substances, or other natural oddities.

Your character wants to recognize a creature of an unfamiliar species to determine its temperament.

Your character needs to know which trees produce the sturdiest wood.

Your character needs to recall climate and weather patterns in each area.

### YOUR CHARACTER SHOULDN'T USE THIS SKILL

#### IF...

Your character is trying to interact with a potentially unfriendly creature. That would be Animal Handling.

Your character is trying to plot a course to avoid storms. That would use Knowledge (Geography).

Your character wishes to know which flower is of significance to a tribe of waterbenders. This would be Knowledge (Culture).

### SETTING THE DIFFICULTY

The difficulty for a Nature check should be based upon both how often the character interacts with this species as well as the relative rarity of the creature; likewise, difficulty should vary depending on the flora in question, its general rarity, the character's understanding of its properties and the plant's general utility in the story. As always, the GM has the ultimate discretion in determining how hard it is to find, identify, or comprehend natural phenomena.

## SPIRIT WORLD

The Spirit World is a parallel plane of reality that coexists alongside the mortal world, and is home to the spirits, immortal supernatural entities that often embody various aspects of life and nature. In a time where the Spirit and material worlds are once again merged, knowledge about which spirits are good natured and which want to steal a character's face is more important than ever.

### YOUR CHARACTER SHOULD USE THIS SKILL IF...

Your character wants to identify a spirit or learn about its disposition particularly to avoid angering it.

Your character wants to know how to reach the Spirit World or a specific place within it.

Your character attempts to communicate or interact with spirit.

### YOUR CHARACTER SHOULDN'T USE THIS SKILL

#### IF...

Your character tries to ascertain the origin of an ancient manuscript detailing spiritual knowledge. That would be Knowledge (History).

Your character is trying to meditate or project into the Spirit World. That would be Discipline or a special ability or talent.

Your character wants to know the importance of a spirit to a group of people. Knowledge (Culture) would be more appropriate.

### SETTING THE DIFFICULTY

This check is generally difficult by default, as few individuals have the knowledge required to successfully understand and navigate the Spirit World. The check becomes more difficult per how much import the GM places on the information.

## COMBAT SKILLS

In this book, you'll find one new combat skill, and a superficial change to another.

### BENDING ARTS (WILLPOWER)

This skill represents your character's understanding of, and connection to, the natural and spiritual worlds, and their element in relation to it all. Practical application of that wisdom may vary wildly. The Bending Arts skill can be used to attack opponents, protect allies, or when a character needs finesse in a sticky situation. Although listed as a Combat skill, it can have many pragmatic non-combat applications. By default, Willpower governs the Bending Arts skill, but it may be unlinked from this skill depending on the nature of the technique used or at your GM's discretion.

However, you should frequently decouple Bending Arts from the Willpower characteristic to reflect your character's unique approach to the task. Narratively, this represents your earthbender character relying upon their strength (Brawn) to hoist a boulder, rather than their mental discipline (Willpower) to maintain a form.

You can read more about using bending forms in **Chapter II: The Bending Arts**.

### YOUR CHARACTER SHOULD USE THIS SKILL IF...

Your character attempts to hurl a boulder through a series of martial arts maneuvers.

Your character makes an attack with a blast of fire.

Your character freezes the ice of a river to make a bridge for passing.

Your character wants to obscure their fart by pushing the scent away from them.

### YOUR CHARACTER SHOULDN'T USE THIS SKILL

#### IF...

Your character wants to perform some basic bending tasks, like knocking over a clay vase from afar with earthbending or lighting the candles in a room with one's firebending. These are simple maneuvers and may only inflict strain at most.

### SETTING THE DIFFICULTY

A Bending Arts check becomes more difficult the more complex a task becomes. Bending a rock off a table might be relatively easy but opening a human-sized hole in an earthen wall might prove a little more challenging. Look to the various tables of additional effects in **Chapter II: The Bending Arts** for inspiration on setting the difficulty for bending activities.

### MARTIAL ARTS (BRAWN)

This is just a reskin of the Brawl skill from the GENESYS Core Rulebook. Why? Because setting fluff, that's why.

# ANIMAL COMPANIONS

Several careers have the Animal Companion talent that allows them to acquire a permanent creature companion for as long as the creature survives.

Animal Companions can be powerful allies in combat as well as social encounters. When engaged with the character, the companion might grant ■ on certain checks or impose ■ against opponents (or remove them from the character). Ultimately, you may use your companion for just about anything if your GM approves. However, this section provides expanded guidance.

## MOUNTS

A mount is typically an ordinary creature trained to work as draft animal. Mounted animals count as animal companions, but not all animal companions can be mounts. If a character loses their mount in some way, they can spend some time to befriend and train a new one or buy an already trained mount. Any mount the character rides can function as a pet; the GM should assign ■ to Animal Handling checks to control a mount the character has just met and attempts to ride.

## MOUNT OR DISMOUNT

Mounting and dismounting a domesticated animal such as a trained shirshu, komodo rhino, or ostrich horse requires a maneuver. Successfully mounting an untrained or wild animal, however, requires a **Hard (◆◆◆) Animal Handling check**, which may be harder depending on the animal's disposition (as determined by your GM).

## MOVEMENT AND COMBAT

Once mounted, the rider and animal should be treated as one character in most situations (attack target the rider, the mount does not act independently in structured encounters, and both act when a player chooses an initiative slot for their mounted character). Unless otherwise stated, a mountable creature's silhouette is generally 2. You cannot use an animal with a silhouette 1 or smaller as a mount unless stated otherwise.

Some creatures have stats normally reserved for vehicles that include values for **Silhouette**, **Speed**, and **Handling**. However, riding a beast is different from piloting a vehicle. The animal has its own mind, and a rider's bond with the animal is important. In certain situations, your GM may instead require the character to make an Animal Handling check as an action to direct and control the mount. Creatures, unlike vehicles, can maintain their speed over most terrain, including rough and hilly landscapes.

Treat a rider and steed as one character. Resolve attacks against the mount as if they were made against the rider, unless the attacker uses the Aim maneuver to specify the mount. Your GM may permit characters to attack larger mounts without penalty. If their mount is slain or incapacitated, the rider falls prone and suffers 3 strain. Additional circumstances may lead to further damage, or even becoming trapped beneath the fallen creature.

## MOUNTED MANEUVERS AND ACTIONS

Riding a mount is like piloting a vehicle. The character rolls Animal Handling instead of Piloting or Sailing for all relevant skill checks. If a mount does not have the right saddle or riding gear, your GM may upgrade the difficulty of the check.

When it comes to maneuvers and actions, a rider may perform any maneuver or action normally available to the character. Players and the GM should employ common sense as to what is possible by a creature. In addition to the above maneuvers and actions, rider and mount may also perform the following actions.

### Climb or Jump

Mounts of silhouette 2 or less can attempt to leap or climb over obstacles by making a **Hard (◆◆◆) Athletics check**.

### Push

Large animals of silhouette 2 or larger may use their weight as a weapon. The base difficulty for a Push action is a **Hard (◆◆◆) Animal Handling check** for the rider if it is against an object or creature of the same silhouette. Reduce the difficulty by one for every silhouette smaller the target is when compared to the beast. The animal may attempt to move an object only one silhouette larger by upgrading the check to **Daunting** difficulty.

## WOUNDS AND STRAIN

Animal Companions retain their wound and strain thresholds as described in **Chapter IX: Adversaries & Creatures**. There are no special rules for animals. They may be injured and healed normally.

When an animal companion suffers from a Critical Injury, it will need medical attention before it can heal the injury. If a mount suffers a critical injury, upgrade the difficulty of all skill checks to ride or control the mount once per Critical Injury. A mount that suffers a Critical Injury of Hard severity or higher cannot function as a mount until the injury has been healed.

## CONTROLLING THE COMPANION

Companions do not always possess skills as characters do. Whenever a companion performs a task for which they have no skill ranks, the character may make an Animal Handling skill check to have the companion perform an action.

## COMPANIONS IN COMBAT

In structured play, a character may spend a maneuver to allow their companion to perform a maneuver and an action. A companion may also gain a second maneuver on an Animal Handling check that generates  $\Delta\Delta$  or more. Regardless of the source, a pet may not perform more than two maneuvers during its turn. In structured encounters, a companion will remain engaged with the controlling character unless instructed otherwise.

## COMPANION COMMANDS

In addition to actions performed through the Animal Handling skill, a character can direct their animal companion with the following commands:

**Assist:** The pet can take the Assist maneuver and aid the character in their actions. Your GM has the final say on the kinds of tasks your companion could accomplish.

**Attack:** The companion attacks the targeted opponent using a weapon profile for its claws, mouth, teeth, etc. In the case of a mount, its attack replaces the character's attack while the character is mounted. If the character is not mounted, the companion can make a separate attack.

**Come:** As an incidental, the character can instruct their companion to spend its maneuver to return to the character.

**Distract:** The companion performs a Distract maneuver. The animal may fly around the target's head, nip at their ankles, or otherwise distract the target. All checks the target makes while distracted receive an additional ■.

**Guard:** The companion will perform the Guard action. The animal moves around the target and makes a threatening display to opponents, trying to prevent them from running away. The controlling character must make an **opposed Animal Handling versus Discipline check**. If successful, the target is immobilized. On the target's next turn, they can try to get away by making the opposed check again. If the animal companion performs any other action while guarding a target, the immobilized effect ends.

**Protect:** While engaged with the character or an ally, the animal can perform the Protect maneuver. Any opponent attacking the protected character receives ■ on their attack dice pool.

**Retrieve:** The companion can bring an item to either the character or an ally. A companion cannot carry an item with an encumbrance rating larger than its silhouette plus 2. A companion can also be instructed to pick up a specific item or drop it in a location.

## TRAINING A COMPANION

Through their special bonds, animal companions in **THE SECOND AGE** may also develop new traits, abilities, and skills. Functionally, you can use training to provide versatility to your companion's available actions and maneuvers.

When a character first receives their animal companion, find or create the appropriate stat block in **Chapter IX: Adversaries & Creatures**. The companion has all listed skills, talents, and abilities.

Normally, training a companion requires approximately four weeks of working with the animal. This might happen during downtime and should not occur more than once per session. The PC acting as the trainer makes an **Average (◆◆) Animal Handling check** against the animal, which may be harder depending on the animal's intelligence or disposition (as determined by your GM). If successful, the creature acquires a single skill rank, a Talent, or an ability. You should rely on a commonsense approach for what is possible for an animal to learn. As always, these developments are subject to your GM's approval.

Alternatively, eligible companions can acquire the **Trained Mount** ability; each rank of this ability confers ■ to any Animal Handling checks made while the creature is mounted. You gain this benefit in addition to the ■ or ■ indicated by the handling characteristic, if any. A successful training check adds **Trained Mount 1** to the mount's abilities. A may reduce the time it takes to train the mount, while ♣ extends the time. T can indicate a particularly successful training conferring **Trained Mount 2**. D may inflict a Critical Injury on the creature, the trainer, or both. A mount can never be trained higher than **Trained Mount 3**.

## HEALING OPTIONS AND CONDITIONS

Characters can also heal using a variety of different, yet similar, options. The rate and type of recovery depends on the character's state of health as well as the type of spa treatment.

A wounded character in a **hot spring** heals at a rate of 1 wound and strain every two hours. An incapacitated character heals at a rate of 1 wound and strain every six hours.

A character in a **steam bath** alleviates their stress at a rate of 2 strain every hour but cannot heal wounds in this way.

Characters may also find special **spirit pools**, which not only heal at a rate of 2 wound and strain every hour but can heal a Critical Injury as well. Once per day, after a single session in a spirit pool, the character may attempt one Discipline check to remove one Critical Injury. The difficulty is equal to the injury's severity rating. The character heals the Critical injury on a success.

### FATIGUED

Per the **GENESYS Core Rulebook** (page 113), "when a character has suffered strain greater than their strain threshold, they become incapacitated until their strain is reduced so that it no longer exceeds their threshold." In **AVATAR: THE SECOND AGE**, a character who exceeds their strain threshold becomes **Fatigued**, in addition to becoming incapacitated. Add a critical injury with an **Easy (◆)** severity called "Fatigued" to your character sheet. You may heal this injury per normal critical injury rules.

A fatigued character suffers 1 strain when they perform a maneuver or action, and 1 additional strain each time they voluntarily suffer strain. If a character exceeds their strain threshold, or would become fatigued, while they are already fatigued, the rating of any existing **Fatigued** injury is increased by (◆) to a maximum of (◆◆◆◆).

# PRO-BENDING AND DUELS

The *Avatar* series draws heavily on East Asian history, tradition, and mythology and one key focus is on martial arts as a storytelling device. *Avatar* features duels, arena matches, and even tournament fights throughout the series as distractions, opportunities for character development, and as integral plotlines.

**AVATAR: THE SECOND AGE** attempts to bring this aspect of the narrative to life through the guidelines and rules featured in this section. This author builds upon the foundations outlined in **Chapter 6: Combat Encounters** (*GENESYS* Core Rulebook), including maneuvers (page 97), Range Bands (page 105), and Unarmed Combat (page 108).

## PRO-BENDING

Pro-bending matches originated in the arenas of Republic City and now take place in one of the city's architectural jewels—a gilded, glass-domed arena that sits at the end of a long pier extending into Yue Bay. Pro-bending is a popular pastime for benders and nonbenders alike. Every year, the sixteen best teams in the league compete for the championship in the elimination-style Pro-bending Tournament!

Characters take part in these sanctioned arena matches for a variety of reasons: there's fame to be had, titles and recognition to be obtained, and—of course—money to win!

### PARTICIPANTS

Pro-bending matches involve two teams of three benders, one from each bending art. This excluded airbending at the time of the sport's conception, since until very recently only the Avatar's son and grandchildren possessed the ability. However, the world is in constant flux. Your table may decide to include airbenders in the fun! If you do, pay close attention to the **League Notice**—it offers insight as to what airbending regulations might look like.

If your character wants to participate, they'll need to form a team of at least three benders from different bending arts (teams may have more if they need to substitute a character between matches). Your characters may also join a team with NPCs, either preexisting in the world (like the Flaming Fire Ferrets) or by making up their own team name.

### OBJECTIVE

The aim of the match is to gain as much territory within the ring as possible within three minutes or, alternatively, to cause your opponents to fall over the ring's edge. Although most pro-bending matches are likely to occur within official Republic City arenas, a match can occur on any raised fighting ring without rails or ropes on either team's backside.

A single match consists of up to three rounds. Each round is three minutes long. More on timing later.

### REGULATIONS AND REFEREES

During a match, your GM assumes the role of referee and can throw out yellow and red fans if referee catches a character breaking the rules or committing a foul. At the table, these matches are largely theater of the mind and so any foul play that occurs will largely be narrative, or intentionally committed.

A GM should be mindful not to penalize a PC trying to abide by the rules; you should not force fouls if a character describes cautiously avoiding the line, or deliberately pulling their punches. A referee may overlook an honest mistake—generally, a character's first foul—with a yellow fan as a warning.

Characters who intentionally break a rule, or foul a second time, receive a yellow fan as a warning and suffer a one-zone penalty (they move back a zone). A character who intentionally breaks a rule after receiving a second yellow fan might be shown a red fan, ejecting them from the match altogether. Of course, the team with the ejected character must continue the match without a replacement.

### FOULS AND CHEATING

Stepping over a line into the wrong zone, using an illegal form, and knocking your opponent over the ropes...these are just some examples of when a referee might call a foul, and how you might gain an edge if a referee doesn't catch you.

With fortune and fame on the line, PCs and NPCs alike have plenty of reasons to break the rules. Before the match even begins, characters may attempt to rig the ring, fix the match, or attempt other kinds of sabotage. The time before a match represents limitless opportunity for a scene involving **Coercion**, **Skulduggery**, and **Deception** and offers a chance for PCs who aren't participating in the match to shine.



## LEAGUE NOTICE

Due to some miscreants in recent matches, the League would like to remind all “professional” benders that the following rules will be strictly enforced in the ring.

### WATERBENDERS

- Each water blast must not exceed one second in duration. There will be no more “firehose” incidents!
- Your strike **must** be liquid—steam, fog, and ice will result in ejection from the match. Fillings = Foul!
- No outside water! Only water provided for the match, or within the ring, from your own zone.

### FIREBENDERS

- Each fire blast must not exceed one second in duration. Absolutely **NO FLAMETHROWERS!**
- No direct strikes to the head.
- No lightning.

### EARTHBENDERS

- Metal and sand are not permitted in the ring.  
**Regulation. Rock Disks. ONLY!**
- No direct strikes to the head.
- You may only pull disks from your zone. You may not intentionally break the disks into smaller pieces. Disks must remain solid.



Your GM can use ☹ and ☹ results generated in the ring to represent fouls in play. They should never call foul on a PC because the character was unaware or misinformed about how the match works. Still, a bender’s poor control could lead to a foul: an earthbender might accidentally break their disk and reflexively bend the sand; a waterbender could lose their cool and firehose an opponent unintentionally; and a firebender must be careful not to let their flames linger. Your GM has the ultimate say on when a foul or rule-break occurs in a match. Such fouls might include:

- Stepping over a line into the wrong zone.
- Unintentionally hitting the referee stand or a referee with an element.
- Illegal head strikes (with earth or fire).
- Knocking a character over the ropes or sides of the ring.
- Unnecessary roughness or unsportsmanlike conduct.
- Prolonged or continuous bending (attacking multiple opponents, sustaining forms).
- Striking at a target outside of the ring.

Of course, you might intentionally decide to commit a foul or otherwise play dirty. If a character wishes to cheat during a match, first determine what they’re attempting.

In most instances, a character will roll an **opposed Vigilance check** (using the Referee’s Vigilance). For example, if a character wants to make an illegal strike (e.g., head strike, banned forms, volleys or streams) they must make an opposed **Bending Arts versus Vigilance combat check**.

An attempt to cheat while attacking should *always* be harder and riskier than a normal strike against an opponent. If the attack hits, calculate damage as normal against an opponent, not the referee (unless striking *them* is the point). While ☹ on these rolls may represent a yellow fan and zone penalties, ☹ can easily mean the character has been ejected from the match—even if you roll plenty of ☹ and A, hitting the referee is a sure-fire way to be ejected.

Certain fouls mentioned earlier also create excellent opportunities for unsportsmanlike conduct. Big risk, bigger reward. A character can attempt any one of the examples provided, or others they devise. A few example benefits for cheating follow.

### Head Strike

A character may attempt a shot at an opponent’s head. Add ■■ to your referee-opposed combat check to add the Concussive quality to your strike. Use of the Aim maneuver here removes a ■, rather than adding a ■.

### Illegal Forms

A character may attempt to use a form other than Attack, or to add prohibited effects to their Attack form. Under the watchful eye of the referee, they must suffer 2 strain in addition to the form’s usual cost to make a referee-opposed combat check to use the form. Obvious use of unsanctioned forms cracks open the door to ‘prolonged and continuous bending’ fouls.

### Crossing the Line

Intentionally crossing out of your zone can give you an unfair advantage when striking at your opponents—that’s why it’s a foul! What the referee doesn’t know doesn’t hurt.

Once per turn, you may use your maneuver to cross into an adjacent zone. Stepping toward the opposing team reduces the difficulty to attack by one to a minimum of **Easy** (◆) but provokes an **opposed Vigilance versus Stealth check** from the referee. If the ref succeeds, they spot the attempt and call a foul. If you step into the same zone as an opponent, upgrade your next combat check against that character.

## INJURIES AND HEALING

As with a normal combat encounter, characters will suffer wounds and strain throughout the course of the match; however, a match **should not end in death**. Participants cannot use recovery items during a round or between matches.

Characters may roll a **Simple (—) Cool** or **Discipline check** to recover strain between rounds. A character may only attempt to heal wounds once per match from a Medicine check. If no one on the character's team or support staff can heal, the Pro-bending League's regulation physician on staff can aid with their Medicine skill (◆◆◆).

Despite these limitations, your character may employ talents that allow them to recover strain or wounds, to shrug off critical injuries, or even ignore incapacitation! Such talents include—but are not limited to—**Second Wind**, **Hard Headed**, and **Indomitable**.

When a character suffers a Critical injury during a match, the match pauses until the injured character leaves the ring; however, an injured character may opt to continue if they feel capable. In either case, the match resumes once the character has made their decision.

## KNOCKOUTS

A character can only be knocked off the back of the ring, not the sides. If a character falls off the back of the ring, they may not return to the ring until the next round.

If a character falls off the side of the ring, they suffer 2 strain from the fall, the match stops until that character rejoins the round. The offending team suffers a penalty of one zone and the match continues.

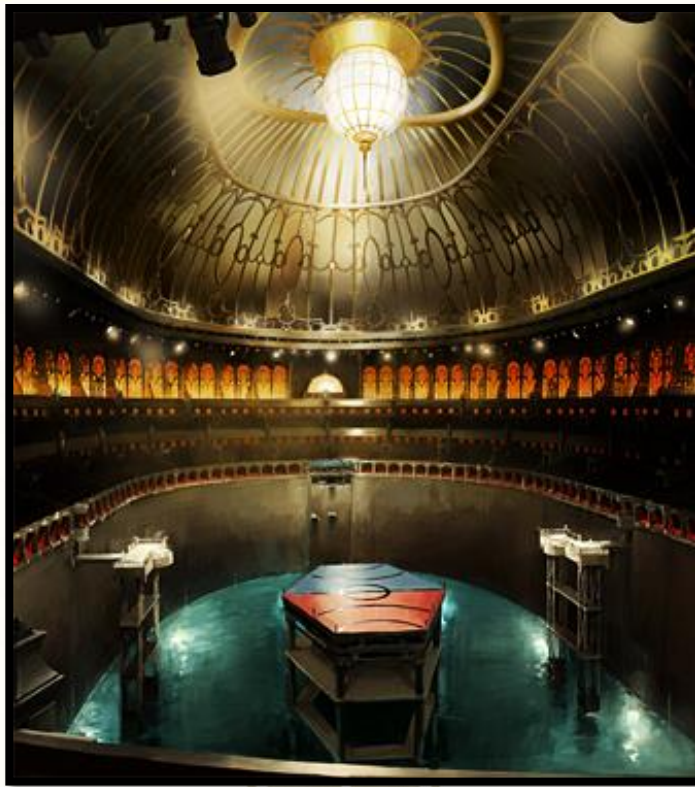
A team loses if every member falls off the ring within a single round, and the match is over.

To knock a character backward into another zone, you may activate the Push quality on a successful hit with AA or Ⓢ. Push is a new item quality in **THE SECOND AGE**. See the explanation in **Chapter V: Gear and Equipment**. You may spend a Ⓢ to knock an opponent off the back of the ring if, and only if, the attack successfully hits.

## RUNNING A MATCH

In **THE SECOND AGE**, a pro-bending match should run just like a normal combat encounter. However, consider these to keep an arena match exciting:

- In addition to rolling initiative normally using **Vigilance** or **Cool**, consider alternating which team goes first each round to better capture the dynamic ebb and flow of these matches.



•Characters may only use their Attack form with the **Range** and **Additional Target** effects. You cannot use any other bending forms and effects in pro-bending matches (except during tiebreakers, as mentioned). Your GM has the final say on what, if any, additional effects and forms you may use.

•Each bending Attack form gains the Push 1 quality.

•For regulation matches, you should ignore the death results on the Critical Injury table.

## GAINING TERRITORY

At the start of a match, each team must remain within their starting zone

(usually Zone 1, near the center of the arena). Characters from opposite teams can never occupy the same zone at the same time.

A team can only move forward over a line and into a new zone, or “gain territory,” when they knock all three members of the opposing team backwards out of a zone. Once the opposing team leaves a zone, a character may step into the next zone by spending a maneuver to do so. When a team “gains” a new zone, they must now play from within that new zone, not crossing back into their original zone.

## RANGE BANDS AND THE RING

In *Avatar*, a physical arena known as the ring serves as the stage for a pro-bending match. The ring is divided into two halves and each half is divided into three zones: Zone 1, Zone 2, and Zone 3. Each team starts each round playing in Zone 1 of their respective halves of the ring.

Each character must stay within Zone 1, without crossing the line at the front or back of the zone. If a character is knocked out of Zone 1 into Zone 2, they must now play within Zone 2. If they are knocked out from Zone 1 or Zone 2 into Zone 3, they must now play within Zone 3. A character cannot advance zones unless all their opponents have been knocked backwards out of their present zone.



**Table 3-2: Suggested Skills for Duel Tactics**

Skill	Opposition	Example
Deception	Vigilance	Feints, jukes, flashy jewelry
Coordination	Coordination	Fancy footwork, match opponent's rhythm
Streetwise Perception	Cool	Analyze opponent's strategies to counter them
Medicine	Resilience	Identify any physically weak points
Coercion	Discipline	Intimidate or taunt opponent
Charm	Cool	Woo a crowd to demoralize opponent
Stealth/Cool	Perception	Position to hide your moves
Survival	Vigilance	Read opponent's body language

In **THE SECOND AGE**, each zone represents a range band. Two adjacent zones are always short range from one another. When there are one or more zones between two zones, increase the range band between those two characters by the same amount. Thus, a pro-bender striking from their own Zone 1 at a target in the opposing team's Zone 2 would consider that **medium range** or **long range** if the opponent were standing in their own Zone 3. Of course, use your best judgement, keeping in mind the context of the arena and the range between characters. Striking from your own zone 3 at an opponent's zone 3 should at least warrant a **Hard** (◆◆◆) combat check.

## SCORING

Like boxing in real life, a team wins a match by either winning the most rounds or by a "knockout," which in this case means knocking *all* the opponents off the ring within one round. Even if a team has won two rounds, they still must play the third round since a match can end from a knockout at any point.

## WINNING A ROUND

You win a round by gaining territory before the end of each round. If no team has gained territory, but one team has fewer characters left in the ring by the end of the round, that team loses the round. If a team has fewer characters but gained more territory by the end of the round, that team still wins the round.

## MATCH ROUND V COMBAT ROUND

A match 'round' should not be confused with a combat 'round.' Each match round is essentially a combat encounter unto itself. A single match round can last for multiple rounds of characters from each team taking turns lobbing elements at one another. Winning a single combat round does not mean the characters have won the match.

In a "real" pro-bending match, each round lasts for 3 minutes. You can easily reflect this time limit by imposing a round-limit on the combat encounter for each round. Each combat encounter should last three rounds—no more, no less (unless there's a total knockout, of course!). Afterward, determine which team won the round with the rules outlined in **Winning a Round**.

## TIEBREAKING

If a round ends in a deadlock, with neither team having gained territory and an equal number of characters in the ring, the winner of the round must be decided in a tiebreaker "face off."

The referee tosses a coin (or rolls a dice) and the team that wins the toss gets to choose which element will go into the face off. Each side sends their team's respective bender for that element.

The faceoff occurs in the center of the ring (marked with a circle) which may sometimes convert into a raised platform. For the purposes of combat, characters in the circle begin **engaged** and cannot leave the circle. The circle comprises a small area that reaches a short range from either character. Each character can use their respective elements, as well as grappling, to try to knock or throw their opponent out of the circle. You cannot employ "empty hand" striking, such as a normal punch or kick. In addition to their Attack form, a character may use their Augment form to enhance their Martial Arts (such as Fire Strikes or Water Boxing).

If a character falls or moves out of the circle, they lose the tiebreaker, and the opposing team wins that round. If both characters fall out simultaneously, the character who lands first loses the tiebreaker (you may render this as a contested Athletics, Coordination, or Bending Arts check). The character who lands *second* wins the tiebreaker, and their team wins the round.

If the referee cannot determine which character landed first, there will be a second tiebreaker using a different element. If each team has won a round, and the third round ends in a tie, use a tiebreaker to determine who wins the third round and the match.

## DUELS

Duels are formal (or informal) bouts of combat, usually between two opposing fighters. They might last less than a minute, or last for hours. Sometimes, they're regulated and other times they only rules are those found on the streets. Duels can be fights to the death, like most Agni Kai, or competitions of strength like the Lei Tai. Sometimes, it's simply a recreational spar or training exercise.

Regardless of the reason, this section offers some guidelines on how to bring these dramatic narrative moments to life.

## SETTING THE STAGE

Unlike ordinary combat, a duel usually consists of only two fighters facing off, each intending to be the last one standing. These two characters should set the terms, if any, for their fight: weapons or none, bending or none, armor or none, and to the death or simply to yield.

A duel begins when the opposing fights face off, usually at short range, but possibly closer or farther depending on the type of match and your GM's discretion.

## STEP 1: FACE OFF

During the first step of a duel, the two characters face off, each attempting to either intimidate the other or size them up while patiently waiting for their chance to make their first strike.

Each character chooses one of the options available during this step based on the tactics described.

### Tactics

The character attempts to assess their opponent, seeking any clues that might give them an edge in their first move. Through anything from verbal taunts to twitching their fingers near their hilt, your character attempts to intimidate or fool their opponent into making the first move. They might start bouncing on the balls of their feet, to throw off their body's rhythm, or try to pinpoint an opponent's physical weak points.

During this step, your character makes an **opposed skill check** against their opponent's own skill, depending on the skill chosen by your character. You may use **Table 3-2: Suggested Skills for Duel Tactics** as inspiration for your move or come up with your own skill. This is an opposed skill check. Then choose whether you will help yourself or hinder your opponent.

If you succeed and choose to help yourself, your character upgrades their ability once when determining initiative in **Step 2: Draw**, and once again per each ✨ on the check. You and your GM can also spend the other dice symbols as normal.

If you succeed and choose to hinder your opponent, add ■ to your opponent's check when determining initiative in **Step 2: Draw**. You also add ■ per additional ✨ on the check and may spend other symbols as usual.

## STEP 2: DRAW

Eventually, the tension settles and nerves break. Someone strikes first. Observers must be on guard because the fighters may not stick to their small area.

Both characters make a competitive **Cool check** with a difficulty of **Simple (-)** to determine Initiative, modified based on the results of the checks in **Step 1: Face Off**. The character who rolls the lowest result tries to attack, while the character with the higher result maintains their composure—they still take the first turn but must attack.

From here, combat continues as usual, assuming either character survives the initial attack.

## OBSERVERS

Many duels, fights, matches, etc. occur in the public, out in the open for all to see. Even if your character doesn't participate in a fight, they may still be watching from the sidelines.

## FROM THE SIDELINES

Players whose characters are not participating in a match or duel can still have fun with it: assume the role of rowdy crowd members or even bystanders on the opposing team. Heckle, howl, cheer, and holler for your favorites during the match!

### AID

During a duel or other match, your character can make a **Hard (◆◆◆) Charm check** to cheer for their favorite fighter or team. If you succeed, your character adds ■ to that character's next skill check, and that character gains ▲ on the check equal to each additional net ✨ on the check past the first.

### HECKLE

During a duel or other match, your character can make an **opposed Coercion versus Cool check** to heckle their least favorite fighter or team. If you succeed, your character adds ■ to that character's next skill check, and that character gains ☹ on the check equal to each additional net ✨ on the check past the first.

# IV – TALENTS

This section introduces new talents specific to the *Avatar* setting. These talents, along with the talents listed in **Table 4-1: Talents for the Avatar Setting** on page 87, can be used in any game or era set in the world of *Avatar*. Talents come from the various official sources: **GENESYS Core Rulebook (CRB)**, **REALMS OF TERRINOTH (Realms)**, **SHADOW OF THE BEANSTALK (Shadow)**, **SECRETS OF THE CRUCIBLE (Secrets)**, and **EMBERS OF THE IMPERIUM (Embers)**.

If you're a Game Master, keep in mind that this list does not have to be exhaustive for your players. Using the talents laid out here; don't be afraid to build your own talents for your own game. You may use talents from other sources you deem appropriate.

## TIER 1

### Animal Whisperer

**Tier:** 1, Ranked

**Activation:** Active (Incidental)

After your character makes an Animal Handling check, they may suffer 1 strain to use this talent to cancel  $\ominus$  equal to your character's ranks in Animal Whisperer.

### Attunement

**Tier:** 1, Ranked

**Activation:** Active (Incidental, Out of Turn)

Your character must have at least one rank in *Bending Arts* to benefit from this talent. When your character suffers a hit from a bending combat check, after damage is calculated but before soak is applied (so immediately after Step 3 of Perform a Combat check, CRB page 102), your character may suffer 3 strain reduce the damage of the hit by two plus their ranks in Attunement. This talent may only be used once per hit, and your character must be able to control the same element.

### Basic Combat Training

**Tier:** 1

**Activation:** Passive

When you take this talent, your character gains Martial Arts, Melee (Light), or Ranged as a career skill.

### Bender

**Tier:** 1

**Activation:** Passive

Your character must purchase this talent during character creation, or with GM approval. Bending Arts and Knowledge (Spirit World) are now career skills for your character.

### Bribery

**Tier:** 1, Ranked

**Activation:** Active (Maneuver)

When making any social skill check, your character can use this talent to spend an amount of currency equal to 50 times their ranks in Bribery to upgrade the ability of the skill check once per each 50 currency spent this way. At your GM's discretion, your character may not be able to use Bribery if the target is not open to accepting gifts, favors, or even information (like blackmail) that gives your character the upper hand in the interaction.

### Deflect

**Tier:** 1, Ranked

**Activation:** Active (Incidental, Out of Turn)

When your character suffers a hit from a ranged combat check, after damage is calculated but before soak is applied (so immediately after Step 3 of Perform a Combat check, CRB page 102), your character may suffer 3 strain to use this talent to reduce the damage of the hit by two plus their ranks in Deflect. This talent can only be used once per hit, and your character needs to be a bender or wielding a Melee weapon.

### Deft Hands

**Tier:** 1

**Activation:** Passive

Your character adds an automatic  $\Delta$  to skill checks when they perform any non-combat activity requiring hand-eye coordination, such as picking a pocket, performing a magic trick, or fine-tuning an engine.

### Elemental Strike

**Tier:** 1

**Activation:** Passive

Your character must have at least one rank in *Bending Arts* to benefit from this talent. When your character purchases this talent, choose one of the following attack form effects based on your element: Burn or Blast (Fire), Barrage or Disorient (Air), Guided or Ice (Water), Hinder or Impact (Earth). Whenever your character uses an Attack form, they may always add the chosen effect without increasing the difficulty.

### Finesse

**Tier:** 1

**Activation:** Active (Incidental)

When making a Martial Arts or Melee (Light) check, your character may use Agility instead of Brawn.

### Good Company

**Tier:** 1, Ranked

**Activation:** Active (Incidental, Out of Turn)

When attempting a Charm or Negotiation check, your character may suffer a number of strain to downgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed your ranks in Good Company.

### Good Form

**Tier:** 1, Ranked

**Activation:** Passive

Your character must have at least one rank in *Bending Arts* to benefit from this talent. When your character purchases this talent, choose one of the forms available to them. When your character makes a Bending Arts skill check using this form, they suffer one less strain after resolving the check.

Each additional time you purchase this talent for your character, select one additional form. Your character also suffers one less strain after resolving the Bending Arts check to use this form. You cannot select the same form more than once.

### Hidden Storage

**Tier:** 1, Ranked

**Activation:** Passive

Any large equipment, vehicle, or other vessel that the character owns has one or more hidden compartments for smuggling appropriately sized gear. The number of compartments is up to the player, and cannot house a total encumbrance value of items more than your character's ranks in Hidden Storage. The size of the compartments is proportional to the size of the vessel or storage unit in question. Any checks to detect these compartments have a Formidable (◆◆◆◆) difficulty.

## Historical Record

**Tier:** 1

**Activation:** Active (Incidental)

Once per session before making a knowledge skill check, you may spend a Story Point to use this talent to succeed on the check with ✨ ✨ ✨.

## Improvised

**Tier:** 1

**Activation:** Passive

The character adds +2 damage to any successful attacks made using an improvised weapon.

## Intimidating

**Tier:** 1, Ranked

**Activation:** Active (Incidental, Out of Turn)

When attempting a Coercion skill check, your character may suffer a number of strain to downgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed their ranks in Intimidating.

## Martial Bender

**Tier:** 1

**Activation:** Passive

*Your character must have at least one rank in Bending Arts to benefit from this talent.* When an effect adds a quality to your character's form with a rating determined by your character's ranks in Discipline, your character may use their ranks in Martial Arts instead.

## Meticulous Form

**Tier:** 1, Ranked

**Activation:** Active (Incidental)

*Your character must have at least one rank in Bending Arts to benefit from this talent.* After your character makes a Bending Arts check, they may suffer 1 strain to use this talent to cancel ☹ equal to your character's ranks in Meticulous Form.

## Pep Talk

**Tier:** 1

**Activation:** Active (Incidental, Out of Turn)

Once per encounter, whenever another character makes a social skill check, your character may suffer one strain to use this talent to add ♠ to the result of their check.

## Physician

**Tier:** 1, Ranked

**Activation:** Passive

Whenever your character makes a Medicine skill check to help a character recover wounds, the target heals one additional strain per rank of Physician.

## Precision

**Tier:** 1

**Activation:** Passive

When making a Martial Arts or Ranged check, your character may use Cunning instead of Brawn and Agility.

## Respected

**Tier:** 1, Ranked

**Activation:** Passive

When this talent is chosen, choose one social group, or strata or class (e.g., law enforcement, academia, outcasts, the poor, nobility, etc.). Your character downgrades the difficulty of checks to interact with this group equal to their ranks in Respected. In addition, once per session, your character may collect a small favor from a current or former member of a chosen social group, even if they do not owe your character a favor.

## Shady Deal

**Tier:** 1, Ranked

**Activation:** Passive

When looking to purchase illegal, exotic, or black-market goods, your character may decrease an item's rarity by one level per rank in Shady Deal. For each level that an item's rarity is decreased, its cost increases by 50%.

## Smooth Talker

**Tier:** 1, Ranked

**Activation:** Active (Incidental)

The first time your character acquires this talent, choose one skill: Charm, Negotiation, or Deception. When making checks with that skill, you may spend ☹ to gain additional ✨ equal to their ranks in Smooth Talker.

## Street Fighter

**Tier:** 1

**Activation:** Active (Incidental)

When your character disorients or knocks their target prone when making a Martial Arts combat check, they may use this talent to cause the target to suffer wounds equal to your character's ranks in Skulduggery.

## Survivalist

**Tier:** 1, Ranked

**Activation:** Passive

After your character makes a Perception, Vigilance, or Knowledge check to notice, identify, or avoid a threat while exploring the wilderness, ruins, or a similarly hazardous location, your character cancels a number of uncanceled ☹ no greater than your character's ranks in Survivalist.

## Talk Shop

**Tier:** 1

**Activation:** Active (Incidental)

Your character may use this talent when making a Charm check targeting an engineer, mechanic, scientist, or similar individual to count their ranks of Charm as equal to their ranks in Knowledge (Culture) or Mechanics.

## Utilitarian

**Tier:** 1

**Activation:** Active (Maneuver)

Once per encounter, you may spend one Story Point to produce a previously undisclosed—but essential—small tool from their utility belt, satchel, pockets, or backpack, with a rarity no greater than four (4). This cannot be a weapon unless the weapon has the Limited Ammo 1 quality.

## Weapon Specialist

**Tier:** 1, Ranked

**Activation:** Passive

Whenever your character acquires this talent, choose one combat skill. Your character adds ♠ to a successful attack made using that skill. Each rank of Weapon Specialist must be associated with a different combat skill.

# TIER 2

## Balanced Stance

**Tier:** 2

**Activation:** Active (Maneuver)

Once per turn, your character can use this talent. They cannot be knocked prone or disoriented until the end of their next turn.

## Bending Specialist

**Tier:** 2

**Activation:** Passive

**Ranked:** No

Your character must have at least one rank in Bending Arts to benefit from this talent. When your character acquires this talent, choose one Form not typically accessible to their element: Construct or Control (Fire), Construct or Heal (Air), Afflict or Control (Water), Afflict or Heal (Earth). Your character can now use the basic effect of this form. They may not add any additional effects while using this form.

## By the Stars

**Tier:** 2

**Activation:** Passive

**Ranked:** No

Your character adds  $\Delta$  to all skill checks they make to navigate beneath an open sky.

## Chi Disruption

**Tier:** 2

**Activation:** Passive

When your character makes an unarmed combat check targeting a bender, you may spend  $\Delta\Delta$  to prevent the target from using their bending forms until the end of their next turn.

## Confidence

**Tier:** 2, Ranked

**Activation:** Active (Incidental)

Your character may suffer 2 strain to decrease the difficulty of any Fear checks they make by one level per rank of Confidence to a minimum of **Easy** ( $\blacklozenge$ ).

## Controlled Bending

**Tier:** 2

**Activation:** Active (Incidental)

Your character must have at least one rank in Bending Arts to benefit from this talent. When your character acquires this talent, choose one form they know. Once per turn, your character may suffer 2 strain to use this talent to decrease the difficulty of the form by one after applying all additional modifications.

## Crippling Strike

**Tier:** 2

**Activation:** Active (Incidental)

Your character may voluntarily increase the difficulty of a combat check by one to deal a crippling blow. If they succeed and deal damage, the target suffers one strain whenever they use a maneuver to move for the remainder of the encounter.

## Daring Style

**Tier:** 2, Ranked

**Activation:** Active (Maneuver)

Your character must have at least one rank in Bending Arts to benefit from this talent. Before making a Bending Arts check, your character may add a number of  $\heartsuit$  to the results to use this talent to add an equal number of  $\spadesuit$ . The number may not exceed your character's ranks in Daring Style.

## Determined Driver

**Tier:** 2

**Activation:** Active (Incidental)

You may spend a Story Point to use this talent to have your character heal system strain on a vehicle they are currently driving, piloting, or operating equal to their ranks in Piloting or Operating (choose the skill used to direct the vehicle).

## Elemental Adept

**Tier:** 2

**Activation:** Active (Incidental)

Your character must have at least one rank in Bending Arts to benefit from this talent. When your character uses a form, you may spend one Story Point to use this talent to add  $\Delta$  equal to your character's ranks in Discipline to the results.

## Empath

**Tier:** 2

**Activation:** Active (Incidental)

When your character succeeds on a social skill check to empathize, charm, or otherwise cozy up to another character, they may spend  $\Delta\Delta$  to upgrade their next skill check targeting the same character in the same encounter.

## Encouraging Song

**Tier:** 2

**Activation:** Active (Action)

Your character uses their voice, instrument, or other showmanship to put on an Encouraging Song. Make an **Average** ( $\blacklozenge\blacklozenge$ ) **Charm check**. For each  $\spadesuit$ , one ally within medium range adds  $\blacksquare$  to their next skill check. For each  $\Delta$ , one ally benefiting from Encouraging Song heals 1 strain.

## Eye for Detail

**Tier:** 2, Ranked

**Activation:** Active (Incidental)

When your character performs a skill check to craft an item, they may suffer strain up to their ranks in Eye for Detail to convert that many  $\spadesuit$  into  $\Delta$ .

## Friends in Low Places

**Tier:** 2

**Activation:** Active (Incidental)

Once per session when in a populated city, your character may make an **Easy** ( $\blacklozenge$ ) **Streetwise check** to use this talent. If they succeed, they obtain one item with a rarity no greater than twice the number of  $\spadesuit$  scored on the check, or they obtain an equivalent service from a pirate, or criminal gang. If the check generates  $\heartsuit$  or  $\diamondsuit$ , your character must pay the cost of the item or service within one week of obtaining it.

## Instinctive Form

**Tier:** 2




**Activation:** Active (Incidental)

Your character must have at least one rank in Bending Arts to benefit from this talent. When your character acquires this talent, pick any one form other than Attack. Once per encounter, your character may suffer 2 strain to use the selected form as a maneuver, instead of as an action. Your character may not add any additional effects to the form.

## Precision Strike

**Tier:** 2, Ranked




**Activation:** Active (Incidental)

When making a Martial Arts or Melee (Light) combat check, your character may use this talent to remove a number of  from the dice pool no greater than their ranks in Precision Strike and suffer 1 strain per  removed, then add an equal number of  to the results of the check.

### Push Your Luck

**Tier:** 2


**Activation:** Active (Incidental)

Once per encounter, if your character rolls a skill check where the result generates no uncanceled  or , you may suffer 3 strain to add  to the pool.

### Researcher

**Tier:** 2, Ranked


**Activation:** Passive

On a successful Knowledge skill check, your character adds an automatic  per rank of Researcher. Researching takes half the time it usually would. Additional ranks do not decrease the time it would take to research.

### Restoration

**Tier:** 2

**Activation:** Passive

Your character adds  whenever they make a skill check to help themselves or a patient recover from poison, venom, burns, toxins, or other ailments.

### Signature Form

**Tier:** 2

**Activation:** Passive

*Your character must have at least one rank in Bending Arts to benefit from this talent.* When your character acquires this talent, take note of a signature form for them, defined as a specific bending form and a set of one or more of its effects. When your character uses their signature form (the exact noted combination of action and effects), reduce the difficulty of the check by one.

### Spirit Healer

**Tier:** 2, Ranked

**Activation:** Passive

*Your character must have at least one rank in Bending Arts to benefit from this talent.* Whenever your character uses their Heal form on a character other than themselves, that character heals one additional wound and strain per each of your character's ranks in Spirit Healer.

### Strong Arm

**Tier:** 2

**Activation:** Passive

When your character uses thrown weapons, they treat the weapon as if it had additional range of one band per rank in Strong Arm, to a maximum of long range.

### Stunning Blow

**Tier:** 2






**Activation:** Active (Incidental)

When your character makes a melee combat check, they may suffer 2 strain to use this talent to add the Stun quality to the attack. The rating of the Stun quality is equal to your character's Brawn. If their attack already has the Stun quality, add your character's Brawn to its rating instead.

### Vulgar Display

**Tier:** 2

**Activation:** Active (Action)




Your character uses their voice, instrument, or other showmanship to make an **Average** ( ) **Skulduggery check**. For each uncanceled , one enemy within medium range adds  to their next skill check. For each uncanceled , one enemy affected by Vulgar Display suffers 1 strain.

## TIER 3

### Attunement (Improved)

**Tier:** 3



**Activation:** Incidental (Out of Turn)

*Your character must have purchased the Attunement talent to benefit from this talent.* When your character suffers a hit from a bending combat check and uses Attunement to reduce the damage from that hit, after the attack is resolved, you may spend   or  generated by the attack to redirect the form against the attacker as if they had used the form, causing the attacker to suffer their own damage.

### Balanced Bending

**Tier:** 3, Ranked





**Activation:** Active (Incidental)

*Your character must have at least one rank in Bending Arts to benefit from this talent.* After making a successful Bending Arts check, your character may choose to suffer a number of strain no greater than their ranks in Balanced Bending to convert the same number of excess  into .

### Call of the Spirit Wilds

**Tier:** 3




**Activation:** Passive

*Your character must have at least one rank in Bending Arts to benefit from this talent.* Whenever your character makes a Bending Arts skill check to use a form and the check generates a , you roll an additional  and add its results to the pool in addition to its normal effect; when the check generates , you roll an additional  and add its results to the pool in addition to its normal effect. Each of these can only occur once per check.

### Chakras Aligned

**Tier:** 3



**Activation:** Active (Incidental)

Once per session when your character makes a skill check using their Willpower characteristic, they may spend a Story Point to add    to the results.

### Chi Disruption (Improved)

**Tier:** 3


**Activation:** Active (Incidental)

*Your character must have purchased the Chi Disruption talent to benefit from this talent.* You may spend   generated by from an unarmed Martial Arts combat check to immobilize the target until the end of their next turn.

### Combat Bending

**Tier:** 3

**Activation:** Passive

*Your character must have at least one rank in Bending Arts to benefit from this talent.* Your character does not add  to any Bending Arts checks for wearing heavy armor, using a shield, or not having at least one free hand.

### Deflect (Improved)

**Tier:** 3

**Activation:** Active (Incidental, Out of Turn)

Your character must have purchased the *Deflect* talent to benefit from this talent. When your character suffers a hit from a ranged combat check and uses *Deflect* to reduce the damage from that hit, after the attack is resolved, you may spend ☒ or ☒☒☒ from the attacker's check to use this talent. Then, your character automatically hits one target within short range. The hit deals the attacker's weapon's base damage, plus any damage from applicable talents or abilities. Your character can't use this talent if the original attack incapacitates them.

### Elemental Adept (Improved)

**Tier:** 3

**Activation:** Active (Incidental)

Your character must have purchased the *Elemental Adept* talent to benefit from this talent. Whenever the quality or effect of a Form is activated, you may spend additional Ⓐ to increase its rating by 1 per Ⓐ spent in this way.

### Elemental Conduit

**Tier:** 3

**Activation:** Active (Incidental)

Your character must have at least one rank in *Bending Arts* to benefit from this talent. Your character may use a melee weapon as a bending implement, and increases the base damage of all Attack forms they use by the weapon's base damage. In addition, when using a form with this implement, your character may use this talent to decrease the difficulty of the check by one. If they do so, they increase the strain suffered for using the form by one.

### Familiar Blueprint

**Tier:** 3

**Activation:** Active (Maneuver)

Once per encounter, your character can use this talent to add ■ to a Mechanics check they make to repair, sabotage, or operate a device with which they are familiar.

### Instinctive Form (Improved)

**Tier:** 3

**Activation:** Passive

Your character must have purchased the *Instinctive Form* talent to benefit from this talent. When your character uses the *Instinctive Form* talent, they may add any of the chosen form's additional effects.

### Inventor (Improved)

**Tier:** 3

**Activation:** Passive

Your character must have purchased the *Inventor* talent to benefit from this talent. Whenever your character makes a Mechanics skill check to create, modify, or repair something that generates a ☉, you roll an additional ☐ and add its results to the pool in addition to spending ☉ normally; additionally, when the check generates ☒, you roll an additional ☑ and add its results to the pool in addition to spending the ☒ normally. Each of these can only occur once per check.

### Martial Weapons Master

**Tier:** 3

**Activation:** Active (Action)

While armed with a melee weapon, your character may use this talent to make an **Average** (◆◆) check using that weapon's skill. If successful, your character may force one engaged target to either drop one weapon they are holding or move one range band in a direction of your choosing. If your character forces a named rival or nemesis into dangerous terrain (or off a ledge or cliff) using this talent, your GM can spend a Story Point to allow them to catch themselves at the edge and fall prone instead.

### Rally!

**Tier:** 3

**Activation:** Active (Action)

Once per encounter, your character may make a **Hard** (◆◆◆) **Leadership check**. If successful, their allies may take their turns immediately, rather than in the current Initiative order.

### Sweeping Blow

**Tier:** 3

**Activation:** Active (Incidental)

When your character makes a successful melee combat check against a target with a smaller silhouette than theirs, they may inflict an additional hit on another valid target, dealing damage equal to the original hit. The second target must also be of smaller silhouette than your character, and no more difficult to hit than the initial target.

### Unarmed Specialist

**Tier:** 3, Ranked

**Activation:** Passive

Reduce the Critical Rating of an unarmed combat check by one per rank in *Unarmed Specialist*. This does not apply to martial weapons.

## TIER 4

### Animal Companion (Improved)

**Tier:** 4

**Activation:** Passive

Your animal companion now acts in its own initiative slot.

### Bending Specialist (Improved)

**Tier:** 4

**Activation:** Passive

Your character must have purchased the *Bending Specialist* talent to benefit from this talent. When your character uses the form acquired by the *Bending Specialist* talent, they may choose to add any of that form's additional effects which are mutually available to all elements with access to that form.

### Body Guard (Improved)

**Tier:** 4

**Activation:** Active (Incidental, Out of Turn)

Your character must have purchased the *Body Guard* talent to benefit from this talent. Once per turn, when an ally protected by your character's *Body Guard* maneuver would suffer a hit from a combat check, your character may choose to suffer that hit instead of the ally.

### Chi Disruption (Supreme)

**Tier:** 4

**Activation:** Passive

Your character must have purchased the *Chi Disruption* talent to benefit from this talent. You may spend ☉ generated by unarmed combat checks to stagger the target until the end of their next turn.

### Controlled Bending (Improved)

**Tier:** 4

**Activation:** Passive

Your character must have purchased the *Controlled Bending* talent to benefit from this talent. The first quality you activate for the form chosen by *Controlled Bending* requires one fewer Ⓐ than its usual cost.

### Distraction! (Improved)

**Tier:** 4

**Activation:** Passive

Your character must have purchased the *Distraction!* talent to benefit from this talent. Targets affected by *Distraction!* add ☒☒ to checks targeting your character and their allies.

## Doublespeak

**Tier:** 4

**Activation:** Passive

Your character can spend  $\Delta\Delta$  or  $\textcircled{A}$  from a successful Charm or Deception check to disorient a number of opponents within short range equal to your character's Presence for the remainder of the round and the next two rounds.

## Enduring Form

**Tier:** 4

**Activation:** Active (Incidental)

Your character must have at least one rank in *Bending Arts* to benefit from this talent. Once per encounter, whenever your character rolls a successful check to use a form, you may choose to spend  $\Delta\Delta\Delta$  or  $\textcircled{A}$  to sustain that form through the end of the encounter without performing the concentrate maneuver.

## Frenzied Attack

**Tier:** 4, Ranked

**Activation:** Active (Incidental)

When making a melee combat check, your character may suffer a number of strain no greater than their ranks in Frenzied Attack, then upgrade the ability of their combat check by that number.

## Holistic Navigation

**Tier:** 4

**Activation:** Active (Incidental)

When your character makes a check to navigate between two places, after the roll but before determining the result, they may spend one Story Point to remove  $\otimes$ , or instead remove  $\textcircled{A}$  equal to their ranks in Survival.

## Instinctive Form (Supreme)

**Tier:** 4

**Activation:** Passive

Your character must have purchased the *Instinctive Form* talent to benefit from this talent. Your character may use the Instinctive Form talent once per turn, instead of once per encounter.

## Iron Body

**Tier:** 4, Ranked

**Activation:** Passive

Increase the Critical Rating of all incoming attacks by 1 per rank of Iron Body.

## Masterful Bending

**Tier:** 4

**Activation:** Active (Incidental)

Your character must have at least one rank in *Bending Arts* to benefit from this talent. When your character uses a form, they may use this talent to spend  $\textcircled{A}$  to trigger up to three different qualities or form effects instead of one. These qualities or form effects must be ones that can be triggered by spending  $\Delta$  or  $\textcircled{A}$ .

## Menace

**Tier:** 4

**Activation:** Active (Maneuver)

Your character must have purchased the *Animal Companion* talent to benefit from this talent. Once per round, you may spend a maneuver to instruct any suitably threatening creature linked through the Animal Companion talent to perform the Menace maneuver when the creature is within at least short range of the enemy. The target gains ■■ on their next combat check.

## Multitasking

**Tier:** 4

**Activation:** Active (Maneuver)

Your character must have purchased the *Animal Companion* talent to benefit from this talent. Once per encounter, your character may use this talent to exchange two maneuvers for an action. This allows your character to perform two actions during a single turn. Your character must have two maneuvers available to exchange to use this talent. This means that unless your character has two free maneuvers during their turn, they must obtain a second maneuver by spending  $\Delta\Delta$  or suffering strain.

## Reflexive Bending

**Tier:** 4

**Activation:** Active (Incidental, Out-of-Turn)

Your character must have at least one rank in *Bending Arts* to benefit from this talent. Once per encounter, when an enemy generates  $\textcircled{A}$ ,  $\textcircled{B}$ , or  $\otimes$  on a combat check targeting your character, after resolving the check, your character may use any bending action they know. Your character may not use this talent if doing so would incapacitate them, or they are incapacitated by the check.

## Secret Technique

**Tier:** 4

**Activation:** Passive

When making a check using the Martial Arts skill, your character may use Willpower instead of Brawn. In addition, unarmed combat checks that deal damage in this way deal additional damage equal to your character's ranks in Discipline.

## Seen Some Things

**Tier:** 4

**Activation:** Passive

Whenever your character fails a Knowledge check, they may spend  $\Delta\Delta$  generated by the check to reroll all dice not showing a  $\textcircled{A}$  or  $\otimes$ . This can only be done once per Knowledge check, and you must accept the new results.

## Signature Form (Improved)

**Tier:** 4

**Activation:** Passive

You must have purchased the *Signature Form* talent to benefit from this talent. When your character uses their signature form, reduce the difficulty of the check by two instead of one.

## Signature Style

**Tier:** 4, Ranked

**Activation:** Passive

Your character must have at least one rank in *Bending Arts* to benefit from this talent. When your character purchases this talent, choose one bending form available to them, and choose any Characteristic. Your character may use the chosen Characteristic, instead of the form's listed Characteristic, whenever they use this form.

Each additional time you purchase this talent for your character, select one additional form and Characteristic. Your character may also use these forms with the chosen Characteristic instead. You cannot select the same form more than once.

## Steady Aim

**Tier:** 4

**Activation:** Passive

Your character does not lose the benefits of the aim maneuver if they perform other maneuvers (including moving) or actions.

## Tinkerer

**Tier:** 4, Ranked

**Activation:** Passive



When your character acquires this talent, choose one piece of gear, and increase its number of hard points by one. They can only do this once per piece of gear but can modify a number of pieces of gear equal to their ranks in Tinkerer. If your character loses, breaks, or sells a modified piece of equipment, they may apply Tinkerer to a new one.

### True Understanding

**Tier:** 4, Ranked

**Activation:** Active (Incidental)

*Your character must have at least one rank in Bending Arts to benefit from this talent.* Once per session, you may spend a Story Point and suffer 2 strain to lower the difficulty of any Bending Arts skill check by one per rank of True Understanding to use any form.

### Unrelenting

**Tier:** 4, Ranked

**Activation:** Active (Incidental)

Once per round after resolving a successful Bending Arts, Martial Arts, Melee (Light), or Melee (Heavy) combat check, your character may suffer 4 strain to use this talent to make an additional melee attack as an incidental against the same target. Increase the difficulty of the combat check by one if this attack uses a second weapon, or by two if the attack uses the same weapon.

## TIER 5

### Baleful Gaze

**Tier:** 5

**Activation:** Active (Incidental, Out of Turn)

When your character is targeted by a combat check from within medium range, you may spend a Story Point to upgrade the difficulty of the check a number of times equal to your ranks in the Coercion skill.

### Coup de Grâce

**Tier:** 5, Ranked

**Activation:** Passive

On any successful combat check, for each ☉ your character may roll an additional ☉, adding its results to the pool. Your character may do this for any number of ☉ rolled initially, and in addition to any ☉ generated on successive rolls. You cannot add more ☉ to the pool than you have ranks in Coup de Grâce. This effect cannot be stacked with the Call of the Spirit Wilds talent.

### Deflect (Supreme)

**Tier:** 5

**Activation:** Passive

*You must have purchased the Deflect talent to benefit from this talent.* If your character did not make a combat check during their previous turn, they suffer 1 strain when using the Deflect talent instead of the usual 3.

### Dire Animal Companion

**Tier:** 5

**Activation:** Passive

*You must have purchased the Animal Companion talent to benefit from this talent.* If your character has at least one rank in the Animal Handling skill, the animal companion they have bonded with through the Animal Companion talent increases its Brawn by one, to a maximum of 5, and its wound threshold is increased by four. If the animal has a strain threshold, it is also increased by four; otherwise, your animal gains a strain threshold equal to half of yours. Your character also chooses to increase any other characteristic, other than Brawn, by one to a maximum of 5. Your companion increases one of its existing skill ranks by one, to a maximum of 5.

### Flow of the Elements

**Tier:** 5

**Activation:** Active (Incidental)

*Your character must have at least one rank in Bending Arts to benefit from this talent.* Once per encounter, after your character uses a form successfully, you may spend AAA or ☉ generated by that check to immediately use another bending form as a maneuver. Your character must have an additional maneuver available and may not perform more than two maneuvers in a turn.

### Elemental Adept (Supreme)

**Tier:** 5

**Activation:** Passive

*Your character must have purchased the Elemental Adept talent to benefit from this talent.* Whenever your character successfully uses a bending form, they may activate any one of that form's qualities or effects without spending the required A.

### Emergency Stabilization

**Tier:** 5

**Activation:** Active (Action)

Once per encounter, your character may target an incapacitated character and bring them back to consciousness. They recover a number of wounds or strain (depending which threshold they crossed) equal to your ranks in Medicine.

### Inspiring Leadership

**Tier:** 5

**Activation:** Active (Action)

Your character can use this talent to make a **Hard** (◆◆◆) **Leadership check**. If successful, a number of allies not exceeding your character's Presence within medium range add ✨ to their next skill check.

### Maverick Captain

**Tier:** 5

**Activation:** Active (Incidental)

Once per round when piloting an airship, ground vehicle, or sailing a marine vessel, the character may voluntarily suffer two strain to perform any action as a maneuver instead.

### Parry (Supreme)

**Tier:** 5

**Activation:** Passive

*Your character must have purchased the Parry talent to benefit from this talent.* If your character did not make a combat check during their previous turn, they suffer 1 strain when using the Parry talent instead of the usual 3.

### Psychic Bending

**Tier:** 5

**Activation:** Active (Incidental)

*Your character must have at least one rank in Bending Arts to benefit from this talent.* You may suffer 3 strain to use a bending form even if you are bound, at a disadvantage, or your appendages are otherwise indisposed (such as a missing leg or both hands wielding a weapon or holding onto something). You must upgrade the difficulty of any Bending Arts skill check made in this way once. Additionally, you always ignore any ■ normally imposed in these circumstances.

Psychic Bending does not apply to any situation during which it would be impossible to bend; i.e., you cannot firebend during an eclipse; waterbend in the middle of the desert; or earthbend on wooden prison in the ocean.

### Surgeon (Improved)

**Tier:** 5

**Activation:** Passive

Your character must have the *Surgeon* talent to benefit from this talent. Whenever this character attempts to heal any Critical Injury, lower the difficulty of the check one per rank of Surgeon to a minimum of Easy (◆).

## Transcription Error

**Tier:** 5

**Activation:** Active (Action)

Once per session, your character may make a **Daunting (◆◆◆◆)** **Knowledge (History) check**. If successful, choose one fact that has been established by the GM or a character in the current scene. Your character reveals that fact to be untrue. The change is subject to GM approval, and should be something that only affects the immediate circumstances. Additionally, it should be a fact the character could reasonably know and doubt the validity of. The knowledge check used for this talent varies depending on the nature of the fact being affected.

**Table 4-1: GENESYS Talents for the Avatar Setting**

Name	Ranked?	Source
<b>Tier 1</b>		
Animal Whisperer	Yes	Page 80
Apothecary	Yes	<i>Realms</i> (p. 84)
Attunement	No	Page 80
Basic Combat Training	No	Page 80
Bender	No	Page 80
Bought Info	No	<i>CRB</i> (p. 72)
Bribery	Yes	Page 80
Bullrush	No	<i>Realms</i> (p. 84)
Challenge!	Yes	<i>Realms</i> (p. 84)
Clever Retort	No	<i>CRB</i> (p. 73)
Close Combatant	No	<i>Secrets</i> (p. 74)
Cosmopolitan Upbringing	No	<i>Embers</i> (p. 50)
Customer Service Experience	Yes	<i>Shadow</i> (p. 45)
Deep Pockets	No	<i>Shadow</i> (p. 45)
Deflect	Yes	Page 80
Deft Hands	No	Page 80
Desperate Recovery	No	<i>CRB</i> (p. 73)
Diplomatic Instruction	No	<i>Embers</i> (p. 50)
Duelist	No	<i>CRB</i> (p. 73)
Durable	Yes	<i>CRB</i> (p. 73)
Elemental Strike	No	Page 80
Fearsome	Yes	<i>Secrets</i> (p. 74)
Finesse	No	Page 80
Forager	No	<i>CRB</i> (p. 73)
Good Company	Yes	Page 80
Good Form	Yes	Page 80
Grit	Yes	<i>CRB</i> (p. 73)
Hamstring Shot	No	<i>CRB</i> (p. 73)
Hand on the Throttle	No	<i>Shadow</i> (p. 45)
Hard Headed	Yes	<i>Secrets</i> (p. 74)
Hidden Storage	Yes	Page 80
Historical Record	No	Page 81
Improvised	No	Page 81
Intimidating	Yes	Page 81
Jump Up	No	<i>CRB</i> (p. 73)
Knack for It	Yes	<i>CRB</i> (p. 73)
Knockout Punch	No	<i>Shadow</i> (p. 45)
Know Somebody	Yes	<i>CRB</i> (p. 74)
Let's Ride	No	<i>CRB</i> (p. 74)
Life on the Streets	No	<i>Embers</i> (p. 50)
Martial Bender	No	Page 81
Meticulous Form	Yes	Page 81
One With Nature	No	<i>CRB</i> (p. 74)
Painful Blow	No	<i>Realms</i> (p. 84)
Parry	Yes	<i>CRB</i> (p. 74)
Pep Talk	No	Page 81
Physician	Yes	Page 81
Precision	No	Page 81
Proper Upbringing	Yes	<i>CRB</i> (p. 74)
Quick Draw	No	<i>CRB</i> (p. 74)
Quick Strike	Yes	<i>CRB</i> (p. 74)
Rapid Reaction	Yes	<i>CRB</i> (p. 74)
Respected	Yes	Page 81
Second Wind	Yes	<i>CRB</i> (p. 74)
Shady Deal	Yes	Page 81
Skilled Mechanic	Yes	<i>Embers</i> (p. 51)
Smooth Talker	Yes	Page 81

**Table 4-1: GENESYS Talents for the Avatar Setting**

Name	Ranked?	Source
<b>Tier 1</b>		
Street Fighter	No	Page 81
Subtle	No	<i>Embers</i> (p. 51)
Surgeon	Yes	CRB (p. 74)
Survivalist	Yes	Page 81
Swift	No	CRB (p. 75)
Talk Shop	No	Page 81
Tavern Brawler	No	<i>Realms</i> (p. 87)
Torment	No	<i>Secrets</i> (p. 78)
Toughened	Yes	CRB (p. 75)
Tumble	No	<i>Realms</i> (p. 87)
Unremarkable	No	CRB (p. 75)
Utilitarian	No	Page 81
War Veteran	No	<i>Embers</i> (p. 51)
Weapon Specialist	Yes	Page 81
Well Organized	Yes	<i>Secrets</i> (p. 78)
Where Did I Put That?	No	<i>Embers</i> (p. 51)
<b>Tier 2</b>		
Bad Cop	Yes	<i>Shadow</i> (p. 47)
Balanced Stance	No	Page 82
Basic Military Training	No	CRB (p. 75)
Bending Specialist	No	Page 82
Berserk	No	CRB (p. 75)
Big Guns	No	<i>Shadow</i> (p. 47)
Block	No	<i>Realms</i> (p. 87)
Bowl Over	No	<i>Secrets</i> (p. 78)
Bulwark	No	<i>Realms</i> (p. 87)
By the Stars	No	Page 82
Called Shot	No	<i>Embers</i> (p. 52)
Chi Disruption	No	Page 82
Combat Medicine	Yes	<i>Shadow</i> (p. 48)
Combined Arms	No	<i>Embers</i> (p. 52)
Confidence	Yes	Page 82
Controlled Bending	No	Page 82
Coordinated Assault	Yes	CRB (p. 75)
Counteroffer	No	CRB (p. 75)
Crippling Strike	No	Page 82
Daring Style	Yes	Page 82
Defensive Stance	Yes	CRB (p. 75)
Determined Driver	No	Page 82
Dirty Tricks	No	<i>Realms</i> (p. 88)
Distraction!	No	<i>Secrets</i> (p. 78)
Driven to Succeed	No	<i>Embers</i> (p. 52)
Dual Wielder	No	CRB (p. 76)
Elemental Adept	No	Page 82
Empath	No	Page 82
Encouraging Song	No	Page 82
Exploit	Yes	<i>Realms</i> (p. 88)
Eye for Detail	Yes	Page 82
Flash of Insight	No	<i>Realms</i> (p. 88)
Flavor Sensation	No	<i>Secrets</i> (p. 79)
Friends in Low Places	No	Page 82
Good Cop	Yes	<i>Shadow</i> (p. 48)
Grapple	No	<i>Realms</i> (p. 88)
Haughty Demeanor	No	<i>Shadow</i> (p. 48)
Heightened Awareness	No	CRB (p. 76)
Heroic Recovery	No	<i>Realms</i> (p. 88)
Hunter	No	<i>Realms</i> (p. 88)
Impaling Strike	No	<i>Realms</i> (p. 88)

Name	Ranked?	Source
<b>Tier 2</b>		
Implacable	Yes	<i>Secrets</i> (p. 79)
Inspiration	No	<i>Embers</i> (p. 53)
Inspiring Rhetoric	No	CRB (p. 76)
Instinctive Form	No	Page 82
Inventor	Yes	CRB (p. 76)
Know-It-All	No	<i>Secrets</i> (p. 79)
Leverage	No	<i>Embers</i> (p. 53)
Lucky Strike	No	CRB (p. 76)
Parkour!	No	<i>Shadow</i> (p. 49)
Patch Up	No	<i>Secrets</i> (p. 79)
Precision Strike	Yes	Page 82
Probing Question	No	<i>Shadow</i> (p. 49)
Push Your Luck	No	Page 83
Quick Fix	No	<i>Shadow</i> (p. 49)
Reckless Charge	No	<i>Realms</i> (p. 89)
Researcher	Yes	Page 83
Restoration	No	Page 83
Scathing Tirade	No	CRB (p. 77)
Sharp Tongue	No	<i>Secrets</i> (p. 79)
Side Step	Yes	CRB (p. 77)
Signature Form	No	Page 83
Sneak Attack	No	<i>Embers</i> (p. 53)
Sound Investments	Yes	<i>Embers</i> (p. 54)
Spirit Healer	Yes	Page 83
Strong Arm	No	Page 83
Stunning Blow	No	Page 83
Sucker Punch	No	<i>Secrets</i> (p. 79)
Threaten	Yes	<i>Realms</i> (p. 89)
Tickets to the Gun Show	No	<i>Secrets</i> (p. 80)
Vulgar Display	No	Page 83
Well-Travelled	No	<i>Realms</i> (p. 89)
<b>Tier 3</b>		
Animal Companion	Yes	CRB (p. 77)
Applied Research	Yes	<i>Shadow</i> (p. 49)
Attunement (Improved)	No	Page 83
Backstab	No	<i>Realms</i> (p. 89)
Bad Habit	No	<i>Shadow</i> (p. 49)
Balanced Bending	Yes	Page 83
Bloodhound	No	<i>Secrets</i> (p. 81)
Body Guard	Yes	<i>Realms</i> (p. 90)
Born in the Saddle	No	<i>Secrets</i> (p. 81)
Breaking Bread	No	<i>Secrets</i> (p. 81)
Bullseye!	No	<i>Secrets</i> (p. 81)
Call of the Spirit Wilds	No	Page 83
Cavalier	No	<i>Realms</i> (p. 90)
Chakras Aligned	No	Page 83
Chi Disruption (Improved)	No	Page 83
Combat Bending	No	Page 83
Contingency Plan	No	<i>Secrets</i> (p. 81)
Counterattack	No	<i>Realms</i> (p. 90)
Daredevil	No	<i>Secrets</i> (p. 82)
Deflect (Improved)	No	Page 83
Dodge	Yes	CRB (p. 78)
Dramatic Entrance	No	<i>Secrets</i> (p. 82)
Dual Blow	No	<i>Embers</i> (p. 54)
Dumb Luck	No	<i>Shadow</i> (p. 49)
Eagle Eyes	No	CRB (p. 78)
Easy Prey	No	<i>Realms</i> (p. 90)

**Table 4-1: GENESYS Talents for the Avatar Setting (Con't)**

Name	Ranked?	Source
<b>Tier 3</b>		
Elemental Adept (Improved)	No	Page 84
Elemental Conduit	No	Page 84
Elusive	No	<i>Secrets</i> (p. 82)
Familiar Blueprint	No	Page 84
Field Commander	No	<i>CRB</i> (p. 78)
Full Throttle	No	<i>CRB</i> (p. 78)
Hard Boiled	No	<i>Shadows</i> (p. 50)
Hard Headed (Improved)	No	<i>Secrets</i> (p. 82)
Heroic Will	No	<i>CRB</i> (p. 78)
Inspiring Cry	No	<i>Secrets</i> (p. 83)
Inspiring Rhetoric (Improved)	No	<i>CRB</i> (p. 78)
Instinctive Form (Improved)	No	Page 84
Inventor (Improved)	No	Page 84
Laugh It Off	No	<i>Shadow</i> (p. 50)
Martial Weapon Master	No	Page 84
Master of the Blade	No	<i>Embers</i> (p. 54)
Mercantile Savant	No	<i>Embers</i> (p. 54)
Natural	No	<i>CRB</i> (p. 79)
Nimble	No	<i>Shadow</i> (p. 50)
Not Even In Death	No	<i>Embers</i> (p. 54)
Painkiller Specialization	Yes	<i>CRB</i> (p. 79)
Parry (Improved)	No	<i>CRB</i> (p. 79)
Power Chord	No	<i>Secrets</i> (p. 82)
Precise Archery	No	<i>Realms</i> (p. 90)
Pressure Point	No	<i>Realms</i> (p. 90)
Rally!	No	Page 84
Rapid Archery	No	<i>CRB</i> (p. 79)
Scathing Tirade (Improved)	No	<i>CRB</i> (p. 79)
Shameless	No	<i>Secrets</i> (p. 82)
Shockwave	No	<i>Realms</i> (p. 90)
Sweeping Blow	No	Page 84
Takedown	No	<i>Shadow</i> (p. 51)
Unarmed Specialist	Yes	Page 84
University Training	No	<i>Embers</i> (p. 55)
You Owe Me One	No	<i>Shadow</i> (p. 51)
<b>Tier 4</b>		
Animal Companion (Improved)	No	Page 84
Back-to-Back	No	<i>Realms</i> (p. 91)
Bending Specialist (Improved)	No	Page 84
Body Guard (Improved)	No	Page 84
Can't We Talk About This?	No	<i>CRB</i> (p. 79)
Chi Disruption (Supreme)	No	Page 85
Combat Command	No	<i>Embers</i> (p. 56)
Controlled Bending (Improved)	No	Page 85
Deadeye	No	<i>CRB</i> (p. 79)
Death Rage	No	<i>Realms</i> (p. 91)
Defensive	Yes	<i>CRB</i> (p. 80)
Distraction! (Improved)	No	Page 84
Doublespeak	No	Page 85
Dramatic Entrance (Improved)	No	<i>Secrets</i> (p. 83)
Dramatic Escape	No	<i>Secrets</i> (p. 83)
Enduring	Yes	<i>CRB</i> (p. 80)
Enduring Form	No	Page 85
Field Commander (Improved)	No	<i>CRB</i> (p. 80)
Frenzied Attack	Yes	Page 85
Hard Headed (Supreme)	No	<i>Secrets</i> (p. 84)
Holistic Navigation	No	Page 85
How Convenient!	No	<i>CRB</i> (p. 80)

Name	Ranked?	Source
<b>Tier 4</b>		
Ingenious Solution	No	<i>Secrets</i> (p. 84)
Inspiring Rhetoric (Supreme)	No	<i>CRB</i> (p. 80)
Instinctive Form (Supreme)	No	Page 85
Iron Body	Yes	Page 85
Mad Inventor	No	<i>CRB</i> (p. 80)
Masterful Bending	No	Page 85
Menace	No	Page 85
Multitasking	No	Page 85
Offensive Driving	No	<i>Shadow</i> (p. 51)
Parkour! (Improved)	No	<i>Shadow</i> (p. 51)
Pommel Smash	No	<i>Embers</i> (p. 57)
Quick Witted	No	<i>Shadow</i> (p. 51)
Reflexive Bending	No	Page 85
Scathing Tirade (Supreme)	No	<i>CRB</i> (p. 81)
Secret Technique	No	Page 85
Seen Some Things	No	Page 85
Signature Form (Improved)	No	Page 86
Signature Style	Yes	Page 86
Steady Aim	No	Page 86
Stunned Silence	No	<i>Secrets</i> (p. 84)
Tinkerer	Yes	Page 86
True Understanding	Yes	Page 86
Unrelenting	No	<i>Realms</i> (p. 91)
Venom Soaked Blade	No	<i>Realms</i> (p. 91)
You Owe Me One (Improved)	No	<i>Shadow</i> (p. 52)
<b>Tier 5</b>		
Against All Odds	No	<i>Embers</i> (p. 57)
Baleful Gaze	No	Page 86
Beastmaster	No	<i>Secrets</i> (p. 84)
Coup de Grâce	Yes	Page 86
Crushing Blow	No	<i>Realms</i> (p. 91)
Dedication	Yes	<i>CRB</i> (p. 81)
Deflect (Supreme)	No	Page 86
Dire Animal Companion	No	Page 86
Dramatic Entrance (Supreme)	No	<i>Secrets</i> (p. 84)
Flow of the Elements	No	Page 86
Elemental Adept (Supreme)	No	Page 86
Emergency Stabilization	No	Page 86
Indomitable	No	<i>CRB</i> (p. 81)
Inspiring Leadership	No	Page 86
Let's Talk This Over	No	<i>Realms</i> (p. 91)
Master	No	<i>CRB</i> (p. 81)
Master Plan	No	<i>Shadow</i> (p. 52)
Maverick Captain	No	Page 87
Parry (Supreme)	No	Page 87
Psychic Bending	No	Page 87
Retribution	No	<i>Realms</i> (p. 91)
Ruinous Repartee	No	<i>CRB</i> (p. 81)
Sharp Tongue (Improved)	No	<i>Secrets</i> (p. 84)
Surgeon (Improved)	No	Page 87
Transcription Error	No	Page 87
Whirlwind	No	<i>Realms</i> (p. 91)
Zealous Fire	No	<i>Realms</i> (p. 91)

# V – GEAR AND EQUIPMENT

From the sprawling cityscapes of Agna Qel'a and Ba Sing Se to the untamed wilderness of the Earth Kingdom countryside, the wise recognize the necessity of protective tools, even in a land where bending reigns supreme. Many characters rely on gear and equipment to perform tasks regardless of how trivial or vital. Smart characters prepare themselves for the situations they're most likely to encounter—and those unexpected. You'll never catch any decent thief without their lock picking kit. Guards know that even the best armor may not stop a determined foe, but they still know it can mean the difference between life and death.

Across the Four Nations, an array of vendors offers a diverse selection of wares, from curative potions to animal messengers, and from basic weaponry to innovative Satomobiles, all awaiting purchase in exchange for coins. Yet some treasures are elusive, and require determination to unearth. Not every market town stocks ancient bending scrolls or masterwork weaponry, and enigmatic figures like collectors, pirates, and scoundrels may interpose themselves between the seeker and their sought-after gear.

In the following chapter, you can find information on common personal weapons, armor, and gear critical for traveling the world from the Fire Nation capital of Hari Bulkan to the rolling dunes of Si Wong Desert.

## DIFFERENT DESCRIPTIONS, SAME EQUIPMENT

Although the equipment produced by the diverse cultures often varies wildly in form and detail, for the purposes of this game, the same types of equipment can usually use the same profile. Essentially, GENESYS's rules are inclusive enough that an item like combat armor provides the same amount of soak whether it's the polished plate of a Fire Nation naval officer or the weathered uniform of an Earth Kingdom warrior.

However, to highlight the interesting variety of items found across the Four Nations, this book modifies the mechanics of items to represent the various cultures' approaches to production and design. These changes affect the way items function in play and increase the number of items available without needing to list out each permutation. Even with these changes, not all items are so wildly different that they require unique rules.

## USING THIS RULE IN PLAY

Not all gear used by a particular culture is modified automatically. For example, the starting equipment packages for each career only provide the basic versions of each item, and if your character wants to purchase a weapon manufactured by their culture, they must seek it out specifically and pay any additional costs.

Using this rule in play is not mandatory, and your GM may follow the **Narrative Option** or **Simple Penalty for Unfamiliarity** rules outlined on page 105 of *EMBERS OF THE IMPERIUM*.

## ITEM QUALITIES

Some equipment features special qualities that add variety and depth to the vast array of items across the Four Nations. Unless otherwise specified, all qualities listed on page 86 in the GENESYS Core Rulebook are relevant and operate as written. The following section contains new or modified qualities only.

**Active qualities require AA to activate unless otherwise stated in their description.** Weapon qualities can only trigger on a successful attack, unless otherwise specified.

### BURN

No change to the quality, except to say that Waterbenders can make an **Easy (◆) Bending Arts check** to put out fires or aide allies inflicted with Burn.

### DURABLE

*Passive.* Items crafted to last can endure damage that would destroy less well-made works. When a Durable item becomes damaged, it loses the Durable quality instead.

### OTHER CULTURES

*Avatar* features an array cultures in a setting that stretches across four monolithic nations, each taking influence from real-world cultures that are as diverse as they are numerous. Naturally, the Four Nations are prominent cultures that represent a blend of these real-world cultures. Even within the larger nations, such as the Earth Kingdom, there is stark cultural diversity. However, for mechanical purposes, these cultural distinctions are relatively minor (such as those between the Northern and Southern Water Tribes). Depending on the era in which you play, the cultural melting pot of the United Republic of Nations may also be present.

One exception exists for the *daofei* culture, first identified in the *Rise of Kyoshi* novel by F. C. Yee. Daofei is a term referring to organized groups of outlaws in the Earth Kingdom who have formed their own societies, complete with codes of conduct and intricate traditions. Historically, daofei even grew powerful enough to usurp control over certain regions. One of the most notorious groups identified as the "Fifth Nation." Its members were mostly of Water Tribe and Fire Nation descent, and who regarded themselves as a completely separate society.

**Table 5-1: Cultural Manufacturing Differences**

Culture	Modifications	Aesthetics
Air Nation	<ul style="list-style-type: none"> <li>• Unwieldy -1 (weapons)</li> <li>• Hard points +1, +100 price (all)</li> </ul>	<ul style="list-style-type: none"> <li>• Minimalistic and lightweight contemporary design.</li> <li>• Simple, but functional in purpose while leveraging modern innovations.</li> <li>• Stark contrasting colors between yellow and red.</li> </ul>
Air Nomad	<ul style="list-style-type: none"> <li>• Encumbrance -2, to a minimum of 1 (all)</li> <li>• Base damage -1 (weapons)</li> </ul>	<ul style="list-style-type: none"> <li>• Lightweight and flowing designs, often pastel colors with swirling symbols.</li> <li>• Crafted for nimbleness, with natural materials.</li> <li>• Elegantly simple and aerodynamic, embodying the free-spirited and peaceful nature of the monks and nuns.</li> </ul>
Daofei	<ul style="list-style-type: none"> <li>• Vicious +1 (weapons)</li> <li>• Hard points +1 (weapons and armor)</li> <li>• When making a check with item, must spend ☉☉☉ or ☉ to damage item one step (see page 89 of the Core Rulebook) (all)</li> </ul>	<ul style="list-style-type: none"> <li>• Weathered and rough, with hidden compartments or traps.</li> <li>• Customization is a hallmark, allowing for personal expression and adaptability.</li> <li>• Salvaged, mismatched pieces that reflect a life of resourcefulness or as if they've been repaired multiple times.</li> </ul>
Earth Kingdom	<ul style="list-style-type: none"> <li>• Reinforced, encumbrance +2, non-military may use these items in exchange for a big favor (armor)</li> <li>• Inferior, ½ price (weapons)</li> </ul>	<ul style="list-style-type: none"> <li>• Amor built for durability and longevity, while weapons are plentiful but often shoddily produced.</li> <li>• Simple, functional designs that reflect the strength and resilience of the nation.</li> <li>• Utilitarian and rugged, often earthy tones with rock or metal motifs.</li> </ul>
Fire Nation	<ul style="list-style-type: none"> <li>• Superior, rarity +2, and +400 price (weapons)</li> <li>• Defense +1, rarity +1, and +250 price (armor)</li> </ul>	<ul style="list-style-type: none"> <li>• Impeccably crafted with a commitment to perfection.</li> <li>• Exquisite designs incorporating intricate carvings, sumptuous silks, and opulent gold filigree.</li> <li>• Prominent use of deep red and regal gold accents, often featuring fiery motifs and flame-inspired patterns.</li> </ul>
Foggy Swamp Tribe	<ul style="list-style-type: none"> <li>• Durable, encumbrance +1 (all)</li> </ul>	<ul style="list-style-type: none"> <li>• Rugged and hardy, crafted to endure the challenging and humid swamps of the southern Earth Kingdom.</li> <li>• Incorporates many natural materials.</li> <li>• Earthy tones, mossy greens mixed with muted blues, and organic patterns.</li> </ul>
Si Wong Tribes	<ul style="list-style-type: none"> <li>• Soak +1, encumbrance +1, Remove ■ when making a check to resist extreme heat (armor)</li> </ul>	<ul style="list-style-type: none"> <li>• Efficient and largely unadorned.</li> <li>• Neutral earth tones.</li> </ul>
Sun Warriors	<ul style="list-style-type: none"> <li>• Accurate +1, rarity +3 (weapons)</li> </ul>	<ul style="list-style-type: none"> <li>• Gleaming gold inlay to reflect their reverence of the sun.</li> <li>• Clothing incorporates dragon and sun motifs with bold and fiery colors.</li> </ul>
United Republic	<ul style="list-style-type: none"> <li>• No adjustment</li> </ul>	<ul style="list-style-type: none"> <li>• Sleek and streamlined, often with the latest improvements in technology.</li> <li>• Appear inexpensive and mass-produced.</li> <li>• Combines elements of various nations' styles, reflecting the multicultural society of the United Republic.</li> </ul>
Water Tribe	<ul style="list-style-type: none"> <li>• Durable, rarity +2, Remove ■ when making a check to resist extreme cold (armor)</li> <li>• Reduce Critical rating by 1, to a minimum of 2, and add Unwieldy +2 (weapons)</li> </ul>	<ul style="list-style-type: none"> <li>• Designed for survival in cold environments, reflecting the icy waters of the polar regions.</li> <li>• Robust and practical, with an emphasis on insulating materials and sturdy craftsmanship.</li> <li>• Frigid blues and whites, adorned with tribal markings or wave patterns.</li> </ul>

## LIGHT

*Passive.* Any weapon with the Light quality can be used without incurring the additional difficulty of a two-weapon combat check. Light weapons can also be thrown, if necessary, using the Ranged skill instead of the normal skill.

## POISON

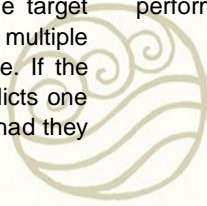
*Active.* Weapons with the Poison quality act quickly to debilitate a target once the poison is ingested or enters the bloodstream. Weapons do not typically have this quality unless a poison coating has been applied. When Poison is triggered, one target wounded by the attack must make a **Hard (◆◆◆) Resilience check** as an out-of-turn incidental or suffer 3 additional wounds. The target also suffers 1 strain per ☉, and your GM can spend ☉ to make the target test against the poison again at the start of their next turn, as it remains in their system.

## PUSH

*Active.* Weapons with the Push quality cause the target to become disengaged from the attacker. When Push is triggered, one target hit by the attack is moved one range band away. Unless otherwise stated, Push requires **AA** to trigger, plus one additional **A** per silhouette of the target beyond silhouette 1. This quality may be triggered multiple times, increasing the range band by one each time. If the target is pushed into a solid barrier, the collision inflicts one strain for each range band they would have moved had they not hit the barrier.

## REACH

*Passive.* Melee weapons with this quality allow the user to attack targets within short range. The difficulty of the attack remains **Average** (◆◆). Due to the unwieldy nature of these weapons, the user adds **■■** to combat skill checks performed against an engaged target.



**Table 5-2: Melee Weapons**

Name	Skill	Dam	Crit	Range	ENC	HP	Price	Rarity	Special
Axe	Melee (Light)	+3	3	Engaged	2	1	150	1	Vicious 1
Brass Knuckles	Martial Arts	+1	4	Engaged	1	0	75	3	Disorient 3
Club	Melee (Light)	+3	4	Engaged	1	1	100	2	Disorient 2
Dagger	Melee (Light)	+2	3	Engaged	1	1	60	1	Accurate 1
Javelin	Melee (Light)	+2	4	Engaged	2	1	90	1	Accurate 1, Defensive 1
Katana	Melee (Heavy)	+4	2	Engaged	3	2	350	7	Defensive 1, Deflection 1, Pierce 3, Unwieldy 2
Meteor Hammer	Martial Arts	+2	3	Engaged	1	1	225	6	Disorient 2, Prepare 1, Reach, Unwieldy 2
Nunchaku	Martial Arts	+1	3	Engaged	1	0	175	4	Linked 2, Unwieldy 3
Pike	Melee (heavy)	+4	4	Engaged	4	2	100	2	Prepare 1, Reach
Shield	Melee (Light)	+0	6	Engaged	1	1	80	2	Defensive 1, Deflection 1, Inaccurate 1, Knockdown
Shield, Large	Melee (Light)	+1	5	Engaged	2	2	160	3	Defensive 2, Deflection 2, Inaccurate 2, Push
Shield, Tower	Melee (Heavy)	+2	5	Engaged	3	2	280	4	Cumbersome 4, Defensive 2, Deflection 3, Inaccurate 2, Knockdown, Reinforced
Shock Gloves	Martial Arts	+2	5	Engaged	1	1	800	8 (R)	Disorient 3, Stun Damage, Stun 3
Shortsword	Melee (Light)	+2	2	Engaged	1	0	200	2	Light
Spear	Melee (Heavy)	+3	3	Engaged	3	1	110	3	Accurate 1
Staff	Martial Arts	+1	5	Engaged	2	1	50	2	Disorient 2, Push
Stun Baton	Martial Arts	+2	5	Engaged	3	2	650	9 (R)	Disorient 3, Ensnare 2, Light, Stun Damage
Sword	Melee (Light)	+3	2	Engaged	1	1	200	2	Defensive 1
Sword, Hook	Melee (Light)	+2	3	Engaged	1	0	250	7	Light, Reach, Unwieldy 3
War Fan	Martial Arts	+2	4	Engaged	1	1	225	5	Deflection 1, Light
War Hammer	Melee (Heavy)	+5	4	Engaged	4	2	600	3	Concussive 1, Cumbersome 4, Inaccurate 1, Knockdown
Whip	Melee (Light)	+1	3	Short	1	1	125	4	Ensnare 2, Prepare 1, Unwieldy 3

# WEAPONS

From the exceptional craftsmanship of Fire Nation blades to the utilitarian resilience of Earth Kingdom arms, this section offers a variety of weapons characters may use in their journey. The following list of weapons comprises those most found in the armories scattered around the world. They are organized by the skill associated with their use.



*Earth  
Kingdom  
Spear*

*Fire  
Nation  
Spear*

*Water  
Tribe  
Spear*

## MARTIAL WEAPONS

Although many martial arts styles emphasize unarmed combat, others utilize weapons as an extension of the body. Martial weapons are generally light and cover the hands. They are easy to wield in close quarters and often designed with grips, or attach to the forearm, to prevent characters from dropping them in close quarters combat.

Metal claws, brass knuckles, shock gloves, even rock gloves are all examples of martial weapons. The various disciplines of unarmed combat and their attacks are covered by Martial Arts as well. Martial Weapons *add* their damage value to the user's Characteristic; damage done by Martial Weapons is thus the user's Brawn Characteristic plus the weapon's modifier.

### BRASS KNUCKLES

A simple piece of metal shaped to fit around the knuckles used in hand-to-hand combat. These simply add some extra damage to attacks with your fists. Compact and unassuming, brass knuckles are favored by brawlers seeking a discreet edge in the back alleys of Republic City, where bending takes many forms.

### METEOR HAMMER

A meteor hammer consists of a flexible chain or rope with a weight attached to one or both ends. Most variations of the weapon include a ball made entirely of metal, but Earthbenders have taken a liking to balls made from hardened stone or impure metals so that the weapon itself can be used with their earthbending abilities. As a flexible weapon, meteor hammers can be easily concealed, and may be used as a defensive or surprise weapon.

While the meteor hammer is concealed, those searching the character add  $\times\times\times$  to the results of any checks made to find the weapon.

### NUNCHAKU

This unwieldy weapon consists of two sticks connected at their ends with a short chain or rope. They take some skill to use, since the inexperienced often wind up hitting themselves with it.

### SHOCK GLOVE

First manufactured by Hiroshi Sato to support the Equalist movement, this portable weapon releases a powerful electrical shock capable of rendering a victim unconscious. Shock gloves can stun and disorient your opponents and can turn the tide in any melee brawl.

### STAFF

Carried by scholars, wanderers, and elemental masters alike, the staff is often seen as a symbol of wisdom. Usually carved from wood, or made of metal. As a bludgeon, it can inflict quite a beating. An Air Nomad glider falls into this category, as it can be used as a staff.

### STUN BATON

These electroshock weapons are powered by a small backpack-sized generator strapped to the user. The metal prods stun and immobilize opponents on contact and are normally dual wielded.



## WAR FAN

Shanzi, or fans, are often made of iron and used in martial arts. They are used for defense and can be thrown. These shanzi are the primary weaponry of the Kyoshi Warriors and are usually used first when fighting.



## LIGHT MELEE WEAPONS

These weapons are generally shorter than a few feet in length and typically only require one hand to wield.

### AXE

An average-sized axe that can come in all varieties. A water tribe axe may come with a blue-and-white blade and a medium-length white handle.

### CLUB

A weapon that sees frequent use in the Southern Water Tribe.

There, the base is carved from a polar bear femur and has a design in blue paint on each side of the blade.

There is a heavy ball on the end and a notch for hooking opponent's weapons. A leather strap is attached for a more secure grip.

### DAGGER

A small blade on a small hilt. This weapon comes in all varieties and is often used as a secondary weapon for close-quarters combat. Additionally, daggers can be concealed easily, and many make good off-hand weapons for fighters who favor dual wielding.

### HOOK SWORD

Three weapons in one: a long pole with a hook at the end, a curved blade above the fist, and a spearhead beneath the handle. An experienced user can hook the ends together to double the reach of the weapons.

### SHIELDS

The shield is an ever-present companion for those safeguarding their homes and villages from the constant threat of bandits and rogue benders. Larger shields offer greater protection, from the banded shields of Royal Earth Kingdom guards to the riot shields used by Republic City police officers.

### SWORD

It is a category of single-edge swords primarily used for slashing and chopping (sabers). Due to its ease of use, this weapon can be easily dual wielded.

### WHIP

A tool of control and precision, the whip has found its place in the hands of performers and those who value discipline and adaptability. Although it can deliver some devastating injuries, it can also render a foe immobilized.

## COIN OF THE FOUR NATIONS

Currency in the world of *Avatar* varies from nation to nation but is commonly based on precious metals that denote value; gold has the most value, followed by silver and then copper. Prior to the end of the Hundred Year War, coins were the most common form of currency for millennia. Each nation fashioned their coins into different shapes, sizes, and styles. However, following the end of the war, paper money came into widespread use, most notably in the United Republic of Nations.

For the sake of simplicity, this game uses a standardized currency of silver pieces. Gold coins are typically reserved for nobility and government, and you can reflect its high value as a potential reward for going on adventures or completing missions. Copper being the least valuable coin makes it not worth tracking for your characters. If you want to represent how strapped for cash party is, simply reward fewer silver pieces.

## HEAVY MELEE WEAPONS

As the name implies, these weapons are large enough that they require two hands to wield. An attacker must be engaged with their target to attempt an attack with a heavy melee weapon, although some weapons may have the Reach quality. These weapons can be used with one hand, but the wielder suffers ■■ when performing an attack.

### PIKE

Essentially a long, two-handed spear, pikes are the ultimate defensive weapons. Their reach (between ten and twenty feet) means they can be used to attack a foe long before the foe can bring their own weapon to bear. Found in the hands of disciplined soldiers throughout the nations, the Pike embodies tactical precision and is the safeguard of border patrols and fortresses.

### JAVELIN

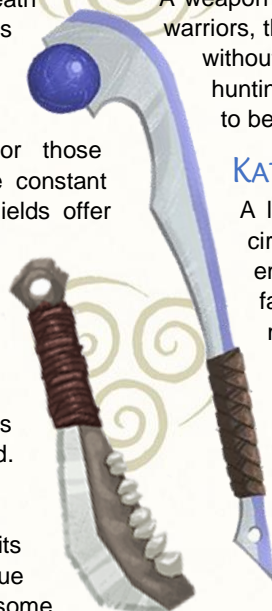
A weapon well-suited to the Water Tribe's fishermen turned warriors, the javelin ensures that a threat can be kept at bay without losing a grip on their livelihood. It can be used for hunting, but its primary advantage is that it is light enough to be thrown.

### KATANA

A long, curved, slender, single-edged blade, with a circular guard. The elegant and razor-sharp katana embodies the disciplined spirit of a swordsman. It is favored by the Kyoshi Warriors and is one of the most effective means of cutting down a foe.

### SPEAR

From the ceremonial spears carried by honor guards to the utilitarian weapons used by hunters and tribal defenders, the spear embodies resourcefulness and tradition. It is little more than a sharp piece of metal attached to the end of a pole.



## WAR HAMMER

Like a sledgehammer in construction and appearance, it can be used to augment the potency of earthbending attacks. These hammers require two hands.

## RANGED WEAPONS

Whether with one hand or both, ranged weapons are anything that can deal damage from a distance such as a bow or a bending attack. This also includes any weapon that can be thrown. Using a ranged weapon while engaged with an enemy increases the difficulty of the check by one.

## BLOWGUN

A ranged weapon made from a long, narrow tube (usually bamboo). When handled skillfully it can be used to launch a small dart a good distance. Stealthy assassins and resourceful hunters favor this simple weapon.

As an incidental, the user can load a dart in-hand or from a bandolier into their blowgun to apply the item quality associated with the dart to their next attack. If the dart is in the character's bag, then loading the blowgun requires a maneuver instead (see the maneuver rules on page 97 of the **GENESYS** Core Rulebook). A character may swap between ammo types in this way, changing the associated quality with the attack.

Standard darts can be purchased individually for reload at a cost of 10 silver pieces per dart. Specialized darts that offer the user more versatility may be found throughout the world.

Table 5-3: Blowgun Darts

Dart	Price	Dam	Rarity	Special
Acid	250	+3	4 (R)	Burn 2
Piercing	50	+0	2	+2 Pierce
Poison	100	+0	2 (R)	Poison
Shirshu Spit	400	+1	6 (R)	Ensnare 3
Standard	10	+0	1	

## BOLA

Two weights connected by a sturdy cord, the bola is a versatile weapon, capable of ensnaring or incapacitating targets with a single well-aimed throw. Its twirling descent spells trouble for those in its path.

## BOOMERANG

A small, L-shaped weapon made of metal. It is a thrown projectile that travels in a curved path and returns to its point of origin when thrown correctly. To represent this, the weapon has the Guided quality.

## Bow

A classic ranged weapon, the bow bridges the gap between skill and power, favored by archers from all walks of life. Whether crafted for sport or war, a well-drawn bow can be deadly in the right hands.

## CROSSBOW

A weapon consisting of a bow mounted on a stock that shoots projectiles. Its range is significantly shorter than a normal bow, but the threat it poses is much greater.

## LONGBOW

A weapon of immense power, the longbow is the pride of expert marksman like the Yuyan Archers. This weapon is renowned for its ability to send arrows soaring great distances. Its formidable draw weight requires both strength and skill.

## NET

A versatile tool turned weapon, the net can immobilize prey or foes, providing a tactical advantage in combat or aiding in the capture of elusive creatures.

## SLING

A sling is a projectile weapon typically used to throw a blunt projectile such as a stone, clay, or lead "sling-bullet". In skilled hands, it is a potent weapon.

## SMOKE BOMB

Whether for escape or surprise, it is a favored choice for those versed in subterfuge. The canister explodes on impact and releases a thick smoke to block an opponent's vision.

## THROWING KNIVES

A variety of small knives can be designed so that they can be thrown with varying degrees of accuracy. It is the choice of precision-based combatants, with a swift flick of the wrist sending the blade slicing through the air with deadly intent.

Throwing knives can be recovered after throwing if your character spends a few minutes gathering them up. New knives can be purchased just about anywhere.



**Table 5-4: Ranged Weapons**

Name	SKILL	DMG	CRIT	Range	ENC	HP	Price	Rarity	Special
Blow Gun	Ranged	4	6	Long	3	1	50	2	Accurate 1, Limited Ammo 1, Pierce 1
Bola	Ranged	5	4	Medium	1	0	225	3	Ensnare 2, Unwieldy 2
Boomerang	Ranged	4	4	Medium	1	0	300	4	Disorient 3, Guided 2, Unwieldy 3
Bow	Ranged	7	3	Medium	2	1	275	2	Unwieldy 2
Crossbow	Ranged	7	2	Medium	3	1	600	5	Pierce 2, Prepare 1
Longbow	Ranged	8	3	Long	3	2	450	4	Unwieldy 3
Net	Ranged	0	—	Short	2	0	25	2	Limited Ammo 1, Ensnare 2
Sling	Ranged	4	4	Medium	0	0	20	1	Disorient 2, Prepare 1
Smoke bomb	Ranged	1	—	Short	1	0	50	7	Blast 1, Disorient 3, Limited Ammo 1
Throwing Knife	Ranged	+2	3	Short	1	1	25	4	Accurate 1, Light, Limited Ammo 1

## ARMOR

Any Kyoshi Warrior or Republic City police officer can tell you the importance of going into a skirmish with some sort of protective covering. A good piece of armor can be the difference between life and death. The type of armor any adventurer wears depends on a variety of circumstances—what works best with their skillset, how long they will be wearing it, how easy it is to move around, and the intensity of combat they expect to face. Of course, a good set of armor will require a good deal of money to finance it.

## ARMOR TYPES

This section lists most of the common types of armor worn by soldiers, warriors, and other adventurers throughout the world.

### BRIGANDINE

These flexible, steel-studded plates are a testament to adaptability, often worn by those who navigate treacherous terrains where danger lurks around every corner. Stitched into a quilt of leather and metal, brigandine offers a blend of mobility and protection, favored by free spirits and rugged adventurers.

### CHAINMAIL

Conceived by Sokka and crafted by the students of the Beifong Metalbending Academy, this armor is made of up of small, interconnected metal plates. Flexible enough to wear underneath clothing, it can also protect the wearer against chi-blocking.



The effect of the Chi Disruption talent cannot be activated against targets wearing chainmail.

## HEAVY ROBES

Heavy robes of koala sheep's wool or bison fur are great for staying warm and can help make it harder to land a blow on the wearer shrouded beneath. These garments are not just clothing but a source of pride and identity for those who wear them.

## KYOSHI ARMOR

This style of armor consists of a metal headdress and heavily armored green kimonos worn in the attire that Avatar Kyoshi wore during her life, as well as her face paint that was meant to intimidate opponents.

After making a social skill check, the wearer may remove   from the results, as long as the target or targets of the check recognize the significance of the armor or revere Avatar Kyoshi.

## LEATHER ARMOR



Time-tested and reliable armor made from boiled leather is stiff and tough enough to offer modest protection, and relatively inexpensive.

## PADDED ARMOR

A quilted layer of protection, padded armor balances comfort with practicality, absorbing impacts and keeping wearers snug on the go.

## PLATE ARMOR

A formidable exoskeleton of polished metal, plate armor offers unmatched protection. Royal guards, hired mercenaries, and especially the metalbender police forces prefer full plate.

Plate armor is heavy and very noisy. Your character adds   to Stealth checks they make while wearing it.

## SCALE ARMOR

Comprising lustrous, overlapping metal plates, scale armor stands as a union of form and function. Its distinctive design evokes images of formidable dragon scales, granting those who wear it a blend of striking aesthetics and steadfast protection, favored by warriors with a flair for the dramatic.

**Table 5-5: Armor**

Type	Defense	Soak	Encum	HP	Price	Rarity	Special
Brigandine	1	+1	2	1	400	5	
Chainmail	0	+2	3	2	750	6	Protects from Chi Disruption talent
Heavy Robes	1	0	2	1	45	0	
Kyoshi Armor	1	+1	3	2	500	8 (R)	Remove ☠☠ from certain social skill check results
Leather	0	+1	2	1	50	3	
Padded	0	+1	2	0	35	2	
Plate	1	+2	4	2	1000	6	
Scale	0	+2	1	1	400	4	
Traveling Clothes	0	+1	2	1	100	4	Durable

The rattling of hundreds of scales is fairly noisy, so your character adds ■ to Stealth checks they make while wearing it.

When your character uses their airbending to imitate flight while equipped with an airbender staff, they add ■ to any bending checks they make to do so.

## TRAVELING CLOTHES

Designed to take a beating, these clothes provide a modest amount of protection and can last the wearer a long time. They are prized by nomads and traders for their durability.

Traveling clothes come with the Durable quality.

## GEAR

Although it may not be as exciting as a sword or as glamorous as a shiny piece of armor, this basic equipment is often the foundation for a successful attack or business venture, especially when these are the same. Reliable tools, survival in inhospitable environments, repairing weapons and armor, even keeping allies alive after things go wrong are all impossible if you pay no attention to outfitting yourself beforehand. After all, even the world's best bow is useless if you don't have the arrows to launch.

Some items provide long-term utility, and never leave your inventory. You can consume certain items, as noted in their description.

### MISCELLANEOUS SUNDRIES

Many pieces of gear that characters are likely to carry are too mundane or inexpensive to track on their sheets. Journals, writing implements, pocketknives, coins, casual clothing, shoes, inexpensive jewelry, snacks, or even mementos; all of these things and more are details that can bring a character to life, but are not important enough to track. PCs can assume that they have any number of miscellaneous items on them, depending on what they feel their characters would carry.

### AIRBENDER STAFF

An airbender staff is a wooden stave used primarily by airbenders to augment their bending. These versatile instruments were a major part of Air Nomad culture and used in the execution of several complex airbending techniques. Airbenders construct their staff to unfold into fan-like gliders, which enabled airbenders to fly while manipulating the air currents around them.

## BACKPACK

Incredibly useful and comes in many styles and sizes.

Backpacks increase the wearer's encumbrance threshold by four.

## BANDAGES

You can use bandages to assist with wound recovery.

A character may consume a single bandage to add ★A to their subsequent Medicine check.

## BEAN TEA

This chi-enhancing tea is a natural stimulant. When consumed, it improves strength and increases energy tenfold. Military officials and soldiers love this stuff, though they use it sparingly due to its rarity.

Characters who consume bean tea temporarily increase in their max strain threshold by 2. This effect lasts until the end of a session, or the character takes a long rest.

## COMPASS

An exquisitely crafted tool useful for travelers and navigators alike. Whether exploring treacherous terrains or navigating complex cityscapes, this small, durable device always points toward North.

A character who has a compass adds ■ to all Survival or Knowledge (Geography) skill checks to navigate or travel the wilderness.

## CONICAL HELM

The design of this hat can vary from location to location but typically features a wide brim tapering to a rounded or pointed top, often with a small spike protruding. It is worn by both troops throughout the Earth Kingdom and by the Dai Li, as it can easily protect the user from ranged attacks.

The wearer increases their ranged defense by one.

## CLIMBING GEAR

An assortment of tools used to scale steep or sheer surfaces.

**Table 5-6: Gear**

Item	Price	Encum	Rarity
Airbender Staff	500	2	7 (R)
Backpack	50	+4	1
Bandage	10	—	1
Bean Tea	25	—	6 (R)
Compass	100	—	7
Conical Helm	250	2	6
Climbing Gear	50	1	2
Disguise Kit	100	1	3
Fine Cloak	90	1	4
Healing Balm	50	1	4
Jasmine Tea	25	—	5
Lantern	50	1	2
Lychee Nuts (3)	5	1	2
Manacles	25	1	4
Medical Kit	150	2	4
Metal Coil	100	1	5
Pro-Bending Headgear	400	1	6 (R)
Rations (1 Day)	2	—	0
Rope	5	1	1
Spark Rocks	10	—	1
Tent	100	3	2
Thieves' Tools	75	1	5 (R)
Tool Kit	75	1	3
Torches (3)	1	1	1
Utility Pouch	25	+1	4
Waterskin	5	1	1
Weather Gear (Hot/Cold)	100	4	3
Wingsuit	2000	2	9 (R)

When your character uses climbing gear, they add ■ to any Athletics or Coordination checks they make to climb something.

## DISGUISE KIT

More of a stage acting kit, a disguise kit comes with makeup and prosthetics to allow characters to conceal their identity and make themselves harder to identify.

A successfully disguised character adds ■■ to any skill check made to identify the disguised character.

## FINE CLOAK

Whether it is cut from bolts of vibrant, colorful silk or fashioned from rich, fur-lined velvet, nothing says someone is ludicrously wealthy and powerful (or wants to pass as such) like a fine cloak.

When wearing a fine cloak, your character removes ■ from any Charm, Deception, or Leadership checks they make. While worn, a cloak's encumbrance is 0.

## JASMINE TEA

The combination of soothing properties found in green tea and the scent of jasmine will help you reduce stress, anxiety, and tension effectively.

The tea can only be consumed if time has been taken to prepare it. A character who drinks jasmine tea suffers 1 fewer strain if they suffer strain for any reason. This effect lasts until the end of the encounter.

## HEALING BALM

Popularized by the healers of the Foggy Swamp tribes, this concoction of alchemical herbs can fill the user with a sense of warmth and nourishment and can be used to ward off illness. While they do not heal physical injuries, they alleviate the pain and can stabilize the incapacitated.

Healing balm works exactly the same as a painkiller (see page 94 of the **GENESYS** Core Rulebook; healing balm is just the setting-specific name).

## LANTERN

An iron lantern is easier to handle than a torch and can be hung from a belt or shield. Protected inside a cage of metal and sturdy glass, its flame is relatively safe even if the lantern is knocked about.

A lit lantern provides light and removes ■ added to checks due to darkness. (If it becomes important to determine how far the light reaches, a lantern can provide light out to short range.)

## LYCHEE NUTS (3)

A nut in name only. This small, reddish-brown fruit is notable for its thick rind and its sweet taste and is abundant throughout the Earth Kingdom and Fire Nation.

A character who consumes a lychee nut automatically recovers 3 strain. Each subsequent nut eaten on the same day recovers 1 fewer strain, to a minimum of 0. The full effect of the lychee nut is restored the next day.

## MANACLE

These sturdy metal restraints, commonly used by law enforcement and captors across the nations, come in assorted designs, with each culture incorporating its unique aesthetics.

Escaping a set of these without tools or assistance requires your character to make a **Formidable** (◆◆◆◆) **Athletics check** or **Daunting** (◆◆◆◆) **Coordination check**.

## MEDICAL KIT

A handy first-aid kit. These kits commonly contain bandages, salves, and other small tools necessary to heal the injured.

A medical kit allows your character to perform Medicine checks to heal wounds and Critical Injuries without penalty. The inclusion of fresh supplies adds automatic ▲ to the check results.

## METAL COIL

A circular canister that contains a coil of metal rope that can stretch out to medium range. It can be worn around the waist.

## PRO-BENDING HEADGEAR

This gaudy-looking helmet adds an extra layer of cushion between the wearer's pretty face and any incoming attacks.

Whenever your character has pro-bending headgear equipped and becomes disoriented, they are disoriented for one less round.

## RATIONS (1 DAY)

These rations vary in taste and ingredients across the four nations: the hearty breads of the Earth Kingdom; herbal and fruity Air Nomad pastries; spicy Fire Nation granola; the Water Tribes' blubbered seal jerky.

## ROPE

No self-respecting soldier, sailor, miner, merchant, or traveler would ever be caught without a length of sturdy rope close at hand. The wealthy sometimes carry rope woven from silk, but hempen ropes work just as well.

A rope stretches out to roughly medium range, but other lengths can be purchased at your GM's discretion.

## SPARK ROCKS

Spark rocks come from cliffs found south of Ba Sing Se, known as the Fighting Cliffs. The cliffs, one white and one red, face each other with a wide ravine between them, and early Earth Kingdom peoples noticed that the ground of the ravine was charred and black. Legend says that the cliffs were created in an ancient battle between earthbenders and firebenders, and that the conflict was so awesome that the ground on which they fought soaked up their power and animosity.

Spark rocks can be used to start fires.

## TENT

Tents come in a variety of shapes and sizes and are used to provide a makeshift shelter from the weather and environment when undisturbed rest is necessary.

Whenever your character rests within a tent, they add ■ to any attempted strain recovery.

## THIEVES' TOOLS

Thieves' tools allow those without keys to attempt to open any mechanical locks or latches, even complicated ones.

When making a Skulduggery check to open a lock or latch, your character adds ▲ to the results.

## TOOL KIT

A standard kit for any mechanic who needs to repair or make modifications to their vehicles or other equipment. Used by artisans across the world to design their handicraft.

Whenever your character attempts to craft, modify, or repair an item they add ▲ to any Mechanics check to do so.

## RESTRICTED ITEMS

Items with an "(R)" in the price are considered restricted. These items are considered dangerous, illegal, or against the law in most regions. While each nation may have its own customs, there are some commonalities when it comes to restricted items in the four nations.

These include certain weapons, particularly dangerous knowledge, or even spirit-vine technology. While your character may possess restricted items, they should be discreet, as openly brandishing them could lead to suspicion, detainment, or worse. In some cases, your character may be barred from entering certain locations if they are found with a restricted item in their possession.

## TORCHES (3)

Torches are small, handheld sources of light used to illuminate up to short range.

A source of light provides light, and removes ■ added to checks due to darkness. Torches are consumed upon use, and your GM may spend ☼ to extinguish the torch unexpectedly while your character wields it.

## UTILITY POUCH

Often worn hanging from a belt, these pouches are used to house common items for wandering adventurers.

Each utility pouch increases the character's encumbrance threshold by 1. A character may wear up to three pouches.

## WATERSKIN

Frequently carried by waterbenders all over the world, this leather pouch of water contains just enough fresh liquid for a bender to use in a pinch.

When full, it contains enough water to quench the thirst of two people per day, to waterbender objects no larger than silhouette 1, and its encumbrance increases to 2.

## WEATHER GEAR

Freezing weather gear features multiple layers of fur, leather, or thick fabric to resist wind and trap body heat. Meanwhile, hot weather gear tends to be loose, flowing, and made from light fabric, to allow the skin to breathe while protecting it from the sun.

While your character is wearing cold or hot weather gear, they remove ■■ added to checks they make due to adverse weather conditions. When worn, the gear's encumbrance is 1.

## WINGSUIT

A prototype created by Asami Sato of Future Industries, some airbenders have been offered a chance to assess these specially designed suits that work with airbending to allow for gliding or short-term flight.

While your character wears a wingsuit, they can suffer 2 strain to move through flight (see the **Flying** sidebar in the GENESYS Core Rulebook, page 100).

# CUSTOMIZATION

While some equipment and weapons in the *Avatar* universe are handcrafted, others might be stamped out of a Future Industries assembly line in a factory somewhere outside of Republic City. Even the latter may have a drastically distinctive look from comparable products made in other parts of the world. The statistics and rules for gear in **THE SECOND AGE** are framed in broad categories to present clear, simple, and unified rules for their use, but you can tailor the look of your character's gear both cosmetically and mechanically.

These attachments use the Item Attachments and Hard Points rules found on page 206 of the **GENESYS** Core Rulebook. The attachments in this section replace the attachments found in that section.

**THE SECOND AGE**'s weapons and armor have a listed number of hard points in the various weapon and armor tables. You should use these values instead of using the general rule for determining an item's number of hard points found on page 206 of the **GENESYS** Core Rulebook.

## ATTACHMENTS

The following attachments allow users to customize their gear to their own specifications.

### WEAPON ATTACHMENTS

This list of basic weapon attachments is not exhaustive. You should use these examples to come up with your own attachments as well.

#### BALANCED HILT

This attachment represents modifying a melee weapon's balance (particularly around the hilt or haft) to make it easier to control.

**Use With:** This attachment can be applied to any weapons that use the Melee (Light) skill.

**Modifiers:** The weapon gains the Accurate 1 quality, or increases any existing Accurate quality by 1. If the weapon has the Inaccurate quality, it reduces that quality by 1 to a minimum of 0 instead.

**Hard Points:** 1.

**Price (Rarity):** 1000 silver (6).

#### DUELIST CROSS GUARD

This attachment represents modifying the cross guard of a sword to better catch and lock the blade of an opponent.

**Use With:** This attachment can be applied to any sword.

**Modifiers:** When an opponent resolves a melee combat check against the wielder, if the check generated at least one uncanceled  $\ominus$ , the wielder may suffer 1 strain as an Incidental (out of turn) to add  $\ominus\ominus$  to the results.

**Hard Points:** 1.

**Price (Rarity):** 800 silver (5).

#### RAZOR EDGE

This attachment represents sharpening a blade to a razor edge, then reinforcing or treating that edge so that it can withstand repeated blows.

**Use With:** This attachment can be applied to any close combat weapon that has a blade.

**Modifiers:** The weapon gains the Pierce 2 quality, or increases any existing Pierce quality by 1. The weapon also decreases its Crit rating by 1, to a minimum of 1.

**Hard Points:** 1.

**Price (Rarity):** 1250 silver (6).

#### SERRATED EDGE

Adding jagged sawteeth to a bladed weapon means the wounds it makes are particularly brutal and damaging.

**Use With:** This attachment can be applied to any close combat weapon that has a blade.

**Modifiers:** The weapon gains the Vicious 1 quality, or increases any existing Vicious Quality by 1.

**Hard Points:** 1.

**Price (Rarity):** 75 silver (2).

#### SUPERIOR WEAPON

This weapon has been modified or created by a master craftsman and is better than other examples of its type.

**Use With:** This attachment can be applied to any weapon.

**Modifiers:** The weapon gains the Superior quality.

**Hard Points:** 1.

**Price (Rarity):** 1000 silver (7).

#### WEAPON TASSEL

This attachment represents adding a tassel of cloth or other material to a weapon's pommel, hilt, or other location to signify rank, or other significance.

**Use With:** This attachment can be applied to any sword or two-handed pole weapon such as a spear or bardiche.

**Modifiers:** The weapon gains the Disorient 1 quality, or increases any existing Disorient quality by 1.

**Hard Points:** 1.

**Price (Rarity):** 350 silver (4).

### ARMOR ATTACHMENTS

This list of basic armor attachments is not exhaustive. You should use these examples to come up with your own armor attachments as well.

#### ANGLED PLATING

This attachment applies angled plates or mildly reflective surfaces to help deflect incoming ranged attacks.

**Use With:** This attachment can be applied to any armor.

**Modifiers:** The wearer increases their ranged defense by 1.

**Hard Points:** 1.

**Price (Rarity):** 450 silver pieces (4).

## CUSTOM WORK

This attachment represents the extra love and attention given to the armor to help it last through the wear and tear.

**Use With:** This attachment can be applied to any armor.

**Modifiers:** This armor gains the Durable quality.


**Hard Points:** 1.

**Price (Rarity):** 150 silver (3).

## GILDED

Though it serves no practical purpose, many nobles like to adorn their armor with gold leaf or other fanciful designs. It certainly makes the wearer seem impressive but acts as a lure for every bandit within eyesight.

**Use with:** This attachment can be applied to any armor.

**Modifiers:** While wearing this armor, your character adds  to Charm, Negotiation, and Leadership checks.



**Hard Points:** 0.

**Price (Rarity):** 1500 silver (5).

## INTIMIDATING VISAGE

Warriors from many cultures paint or style their armor, or wear imposing masks or helms to intimidate opponents.

**Use With:** This attachment can be applied to any armor.

**Modifiers:** When wearing this armor, the user adds  to Coercion checks they make, and  to Charm checks they make.


**Hard Points:** 0.

**Price (Rarity):** 125 silver (3).

## LIGHTWEIGHT METALS

A metalbending craftsman has modified this armor to offer the same protection without so much extra weight.

**Use With:** This attachment can be applied to any metal armor.

**Modifiers:** This armor reduces its encumbrance by 2, and it adds one fewer  to Stealth checks.

**Hard Points:** 2.

**Price (Rarity):** 1000 silver (6).

## PLATINUM WORK

This armor has been made entirely out of platinum, one of the purest metals in the world.

**Use With:** This attachment can be applied to any metal armor.

**Modifiers:** This armor cannot be affected by metalbending and gains the Reinforced quality. The armor also increases its encumbrance by 1.

**Hard Points:** 0.

**Price (Rarity):** 8000 silver (7).

## REINFORCED STEEL

This armor has been made from reinforced metal that drastically increases its protective qualities.

**Use With:** This attachment can be applied to any metal armor.

**Modifiers:** This armor gains the Reinforced quality.

**Hard Points:** 2.

**Price (Rarity):** 3400 silver (5).





# CRAFTING

Tinkerers, engineers, and artisans do more than just maintain and improve their own equipment; skilled artisans frequently build their own devices. Whether their creations are made from refined materials procured at great cost or thrown together in desperation from whatever scraps happen to be on hand at the time, the tools and mechanisms that tinkerers put together are often incredibly works of ingenuity.

The rules in this section provide GMs and players with options for creating their weapons, armor, and other items. When a player wishes to have a character craft an item, the player should consult with the GM. The process your character undertakes within the narrative of the game may vary greatly. Of course, your GM might modify these rules based on the situation and the specific item and might impose additional requirements.

## THE CRAFTING PROCESS

To craft an item, your character must have the appropriate tools and components. For instance, to create a sword, your character must have access to a forge, smiths' tools, and a supply of iron or steel. Generally, **the cost of raw materials to construct an item is equal to half of the cost of the item.** These materials are consumed in the process, whether the crafting check succeeds or fails. Tools can generally be used multiple times before wearing out but are often quite expensive due to their specialized nature.

The process of crafting an item takes one day, plus a number of days equal to the rarity of the item. This does not include any time spent gathering tools or suppliers. Your GM may decide that some items take significantly more or less time, depending on the nature of the item and its construction.

## CRAFTING THE ITEM

To undertake the actual process of crafting the item, your character makes a **Mechanics check** with a difficulty based on the rarity of the item. To determine the number of **◆** in the pool, divide the rarity of the item by 2 and round up. For instance, a Mechanics check to craft a dagger (rarity 2) is **Easy (◆)**. Your GM might further modify this difficulty or add **■** or **■** to represent the circumstances.

If the crafting check is successful, your character creates the item. Additionally, you and the GM may spend dice symbols for additional effects, as shown in the table. Of course, these effects are only examples, and you might come up with additional results.

Particularly involved items or complex machines, like new parts for a vehicle, might require more than a single check to complete and could be an excellent opportunity for a **Skill Challenge** (see **Chapter VIII: The Game Master**).

**Table 5-6: Spending ▲/⊗ and ⊕/⊗ on Crafting Checks**

Cost	Result Options
▲ or ⊗	Reduce the time to craft the item by one day, to a minimum of one. You may select this option multiple times. Your character adds <b>■</b> to their next crafting check for this item.
▲▲ or ⊗	Your character saves enough materials to reduce the cost of the next similar item they craft by half. Decrease the item's encumbrance by one, to a minimum of 0. If the item has the Limited Ammo 1 quality or is otherwise limited to a single use, craft one additional identical item. You may select this option multiple times.
▲▲▲ or ⊗	Increase the item's hard points by one. Reduce the difficulty of future checks to craft the same item by one (to a minimum of <b>Simple</b> ).
⊗	The item gains the Superior quality. Increase the value of one numerical benefit of the item by one or increase the rating of one quality the item possesses by one. Increase the narrative benefit of the item, or add a new narrative effect, as approved by your GM.
⊗⊗	The item gains one other item quality, subject to your GM's approval. You may only select this option once.
⊕ or ⊗	Increase the time to craft the item by one day. You may select this option multiple times. Your character adds <b>■</b> to their next crafting check for this item.
⊕⊕ or ⊗	Increase the item's encumbrance by one. Your character must purchase additional materials worth half of the original material cost.
⊕⊕⊕ or ⊗	If the item is a weapon, it gains the Inaccurate 1 quality. Decrease the item's hard points by one, to a minimum of 0. Your character's tools are ruined in the process and must be replaced.
⊗	The item gains the Inferior quality. Whenever the item is damaged, it is damaged on additional step.
⊗⊗	There is a terrible accident, and your character suffers a Critical Injury, or, at the GM's discretion, some related narrative event can occur of equal distress.

# VI – VEHICLES

In *Avatar*, features a variety of different vehicles. Depending on where you are, those modes may vary significantly. Agile Satomobiles choke the streets of Republic City. Monorails provide a means of traversing the inner and outer rings of Ba Sing Se. Ocean travel is quite common for military and commercial purposes. Even draft animals and other spectacular creatures can help characters move from point A to point B much quicker than their own two feet.

In fact, the world in **THE SECOND AGE** is reliant on such transportation and is inseparable from them. Most vehicles and mounts in the world are privately owned and operated and receive the utmost respect. For nomadic caravans or even pirates, their vessel may be the only home they know.

Presented in this chapter are a variety of common types of ships and vessels found in the world, together with the game mechanics governing them.

## TRAVEL

Even though the advent of world-shrinking technology has made travel between nations much more commonplace, the world is still largely unindustrialized and therefore travel across the vast continents can still take weeks depending on where a character needs to go. Depending on your mode of transportation, a weeklong journey might cover the distance on foot between Omashu and Ba Sing Se whereas a week at sea might take you from Republic City to the Fire Nation. Air travel, still new in the world of *Avatar*, can often be even quicker and is unrestricted by difficult terrain.

### GROUND TRAVEL

While there are a variety of means to traverse the continents, many people in the world must still rely upon their own two feet. Ground travel is the most usual form of travel and includes not just a character's feet, but their carriages, trains, monorails, mounts, and even Satomobiles.

### SEA TRAVEL

Travel by sea, while common, is not a typical mode of transportation for most people. Most sea travel is the domain of commercial freighters and military vessels, but you may still use privately owned ships or transport ferries to cover vast distances.

### AIR TRAVEL

With the advent of the airship during the end of the Hundred Year War, the technology has come a long way in the 70 years since its inception by Sokka and the mechanist at the Northern Air Temple. Despite the many advances in airship technology, few airships are in production and few individuals have ever flown in them. This form of travel, although rare, is one of the quickest means of transportation and some creatures, like the sky bison, are comparable in speed.

## NAVIGATION

Although the world is growing smaller each day, even the mapped terrain can be rugged and unforgiving. Although many routes exist between central hubs such as Ba Sing Se and Republic City, there are always other ways to get where one needs to be.

Navigating even the well-documented routes entails knowing where you are and where you're going, especially at sea or in the air. Although compasses, maps, and stars can certainly help, a navigator still needs to enter a bearing and double-check a vehicle's final trajectory. Under ideal conditions, you must make an **Easy (◆) Knowledge (Geography) or Survival check**. As conditions are rarely ideal for those racing against the clock or charting unknown territories, your GM should make heavy use of difficulty modifiers to increase the difficulty of the check to reflect relevant environmental and narrative circumstances. Bad maps, harsh weather, a damaged vehicle, or difficult terrain might also increase the check.

### TRAVEL DISTANCE AND RANGE BANDS

Genesys defines the distance between a character and another location through abstract categories called range bands (see **GENESYS Core Rulebook**, pages 105; 224). In this section, these categories will be used to determine how far a location is and how much effort a party needs to get there.

Like planetary scale (**Core Rulebook**, page 224), travel distance follows six range bands from engaged to strategic range. To determine the distance between a character and their intended destination, consider where the location is in relation to the characters and then pick an appropriate range band to set the difficulty of the check based on the recommended levels in **Table 6-1: Travel Range Difficulty**. As always your GM has the final say when determining distance.

**Table 6-1: Travel Range Difficulty**

Range Band	Navigation Difficulty
Nearby (Engaged)	Simple (—)
Short	Easy (◆)
Medium	Average (◆◆)
Long	Hard (◆◆◆)
Extreme	Daunting (◆◆◆◆)
Strategic	Formidable (◆◆◆◆◆)

# VEHICLE PROFILES

In this increasingly mechanized age, where whole nations are urbanizing and massive battleships patrol the seas from the Fire Nation to the Water Tribes, even ground-based vehicles are becoming ubiquitous and as essential to daily life as food and water. From the simplest, utilitarian trucks of Cabbage Corp to the high-performance luxury Satomobiles from Future Industries, vehicles are becoming ever common.

## LAND VEHICLES

Vehicle transportation over land is not a new concept; civilizations have been using carts for millennia. However, the mechanical revolution in *Avatar* has propelled development toward self-powered transport. Although some land vehicles were used as far back as 100 AG, these were not commercially available and were generally reserved for wartime purposes. Now, especially in places like Republic City or Ba Sing Se, motorized transportation has become commonplace.

### MECHATANK

A large, mechanized robot with a humanoid shape. It can move over nearly any terrain with its two tank-like treads. Its pilot is capable of shooting its retractable claws to ensnare a target or deliver an electric shock.

2	2	-1	0	0
			DEF	ARMOR
SIL	SPEED	HANDLING	12	12
			HULL	STRAIN

**Control Skill:** Piloting  
**Complement:** 1 driver  
**Passenger Capacity:** None  
**Consumables:** 1 day  
**Encumbrance Capacity:** 5  
**Price/Rarity:** 40,000 silver/7(R)  
**Weapons:** Mech-claw (Fire Arc All; Martial Arts; Damage 8; Critical 4; Range [Short]; Ensnare 2, Personal Scale, Pierce 2). Shoulder-mounted disc launcher (Fire Arc Forward; Ranged; Damage 2; Critical 4; Range [Medium]; Blast 1, Knockdown).

### ALL-TERRAIN

When making a Piloting check to direct this vehicle, your character may remove ■■ added to the check due to terrain.

### ELECTROSHOCK

Once per round, when the mechatank ensnares a target, it's pilot may suffer 2 system strain as an incidental to deliver a powerful shock. The target must make a **Hard** (◆◆◆) **Resilience check** or be staggered until the end of their next turn.

### VULNERABLE

All successful combat checks targeting the vehicle add ▲▲ to the results.

### ALTERNATE VARIANT

#### MECHASUIT

Increase the handling, defense, and armor by 1; replace the mech-claw with the armored fist (Fire Arc All; Martial Arts; Damage 1; Critical 4; Range [Engaged]; Concussive 1, Knockdown); replace the disc launcher with the flamethrower (Fire Arc All; Ranged; Damage 3; Critical 3; Range [Short]; Blast 2, Burn 2); increase the price to 52,000.

#### HUMMINGBIRD MECHA

Increase the speed to 3; increase the handling to +1; remove both weapons; increase complement by 1 operator. The vehicle is capable of flight and ignores difficult terrain.

### MOTORCYCLE

Commonplace in Republic City, they are a similar shape to the moped, though larger. Motorcycles used by the Equalists can release a smokescreen behind them. After the Anti-bending Revolution, the Republic City Police Force integrated the motorcycle into their patrol units.

1	4	+1	0	0
			DEF	ARMOR
SIL	SPEED	HANDLING	2	3
			HULL	STRAIN

**Control Skill:** Piloting  
**Complement:** 1 driver  
**Passenger Capacity:** None  
**Consumables:** 6 hours  
**Encumbrance Capacity:** 4  
**Price/Rarity:** 2,155 silver/4  
**Weapons:** None

### SNOWMOBILE

Used by members of the Southern Water Tribe after the Hundred Year War to cross the snowy landscape in the south.

2	3	-1	0	0
			DEF	ARMOR
SIL	SPEED	HANDLING	3	4
			HULL	STRAIN

**Control Skill:** Piloting  
**Complement:** 1 driver  
**Passenger Capacity:** 1  
**Consumables:** 1 day  
**Encumbrance Capacity:** 5  
**Price/Rarity:** 2,300 silver/4  
**Weapons:** None

### ALL-TERRAIN

When making a Piloting check to direct this vehicle, your character may remove ■■ added to the check due to terrain.

## SATOMOBILE

The Satomobile is an automobile developed and manufactured by Future Industries. As Republic City's leading auto-manufacturer, Future Industries features state-of-the-art technology and assembly lines capable of producing over one hundred luxury Satomobiles every day.

2	2	-1	0	0
			DEF	ARMOR
SIL	SPEED	HANDLING	5	3
			HULL	STRAIN

**Control Skill:** Piloting  
**Complement:** 1 driver  
**Passenger Capacity:** 1  
**Consumables:** None  
**Encumbrance Capacity:** 25  
**Price/Rarity:** 5,000 silver/3  
**Weapons:** None

## SAND SAILER

Used by the sandbenders to traverse across the Si Wong Desert. Airbenders can also make skillful use of sand sailers.

2	2	-1	0	0
			DEF	ARMOR
SIL	SPEED	HANDLING	3	2
			HULL	STRAIN

**Control Skill:** Sailing  
**Complement:** 1 driver  
**Passenger Capacity:** 2-3  
**Consumables:** None  
**Encumbrance Capacity:** 25  
**Price/Rarity:** 650 silver/6  
**Weapons:** None

## VULNERABLE

All successful combat checks targeting the vehicle add AA to the results.

## MARINE VESSELS

Travel by ocean and sea is ubiquitous among the peoples of the world and is still the most-used form of transportation on the planet. This list is by no means exhaustive, but more of an idea of what one can expect to find in the *Avatar* world. People have designed a watercraft for nearly every conceivable purpose.

## CARGO BARGE

Most ships sailing the seas are mercantile vessels, carrying cargo from port to port.

4	2	-3	0	1
			DEF	ARMOR
SIL	SPEED	HANDLING	30	20
			HULL	STRAIN

**Control Skill:** Sailing  
**Complement:** 15 crew  
**Passenger Capacity:** 40  
**Consumables:** 2 months  
**Encumbrance Capacity:** 500  
**Price/Rarity:** 40,000/4  
**Weapons:** None

## BATTLESHIP

The battleships are exceptionally large ships used by the United Forces, the Northern Water Tribe, as well as the Fire Nation and Earth Kingdom navies.

5	3	-2	1	1
			DEF	ARMOR
SIL	SPEED	HANDLING	30	20
			HULL	STRAIN

**Control Skill:** Sailing  
**Complement:** 300 crew  
**Passenger Capacity:** 50  
**Consumables:** 2 months  
**Encumbrance Capacity:** 125  
**Price/Rarity:** 380,000/8 (R)  
**Weapons:** 2 forward and 2 aft 5-inch bending turrets (Fire Arc Forward, Port, and Starboard or Fire Arc Aft, Port, and Starboard; Bending Arts; Damage 7; Critical 3; Range [Long]; Blast 2)

## BENDER CREW

A weapon fired from this vehicle takes on an additional item qualities based upon the firing bender crewmate. (Fire: +1 damage, Burn 2; Earth: -1 Critical, Stun 2; Water: Ensnare 2, Pierce 2; Air: Stun Damage, Disorient 2).

## MASSIVE

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

## CUTTER

Southern Water Tribe warriors use cutters as transport ships for their small force of warriors.

3	2	-1	0	0
			DEF	ARMOR
SIL	SPEED	HANDLING	18	16
			HULL	STRAIN

**Control Skill:** Sailing  
**Complement:** 20 crew  
**Passenger Capacity:** 10  
**Consumables:** 1 month  
**Encumbrance Capacity:** 50  
**Price/Rarity:** 5,100 silver/4  
**Weapons:** None

## FERRY

The Earth Kingdom employs ferries en masse to cross bodies of water throughout the kingdom and can be found traversing inland seas, lakes, and large rivers.

4	3	-3	0	0
			DEF	ARMOR
SIL	SPEED	HANDLING	10	10
			HULL	STRAIN

**Control Skill:** Sailing  
**Complement:** 20 crew  
**Passenger Capacity:** 100  
**Consumables:** 1 month  
**Encumbrance Capacity:** 50  
**Price/Rarity:** 8,700 silver/4  
**Weapons:** None

## FRIGATE

A frigate is a universal style of ship employed by nations and mercenaries alike. They are useful for transportation, to spearhead raiding parties, and even as light warships. Their attributes of frigates may vary wildly depending upon their design and manufacture.

3	4	-2	1	0
			DEF	ARMOR
SIL	SPEED	HANDLING	20	15
			HULL	STRAIN

**Control Skill:** Sailing  
**Complement:** 30 crew  
**Passenger Capacity:** 10  
**Consumables:** 3 months  
**Encumbrance Capacity:** 75  
**Price/Rarity:** 10,800 silver/4  
**Weapons:** 2 starboard and 2 port cannons (Fire Arc Starboard and Fire Arc Port; Damage 6; Critical 3; Range [Medium]; Inaccurate 1).  
 1 starboard and 1 port swivel cannon (Fire Arc Starboard and Fire Arc Port; Damage 10; Critical 5; Range [Short]; Personal Scale)

## JET-SKI

A mode of aquatic transportation used for high-speed travel over rivers and lakes.

1	4	+1	0	0
			DEF	ARMOR
SIL	SPEED	HANDLING	3	4
			HULL	STRAIN

**Control Skill:** Piloting  
**Complement:** 1 driver  
**Passenger Capacity:** 1  
**Consumables:** 6 hours  
**Encumbrance Capacity:** 5  
**Price/Rarity:** 2,950 silver/6  
**Weapons:** None

## VULNERABLE

All successful combat checks targeting the vehicle add AA to the results.

## SPEEDBOAT

A mode of aquatic transportation powered by gasoline. It can travel at remarkably high speeds across water.

2	4	+0	0	0
			DEF	ARMOR
SIL	SPEED	HANDLING	7	5
			HULL	STRAIN

**Control Skill:** Piloting  
**Complement:** 1 driver  
**Passenger Capacity:** 6  
**Consumables:** 12 hours  
**Encumbrance Capacity:** 10  
**Price/Rarity:** 6,500 silver/6  
**Weapons:** None

## CATAMARAN

Catamarans are used as a means of seaborne transportation. They can vary in size, ranging from being a one-person transport to being large enough to house a flying bison and six people.

4	3	+0	0	0
			DEF	ARMOR
SIL	SPEED	HANDLING	18	16
			HULL	STRAIN

**Control Skill:** Sailing  
**Complement:** 5 crew  
**Passenger Capacity:** 10  
**Consumables:** 2 months  
**Encumbrance Capacity:** 25  
**Price/Rarity:** 6,600 silver/5  
**Weapons:** None

## AIRSHIPS

Travel by air is not a new concept by any means. Airbenders had been gliding for centuries before the genocide. The Mechanist first devised a means for mechanical flight in 100 AG. With Sokka's help, they designed a small balloon lifted through the energy of hot air. Unfortunately, the prototype was lost to the Fire Nation, who successfully reverse-engineered the hot air balloon for war. Over the next 70 years, the nations and private ventures all have sought to improve upon the designs.

## BIPLANE

Hiroshi Sato invented and manufactured a compact airplane for use by Equalists. Asami, who used Future Industries' resources to build them en masse, later repurposed it.

2	4	+2	0	0
			DEF	ARMOR
SIL	SPEED	HANDLING	4	4
			HULL	STRAIN

**Control Skill:** Piloting  
**Complement:** 1 driver, 1 gunner  
**Passenger Capacity:** None  
**Consumables:** 6 hours  
**Encumbrance Capacity:** 5  
**Price/Rarity:** 7,750 silver/8  
**Weapons:** 1 swivel bending turrets (Fire Arc All; Bending Arts; Damage 6; Critical 3; Range [Long]; Blast 2)

### BENDER CREW

A weapon fired from this vehicle takes on an additional item qualities based upon the firing bender crewmate. (Fire: +1 damage, Burn 2; Earth: -1 Critical, Stun 2; Water: Ensnare 2, Pierce 2; Air: Stun Damage, Disorient 2).

### AIRSHIP

Used by the air forces of the Earth Kingdom, Fire Nation, and United Republic alike, these massive dirigibles are a testament to the ingenuity of Sokka and the Mechanist. They may be constructed by Cabbage Corp and Future Industries, but other manufacturers have begun to step into the market.

6	3	-2	0	2
			DEF	ARMOR
SIL	SPEED	HANDLING	25	18
			HULL	STRAIN

**Control Skill:** Sailing  
**Complement:** 100 crew  
**Passenger Capacity:** 50  
**Consumables:** 3 weeks  
**Encumbrance Capacity:** 100  
**Price/Rarity:** 225,000 silver/8 (R)  
**Weapons:** 1 forward and 1 aft twin bender turret (Fire Arc Forward, Port, and Starboard, or Fire Arc Aft, Port, and Starboard; Bending Arts; Damage 6; Critical 3; Range [Long]; Blast 2, Linked 1).

2 port and 2 starboard bender turrets (Fire Arc Port or Fire Arc Starboard; Bending Arts; Damage 2; Critical 4; Range [Long])

### BENDER CREW

A weapon fired from this vehicle takes on an additional item qualities based upon the firing bender crewmate. (Fire: +1 damage, Burn 2; Earth: -1 Critical, Stun 2; Water: Ensnare 2, Pierce 2; Air: Stun Damage, Disorient 2).

### MASSIVE

When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher.

### ALTERNATE VARIANTS

#### CABBAGE CORP

Reduce armor, speed, and handling by 1; decrease price to 151,000.

#### EARTH KINGDOM

Decrease speed and handling by 1; increase defense to 1; increase encumbrance and passenger capacity by 50; decrease price to 200,000.

#### FIRE NATION

Increase handling to 0; decrease armor by 1; increase speed and defense by 1; double the number of bender turrets; increase price to 280,000.

#### UNITED REPUBLIC

Increase speed by 1; increase handling to -1; increase defense to 2; increase hull threshold to 30; increase system strain threshold to 20; increase price to 238,000.

### AIR GLIDER

Air Nomads acquire their airbending staff as a rite of passage to aid their bending. The staff can be opened mechanically and unleash tight canvas-like material through which an experienced airbender can bend currents, allowing them to glide or even fly short distances.

1	4	+0	0	0
			DEF	ARMOR
SIL	SPEED	HANDLING	1	1
			HULL	STRAIN

**Control Skill:** Bending Arts  
**Complement:** 1  
**Passenger Capacity:** None  
**Consumables:** Snack compartment  
**Encumbrance Capacity:** None  
**Price/Rarity:** Priceless/4 (R)  
**Weapons:** None

**Table 6-2: Critical Hit Results for Vehicles**

d100	Severity	Result
01 – 09	◆	<b>Mechanical Stress:</b> The ship or vehicle suffers 1 point of system strain.
10 – 18	◆	<b>Jostled:</b> A small blast or impact rocks the vehicle. All crew members suffer 1 strain and are disoriented for one round.
19 – 27	◆	<b>Broken Defenses:</b> Decrease defense in affected defense zone by 1 until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer 1 point of system strain.
28 – 36	◆	<b>Knocked Off Course:</b> A particularly strong explosion or impact sends the vessel careening off in a new direction. On their next turn, the pilot or captain cannot execute any maneuvers and must make a Piloting or Sailing check to regain control, with increasing difficulty at higher speed.
37 – 45	◆	<b>Tailspin:</b> All firing from the ship or vehicle suffers ■■ until the end of the pilot’s next turn. All crew are immobilized until the end of the pilot’s next turn.
46 – 54	◆	<b>Component Hit:</b> One component of the attacker’s choice is rendered inoperable until the end of the next round.
55 – 63	◆◆	<b>Defenses Failing:</b> Reduce defense in all defense zones by 1 point until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer 2 points of system strain.
64 – 72	◆◆	<b>Overwhelming Strain:</b> Increase difficulty of next check by one and suffer 2 points of system strain.
73 – 81	◆◆	<b>Wear &amp; Tear:</b> The ship or vehicle’s systems are being pushed to the limit. The pilot or captain cannot voluntarily inflict system strain on the ship until this Critical Hit is repaired.
82 – 90	◆◆◆	<b>Hull Breach:</b> Decrease defense in affected defense zone to 0 until this Critical Hit is repaired. Of the ship or vehicle has no defense, suffer 4 points of system strain.
91 – 99	◆◆◆	<b>Engine Damaged:</b> The ship or vehicle’s maximum speed is reduced by 1 point, to a minimum of 1, until this Critical Hit is repaired.
100 – 108	◆◆◆	<b>Armor Overload:</b> The ship or vehicle’s armor buckles completely. Decrease the defense of all defense zones to 0. This Critical Hit cannot be repaired until the end of the encounter, and the ship suffers 2 points of system strain. If the ship or vehicle has no defense, reduce armor by 1 until the Critical Hit is repaired.
109 – 117	◆◆◆	<b>Power Down:</b> The ship or vehicle’s maximum speed is reduced to 0 until the Critical Hit is repaired, although it continues its present course thanks to momentum. In addition, the vessel cannot execute any maneuvers until the Critical Hit is repaired.
118 – 126	◆◆◆	<b>Major Malfunction:</b> One component of the attacker’s choice is heavily damaged and is inoperable until the Critical hit is repaired.
127 – 133	◆◆◆◆	<b>Major Hull breach:</b> A huge, gaping tear is torn in the ship’s hull, and the ship begins to sink (into the water or from the sky). Vehicles stop moving. For ships of silhouette 4 and smaller, the entire vessel sinks in a number of rounds equal to the ship’s silhouette. Larger ships tend to be highly compartmentalized and have safeguards against major breaches.
134 – 138	◆◆◆◆	<b>Destabilized:</b> The ship or vehicle’s structural integrity is seriously damaged. Reduce the ship or vehicle’s hull trauma threshold and system strain threshold to half of their original values until repaired.
139 – 144	◆◆◆◆	<b>Fire!</b> Fire rages through the ship. The ship or vehicle immediately takes 2 points of system strain, and anyone caught in the fire takes damage accordingly. A fire can be put out with quick thinking or appropriate techniques. Larger ships take longer to put out.
145 – 149	◆◆◆◆	<b>Breaking Apart:</b> The vessel has suffered so much damage that it begins to come apart at its seams, breaking up and disintegrating around the crew. At the end of the following round, the ship is destroyed, and the surrounding environment is littered with debris. Anyone aboard the ship or vehicle has one round to board a life raft, bail out, or dive for the nearest hatch before they are lost.
150+	—	<b>Vaporized:</b> The vessel is destroyed, consumed in a particularly large and dramatic fireball. Nothing survives.

# VII – ADVERSARIES

The world is a vast, incredibly diverse place. There are thousands upon thousands of chimerical creatures and unique environments dotted throughout the *Avatar* landscape. Whether spirit or corporeal, they are all a part of the same world, and all contribute to its balance (or imbalance).

This section lists adversaries that you, the GM, can use in your adventures. They are divided into several groups according to their nation and heritage. As GM, you can adapt these profiles as you see fit.

## UNITED REPUBLIC OF NATIONS

Though less than a century old, the United Republic of Nations has become a top player in the socio-economic and political landscapes of the planet. For most of its existence, a council comprised of five members, one representative from each nation, governed the Republic. Despite their best efforts, however, a bustling criminal underground swelled up to fill the cracks left behind or forgotten by the Republic bureaucracy.

The animosity between benders and non-benders is greater here than anywhere else in the world. Here, benders sat on the council while violent criminals with incredible bending abilities ruled over the streets. For the city's nonbending citizens, there seemed to be no representation or solace until the Equalists came onto the scene promising a new way of life.

### EQUALIST GRUNT [MINION]

The rank-and-file of the Equalist revolution are not much different from the common street thugs seen traipsing around Republic City. They receive their martial arts training from hidden Equalist compounds dotted throughout the city as well as its surrounding countryside. Most Equalist Grunts fight using martial arts, and they have not learned the art of Chi Blocking. Because of this, a Grunt may be wielding any number of weapons from a bola to a shock glove.

2	2	2	2	2	2
BRN	AGI	INT	CUN	WIL	PRE
2		5		0	0
SOAK		WOUND		R/M	DEFENSE

**Skills** (group only): Martial Arts, Ranged Weapons, and Vigilance.

**Talents:** None.

**Abilities:**

- **Flanking:** May add   to all combat checks when two or more are engaged with a character.

**Equipment:**

- **Bola:** Ranged; Damage 5; Critical 4; Range [medium]; Ensnare 1, Linked 1, Unwieldy 2.
- **Shock Glove:** Martial Arts; Damage +3; Critical 2; Range [engaged]; Disorient 4, Stun 1, Vicious 1.
- Common clothes, propaganda pamphlets.

### EQUALIST CHI BLOCKER [RIVAL]

Some members of the Equalist movement utilize chi blocking to combat benders. Equalists must train tirelessly to perfect this art and those that do are incredibly useful tools in the fight against bender oppression.

3	3	2	2	3	1
BRN	AGI	INT	CUN	WIL	PRE
	4		10	0	0
SOAK		WOUND		R/M	DEFENSE

**Skills:** Martial Arts 2, Vigilance 1, Perception 2, Melee (Light) 2, Medicine 1.

**Talents:**

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.
- **Chi Disruption:** When your character makes an unarmed Martial Arts combat check targeting a living opponent, if that opponent is a bender, you may spend AA to prevent the target from using their bending forms until the end of their next turn. You may spend AA to immobilize the target and X to stagger them.

**Equipment:**

- **Bola:** Ranged; Damage 5; Critical 4; Range [medium]; Ensnare 1, Linked 1, Unwieldy 2.
- **Shock Glove:** Martial Arts; Damage +2; Critical 5; Range [engaged]; Disorient 3, Stun Damage, Stun 3.
- **Equalist Gear:** +1 soak.

### EQUALIST LIEUTENANT [NEMESIS]

Rarely are Equalist operatives in the field alone. After Amon, many Equalist cells went dark, each carrying on its passive operations, led by their respective Lieutenants until the signal finally came. Who – or what – is compelling these new Equalist leaders to act is largely unknown.

3	5	4	2	4	4
BRN	AGI	INT	CUN	WIL	PRE
	4	18	20	0	1
SOAK		WOUND	STRAIN	R/M	DEFENSE

**Skills:** Martial Arts 3, Vigilance 1, Perception 2, Melee (Light) 2, Discipline 1, Leadership 2

**Talents:**



- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.
- **Chi Disruption:** When your character makes an unarmed Martial Arts combat check targeting a living opponent, if that opponent is a bender, you may spend AA to prevent the target from using their bending forms until the end of their next turn. You may spend AA to immobilize the target and ☒ to stagger them.
- **Coordinated Assault 3:** Once per turn, your character may use this talent to have a number of allies engaged with your character equal to your ranks in Leadership add A to all combat checks they make until the end of your character's next turn. The range of this talent increases by one band per rank of Coordinated Assault beyond the first.
- **Improved Parry:** When this character suffers a hit from a melee combat check and uses Parry to reduce the damage from that hit, after the attack is resolved, they may spend ☒☒☒ or ☒ from the attacker's check to use this talent. Then, the character automatically hits the attacker with a martial or melee weapon they are wielding. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities. The character can't use this talent if the original attack incapacitates them.
- **Parry 3:** When the character suffers a hit from a melee combat check, after damage is calculated, they may take a Parry incidental. They suffer 3 strain and reduce the damage dealt by that hit by five. This talent may only be used once per hit and when the character is wielding a melee or martial weapon.

**Abilities:**

- **Lead by Example:** Add ■ to the combat check of any minions attacking a character that has already been attacked by this character in the same round.

**Equipment:**

- **Bola:** Ranged; Damage 5; Critical 4; Range [medium]; Ensnare 1, Linked 1, Unwieldy 2.
- **Electrified Kali Sticks:** Martial Arts; Damage +3; Critical 2; Range [engaged]; Disorient 4, Linked 1, Stun 3, Vicious 1.
- **Padded Armor:** +1 soak, 1 melee defense.
- Goggles, cool mustache.

**STREET THUG [MINION]**

Skullduggery needs doing, and there are always thugs to get it done.

3	2	1	2	2	2
BRN	AGI	INT	CUN	WIL	PRE
3		5		0	0
SOAK		WOUND		R/M	DEFENSE

**Skills (group only):** Melee (Light), Coercion.

**Talents:** None.

**Abilities:**

- **Threatening:** While providing assistance on another character's Coercion checks, add ✨ to the results for each minion in the group beyond the first.

**Equipment:**

- **Dagger:** Melee [Light]; Damage +2; Critical 3; Range [engaged]; Accurate 1.
- **Shuriken:** Ranged; Damage 5; Critical 4; Range [short]; Limited Ammo 3, Pierce 1, Vicious 1.

**TRIPLE THREAT TRIAD [RIVAL]**

The Triple Threats consider themselves an 'equal opportunity' organization – all benders have an equal chance to join their crew. People looking for a fight, the down and out, and orphans tend to seek out these jobs.

2	3	2	2	3	2
BRN	AGI	INT	CUN	WIL	PRE
3		12		0	0
SOAK		WOUND		R/M	DEFENSE

**Skills:** Bending Arts 2, Melee (Light) 2, Coercion 1, Knowledge: Streetwise 2.

**Talents:**

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.
- **Bad Cop 2:** The character may spend AA from a Deception or Coercion check to upgrade the ability of the next ally's social skill check twice. The check must target the same character as this character's initial check.

**Abilities:**

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Triple Threat:** May add ■ to all combat checks when the character is within short range of at least two other Triple Threats.

**Forms:** Benders can choose any bending actions allowed for their element, and may select additional form effects, as normal. The forms they use most often are the following:

- **Elemental Strike:** Choose one target engaged or at short range and make an **Average (◆◆) Bending Arts (BR or AGI) check**. If successful, this attack inflicts 6 damage +1 damage per uncanceled ✨, with Critical Rating 4, and with the following qualities: Burn 3 for firebenders, Disorient 3 for airbenders, Stun 3 for waterbenders, or Ensnare 3 for earthbenders.
- **Elemental Barrier:** Choose one engaged target or self and make a **Hard (◆◆◆) Bending Arts (WIL) check**. If successful, the bender reduces the damage of all hits they suffer by 1 plus 1 for every ✨✨ beyond the first until the end of their next turn; in addition, if an attack targeting the bender generates ☒☒☒ or ☒, the attacker suffers a hit inflicting damage equal to the total damage of the attack; the bender may perform the concentrate maneuver to maintain the effects of this barrier.

**Equipment:**

- **Light Clothing:** +1 soak.

## TRIAD RECRUITER [NEMESIS]

Some members of the triad are special recruiters, whose main task is to find suitable conscripts within the Triple Threat turf, particularly young and strong benders. Recruiters generally operate alone, as they normally do not have to fear assault.

4	4	2	4	4	4
BRN	AGI	INT	CUN	WIL	PRE
5	16	16	1	1	
SOAK	WOUND	STRAIN	R/M	DEFENSE	

**Skills:** Bending Arts 3, Skulduggery 1, Perception 2, Coercion 2, Negotiation 1, Deception 2.

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.
- **Lethal Blows 2:** The character adds +20 to any Critical Injury rolls inflicted on opponents.

### Abilities:

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Extortion:** Add ■ to any Coercion or Deception checks to demoralize characters or get them to do a job.

**Forms:** Some triads can choose any bending actions allowed for their element, and may select additional form effects, as normal. The forms they use most often are the following:

- **Elemental Strike:** Choose one target engaged or at short range and make an **Average (◆◆) Bending Arts (BR or AGI) check**. If successful, this attack inflicts 8 damage +1 damage per uncanceled ✨, with Critical Rating 4, and with the following qualities: Burn 3 for firebenders, Disorient 3 for airbenders, Stun 3 for waterbenders, or Ensnare 3 for earthbenders.
- **Elemental Augment:** Make a **Hard (◆◆◆) Bending Arts (CUN) check**. If successful, until the end of the bender's next turn, they increase the ability of any skill checks they make by one and ignore the effects of difficult terrain; the character cannot be immobilized. The bender can maintain these effects with the concentrate maneuver.

### Equipment:

- **Trident Dagger:** Martial Arts; Damage +2; Critical 3; Range [engaged]; Pierce 1, Light.
- **Poison Vial** (a vial may be thrown as an improvised ranged weapon. Make a Ranged attack. If successful, the target and all engaged characters must make a **Hard (◆◆◆) Resilience check** as an out-of-turn incidental or suffer 3 wounds plus 1 strain per h generated on the check. The GM may spend a ✨ to cause the target to have to repeat the check at the beginning of their next turn.
- A small purse of silver pieces.

## BEAT COP [MINION]

For non-benders, a job in law enforcement can be dangerous; especially when they have you running the beat in Triad territory.

3	2	2	2	2	1
BRN	AGI	INT	CUN	WIL	PRE
4		5		0	0
SOAK	WOUND		R/M	DEFENSE	

**Skills** (group only): Perception, Melee (Light), Vigilance.

**Talents:** None.

### Abilities:

- **Patrol Route:** All attempts to lose the tail of the Beat Cop in their precinct of Republic City add ■.

### Equipment:

- **Police Uniform:** +1 soak.
- **Truncheon:** Melee (Light); Damage +1; Critical 4; Range [engaged]; Disorient 2.

## METALBENDER OFFICER [RIVAL]



The Metalbending Police Force is the elite division of the Republic City Police Department, open only to earthbenders who can manipulate the metal cables used to navigate the city and take down criminals. The city deploys officers in small groups by patrol airships that constantly circle the capital's boundaries.

3	3	2	2	3	1
BR	AGI	INT	CUN	WIL	PRE
5		13		1	0
SOAK	WOUND		R/M	DEFENSE	

**Skills:** Martial Arts 2, Bending Arts 2, Perception 2

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.

### Abilities:

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Metal-Slinging:** Add ■ to any grappling maneuvers. Once per turn, while at short range this adversary may perform the move maneuver to engage a target as an incidental.

**Forms:** Metalbender officers can choose any earthbender actions, and may select additional form effects, as normal. The forms they use most often are the following:

- **Metal Whip:** The metalbender officer can use a maneuver to summon a metal whip. The whip can be used to attack with a Bending Arts (Agility) combat check and has the following profile: Range: Short; Damage 5; Crit 4; Ensnare 2, Linked 2, Slash 1, Sunder. For the duration of the form, the character may choose to make an **Average (◆◆) Bending Arts (BR) check** to launch the metal whip at a stationary target up to medium range. If successful, they can use the whip to pull themselves toward the location and you may spend ♫♫ to bring the target to you instead, if possible.
- **Coiled Leap:** Make an **Average (◆◆) Bending Arts (CUN) check**. If successful, the character may use a maneuver to move horizontally and/or vertically a number of range bands away equal to half of the character's ranks in Discipline, rounded down. The bender can maintain these effects with the concentrate maneuver.

**Equipment:**

- **Metalbending Police Force Armor:** +2 soak, the wearer is immune to the effects of chi disruption.
- **Truncheon:** Melee (Light); Damage +1; Critical 4; Range [engaged]; Disorient 2.
- **Riot Shield:** 1 ranged defense.
- Metal coils.

### METALBENDER DETECTIVE [NEMESIS]

The police force operates efficiently and attempts to produce minimal damage to the city. Detectives are only deployed when officers fail to apprehend a suspect the first time. Most detectives have a network of street thugs who can act as eyes and ears, when needed.

3	4	4	3	4	2
BRN	AGI	INT	CUN	WIL	PRE
5		14	18	1	1
SOAK		WOUND	STRAIN	R/M DEFENSE	

**Skills:** Perception 2, Bending Arts 3, Cool 3, Coordination 2, Discipline 3, Martial Arts 3, Negotiate 2

**Talents:**

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.

- **Field Commander:** The character may use this talent to make an **Average (◆◆) Leadership check**. If successful, a number of allies equal to the character's Presence may immediately suffer 1 strain to perform one maneuver (out of turn). If there are any questions as to which allies take their maneuvers first, this character is the final arbiter.

**Abilities:**

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Metal-Slinging:** Add ■ to any grappling maneuvers. Once per turn, while at short range this adversary may perform the move maneuver to engage a target as an incidental.
- **Tactical Direction:** This character may spend a maneuver to direct one friendly minion group within medium range. That group may immediately perform a maneuver as an out-of-turn incidental or add ■ to the next check they make.

**Forms:** Metalbender detectives can choose any earthbender actions, and may select additional form effects, as normal. The forms they use most often are the following:

- **Metal Whip:** The metalbender detective can use a maneuver to summon a metal whip. The whip can be used to attack with a Bending Arts (Agility) combat check and has the following profile: Range: Short; Damage 5; Crit 4; Ensnare 2, Linked 2, Slash 1, Sunder. For the duration of the form, the character may choose to make an **Average (◆◆) Bending Arts (BR) check** to launch the metal whip at a stationary target up to medium range. If successful, they can use the whip to pull themselves toward the location and you may spend ♫♫ to bring the target to you instead, if possible.
- **Coiled Leap:** Make an **Average (◆◆) Bending Arts (CUN) check**. If successful, the character may use a maneuver to move horizontally and/or vertically a number of range bands away equal to half of the character's ranks in Discipline, rounded down. The bender can maintain these effects with the concentrate maneuver.

**Equipment:**

- **Metalbending Police Force Armor:** +2 soak, the wearer is immune to the effects of chi disruption.
- **Truncheon:** Melee (Light); Damage +1; Critical 4; Range [engaged]; Disorient 2.
- **Riot Shield:** 1 ranged defense.
- Metal coils.

# EARTH KINGDOM

The military of the Earth Kingdom is the body primarily responsible for the defense of the Earth Kingdom. It consists of the army, navy, air force, and several specialized divisions. It is one of the most powerful armed forces in the world, as demonstrated by its ability to stave off assaults from the more sophisticated Fire Nation forces for the majority of the Hundred Year War.

The Inner Ring of Ba Sing Se houses a small army unto itself, comprised of a Royal Guard. Avatar Kyoshi created a separate organization, known as the Dai Li, to gather intelligence and “protect Earth Kingdom culture.” Even earth citizens take care of themselves, demonstrating their hardy nature through their earthbending talents or rigid perseverance.

## ROYAL EARTHBENDER GUARD [RIVAL]

The Royal Earthbender Guards of Ba Sing Se, commonly known as the King's Guards, are earthbending warriors within the Earth Kingdom affiliated with neither the Dai Li nor the army. They instead serve as personal protectors of the earth monarch. The Royal Earthbender Guards sport a uniform quite different from that of normal Earth Kingdom soldiers, wearing heavier, dark green full-body armor with a green plume on top of the helmet.

3	2	2	2	3	2
BRN	AGI	INT	CUN	WIL	PRE
5		12		1	1
SOAK		WOUND		R/M DEFENSE	

**Skills:** Melee (Light) 2, Resilience 1, Discipline 2, Bending Arts 2.

**Talents:**

- **Body Guard:** Once per round, the character may use this talent use a maneuver to upgrade the difficulty of all checks targeting an ally engaged with this character.

**Abilities:**

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Dauntless:** This character upgrades the ability of Discipline checks they make to resist fear or intimidation once.

**Forms:** Royal earthbender guards can choose any earthbending actions or maneuvers, and may select additional form effects, as normal. The forms they use most often are the following:

- **Earth Piston:** Choose one target at short range and make an **Average (◆◆) Bending Arts (BR or AGI) check**. If successful, this attack inflicts 5 damage +1 damage per uncanceled ✨, with Critical Rating 6, Blast 5 and Ensnare 3.

- **Earth Protection:** Choose one engaged target or self and make an **Average (◆◆) Bending Arts (WIL) check**. If successful, the bender reduces the damage of all hits they suffer by 1 plus 1 for every ✨ beyond the first until the end of their next turn; in addition, each affected target gains one defense; the bender may perform the concentrate maneuver to maintain the effects of this barrier.

**Equipment:**

- **Royal Guard Uniform:** +2 soak.
- **Sword:** Melee (Light); Damage 6; Critical 4; Range [Engaged]; Defensive 1.
- **Warhammer:** Melee (Heavy); Damage 7; Critical 3; Range [Engaged]; Cumbersome 3, Pierce 2, Vicious 1.

## DAI LI AGENT [RIVAL]

The Dai Li are highly skilled earthbending masters, whose talents even surpassed those of the Earthbender Guards of the Royal Palace. They are adept at using their stone shoes to cling to sheer rock surfaces, such as walls or ceilings. Mastery of this wall technique has been a part of their training ever since their inception and was therefore one of their most used skills. Agents will usually work in pairs.

3	4	2	3	4	3
BRN	AGI	INT	CUN	WIL	PRE
5		15		1	1
SOAK		WOUND		R/M DEFENSE	

**Skills:** Melee (Light) 2, Bending Arts 2, Martial Arts 2, Charm 2, Deception 2.

**Talents:**

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.
- **Parry 3:** When the character suffers a hit from a melee combat check, after damage is calculated, they may take a Parry incidental. They suffer 3 strain and reduce the damage dealt by that hit by five. This talent may only be used once per hit and when the character is wielding a melee or martial weapon.

**Abilities:**

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Earthen Shoes:** Allows the agent to move silently, scale walls, even cling to the ceiling; can be used to gain ■■ on Stealth checks.

**Forms:** Dai Li agents can choose any earthbending actions and maneuvers, and may select additional form effects, as normal. The forms they use most often are the following:

- **Tremor:** Choose one target at short range and make an **Average (◆◆) Bending Arts (AGI) check**. If successful, this attack inflicts 7 damage +1 damage per uncanceled ✨, with Critical 5, Ensnare 3, and the target and all characters engaged with the target are knocked prone. The Dai Li agent can spend △ on the check to move the target up to one range band in any direction.
- **Rock Gloves:** Dai Li agents may use this form by suffering 2 strain and performing a maneuver. The character can move across vertical surfaces as easily as horizontal surfaces, even crawl along ceilings. In addition, when your character attempts to reduce the damage taken from falling, reduce the difficulty of the **Athletics** or **Coordination** check by one. For the duration of the form, the character can detach the gloves and use them to attack, grapple, or interact with people or objects up to medium range as if they were the character's own hands).

**Equipment:**

- **Dai Li Robes:** +2 soak, 1 defense.
- Surveyor's Chains, Sigil of the Earth Kingdom.

**DAI LI DIRECTOR [NEMESIS]**

A good director will operate in the open, with his target unaware of their constant surveillance. They carry a binding "weapon" called surveyors' chains within their robes, which they throw from their sleeves to ensnare and hold prisoners, particularly other earthbenders, in order to inhibit their bending.

3	4	4	5	4	3
BRN	AGI	INT	CUN	WIL	PRE
5	18	25	1	1	
SOAK	WOUND	STRAIN	R/M	DEFENSE	

**Skills:** Melee (Light) 3, Bending Arts 4, Discipline 4, Martial Arts 3, Charm 2, Deception 2.

**Talents:** Adversary 2, Parry 3, Improved Parry, Clever Retort.

**Abilities:**

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Dai Li Network:** Upgrades one ◆ on any Deception or Charm checks made against a character so long as the Dai Li is aware of them.
- **Earthen Shoes:** Allows the director to move silently, scale walls, even cling to the ceiling; can be used to gain ■■ on Stealth checks.

**Forms:** A Dai Li director can choose any earthbending actions and maneuvers, and may select additional form effects, as normal. The forms they use most often are the following:

- **Earth Strike:** Choose one target engaged or at short range and make an **Average (◆◆) Bending Arts (BR or AGI) check**. If successful, this attack inflicts 8 damage +1 damage per uncanceled ✨, with Critical Rating 6, and Ensnare 3.

- **Rock Gloves:** Dai Li agents may use this form by suffering 2 strain and performing a maneuver. The character can move across vertical surfaces as easily as horizontal surfaces, even crawl along ceilings. In addition, when your character attempts to reduce the damage taken from falling, reduce the difficulty of the **Athletics** or **Coordination** check by one. For the duration of the form, the character can detach the gloves and use them to attack, grapple, or interact with people or objects up to medium range as if they were the character's own hands).

**Equipment:**

- **Dai Li Robes:** +2 soak, 1 defense.
- Surveyor's Chains, Sigil of the Earth Kingdom.

**VILLAGER [MINION]**

Just your average, everyday Earth Kingdom citizen.

2	2	2	2	1	2
BRN	AGI	INT	CUN	WIL	PRE
2		3		0	0
SOAK	WOUND	R/M	DEFENSE		

**Skills:** Athletics, Melee, Ranged.

**Talents:** None.

**Abilities:**

- **Flames of Fury:** Increase the damage of a thrown torch by +1 for each additional minion in this minion group, to a maximum of +7.

**Equipment:**

- **Pitchfork:** Melee; Damage 5; Critical 4; Range [engaged]; Pierce 2.
- **Thrown torch:** Ranged; Damage 3; Critical 3; Range [short]; Burn 3, Limited Ammo 1.

**BANDIT [MINION]**

Petty criminals and hired ruffians litter the countryside throughout the Earth Kingdom, tending to congregate outside large cities and ports. Bandits comprise everyone from pickpockets and muggers to gang members and killers.

3	2	1	2	1	1
BRN	AGI	INT	CUN	WIL	PRE
2		7		0	0
SOAK	WOUND	R/M	DEFENSE		

**Skills** (group only): Coercion, Melee (Light), Ranged, Skulduggery, Streetwise.

**Talents:** None.

**Abilities:**

- **Ambush:** may add ■ to all Vigilance checks to determine Initiative by characters if they were undetected before combat.

**Equipment:**

- **Axe:** Melee [Light]; Damage 8; Critical 3; Range [Engaged]; Vicious 1.

## EARTH ARMY SOLDIER [MINION]

Earth Kingdom soldiers, both benders and nonbenders, carry a wide variety of weapons from spears, swords, and other various polearms to more unusual weapons such as hammers, axes, and sickles. Soldiers typically wear specially armored conical helmets, which function in battle as an impromptu shield against fire blasts.

3	2	1	1	2	1
BRN	AGI	INT	CUN	WIL	PRE
4		8		0	0
SOAK		WOUND		R/M DEFENSE	

**Skills** (group only): Discipline, Ranged, Vigilance, and Bending Arts.

**Talents:** None.

**Abilities:**

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.

**Forms:** An earth army soldier can choose any earthbending actions and maneuvers, and may select additional form effects, as normal. The forms they use most often are the following:

- **Earth Strike:** Choose one target engaged or at short range and make an **Average (◆◆) Bending Arts (BR or AGI) check**. If successful, this attack inflicts 5 damage +1 damage per uncanceled ✨, with Critical Rating 6, and Ensnare 3.

**Equipment:**

- **Earth Kingdom Military Uniform:** +1 soak.
- Pouch of Stones.

## EARTH ARMY CAPTAIN [RIVAL]

Officers and captains wear yellow armor instead of the standard green variant and are often a part of a cavalry complement consisting of ostrich horses and heavier armor.

4	2	2	2	3	1
BRN	AGI	INT	CUN	WIL	PRE
4		13		0	1
SOAK		WOUND		R/M DEFENSE	

**Skills:** Melee (Light) 2, Martial Arts 1, Leadership 2, Bending Arts 2.

**Talents:**

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.

**Abilities:**

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Military Precision:** May add ■ to checks made to destroy structures or use cooperative earthbending.

**Forms:** An earth army captain can choose any earthbending actions and maneuvers, and may select additional form effects, as normal. The forms they use most often are the following:

- **Earth Strike:** Choose one target engaged or at short range and make an **Average (◆◆) Bending Arts (BR or AGI) check**. If successful, this attack inflicts 6 damage +1 damage per uncanceled ✨, with Critical Rating 6, and Ensnare 3.
- **Earthquake:** Choose a spot up to medium range away and make a **Hard (◆◆◆) Bending Arts (INT) check**. If successful, all terrain within short range of the chosen location is considered difficult terrain. Additional, characters within the affected area are disoriented until the end of their next turn. This character may spend ▲▲ to immobilize an effected character until the end of their next turn (and may trigger this multiple times, spending ▲▲ each time).

**Equipment:**

- **Earth Kingdom Military Uniform:** +1 soak.
- Pouch of Stones.
- **Warhammer:** Melee (Heavy); Damage 7; Critical 3; Range [Engaged]; Cumbersome 3, Pierce 2, Vicious 1.

## EARTH ARMY GENERAL [NEMESIS]

Generals rarely, if ever, accompany their own men into battle and thus their presence anywhere should indicate the Earth Kingdom's substantial stakes. As a meritocratic organization, generals in the Earth Army are always vying for recognition, honor, and ultimately a position on the Council of Five. Each general oversees bases located in the Earth Kingdom.

5	3	4	4	3	2
BRN	AGI	INT	CUN	WIL	PRE
5		17	18	1	2
SOAK		WOUNDS	STRAIN	R/M DEFENSE	

**Skills:** Bending Arts 2, Vigilance 2, Leadership 2, Melee (Light) 2, Discipline 2, Resilience 1.

**Talents:**

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.
- **Field Commander:** The character may use this talent to make an **Average (◆◆) Leadership check**. If successful, a number of allies equal to the character's Presence may immediately suffer 1 strain to perform one maneuver (out of turn). If there are any questions as to which allies take their maneuvers first, this character is the final arbiter.

**Abilities:**

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **High Command:** Any Leadership check made to bolster Earth Kingdom troops add ■ to the troops above any already given by the roll.

- **Earth Coin:** May use an action to hurl a silhouette 2 slab of earth at the opponent, causing them to make an opposed **Agility versus Bending Arts (BR) check** to avoid the object; targets engaged with object either jump out of the way or take a number of damage ignoring soak equal to the Rival's Brawn rating; earthbenders can make a **Bending Arts (BR) check** to instead redirect the disc in a different direction.

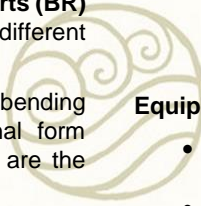
**Forms:** An earth army general can choose any earthbending actions and maneuvers, and may select additional form effects, as normal. The forms they use most often are the following:

- **Earth Strike:** Choose one target engaged or at short range and make an **Average (◆◆) Bending Arts (BR or AGI) check**. If successful, this attack inflicts 8 damage +1 damage per uncanceled ✨, with Critical Rating 6, and Ensnare 3.

- **Earthquake:** Choose a spot up to medium range away and make a **Hard (◆◆◆) Bending Arts (INT) check**. If successful, all terrain within short range of the chosen location is considered difficult terrain. Additional, characters within the affected area are disoriented until the end of their next turn. This character may spend ♠♠ to immobilize an effected character until the end of their next turn (and may trigger this multiple times, spending ♠♠ each time).

**Equipment:**

- **Earth Kingdom General Uniform:** 1 ranged, 2 melee defense.
- **Warhammer:** Melee (Heavy); Damage 7; Critical 3; Range [Engaged]; Cumbersome 3, Pierce 2, Vicious 1.
- Pouch of Stones.



# FIRE NATION

## FIRE SAGE [RIVAL]

The Fire Sages serve as the religious authority of the Fire Nation and are responsible for identifying the Avatar's incarnation when they are born in the Fire Nation. Their additional duties include guarding the temple and conducting coronations, weddings, and funerals for the Royal Family and for those who seek their spiritual advice.

2	2	3	3	4	2
BRN	AGI	INT	CUN	WIL	PRE
3		13		0	0
SOAK		WOUND		R/M DEFENSE	

**Skills:** Bending Arts 3, Perception 2, Medicine 2, Discipline 2, Knowledge (History) 2, Knowledge (Culture) 2.

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.

### Abilities:

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Disciple of Fire:** Reduce the difficulty of Bending Arts checks by one, to a minimum of **Easy** (◆), and increase the base damage of Attack forms by three.

**Forms:** A fire sage can choose any firebending actions and maneuvers, and may select additional form effects, as normal. The forms they use most often are the following:

- **Heat Control:** Select one target within short range and make an **Average** (◆◆) **Bending Arts (CUN) check**. If successful, until the end of the fire sage's next turn, the target decreases the ability of any skill checks they make by one.
- **Healing Embers:** Select one engaged target who is not incapacitated and make an **Average** (◆◆) **Bending Arts (INT) check**. If successful, the target heals 1 wound per uncanceled ✨, and 1 strain per uncanceled △.
- **Energy Reading:** Select one target within short range and make a **Hard** (◆◆◆) **Bending Arts (CUN) check**. If successful, any condition the target is suffering lasts for the remainder of the encounter, and they suffer one strain for as long as the fire sage maintains concentration on this form.

### Equipment:

- **Sage Robes:** +1 soak.

## FIRE NAVY PRIVATE [MINION]

Privates are not considered officers and are under the command of a ship's lieutenant. They are the lowest rank in the Fire Nation forces.

2	2	2	2	2	2
BRN	AGI	INT	CUN	WIL	PRE
3		5		0	0
SOAK		WOUND		R/M DEFENSE	

**Skills** (group only): Martial Arts, Melee (Light), Ranged, Discipline, and Sailing.

### Equipment:

- **Sword:** Melee (Light); Damage 6; Critical 2; Range [Engaged]; Defensive 1.
- **Bow:** Ranged; Damage 7; Critical 3; Range [medium]; Unwieldy 2.
- **Naval Uniform:** +1 soak

## FIRE NAVY COMMANDER [RIVAL]

A commander oversees the captains and is responsible for carrying out an admiral's commands. They are also placed in charge of blockades and a considerable number of ships, but still have nowhere near as much power as an admiral.

3	3	2	2	3	3
BRN	AGI	INT	CUN	WIL	PRE
3		11		1	1
SOAK		WOUND		R/M DEFENSE	

**Skills:** Melee (Light) 2, Knowledge (Geography) 1, Leadership 2, Sailing 2.

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.
- **Duelist:** The character adds ■ to their melee combat checks when engaged with only a single opponent. The character adds ■ to their melee combat checks when engaged with three or more opponents.

### Abilities:

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Naval Superiority:** This character may add ■ to all combat checks when engaged with any character untrained in Sailing, so long as they are on a boat.
- **Veteran of a Thousand Battles:** When this character makes a check to determine initiative order, △ on the check count as ✨.

**Forms:** A Fire Navy commander can choose any firebending actions and maneuvers, and may select additional form effects, as normal. The forms they use most often are the following:



- **Fire Blast:** Choose one target engaged or at short range and make a **Hard (◆◆◆) Bending Arts (BR or AGI) check**. If successful, this attack inflicts 6 damage +1 damage per uncanceled ✨, with Critical Rating 4, and Blast 5, Burn 2.
- **Fan the Flame:** A fire navy commander may target themselves and make an **Average (◆◆) Bending Arts (CUN) check**. If successful, they increase the ability of any skill checks they make by two.

**Equipment:**

- **Sword:** Melee (Light); Damage 6; Critical 2; Range [Engaged]; Defensive 1.
- **Naval Captain Military Uniform:** 1 defense.

**FIRE NAVY ADMIRAL [NEMESIS]**

Admiral is the highest rank in the Fire Nation Navy, preceded by commander. The title has been used since the inception of the navy. It gives whoever bears the title high authority and command over an entire fleet. The Fire Lord directly appoints each admiral. More than anything else, Fire Admirals value the honor and respectability of their supporters.

3	4	3	4	4	4
BRN	AGI	INT	CUN	WIL	PRE
3		18	18	1	1
SOAK	WOUND	STRAIN	R/M	DEFENSE	

**Skills:** Bending Arts 4, Leadership 3, Melee (Light) 2, Sailing 2, Knowledge (Geography) 1.

**Talents:**

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.

- **Inspiring Leadership:** The character can use this talent to make a **Hard (◆◆◆) Leadership check**. If successful, a number of allies not exceeding the Fire Navy admiral's Presence within medium range add ✨ to their next skill check.

**Abilities:**

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Fleet Tactics:** When engaged in ship combat with at least one allied ship present, any time that both ships make the same action such as firing weapons or ramming enemy ships, each subsequent ship after the first gains ◆ on that action.

**Forms:** A Fire Navy commander can choose any firebending actions and maneuvers, and may select additional form effects, as normal. The forms they use most often are the following:

- **Fire Blast:** Choose one target engaged or at short range and make an **Average (◆◆) Bending Arts (BR or AGI) check**. If successful, this attack inflicts 7 damage +1 damage per uncanceled ✨, with Critical Rating 4, and Blast 7, Burn 3.
- **Fan the Flame:** A fire navy commander may target themselves and make an **Average (◆◆) Bending Arts (CUN) check**. If successful, they increase the ability of any skill checks they make by two.

**Equipment:**

- **Sword:** Melee (Light); Damage 6; Critical 2; Range [Engaged]; Defensive 1.
- **Naval Captain Military Uniform:** 1 defense.



# WATER TRIBES

The Water Tribe does not have a well-defined chain of command. There is no overall military commander of the Water Tribes and as such, command is divided between the two polar factions. A tribal chieftain usually spearheads any formal operations. Only the Northern Water Tribe has anything resembling an organized military.

## NORTHERN SOLDIER [RIVAL]

Because of the industrialization of the tribe after the war, the Northern Water Tribe's military changed greatly. The North formed a standing army with improved equipment; by 151 AG, machetes and spears had become the most common weapons.

The standard weaponry of machetes and spears remained largely the same for twenty years, though authorities introduced a new uniform. Less thick and bulky, this new dark blue uniform allows greater freedom of movement. It consists of a padded jacket, a leather helmet with fabric neck guard, lined trousers, and tall boots. Since at least 150 AG, the army also makes use of pack animals and mounts, most notably the Arctic camel and the buffalo yak. High-ranking officers wear a dark blue coat with a Water Tribe insignia.

3	3	3	2	3	1
BRN	AGI	INT	CUN	WIL	PRE
3		12		1	1
SOAK		WOUND		R/M DEFENSE	

**Skills:** Bending Arts 2, Discipline 2, Melee (Light) 3, Melee (Heavy) 2, Perception 2, Athletics 2.

### Talents:

- **Parry 3:** When the character suffers a hit from a melee combat check, after damage is calculated but before soak is applied, the character may suffer 3 strain to use this talent to reduce the damage of the hit by two plus their ranks in Parry. This talent can only be used once per hit, and your character needs to be a bender, or wielding a Melee weapon.

### Abilities:

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Veteran of a Thousand Battles:** When this character makes a check to determine initiative order,  $\Delta$  on the check count as  $\star$ .

**Forms:** A northern soldier can choose any waterbending actions and maneuvers, and may select additional form effects, as normal. The forms they use most often are the following:

- **Water Volley:** Choose one target engaged or at short range and make an **Average (◆◆) Bending Arts (BR or AGI) check**. If successful, this attack inflicts 6 damage +1 damage per uncanceled  $\star$ , with Critical Rating 6, Auto-fire and Guided 2.

- **Water Whip:** A northern soldier can use a maneuver to summon a water whip. The whip can be used to attack with a Bending Arts (Agility) combat check and has the following profile: Range (Short); Damage 4; Critical 4; Ensnare 2, Linked 2, Stun 2.

### Equipment:

- **Northern Army Armor:** +1 defense.
- **Spear:** Melee (Heavy); Damage 6; Critical 3; Range (engaged); Accurate 1.
- **Machete:** Melee (Light); Damage 6; Critical 2; Range (engaged); Vicious 1.
- 2 waterskins.

## WATER TRIBE WARRIOR [MINION]

Without any formal military, most warriors in the Northern or Southern tribes tend to be able-bodied individuals who can hold a weapon or wield their waterbending offensively.

3	2	3	3	2	1
BRN	AGI	INT	CUN	WIL	PRE
3		5		1	1
SOAK		WOUND		R/M DEFENSE	

**Skills (group only):** Bending Arts, Melee (Light), Melee (Heavy), Survival, Vigilance, Athletics.

### Talents:

- **Hunter:** This character adds  $\square$  to all skill checks when interacting with wild beasts and animals, including combat checks. In addition, they add +10 to all Critical Injury rolls against animals and beasts.

### Abilities:

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Wolf Spirit:** Once per turn, the character may perform a maneuver to add  $\square\square$  to their next melee combat check.

**Forms:** A water tribe warrior can choose any waterbending actions and maneuvers, and may select additional form effects, as normal. The forms they use most often are the following:

- **Water Blast:** Choose one target engaged or at short range and make an **Average (◆◆) Bending Arts (BR or AGI) check**. If successful, this attack inflicts 5 damage +1 damage per uncanceled  $\star$ , with Critical Rating 6, Auto-fire, and Blast 2.

### Equipment:

- **Wolf Pelt Armor:** +1 defense.
- **Spear:** Melee (Heavy); Damage 6; Critical 3; Range (engaged); Accurate 1.
- **Dagger:** Melee (Light); Damage +2; Critical 3; Range [engaged]; Accurate 1.
- 2 waterskins.

## WATER TRIBE CHIEFTAIN [NEMESIS]

Little more than the leader of a Water Tribe settlement, the chieftain is responsible for mustering warriors and benders together and leading them into battle or scouting operations. In principle, all chiefs are equal and can convene together to make joint decisions. In practice, Desna and Eska rule together in the north and Hakoda in the south.

5	3	2	2	4	3
BRN	AGI	INT	CUN	WIL	PRE
5		20	20	1	1
SOAK		WOUND	STRAIN	R/M	DEFENSE

**Skills:** Bending Arts 3, Discipline 3, Leadership 3, Martial Arts 2, Perception 1, Vigilance 2.

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.
- **Improved Inspiring Rhetoric:** Your character may use this talent to make an **Average (◆◆) Leadership check**. For each ✨ the check generates, one ally within short range heals one strain. For each ▲, one ally benefiting from Inspiring Rhetoric heals one additional strain. Allies affected by your character's Inspiring Rhetoric add ■ to all skill checks they make for a number of rounds equal to your character's rank in Leadership.

### Abilities:

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.

- **Chieftain's Vigilance:** When the Water Tribe Chieftain is attacked, they add ◆ to determine Initiative order to himself and any guards they have and grants them ■ on any attacks made in the first round.
- **Wolf Spirit:** Once per turn, the character may perform a maneuver to add ■■ to their next melee combat check.

**Forms:** A water tribe chieftain can choose any waterbending actions and maneuvers, and may select additional form effects, as normal. The forms they use most often are the following:

- **Icicle Barrage:** Choose one target engaged or at short range and make an **Average (◆◆) Bending Arts (BR or AGI) check**. If successful, this attack inflicts 8 damage +1 damage per uncanceled ✨, with Critical Rating 4, Auto-fire, and Pierce 3.
- **Octopus Form:** The character makes a **Hard (◆◆◆) Bending Arts (WIL) check**. If successful, they create one tentacle +1 tentacle for each uncanceled ✨. The character's defense becomes 3. The tentacles last until the end of the character's next turn unless the character performs the Concentra maneuver. They may spend ▲▲ on subsequent Bending Arts checks to create an additional tentacle. For the duration of the form, the area within short range of the character is considered difficult terrain. Whenever the character makes an attack with a Water Tentacle while this form is active, that attack gains the Linked quality equal to the number of active Water Tentacles (see **Octopus Form** on page 53).

### Equipment:

- **Wolf Pelt Armor:** +1 defense.
- **Spear:** Melee (Heavy); Damage 8; Critical 3; Range (engaged); Accurate 1.
- 2 waterskins.



# OTHER FACTIONS

## THE RED LOTUS

The Red Lotus is a global militant anarchist organization, founded by Xai Bau as a splinter faction of the Order of the White Lotus after the Hundred Year War. Until 171 AG, the organization operated through sleeper cells, keeping their existence unknown to the world.

The Red Lotus' agenda is to have the humans and spirits coexist again and usher in a new world order by dismantling the established nations and their leaders. Their first attempt involved freeing Vaatu from his prison in the Spirit World, but Avatar Korra and her friends thwarted this. Zaheer, who assassinated Earth Queen Hou-Ting, made a second attempt. Although he was successful in destabilizing the Earth Kingdom, it came at great cost to his organization.

### RED LOTUS INITIATE [MINION]

Before they can become sentries, aspiring benders of the Red Lotus begin as initiates and must show their dedication to the cause.

2	2	2	3	2	2
BRN	AGI	INT	CUN	WIL	PRE
2		5		0	0
SOAK		WOUND		R/M DEFENSE	

**Skills** (group only): Martial Arts, Deception, Bending Arts, and Coercion, Cool.

**Talents:** None.

**Abilities:**

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Elemental Mastery:** The first effect this character adds to a form does not increase the difficulty of the Bending Arts check.

**Forms:** Benders can choose any bending actions allowed for their element, and may select additional form effects, as normal. The forms they use most often are the following:

- **Elemental Strike:** Choose one target engaged or at short range and make an **Average (◆◆) Bending Arts (BR or AGI) check**. If successful, this attack inflicts 4 damage +1 damage per uncanceled ✨, with Critical Rating 6, and with the following qualities: Burn 3 for firebenders, Disorient 3 for airbenders, Stun 3 for waterbenders, or Ensnare 3 for earthbenders.

**Equipment:**

- **Dagger:** Melee (Light); Damage 4; Critical 3; Range [engaged]; Accurate 1.
- **Staff:** Martial Arts; Damage 4; Critical 4; Range [engaged]; Defensive 1, Disorient 2.
- Red Lotus insignia.

### RED LOTUS SENTRY [RIVAL]

The Red Lotus sentries are low-ranking members of the Red Lotus. Although they are not operatives themselves, sentries are the muscle of most Red Lotus operations, carrying out many responsibilities too great to entrust to initiates, but too mundane to bother a Red Lotus Master.

3	2	2	3	3	2
BRN	AGI	INT	CUN	WIL	PRE
3		10		0	1
SOAK		WOUND		R/M DEFENSE	

**Skills:** Martial Arts 2, Cool 1, Deception 2, Coordination 2, Streetwise 1, Bending Arts 3.

**Talents:**

- **Chi Disruption:** The character may make a **Hard (◆◆◆) Martial Arts check** targeting an engaged character. If successful, deal strain instead of wounds. If the target is a bender, they cannot use any forms until the end of their next turn and any form currently sustained through concentration immediately ends. You may spend **AAA** to immobilize the target and ✨ to stagger them.

**Abilities:**

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Elemental Mastery:** The first effect this character adds to a form does not increase the difficulty of the Bending Arts check.
- **Secret Society:** Automatically upgrade the difficulty once of any social skill check to interact with or deceive this faction member when pretending to be a part of that faction.

**Forms:** Benders can choose any bending actions allowed for their element, and may select additional form effects, as normal. The forms they use most often are the following:

- **Elemental Strike:** Choose one target engaged or at short range and make an **Average (◆◆) Bending Arts (BR or AGI) check**. If successful, this attack inflicts 5 damage +1 damage per uncanceled ✨, with Critical Rating 5, and with the following qualities: Burn 3 for firebenders, Disorient 3 for airbenders, Stun 3 for waterbenders, or Ensnare 3 for earthbenders.
- **Elemental Augment:** Make a **Hard (◆◆◆) Bending Arts (CUN) check**. If successful, until the end of the bender's next turn, they increase the ability of any skill checks they make by one and ignore the effects of difficult terrain; the character cannot be immobilized. The bender can maintain these effects with the concentrate maneuver.

**Equipment:**

- **Dagger:** Melee (Light); Damage 4; Critical 3; Range [engaged]; Accurate 1.
- **Staff:** Martial Arts; Damage 4; Critical 4; Range [engaged]; Defensive 1, Disorient 2.
- Red Lotus insignia.

## RED LOTUS MASTER [NEMESIS]

They say when one Master falls, a Sentry rises to take their place. With the disappearance of P'li, Ghazan, Zaheer, and Ming-Hua, the opportunity is ripe for four new bending masters to take the reins of this organization.

4	3	2	4	3	2
BRN	AGI	INT	CUN	WIL	PRE
4		15	18	1	1
SOAK		WOUND	STRAIN	R/M DEFENSE	

**Skills:** Deception 2, Bending Arts 4, Martial Arts 2, Perception 2, Spirit World 4, Survival 3, Cool 2

### Talents:

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.

### Abilities:

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Ancient Knowledge:** When a form adds a quality to this character's form with a rating determined by their ranks in Discipline, they may use their ranks in Knowledge (Spirit World) instead.
- **Bending Disciple:** Reduce the difficulty of Bending Arts checks by one, to a minimum of **Easy** (◆), and increase the base damage of Attack forms by three.
- **Elemental Mastery:** The first effect this character adds to a form does not increase the difficulty of the Bending Arts check.

**Forms:** Benders can choose any bending actions allowed for their element, and may select additional form effects, as normal. The forms they use most often are the following:

- **Elemental Strike:** Choose one target engaged or at short range and make an **Average** (◆◆) **Bending Arts (BR or AGI) check**. If successful, this attack inflicts 7 damage +1 damage per uncanceled ✨, with Critical Rating 3, and with the following qualities: Burn 4 for firebenders, Disorient 4 for airbenders, Stun 4 for waterbenders, or Ensnare 4 for earthbenders.
- **Elemental Barrier:** Choose one engaged target or self and make a **Hard** (◆◆◆) **Bending Arts (WIL) check**. If successful, the bender reduces the damage of all hits they suffer by 1 plus 1 for every ✨ ✨ beyond the first until the end of their next turn; in addition, if an attack targeting the bender generates ☁☁☁ or ☁, the attacker suffers a hit inflicting damage equal to the total damage of the attack; the bender may perform the concentrate maneuver to maintain the effects of this barrier.

### Equipment:

- **Dagger:** Melee (Light); Damage 4; Critical 3; Range [engaged]; Accurate 1.
- **Staff:** Martial Arts; Damage 4; Critical 4; Range [engaged]; Defensive 1, Disorient 2.
- Red Lotus insignia, a bending scroll.

## ORDER OF THE WHITE LOTUS

The Order of the White Lotus, also known as the White Lotus, is an ancient and formerly secret society that transcends the boundaries of the four nations, seeking philosophy, beauty, and truth. They are devoted to the sharing of ancient knowledge across national and political divides, and on Avatar Aang's request, they also concern themselves with the task of finding, training, and protecting each new Avatar.

Shortly after the Hundred Year War's conclusion, the society stopped concealing itself from the public eye and began to serve the world and the Avatar more openly, though several aspects of their operations remained secret.

## WHITE LOTUS INITIATE [MINION]

As the White Lotus is no longer a secret society, many more members are present in the Order than in the past, including multiple leaders and many sentries and initiates tasked with duties such as training the Avatar or guarding dangerous benders.

2	2	2	1	3	2
BRN	AGI	INT	CUN	WIL	PRE
2		5		0	0
SOAK		WOUND	R/M DEFENSE		

**Skills** (group only): Bending Arts, Martial Arts, Discipline, and Vigilance.

**Talents:** None.

### Abilities:

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Strength in Numbers:** May add ■ to all Discipline or Vigilance checks made against fear effects or surprise attacks when there are more than two White Lotus Initiates together.

**Forms:** Benders can choose any bending actions allowed for their element, and may select additional form effects, as normal. The forms they use most often are the following:

- **Elemental Strike:** Choose one target engaged or at short range and make an **Average** (◆◆) **Bending Arts (BR or AGI) check**. If successful, this attack inflicts 4 damage +1 damage per uncanceled ✨, with Critical Rating 6, and with the following qualities: Burn 4 for firebenders, Disorient 4 for airbenders, Stun 4 for waterbenders, or Ensnare 4 for earthbenders.

- **Elemental Barrier:** Choose one engaged target or self and make a **Hard (◆◆◆) Bending Arts (WIL) check**. If successful, the bender reduces the damage of all hits they suffer by 1 plus 1 for every ✨ beyond the first until the end of their next turn; in addition, if an attack targeting the bender generates ☯☯☯ or ☯, the attacker suffers a hit inflicting damage equal to the total damage of the attack; the bender may perform the concentrate maneuver to maintain the effects of this barrier.

**Equipment:**

- **Staff:** Martial Arts; Damage 4; Critical 4; Range [engaged]; Defensive 1, Disorient 2.
- **Sword:** Melee (Light); Damage 6; Critical 2; Range [Engaged]; Defensive 1.
- **Spear:** Melee (Heavy); Damage 6; Critical 3; Range (engaged); Accurate 1.
- Training gi.

**WHITE LOTUS SENTRY [RIVAL]**

Sentries of the White Lotus are stationed at various White Lotus bases throughout the world tasked with guarding the world's most nefarious bending criminals and other tightly guarded secrets.

2	3	3	1	3	2
BRN	AGI	INT	CUN	WIL	PRE
3	14		0	1	
SOAK		WOUND		R/M DEFENSE	

**Skills:** Martial Arts 2, Charm 1, Knowledge (Spirit World) 2, Discipline 2, Vigilance 2, and Bending Arts 3.

**Talents:** None.

**Abilities:**

- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Elemental Mastery:** The first effect this character adds to a form does not increase the difficulty of the Bending Arts check.
- **Never Alone:** May spend AAA or ☯ on checks made by a White Lotus sentry to determine Initiative to have one additional sentry appear at long range; this new sentry also makes a check to determine Initiative.

**Forms:** Benders can choose any bending actions allowed for their element, and may select additional form effects, as normal. The forms they use most often are the following:

- **Elemental Strike:** Choose one target engaged or at short range and make an **Average (◆◆) Bending Arts (BR or AGI) check**. If successful, this attack inflicts 4 damage +1 damage per uncanceled ✨, with Critical Rating 6, and with the following qualities: Burn 4 for firebenders, Disorient 4 for airbenders, Stun 4 for waterbenders, or Ensnare 4 for earthbenders.

- **Elemental Barrier:** Choose one engaged target or self and make a **Hard (◆◆◆) Bending Arts (WIL) check**. If successful, the bender reduces the damage of all hits they suffer by 1 plus 1 for every ✨ beyond the first until the end of their next turn; in addition, if an attack targeting the bender generates ☯☯☯ or ☯, the attacker suffers a hit inflicting damage equal to the total damage of the attack; the bender may perform the concentrate maneuver to maintain the effects of this barrier.

**Equipment:**

- **Staff:** Martial Arts; Damage 4; Critical 4; Range [engaged]; Defensive 1, Disorient 2.
- **Sword:** Melee (Light); Damage 6; Critical 2; Range [Engaged]; Defensive 1.
- **Spear:** Melee (Heavy); Damage 6; Critical 3; Range (engaged); Accurate 1.
- White Lotus robes (+1 soak), insignia.

**WHITE LOTUS MASTER [NEMESIS]**

Masters of the White Lotus are among the world's wisest scholars in both the bending arts and the spirit world. Only truly enlightened individuals can ever attain the rank of Master, fewer still ever go on to become a Grand Lotus. Supposedly, an enlightened master can travel to the Spirit World through meditation, and rumors abound that those who achieve Grand Lotus status also have prolonged life.

4	3	4	3	5	3
BRN	AGI	INT	CUN	WIL	PRE
5	18	22	1	2	
SOAK		WOUND	STRAIN	R/M DEFENSE	

**Skills:** Coercion 2, Bending Arts 4, Martial Arts 2, Knowledge (Spirit World) 4, Discipline 4, Vigilance 3, Leadership 3, and Negotiation 2.

**Talents:**

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.
- **Inspiring Leadership:** The character can use this talent to make a **Hard (◆◆◆) Leadership check**. If successful, a number of allies not exceeding the White Lotus Master's Presence within medium range add s to their next skill check.

**Abilities:**

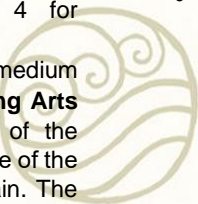
- **Adversary Bending:** The character can use a number of forms per encounter equal to their Willpower without suffering strain.
- **Ancient Order:** Once per session, you may spend one Story Point to have one previously unknown character reveal themselves in the scene as allies to the White Lotus Master.
- **Bending Disciple:** Reduce the difficulty of Bending Arts checks by one, to a minimum of **Easy (◆)**, and increase the base damage of Attack forms by three.

**Forms:** Benders can choose any bending actions allowed for their element, and may select additional form effects, as normal. The forms they use most often are the following:

- **Elemental Strike:** Choose one target engaged or at short range and make an **Average (◆◆) Bending Arts (BR or AGI) check**. If successful, this attack inflicts 4 damage +1 damage per uncanceled ✨, with Critical Rating 6, and with the following qualities: Burn 4 for firebenders, Disorient 4 for airbenders, Stun 4 for waterbenders, or Ensnare 4 for earthbenders.
- **Elemental Control:** Select a location up to medium range and make an **Average (◆◆) Bending Arts (INT) check**. If successful, until the end of the bender's next turn, the area within short range of the selected location is considered difficult terrain. The bender can maintain these effects with the concentrate maneuver.

#### Equipment:

- **Staff:** Martial Arts; Damage 4; Critical 4; Range [engaged]; Defensive 1, Disorient 2.
- **Sword:** Melee (Light); Damage 6; Critical 2; Range [Engaged]; Defensive 1.
- **Spear:** Melee (Heavy); Damage 6; Critical 3; Range (engaged); Accurate 1.  
White Lotus robes (+1 soak), insignia; a bending scroll.



# CREATURES AND SPIRITS

A vast range of fauna inhabits the world of *Avatar*, most of the animals presented are notably chimeras or crossbreeds of two real world animals. Although not all creatures intend to harm the players, they will defend their territory and their lives if provoked.

**Note:** Creatures list **Melee** rather than **Martial Arts**, but the skill is the same.

## CREATURES

### ARMADILLO LION [RIVAL]



This large animal has the body and head of a lion. The fur on its feet and lower part of its face is white. Its main trunk and the upper parts of its legs are covered by shaggy brown hair. Its back is topped by an armadillo-like segmented carapace, which extends to cover the top of its head. It has an armadillo-like hairless tail. When startled, the armadillo lion can curl up into an armored ball, much like the three-banded armadillo.

4	3	2	3	1	1
BRN	AGI	INT	CUN	WIL	PRE
5	16		1	1	
SOAK		WOUND		R/M DEFENSE	

**Skills:** Resilience 3, Coercion 3, Melee 2.

**Talents:**

- **Swift:** This creature does not spend extra maneuvers to move across difficult terrain.

**Abilities:**

- **Carapace Armor:** Whenever this creature takes a defensive stance maneuver, its soak is increased by 2 until the end of its next turn.
- **Pounce:** Once per turn, while at short range this creature may perform a move maneuver to engage a target as an incidental.
- **Silhouette 1.**

**Equipment:** Claws and fangs (Melee; Damage 6; Critical 4; Range [Engaged]).

### BADGERMOLE [RIVAL]



An enormous mammal, the badger mole has the shovel-shaped claws and long tail associated with the mole and a badger-like body. It has brown fur, a white face, and a white stripe running down its back. The badger mole seems to be the natural predator of the wolfbats and can earthbend by slamming its paws into the ground and motioning with its stance to move the dirt around. It also seems to enjoy music and becomes tranquil when it hears music playing.

5	3	2	2	2	2
BRN	AGI	INT	CUN	WIL	PRE
5	25		1	1	
SOAK		WOUND		R/M DEFENSE	
2	2		1		
SILHOUETTE		SPEED		HANDLING	

**Skills:** Bending Arts 3, Vigilance 2, Perception 2.

**Talents:** None.

**Abilities:**

- **Digging Claws:** A badgermole moves normally through difficult or impassable terrain of stone, soil, or similar materials.
- **Earth Senses:** When making perception checks, the Badgermole is not hindered by darkness and can sense things out of its line of sight within range. Any earthbending attack made against a badgermole is upgraded twice.
- **Eyeless Sight:** A badgermole does not add ■ to checks due to darkness or concealment and is immune to abilities or Critical Injuries that affect a character's sight.
- **Silhouette 2 – 3.**

**Equipment:** Sweeping claws (Melee; Damage 7; Critical 4; Range [Engaged]; Knockdown).



## BOAR-Q-PINE [RIVAL]

Native to large Earth Kingdom forests, it has the body and general appearance of a boar, except that its body is covered in quills like a porcupine. It has a large head compared to the rest of its body, and from it emerges a pair of sharp, white tusks. However, in youth, these creatures resemble their porcupine half more, being small, not much bigger than a hand, and appearing more rodent-like rather than like a large boar. They also appear to be much more docile, which is to be expected with young creatures.

The boar-q-pine is extremely bad tempered and vengeful, yet also very shy and prone to adorable waddling. It is carnivorous and is a predator of koala sheep; both species are some of the few that inhabit the Black Cliffs.

3	4	3	1	1	1
BRN	AGI	INT	CUN	WIL	PRE
5		15		0	1
SOAK		WOUND		R/M DEFENSE	

**Skills:** Coercion 3, Survival 3, Ranged 1, Melee 2.

**Talents:**

- **Enduring 2:** This creature's soak value is increased by two.

**Abilities:**

- **Charge:** This creature adds ■■ to its first melee attack after performing a maneuver to engage the target in the same turn.
- **Barbed Hide:** When a boar-q-pine is hit by a melee attack, may spend ☹☹ to inflict 1 wound on the attacker.
- **Silhouette 1.**

**Equipment:**

- **Quills:** Ranged; Damage 6; Critical 3; Range [Short]; Pierce 3.
- **Tusks:** Melee; Damage 6; Critical 2; Range [Engaged]; Vicious 1.

## BUZZARD WASP [RIVAL]

Native to the Si Wong Desert, these creatures are six-legged insects that have a vulture-like head and a bee or wasp-like body, hence their name. They have brown, white, and gray stripes on their abdomen, and their necks are dark gray with a light gray ruff at the body. These creatures also have wings attached to their thorax and are capable of flight. Their beaks and talons are razor sharp.

The buzzard wasps live in caves they dug out of Si Wong Rock. Female wasps produce the gooey substance on their cave walls, which has the flavor of rotten penguin meat. It is the equivalent of honey and produced in a similar way and fed to the young. They will attack if provoked by intruders in their nest and become aggravated by loud noises. In such cases, they are extremely dangerous. They primarily feed upon carrion but will hunt live game if they are desperate for food.

2	4	1	3	2	1
BRN	AGI	INT	CUN	WIL	PRE
2		7		1	1
SOAK		WOUND		R/M DEFENSE	

**Skills:** Coordination 3, Melee 2, Survival 3, Vigilance 3.

**Talents:** None.

**Abilities:**

- **Flyer:** This creature can fly.
- **Poisonous Stinger:** A character wounded by a buzzard wasp's stinger must make a **Hard (◆◆◆) Resilience check** as an out-of-turn incidental or suffer 4 additional wounds, and must check again on their next turn if the check generates ☹.
- **Swoop Attack:** After making a melee combat check while flying, the buzzard wasp can move from engaged to short range of the target as an incidental.
- **Territorial:** Buzzard wasps are incredibly territorial and add ■ to all combat checks made when attacking any characters intruding on their nest.
- **Silhouette 1.**

**Equipment:**

- **Talons and beak:** Melee; Damage 5; Critical 3; Range [Engaged].
- **Stinger:** Melee; Damage 4; Critical 3; Ranged [Engaged]; Limited Ammo 1, Disorient 3.

## CANYON CRAWLER [RIVAL]

The canyon crawler is a dangerous animal that primarily inhabits the canyon of the Great Divide, but it lives throughout the arid terrain of the western Earth Kingdom. Though the crawler prefers live meat, and its various useful features make it the perfect hunter, the canyon crawler is primarily an omnivorous scavenger that is willing to eat whatever it can find.

Crawlers resemble a mix of a crocodile, an ant, and a spider. It has four eyes on either side of its face and a forked tongue in a sharp-toothed jaw. Much like a traditional arachnid, the crawler retains a two-segmented body made up of a cephalothorax and an abdomen, to which its four skinny legs attach. The canyon crawler's name comes from its arachnid-like characteristics and from its ability to run up sheer mountain walls. The canyon crawler also uses multiple sensitive nostrils with which it easily detects the scent of food.

3	3	2	3	1	1
BRN	AGI	INT	CUN	WIL	PRE
3		13		0	0
SOAK		WOUND		R/M DEFENSE	
2		3		-1	
SILHOUETTE		SPEED		HANDLING	

**Skills:** Coordination 2, Athletics 2, Melee 3, Survival 3.

**Talents:** None.

**Abilities:**

- **Improved Sweep:** The creature can spend  $\Delta$  to hit an additional target with a successful melee check to hit an additional target that is Engaged with the first target.
- **Skitter:** A canyon crawler can move across walls, ceilings, and cliffs without penalty.
- **Silhouette 2.**

**Equipment:**

- **Talonfeet:** Melee; Damage 4; Critical 3; Range [Short].
- **Big maw:** Melee; Damage 5; Critical 3; Range [Engaged].

## DRAGON [NEMESIS]

The dragons are the original practitioner of firebending, capable of breathing fire. The species demonstrated the true way of firebending to the Sun Warriors' civilization, a precursor to the modern-day Fire Nation, as well as to Wan, the first Avatar. As such, dragons are highly respected by both the Sun Warriors and the Fire Nation.

Dragons are intelligent creatures, capable of communicating with humans. Although generally living in solitude, a dragon can form a tight bond with a human, even to the point where it will protect its human partner to the death.

4	3	3	2	2	2
BRN	AGI	INT	CUN	WIL	PRE
6		25	25	1	1
SOAK		WOUND	STRAIN	DEFENSE	
2-3		4		2	
SILHOUETTE		SPEED		HANDLING	

**Skills:** Bending Arts 3, Cool 3, Melee 4, Ranged 3, Resilience 4, Vigilance 3.

**Talents:**

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.
- **Swift:** This creature does not spend additional maneuvers to move through difficult terrain.

**Talents:** None.

**Abilities:**

- **Flyer:** This creature can fly.
- **Silhouette 2 – 3.**
- **Eternal Flame:** Any attempt to bend the fire of a dragon by any non-dragon character or creature has its difficulty upgraded with  $\heartsuit\heartsuit$ .
- **Improved Sweep:** The creature can spend  $\Delta$  to hit an additional target with a successful melee check to hit an additional target that is Engaged with the first target.

**Equipment:**

- **Claws:** Melee; Damage 8; Critical 3; Range [Engaged]; Vicious 2.
- **Fiery Breath:** Ranged; Damage 8; Critical 3; Range [Medium]; Blast 8, Burn 2, Prepare 1.
- A riding saddle, maybe.

## EEL HOUND [MINION]

The eel hound is a large, amphibious lizard that exhibits the ability to swim and run quickly. It is at least eight feet tall and twenty-five to thirty feet long with dark green scales, except along its ventral side, from its jaw to its tail. The eel hound is green in color with a lighter shade on its underbelly, and a darker shade of green on top of its body.

The eel hound has a very wild nature that can make it challenging to train. For this reason, very few people attempt to do so; therefore, eel hounds are not common mounts. Once trained, however, the eel hound is surprisingly tame and can swim through water or run on land at great speeds; the great Swordmaster Piandao once claimed it was the fastest known animal over land and water.

2	4	1	2	2	1
BRN	AGI	INT	CUN	WIL	PRE
2		6		0	0
SOAK		WOUND		R/M DEFENSE	
2		4		2	
SILHOUETTE		SPEED		HANDLING	

**Skills:** Athletics 3, Coordination 3, Resilience 1.

**Talents:** None.

**Abilities:**

- **Agile:** This creature can perform a second maneuver to move without suffering strain. It still cannot exceed the limit of two maneuvers per turn.
- **Ornery:** Add  $\blacksquare\blacksquare$  to all attempts to handle, domesticate, or otherwise work with this creature.
- **Swift:** This creature does not spend additional maneuvers to move through difficult terrain.
- **Silhouette 2.**

**Equipment:**

- **Long tail:** Melee; Damage 5; Critical 5; Range [Short]; Knockdown, Linked 2.

## FIRE FERRET [MINION]

The fire ferret is an arboreal mammal indigenous to the bamboo forests of the central Earth Kingdom. The fire ferret is a docile and friendly creature. Once tamed, it can be kept as a pet and is obedient and loyal to its owner. The fire ferret can also be trained to do certain stunts and is frequently seen in traveling circuses.

1	3	3	3	1	2
BRN	AGI	INT	CUN	WIL	PRE
1		5		0	0
SOAK		WOUND		R/M DEFENSE	

**Skills (group only):** Charm, Coordination, Stealth, and Skulduggery.

**Talents:** None.

**Abilities:**

- **Mischievous:** As a maneuver, may distract one character at short range; that character adds ■ to their next check for each fire ferret in that minion group.
- **Silhouette 0.**

**Equipment:**

- **Bite:** Melee; Damage 3; Critical 4; Range [Engaged].

### FLYING BISON [RIVAL]

The flying bison, also known as sky bison and air bison, lived in the air temples along with the Air Nomads. Some bison also live in the Fire Nation, tended to on an island by the Bhanti Tribe. Prior to the Hundred Year War, many flying bison lived in the air temples. They were highly respected by the Air Nomads, who regarded them as the first airbenders.

Their pelts make sky bison high-value targets for poachers. Rumor has it that the upper-class citizens of Ba Sing Se even view bison veal as a delicacy.

All flying bison employ airbending to fly, using their wide tails to steer through air currents and to defend themselves from attacks. They are also able to use their mouths to airbend. Since young flying bison are incapable of flight for a week or two after they are born, the herd will stay close to the ground to protect them. Though docile, flying bison can be fierce and powerful opponents if pressed or enraged, possessing great physical strength and airbending skills.

4	3	3	2	1	3
BRN	AGI	INT	CUN	WIL	PRE
5		22		1	1
SOAK		WOUND		R/M	DEFENSE
3		3		1	
SILHOUETTE		SPEED		HANDLING	

**Skills:** Bending Arts 3, Vigilance 2, Charm 2.

**Talents:** None.

**Abilities:**

- **Beast of Burden 10:** Add 10 to the creature's encumbrance threshold.
- **Flyer:** This creature can fly.
- **Silhouette 1-3:** Baby bison are about the size of a human child but will grow large enough to carry many people at once.
- **Wind Bellow:** The flying bison may use its action to release a cacophonous bellowing, forcing all creatures within short range to make an **opposed Resilience versus Bending Arts (Br) check**. Characters who fail the check are knocked prone and disorient. ♣ may be spent to inflict strain, as normal and ☒ may be spent to push all characters one range band away from the flying bison.

**Equipment:**

- **Huge feet:** Melee; Damage 6; Critical 3; Range [Engaged]; Knockdown.
- **Airbending attack:** Bending Arts; Damage 7; Critical 6; Range [Medium]; Disorient 3, Stun 4.

### GIANT RHINOCEROS BEETLE [RIVAL]

The giant rhinoceros beetle is a large insect named for its immense size and facial prongs. Often seen in its native habitat, the Si Wong Desert. Beetle-headed merchants frequently use them as a beast of burden.

This gargantuan insect possesses an enormous green shell that serves as protection. It exhibits prongs, small beady eyes, and six legs, as are ubiquitous in insects.

4	4	1	1	1	1
BRN	AGI	INT	CUN	WIL	PRE
4		23		0	0
SOAK		WOUND		R/M	DEFENSE
2		3		2	
SILHOUETTE		SPEED		HANDLING	

**Skills:** Melee 2, Survival 3, Resilience 3, Vigilance 4.

**Talents:** None.

**Abilities:**

- **Beast of Burden 5:** Add 5 to the creature's encumbrance threshold.
- **Spiked Carapace:** When targeted by a melee combat check, may spend ♣♣♣ or ☒ from the results to have the attacker suffer 3 wounds.
- **Silhouette 2.**

**Equipment:** Massive Horn (Melee; Damage 8; Critical 3; Range [Short]; Vicious 2).

### GOAT GORILLA [RIVAL]

The goat gorilla is a large creature found typically within mountainous and forested areas of the Earth Kingdom, generally far from large settlements. Although a rather rampant beast in the wild, the gorilla goat can be quite lovable and docile in captivity, as well as useful in manual labor.

Goat gorillas are hostile toward intruders who trespass into their territory and do not hesitate in attacking those they identify as threats. They often initiate a confrontation, ramming opponents repeatedly until they fall. These creatures use their massive arms as weapons, raising them high to gain momentum before smashing them to the ground. Despite their violent nature, however, it is possible to coexist with goat gorillas, given that passersby and co-inhabitants of the area maintain a respectable distance from key goat gorilla territory.

Goat gorillas can become relatively docile in captivity. When trained, they can serve as figures of security while still showing qualities of obedient pets. Flopsie, a goat gorilla belonging to the eccentric King Bumi, was a perfect example of this. Goat gorillas seem to be intelligent to a certain degree, as Flopsie was able to recognize his owner as well as his name. In addition to this, they seem to retain certain pieces of information, such as the layout of locations and the identity of previously observed figures. Flopsie exhibited these skills upon recognizing Aang, before taking him around Omashu in search of Bumi.

4	3	2	3	2	1
BRN	AGI	INT	CUN	WIL	PRE
5		21		0	0
SOAK		WOUND		R/M DEFENSE	

**Skills:** Athletics 3, Coordination 2, Melee 3, Vigilance 2.

**Talents:**

- **Enduring 1:** This creature's soak value is increased by one.
- **Grapple:** This creature may suffer 2 strain to use this talent. Until the start of its next turn, enemies must spend two maneuvers to disengage from this creature.

**Abilities:**

- **Wild Heart:** Upgrade the difficulty of checks to train a goat gorilla by one.
- **Pounce:** Once per turn, while at short range this creature may perform a move maneuver to engage a target as an incidental.
- **Silhouette 2.**

**Equipment:** Massive arms (Melee; Damage 8; Critical 3; Range [Engaged], Disorient 2).

### HOG MONKEY [MINION]



The hog monkey is a primate that inhabits the Earth Kingdom. It is considered difficult to tame and does not take well to being ridden, though it can usually be coerced into doing so with lychee nuts.

The hog monkey has a vaguely canine face, a long tail, and the body of a primate. It appears to run on its knuckles and has a long tail. In addition, the hog monkey has reddish eyes and a dog-like snout that is full of sharp teeth, including two tusks protruding from the lower jaw. Its fur is brown on most of its body, although the area around its face and head is of a much darker shade.

The hog monkey commonly roams in troops or small packs and can often be found in the outskirts of fishing settlements. Although it does not really resemble a hog in any way, its noises are swine-like in nature. A captive hog monkey tends to be a troublesome animal if let loose.

2	4	3	3	1	1
BRN	AGI	INT	CUN	WIL	PRE
2		11		0	0
SOAK		WOUND		R/M DEFENSE	

**Skills (group only):** Coordination, Melee, Survival, Vigilance, and Skulduggery.

**Talents:** None.

**Abilities:**

- **Mischievous:** As a maneuver, may distract one character at short range; that character adds ■ to their next check for creature in that minion group.
- **Ornery:** Add ■■ to all attempts to handle, domesticate, or otherwise work with this creature.
- **Silhouette 0.**

**Equipment:** Small fists (Melee; Damage 2; Critical 4; Range [Engaged]).

### IGUANA PARROT [MINION]

The iguana parrot, also known as the reptile bird, is a hybridized creature that inhabits the Earth Kingdom. It is a favorite pet of sailors and pirates. This creature has feathers and is capable of flight, but also possesses several reptilian characteristics as well. It has a parrot-like beak, a feathered tail, and wings ending in claws, and it moves on four limbs when it chooses not to fly. Its feet also seem to lack the reversed toe characteristic of many modern birds, and it has a small dorsal fin on its back.

1	2	2	3	1	2
BRN	AGI	INT	CUN	WIL	PRE
1		5		0	0
SOAK		WOUND		R/M DEFENSE	

**Skills (group only):** Deception, Stealth, and Vigilance.

**Talents:**

- **Heightened Awareness:** Allies within short range of this character add ■ to their Perception and Vigilance checks. Allies engaged with this character add ■■ instead.

**Abilities:**

- **Mimic:** An iguana parrot may make a **Deception check** to mimic the sound of a human voice they have heard within the last week. The difficulty is **Easy** (◆) when repeating words, the parrot heard said, and **Hard** (◆◆◆) to replicate the sound of the voice speaking words other than those the parrot heard them say.

**Equipment:** Talons and beak (Melee; Damage 3; Critical 3; Range [Engaged]).

### KOMODO RHINO [RIVAL]

The komodo rhino is an animal from the Fire Nation, bred both as a beast of burden and for its meat in komodo sausages. During the Hundred Year War, the Fire Nation used these creatures as cavalry mounts or as beasts of burden, often decorating them in red.

The komodo rhino has a thick, "tough as steel" hide, which serves as natural protection for its body. Three large, curved horns dominate its face; two curving down from its forehead and one curving upward from its snout.

5	1	1	1	2	2
BRN	AGI	INT	CUN	WIL	PRE
9		20		1	1
SOAK		WOUND		DEFENSE	
2		2		1	
SILHOUETTE		SPEED		HANDLING	

**Skills:** Survival 2, Athletics 2, Discipline 1, Melee 2.

**Talents:**

- **Enduring 3:** This creature's soak value is increased by three.

**Abilities:**

- **Beast of Burden 10:** Add 10 to the creature's encumbrance threshold.
- **Charge:** This creature adds ■■ to its first melee attack after performing a maneuver to engage the target in the same turn.
- **Unstoppable:** Add ■ to any checks made to resist halting effects or disorientation and imposes ■■ on any attempts to stop or disorient a komodo rhino.

**Equipment:**

- Sometimes equipped with armor (+1 soak, 1 defense), and a riding saddle.
- **Horns:** Melee; Damage 8; Critical 3; Range [Engaged]; Pierce 2, Vicious 2.

## LION TURTLE [NEMESIS]



The lion turtle, also called Ancient One by the spirits, is a chimerical hybrid of a lion and a turtle and the largest known animal in the world. In the era of Raava, lion turtles populated the Spirit Wilds, where they served as protectors of humankind by housing human cities on their backs.

Lion turtles could survive for centuries if unharmed and reach the size of a small island, developing hard shells that eventually grow plant life that can sustain several species of animals. This effectively creates small ecosystems on the backs of lion turtles, which neither benefit nor harm the hosts in question. Lion turtles were so enormous that their hearts can weigh over 120 tons, which is comparable to the combined weight of twelve flying bison.

Although from the same species, lion turtles had distinct markings on their foreheads indicating the element with which they shared an affinity. Lion turtles are intelligent creatures who demonstrate the ability to both speak and understand human language, unlike many other creatures in *Avatar*. They are solitary creatures that disperse as much as possible and remain hidden through various means. Terrestrial lion turtles buried themselves in the ground and did not surface unless summoned, while aquatic lion turtles partly submerged themselves underwater to avoid detection.

6	6	6	6	6	6
BRN	AGI	INT	CUN	WIL	PRE
-		-	30	3	3
SOAK		WOUND		DEFENSE	

**Skills:** Bending Arts 5, Knowledge (History) 4, Knowledge (Geography) 3, Knowledge (Spirit World) 5, Leadership 4, Negotiation 2, Discipline 4, Perception 3.

**Talents:**

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.

**Abilities:**

- **Energy Bending:** The lion turtle can use and teach the art of energy bending. This allows them to make a **Formidable (◆◆◆◆◆) Bending Arts (Wil) check** to grant or remove the ability of target engaged characters' access to Bending Arts skills.
- **Impervious:** Lion Turtles are, for all intents and purposes, indestructible. Reduce the damage of all attacks targeting them to 0. If they suffer wounds for any reason, they suffer an equal amount of strain instead. Lion Turtles who exceed their strain threshold simply go to sleep right where they are. They awaken with all strain removed.
- **Silhouette 10.**

**Equipment:** Sometimes has remnants of human civilization on its back island.

## LION VULTURE [RIVAL]

The lion vulture is a cabbage-loving oddity native to the Fire Nation. A large bird with the head and wings of a vulture and the body of a lion. Its head and neck have no feathers, while its wings and upper body have black feathers and its neck has white. Its feet and under-body are that of a lion, with tawny colored fur. Its love of cabbages is particularly odd, given the nature of the base animals forming this chimera. They feature as circus animals, but their rarity means little is known about how intelligent these creatures really are.

2	2	3	3	1	2
BRN	AGI	INT	CUN	WIL	PRE
2		8		1	1
SOAK		WOUND		R/M DEFENSE	

**Skills:** Coordination 3, Melee 3, Perception 4, Survival 2, Stealth 3.

**Talents:** None.

**Abilities:**

- **Flyer:** This creature can fly.
- **Ornery:** Add ■■ to all attempts to handle, domesticate, or otherwise work with this creature.
- **Silhouette 1.**

**Equipment:** Claws and talons (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 2).

### MESSENGER HAWK [RIVAL]



The messenger hawk is a moderately-sized raptor that can be used to transport message scrolls carried in canisters tied to their backs, with different colored ribbons used to indicate the importance or intended receiver. These hawks deliver messages throughout the Fire Nation, its colonies, and the Earth Kingdom, and can be bought at post offices, such as the one located in Fire Fountain City, which have large roosting towers for the birds.

Tamed messenger hawks have a calm temperament, and, if professionally trained, can deliver messages to almost anywhere. They are known to be loyal to their owners. They also seem to know the importance of their jobs and are regarded as more intelligent than other birds in the Fire Nation. Both the Fire Nation government and ordinary civilians use them for their message-carrying ability.

1	3	1	2	1	1
BRN	AGI	INT	CUN	WIL	PRE
1		4		1	0
SOAK		WOUND		R/M DEFENSE	

**Skills:** Coordination 2, Melee 2, Perception 3, Vigilance 3.

**Abilities:**

- **Flyer:** This creature can fly.
- **Domesticated:** Downgrade the difficulty once of all attempts to handle, domesticate, or otherwise work with this creature.
- **Silhouette 0.**

**Equipment:** Talons and beak (Melee; Damage 3; Critical 3; Range [Engaged]; Accurate 1, Vicious 1).

### OSTRICH HORSE [RIVAL]

The ostrich horse is a docile creature used extensively by people all over the world as a cavalry mount, beast of burden, or form of transportation. Particularly, highly trained ostrich horses equipped with armor serve as the primary mount of the Earth Kingdom military and are often used in battles by several divisions. Ostrich horses used by the military appear in body armor that covers their heads, necks, and parts of their sides. Reliance on ostrich horses as a primary means of transportation is not restricted solely to the military, as they are common among civilians as well.

Although they have a generally calm temperament, ostrich horses have been known to buck and kick their riders as well as nearby bystanders when startled or agitated. Wild ostrich horses are solitary and can be found near human settlements.

4	3	2	1	1	1
BRN	AGI	INT	CUN	WIL	PRE
4		10		0	0
SOAK		WOUND		R/M DEFENSE	
2		3		1	
SILHOUETTE		SPEED		HANDLING	

**Skills:** Athletics 2, Melee 1, Resilience 2, Vigilance 3.

**Talents:** None.

**Abilities:**

- **Beast of Burden 5:** Add 5 to this creature's encumbrance threshold.
- **Trained Mount:** Add ■ to skill checks to handle this creature.
- **Silhouette 2.**

**Equipment:**

- Sometimes equipped with armor (+1 soak, 1 defense), and a riding saddle.
- **Mighty kick:** Melee; Damage 4; Critical 4; Range [Engaged]; Knockdown, Stun 3.

## PLATYPUS BEAR [RIVAL]

The platypus bear is a large mammal endemic to the forests and valleys of the Earth Kingdom, where it typically resides near rivers. Wild platypus bears have an aggressive nature and are prone to accidentally laying eggs when frightened.

The platypus bear is quite vicious and will attack humans. When it does attack, it uses its clawed paws and its rudder-like tail, which also helps it swim. Platypus bear assaults are even more likely to occur when a baby platypus bear is involved, as a mother platypus bear is protective of her youth. However, despite its wild nature, the platypus bear can also be trained and domesticated. It can be seen both as a circus animal and as an enforcer.

4	2	1	1	2	1
BRN	AGI	INT	CUN	WIL	PRE
5		21		0	0
SOAK		WOUND		R/M DEFENSE	

**Skills:** Athletics 4, Coercion 3, Melee 3, Perception 2, Resilience 2, Survival 4.

### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.

### Abilities:

- **Strong Jaw:** When a Platypus Bear makes a successful combat check, they may spend  $\Delta\Delta\Delta$  to bite down on the opponent, preventing them from moving out of engaged range until the beginning of the creature's next turn and imposing  $\blacksquare\blacksquare$  to their next attack.
- **Silhouette 2.**

### Equipment:

- **Bite:** Melee; Damage 6; Critical 3; Range [Engaged]; Ensnare 1.
- **Claws:** Melee; Damage 7; Critical 4; Range [Engaged]; Knockdown.

## POLAR BEAR DOG [RIVAL]

The polar bear dog is a large, white-furred animal historically feared and hunted by members of the Water Tribe. The vicious behavior of polar bear dogs is like that of real-world polar bears, though when properly tamed, their behavior is more akin to that of domesticated dogs. Due to their size and seemingly loyal nature, these animals can be trained as mounts to cross the snowy plains of the polar regions.

3	3	2	1	1	2
BRN	AGI	INT	CUN	WIL	PRE
3		14		0	0
SOAK		WOUND		R/M DEFENSE	
2		3		0	
SILHOUETTE		SPEED		HANDLING	

**Skills:** Survival 3, Perception 2, Athletics 3, Vigilance 2, Melee 2.

### Talents:

- **Swift:** This creature does not spend additional maneuvers to move across difficult terrain.

### Abilities:

- **Tireless:** Polar bear dogs upgrade one  $\blacklozenge$  on any checks involving swimming or running long distances.
- **Keen Smell:** Add  $\star\Delta$  to a polar bear dog's Perception checks.

### Equipment:

- **Big paws:** Melee; Damage 6; Critical 3; Range [Engaged]; Knockdown.
- Sometimes equipped with a riding saddle.

## RING-TAILED LEMUR [MINION]

The ring-tailed winged lemur is a small animal closely related to the winged lemur. The species was discovered after the end of the Hundred Year War, and these creatures reside at the different air temples. Like their cousin, the Winged Lemur, Ring-Tailed Lemurs make great companions and can be trained to perform a variety of tasks.

1	3	3	2	1	2
BRN	AGI	INT	CUN	WIL	PRE
1		3		0	0
SOAK		WOUND		R/M DEFENSE	

**Skills (group only):** Coordination, Perception, Survival, and Skulduggery.

**Talents:** None.

### Abilities:

- **Arboreal:** Ring-tailed lemurs treat trees and branches as normal terrain and do not make checks or spend extra maneuvers in order to move along them vertically or horizontally.
- **Flyer:** This creature can fly.
- **Companion Animal:** Once per encounter, the creature may make an **Easy** ( $\blacklozenge$ ) **Charm check** targeting an engaged character; that character recovers 1 strain per success.
- **Understanding:** Any attempts made to communicate with a ring-tailed lemur add  $\blacksquare$ .

**Equipment:** Bite (Melee; Damage 2; Critical 4; Range [Engaged]).

## SABER-TOOTH MOOSE LION [NEMESIS]

The saber-tooth moose lion is native to the forests of the southern Earth Kingdom. Its large teeth, long horns, and ferocious attitude make it a formidable creature. Although it appears intimidating, the saber-tooth moose lion is, for the most part, a friendly animal; however, if a mother feels something is threatening its cub, it can become very violent.

The saber-tooth moose lion stands at least ten feet high, with brown fur, a long muzzle, and a pair of palm-shaped antlers on its head. Its body and tail are feline in appearance and its two enlarged upper fangs extend past its lower jaw. It also has large, clawed paws.

The moose lion cub is small, approximately the size of a small dog. The cub is highly intelligent and friendly, and it vaguely resembles a light brown hippo with a mid-length bushy tail and large ears. As it lacks an adult's large teeth and antlers, it appears harmless and playful. It is difficult to identify one as a moose lion until its horns and fangs have grown.



4	4	2	3	2	2
BRN	AGI	INT	CUN	WIL	PRE
4		20	18	0	0
SOAK		WOUND	STRAIN	R/M DEFENSE	

**Skills:** Athletics 3, Cool 3, Coordination 2, Melee 3, Perception 2, and Stealth 2.

**Talents:**

- **Swift:** This creature does not spend additional maneuvers to move across difficult terrain.

**Abilities:**

- **Ambush Predator:** When attacking a target that has not yet acted during the current encounter, this creature adds   to its combat checks.
- **Pounce:** Once per turn, while at short range this creature may perform a move maneuver to engage a target as an incidental.
- **Silhouette 2.**

**Equipment:**

- **Antlers:** Melee; Damage 7; Critical 5; Range [Engaged]; Disorient 3.
- **Claws and fangs:** Melee; Damage 6; Critical 2; Range [Engaged]; Vicious 3.

## SAND SHARK [NEMESIS]

The sand shark is a large carnivorous predator that lurks underneath the surface of the Si Wong Desert, searching through the sand for mobile prey.

The sand shark is a solitary ambush predator that constantly moves underground in search of prey. It remains largely inconspicuous apart from the distinct dorsal fin that appears when it nears the surface and the movement of nearby dunes when it navigates through the sand. It prefers to leap out of the sand and launch any terrestrial organisms on the surface into the air while it extends its mouth, largely preventing prey from escaping its reach. The sand shark's body shape allows it to move through the sand with relative ease and reach speeds that surpass that of sand-sailers, even powered by airbending.

5	2	1	3	2	1
BRN	AGI	INT	CUN	WIL	PRE
8		30	30	0	1
SOAK		WOUND	STRAIN	R/M DEFENSE	



**Skills:** Athletics 2, Melee 3, Perception 3, Resilience 2, Vigilance 3.

**Talents:**

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.

- **Enduring 3:** This creature's soak value is increased by three.

**Abilities:**

- **Ambush Predator:** When attacking a target that has not yet acted during the current encounter, this creature adds   to its combat checks.
- **Swallow:** May make an opposed Melee check to swallow an engaged target. If the check is successful, swallowed characters are immobilized and suffer 6 damage at the start of each round but can escape if this character is killed or by making a successful **Hard (◆◆◆) Athletics check**.
- **Leap:** As a maneuver, may engage a target on the ground from any point within medium range.
- **Terrifying 3:** At the start of the encounter, all opponents must make a **Hard (◆◆◆) fear check** as an out-of-turn incidental, as per page 243 of the GENESYS Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.
- **Tremorsense:** If the sand shark is in contact with the ground, it cannot be blinded or deafened, and is unaffected by light conditions.
- **Silhouette 4 – 5.**

**Equipment:**

- **Massive jaw:** Melee; Damage 9; Critical 3; Range [Engaged]; Pierce 2, Vicious 4.
- **Smashing tail:** Melee; Damage 7; Critical 5; Range [Medium]; Blast 8, Disorient 3, Knockdown, Prepare 1.

## SEA SERPENT [NEMESIS]

The serpent is a large aquatic creature that inhabits the waters of the Earth Kingdom, specifically the lakes surrounding the Serpent's Pass, which was named after the creature; fear of the serpent was instilled by nearby lore, as exhibited by graffiti reading "abandon hope" carved into one of the posts at the entrance of the pass.

This ferocious animal lives mostly on fish and other water creatures, but it will attack and eat just about anything—it has even been known to attack ships when looking for a meal. The serpent lets out a loud, blood-curdling scream just before it attacks.

3	5	1	2	2	2
BRN	AGI	INT	CUN	WIL	PRE
5		20	20	0	0
SOAK		WOUND	STRAIN	R/M DEFENSE	

**Skills:** Athletics 4, Bending Arts 2, Stealth 3, Perception 2, Vigilance 2.

**Talents:**

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.
- **Enduring 2:** This creature's soak value is increased by two.

**Abilities:**



- **Aquatic:** This creature never treats water as difficult terrain and can breathe underwater. It cannot move or survive on land.
- **Terrifying:** At the start of the encounter, all opponents must make a **Daunting (◆◆◆◆) fear check** as an out-of-turn incidental, as per page 243 of the GENESYS Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.
- **Silhouette 3 – 4.**

**Equipment:**

- **Massive teeth:** Melee; Damage 7; Critical 2; Range [Engaged]; Pierce 3.
- **Smashing tail:** Melee; Damage 6; Critical 5; Range [Short]; Concussive 1, Disorient 2.

### SCORPION BEE [MINION]

Scorpion bees live in colonies and are not the friendliest of insects; they will swarm and cover a person from head to toe but will not sting unless provoked by sudden movements or loud noises, as they demonstrated while resting on Avatar Aang. Smoke proves to be helpful in getting rid of them as it makes the bees tired. Scorpion bees will never attack a character unprovoked and will always attack in swarms.

1	3	1	1	1	1
BRN	AGI	INT	CUN	WIL	PRE
0		3		1	1
SOAK		WOUND		R/M	DEFENSE

**Skills (group only):** Melee, Resilience, Survival, and Vigilance.

**Talents:** None.

**Abilities:**

- **Flyer:** This creature can fly
- **Venom:** Opponents who are wounded by this creature must make a **Hard (◆◆◆) Resilience check** as an out-of-turn incidental or suffer 3 wounds, and must make the check again on their next turn if the check generates ☒.
- **Swarm:** Halve the damage dealt to this creature before applying soak, unless the attack has the Blast or Burn quality (regardless of whether the quality is activated).
- **Silhouette 0.**

**Equipment:**

- **Stinger:** Melee; Damage 3; Critical 3; Range [Engaged]; Pierce 1, Burn 1.

### SHIRSHU [RIVAL]

The shirshu is a large, quadrupedal creature found in the southern Earth Kingdom. Its highly-developed sense of smell and ability to paralyze a target make it well suited for both tracking and hunting, respectively.

Trainers tame shirshu for their superior tracking ability; they can detect a scent anywhere in the world, paralyze their prey from afar without doing permanent damage, are extremely fast and agile, and can travel over great distances without tiring significantly. Shirshu saliva contains powerful toxins, making it highly valuable; it is used in the production of paralyzing darts.

Despite its size and weight, the shirshu has outstanding agility and can hold its own in close combat situations. Using its powerful claws, it can easily protect itself from most threats, though in many cases, close combat is unnecessary: the shirshu's tongue can reach up to several meters and incapacitate opponents from a distance. Its critical weakness is its extremely sensitive sense of smell, which can be overwhelmed by strong scents, effectively "blinding" it and, in some cases, inducing a frenzied panic.

3	4	1	3	1	1
BRN	AGI	INT	CUN	WIL	PRE
3		18		0	0
SOAK		WOUNDS		DEFENSE	
2		3		-1	
SILHOUETTE		SPEED		HANDLING	

**Skills:** Athletics 3, Coordination 2, Melee 2, Stealth 2, and Survival 2.

**Talents:**

- **Swift:** This creature does not spend additional maneuvers to move across difficult terrain.

**Abilities:**

- **On the Scent:** When tracking prey by scent, shirshu ignore all ■ and time constraints, and can remove one ☒ or ✕ from the result of a tracking attempt.
- **Burrow:** Once per turn, a shirshu may use its action to disappear underground.
- **Tunneling:** While underground, a shirshu may ignore difficult terrain, and treat traveling underground as normal. The shirshu may reemerge from beneath the surface as a maneuver.
- **Paralyzing Neurotoxin:** If this creature inflicts wounds with a combat check, the target must make a **Hard (◆◆◆) Resilience check**; upon failure, the target suffers 3 wounds, plus 1 strain per ☒; ☒ means the target must make another Resilience check at the same difficulty at the start of their next turn or suffer the same effects.
- **Silhouette 2.**

**Equipment:**

- **Claws:** Melee; Damage 5; Critical 3; Range [Engaged]; Pierce 2, Vicious 1, Linked 1.
- **Tongue:** Melee; Damage 4; Critical 4; Range [Short]; Stun Damage, Knockdown, Stun 3.
- Sometimes equipped with a riding saddle.

## UNAGI [NEMESIS]

The unagi is a carnivorous predator that will consume anything that it encounters in the water, with a preference for the elephant koi found in the waters surrounding Kyoshi Island. It can launch powerful streams of water from its mouth as a means of subduing prey and deterring external threats.

Because of its aggressive nature, the residents of Kyoshi Island typically avoid the bay in which the unagi is found. Despite its tendency to lash out, the unagi has an instinctive fear of anything that exceeds it in size, and it can be controlled, to some extent, by its barbels, as demonstrated by Aang when he forced the unagi to spray water over the burning Kyoshi Village.



4	5	2	2	2	1
BRN	AGI	INT	CUN	WIL	PRE
6		25	20	1	1
SOAK		WOUND	STRAIN	R/M	DEFENSE

**Skills:** Athletics 3, Bending Arts 3, Stealth 2, Perception 1, Ranged 2.

### Talents:

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.
- **Enduring 2:** This creature's soak value is increased by two.

### Abilities:

- **Aquatic:** This creature never treats water as difficult terrain and can breathe underwater. It cannot move or survive on land.
- **Water Pressure:** When using a ranged attack, the Unagi may spend two strain to upgrade  to a . If the attack succeeds, the target is prevented from closing range bands next turn and suffers one additional strain.
- **Silhouette 4 – 5.**

### Equipment:

- **Massive teeth:** Melee; Damage 8; Critical 2; Range [Engaged]; Pierce 3.
- **Smashing tail:** Melee; Damage 7; Critical 5; Range [Short]; Concussive 1, Disorient 2.
- **Waterbending attack:** Bending Arts; Damage 6; Critical 5; Range [Long]; Disorient 2, Stun 4.

## VIPERBAT [MINION]


Often living in large colonies, it is known to be easily aggravated and ill-tempered. Despite their naturally aggressive temperament, domesticated viper bats are known to exist. The viper bat primarily resembles a rattlesnake in body, the only exceptions being the facial details and wings. Its wings give it great speed and agility, and its fangs supply a penetrating bite. The viper bat bears a dull, red marking that runs the length of its back and has a softer, sand-colored underbelly.

1	4	1	1	1	1
BRN	AGI	INT	CUN	WIL	PRE
1		7		1	1
SOAK		WOUND		R/M	DEFENSE

**Skills (in groups):** Coordination, Melee.

**Talents:** None.

### Abilities:

- **Flyer:** This creature can fly.
- **Venom:** Opponents who are wounded by this creature must make a **Hard (◆◆◆) Resilience check** as an out-of-turn incidental or suffer 3 wounds, and must make the check again on their next turn if the check generates .
- **Silhouette 1.**

**Equipment:** Fangs (Melee; Damage 3; Critical 5; Range [Engaged]; Pierce 1).

## WOLFBAT [MINION]

They are territorial animals so if you ever hear their distinct howl, it's best to turn back and not disturb them. Wolfbats are a nocturnal animal, only leaving the caves at night. They tend to congregate in large groups, making them even more dangerous. Their only predator is the gigantic badgermole, but they are also frightened by fire. The wolfbat does not build nests.

2	3	1	2	2	1
BRN	AGI	INT	CUN	WIL	PRE
2		5		1	1
SOAK		WOUND		R/M	DEFENSE

**Skills (group only):** Athletics, Coercion, Melee, and Survival.

**Talents:** None.

### Abilities:

- **Flyer:** This creature can fly.
- **Pack Tactics:** When this creature's minion group consists of at least two minions and is engaged with a target, they can spend a maneuver to prevent the target from disengaging from the minion group until the end of their next turn, and add **AA** to their next combat check against that target.
- **Silhouette 0.**

### Equipment:

- **Bite:** Melee; Damage 5; Critical 3; Range [Engaged]; Knockdown, Vicious 1.

# SPIRITS

Spirits are the entities that inhabit the Spirit World and the physical world. Most spirits resemble some aspect of nature and occasionally, humans can transcend the mortal realm after death and become spirits.

## WAN SHI TONG [NEMESIS]



Wan Shi Tong is an ancient, wise, and powerful spirit who collects information for his Spirit Library, and thus is the most knowledgeable being among humans and spirits. He never misses an opportunity to learn new facts or boast about his vast intelligence, though he has developed an indifference for studying human technology since leaving the physical world. Although his regular shape is that of a huge black-and-white barn owl, when angered he can assume much more frightening forms.

Long before his encounter with Team Avatar, Wan Shi Tong brought his library from the Spirit World to the physical world. Together with his band of knowledge-seeking foxes, he collected knowledge from all over the world, which he displayed in his library in hopes that humanity would use it to better itself.

Once, Wan Shi Tong left his great collection of knowledge available to the mortal world. Eventually he became angry when he observed humans abusing the library's knowledge, such as when Admiral Zhao learned about Tui and La's mortal forms. Consequently, the wronged owl spirit banned humans from his study. Wan Shi Tong has a contentious relationship with the Avatar, and humans in general, but on rare occasions, the great knowledge spirit will allow into his Spirit Library a devoted friend to the spirits.

3	4	5	5	5	4
BRN	AGI	INT	CUN	WIL	PRE
10		60	45	0	0
SOAK		WOUND	STRAIN	R/M	DEFENSE

**Skills:** Discipline 3, Melee 3, Knowledge (All) 5, Survival 3, Resilience 3, Coercion 2, and Vigilance 3.

**Talents:**

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.

### Abilities:

- **Fearless:** Immune to the effects of fear.
- **Flyer:** Wan Shi Tong can fly.
- **He Who Knows Ten Thousand Things:** Once per turn, Wan Shi Tong may make an **opposed Knowledge (Spirit World versus Discipline check)** targeting another character within short range to stagger the target until the end of their next turn.
- **In The Know:** Whenever Wan Shi Tong learns the Motivation of another character in the encounter, he may have that character suffer 2 strain and may heal 2 strain.
- **Powerful Certainty:** Whenever Wan Shi Tong would inflict strain as the result of a social skill check, the target suffers 2 additional strain.
- **Silhouette 2 – 3.**

### Equipment:

- **Horns:** Melee; Damage 8; Critical 4; Range [Engaged]; Knockdown.
- **Fangs:** Melee; Damage 6; Critical 2; Range [Engaged]; Pierce 3.

## SPIRIT ADVERSARIES

Spirits are often unknowable and mysterious and are more than mere mooks and fodder for Player Characters to do battle of wit and sword against. In order to capture their otherworldly presence, consider all spirits to have the following abilities. GMs should feel free to add other abilities to customize the spirits in their game.

- **Ghostly:** The spirit may move over or through terrain (including doors and walls) without penalty. Halve the damage dealt to this adversary before applying soak, unless the attack came from a magical or supernatural source such as a bending form, a blessed weapon, or another spirit).
- **Otherworldly:** While in the Spirit World, spirits have no wound threshold and don't need to eat, sleep, or breathe. If they suffer wounds for any reason, they suffer an equal amount of strain instead. Spirits who exceed their strain threshold dissipate and simply return to an origin of their choosing within a reasonable period.
- **Shapeshifter:** Once per round as an incidental, a spirit may increase or decrease its silhouette by 1 and change its appearance to that of any character or creature of its current silhouette.
- **Possession:** Once per encounter, the spirit may force a target within short range to make an **opposed Coercion versus Discipline check**. If successful, the target is immobilized for one round per uncanceled ✨, and this spirit may spend Ⓢ to cause the target to perform an action of the spirit's choosing on the target's next turn. (**Note:** you should reserve this ability for Rivals and Nemeses).

## DARK SPIRITS

Dark spirits are spirits who have become unbalanced due to the influence of the darkness, destruction, and chaotic energy within people. Despite Vaatu's defeat by Avatar Korra and Raava, spirits are still susceptible to turning dark depending on the state of the environments they considered important.

Particularly, the Water Tribes experienced several incidences of dark spirit attacks following the Hundred Year War, due to the destruction of a sacred spiritual forest in the North Pole and progressive spiritual neglect in the South Pole. Dark spirits attack seemingly at random, with many lurking in sacred places, or areas with great spiritual imbalance that have been neglected over time.

With the Spirit Portals open, dark spirits are not impervious to most bending attacks, and are particularly susceptible to spiritbending. Like other spirits, they are also capable of possessing humans, thereby subjecting the host to mortal danger.

### DARK SPIRITS [MINION]

2	3	2	1	3	1
BRN	AGI	INT	CUN	WIL	PRE
2	5		1	1	
SOAK	WOUND		R/M DEFENSE		

**Skills (in groups):** Coordination, Melee, Coercion, and Vigilance.

**Talents:** None.

**Abilities:**

- **Fearless:** Immune to the effects of fear.
- **Phase Shift:** Once per turn, this spirit may move to any location within short range as an incidental, including locations that are vertically distant or have no easy access route.
- **Silhouette 0 – 1.**

**Equipment:**

- **Dark Hand:** Melee; Damage 3; Critical 5; Range [Engaged]; Pierce 2.

### DARK SPIRITS [RIVAL]

3	4	2	2	4	2
BRN	AGI	INT	CUN	WIL	PRE
3	10		1	1	
SOAK	WOUND		R/M DEFENSE		

**Skills:** Coordination 2, Melee 3, Coercion 3, and Vigilance 2.

**Talents:** None.

**Abilities:**

- **Fearless:** Immune to the effects of fear.
- **Form Shift:** Once per turn, as an incidental, may shift into one of the following forms:
  - **Combat:** The spirit can spend AAA or ⊕ to hit the same target or a second target within range of the attack.

- **Defense:** Add ⊕ to all combat checks targeting this spirit.

- **Movement:** The spirit may always perform a second maneuver without suffering strain.

- **Phase Shift:** Once per turn, this spirit may move to any location within short range as an incidental, including locations that are vertically distant or have no easy access route.

- **Silhouette 1 – 2.**

**Equipment:**

- **Dark Hand:** Melee; Damage 5; Critical 5; Range [Engaged]; Pierce 3.

### DARK SPIRITS [NEMESIS]

4	4	4	3	4	2
BRN	AGI	INT	CUN	WIL	PRE
4	15		15	1	1
SOAK	WOUND		STRAIN	R/M DEFENSE	

**Skills:** Athletics 2, Coordination 2, Cool 3, Discipline 3, Melee 3, Coercion 3, and Vigilance 2.

**Talents:** None.

**Abilities:**

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.
- **Eye of the Spirit:** The spirit chooses one target within medium range and makes an **Average (◆◆) Discipline check**; if the check is successful, until the end of the spirit's next turn, after the target makes a check, this character may choose one type of die in the pool and reroll all of the dice of that type; can sustain the effects by performing a concentrate maneuver.
- **Fearless:** Immune to the effects of fear.
- **Phase Shift:** Once per turn, this spirit may move to any location within short range as an incidental, including locations that are vertically distant or have no easy access route.
- **Silhouette 2 – 3.**

**Equipment:**

- **Dark Hand:** Melee; Damage 7; Critical 5; Range [Engaged]; Pierce 4.

### KOH [NEMESIS]

Koh the Face Stealer is one of the most ancient and knowledgeable spirits in all the Spirit World. Nearly as old as the Ocean and Moon Spirits, he is the only known individual to remember them crossing over to the physical world, where they took the forms of koi fish. He is a malevolent entity with the body of an enormous centipede-like creature and resides under an ancient tree in the Spirit World. His self-chosen name reflects his ability to steal the faces of other beings who express emotion, and he can use them at will by "blinking".

Koh is a perilous force who can be dangerous to meet. He can steal the face of anyone or anything that shows emotion to him, which is why those who are aware of his power attempt to remain inexpressive while in his presence. He possesses a sadistic personality, constantly trying to goad the slightest bit of emotion out of his visitors by frightening them with his monster-like appearance, or taunting them with his many faces, even if it is the Avatar.

However, Koh's actions suggest he is amoral rather than purely evil. He stole Umami's face to punish Avatar Kuruk for his arrogance, but willingly told Avatar Aang the names and location of the Moon and Ocean Spirits and the danger they were in and led him to his past Avatar lives. He is cryptic and often speaks in riddles.

4	5	4	5	3	5
BRN	AGI	INT	CUN	WIL	PRE
10		60	60	3	3
SOAK		WOUND	STRAIN	DEFENSE	

**Skills:** Charm 3, Cool 3, Deception 4, Discipline 3, Knowledge (All) 2, Negotiation 2, Stealth 3, and Vigilance 3.

**Talents:**

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.
- **Clever Retort:** Once per turn, Koh may add an automatic ♣♣ to another character's social skill check.

**Abilities:**

- **Ominous Reputation:** When an opponent targets Koh with a check, the opponent suffers 2 strain.
- **Terrifying:** At the start of the encounter, all opponents must make a **Daunting (◆◆◆◆) fear check** as an out-of-turn incidental, as per page 243 of the GENESYS Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.
- **The Facestealer:** As an incidental, Koh may change his face to that of any he has acquired. Once per encounter, Koh may spend a Story Point to force a target who can see him to make an **opposed Cool versus Vigilance check**, or else lose their face to Koh's collection. Stealing a character's face will not kill them, but they may enter state between life and death.
- **Silhouette 3.**

**Equipment:**

- **Needle arms:** Melee; Damage 9; Critical 3; Range [Engaged], Pierce 3.

**KNOWLEDGE SEEKER [RIVAL]**



The Knowledge Seekers are the foxlike spirit assistants of the knowledge spirit Wan Shi Tong, traveling the world collecting old books and parchments to contribute to the vast archives of his library. The Knowledge Seekers also help library patrons and aid in finding books but may expect treats in return.

2	2	3	3	1	2
BRN	AGI	INT	CUN	WIL	PRE
2		10		2	2
SOAK		WOUND		R/M DEFENSE	

**Skills:** Coordination 2, Perception 2, Skulduggery 2, Streetwise 1, and Knowledge (Spirit World) 2.

**Talents:** None.

**Abilities:**

- **Informed:** When helping friendly characters who are making a Knowledge, Skulduggery, or Streetwise check, this character adds ✨✨♣♣ to the results of the check.
- **Transient:** A knowledge seeker can pass easily between the Spirit World and physical world and may do so as a maneuver.
- **Silhouette 0.**

**Equipment:**

**Bite:** Melee; Damage 4; Critical 3; Range [Engaged], Pierce 1.

# VIII – THE GAME MASTER

Welcome to the first step in becoming an *AVATAR: THE SECOND AGE* Game Master. While running a roleplaying game can be challenging, it can also be rewarding in ways different from those associated with playing individual characters. This chapter walks new GMs through the information needed to become an accomplished and entertaining *Avatar* GM. Novice and experienced GMs alike should still find useful information and advice for running this game from both a storytelling and mechanical point of view.

The GM has many responsibilities when running a successful game session. The GM creates the overall storyline for the adventure. They interact constantly with the players, describing the details their characters need to understand to enjoy the game. The GM plays the part of everyone the characters meet and describes everywhere they go. They must think on their feet and be ready to improvise with characters and changing situations on the fly. The GM must interpret the game rules and be ready to apply them in a fair and consistent manner.

This sounds like a lot, but fortunately, a GM need not be perfect in every respect, especially when first starting out. Running a roleplaying game for friends doesn't have to be like refereeing a sports event. The GM should want to judge the rules and run the best game possible, but it is more important that everyone has a fun time. When the GM hits an unexpected situation, or needs a ruling on a game mechanic, making a quick judgement call and assessing the results later is perfectly acceptable.

The GM's primary goal is to create an entertaining and memorable game during which everyone has fun. There are numerous ways to achieve this end, and there can be many challenges along the way. GM and player cooperation create the best environment for an entertaining game. Try not to overlook great ideas from any of the participants.

This chapter delves into additional rules, tools, and other considerations for GMs to run their games. It includes advice on incorporating the Avatar as a character in your game, adventuring in the Spirit World, and even rules and suggestions on how to train with masters in their craft.

Finally, this chapter includes adventure hooks that emphasize themes and conflicts fitting for the *Avatar* setting. Each hook discusses the story elements and types that fit into navigating the planet's geography and turmoil.

## ADVENTURES WITH THE AVATAR

During their adventures, your players may encounter the Avatar. Your party might want to explore another era in the *Avatar* saga, living among Yangchen, Kyoshi, Roku, or an Avatar yet-to-be-named. Perhaps you made up the setting altogether, setting the adventure in one of the many forgotten eras. Who is the Avatar and what is their role in this world?

Whether as an NPC or as a player character, a GM should not be without the tools necessary to facilitate a game where the Avatar is core to the experience.

### THE AVATAR'S ROLE

A central and recurring theme of *Avatar: The Last Airbender* and *Avatar: The Legend of Korra* is the notion that the Avatar—the person—is the human embodiment of the Avatar Spirit Raava. As the only physical being capable of wielding all four elements, it has been the Avatar's duty to master the four bending arts and use that power to maintain balance in the world, and to act as a mediator between spirits and humankind.

As a character in your game, the Avatar's presence necessarily carries with it much gravitas. The choices they make will ripple much farther and far wider than those of other characters will. This can translate into dramatic turning points in the narrative, and far too much influence given to a single player character. While this section offers advice on how to handle such a character from a rules perspective, an approach to the Avatar's impact on the narrative falls largely on the GM's shoulders.

A GM should be mindful of the Avatar's role in the world and actively find ways to involve the Avatar's companions; the decisions made by PCs should carry weight regardless of whether they are the Avatar. The simplest approach is to consider the party to be "team Avatar," where each non-Avatar PC is one of the Avatar's fateful companions, instructors, or allies. The players may instead choose to play characters who initially have no relationship to the Avatar or even one that begins as antagonistic—though you should not typically foster adversarial relationships within the party.

Regardless of the party's composition, it is important to consider that an Avatar character, NPC or PC, does not dominate the stage. Every player is at the table to have fun and enjoy roleplaying their own hero in time.

## THE FOUR ELEMENTS

Unique among the benders across the world, only the Avatar can wield and master the use of all four elements, beginning with the bending art of their own birth nation. In general, this should not impose much of a burden on the Game Master, or an Avatar PC.

An Avatar character may access all basic forms accessible to the element in question. An Avatar PC may acquire master forms as normal, according to the GM's discretion. In the same regard, an NPC Avatar will have whichever basic and master forms deemed necessary for the story, as determined by the GM. For a player whose character is the Avatar, there should be some consideration as to what elements the Avatar can wield at the start of the game, and how they will acquire new ones.

### MASTERING THE ELEMENTS

The traditional order in which an Avatar masters the four elements is Fire, Air, Water, and Earth beginning with the element of the nation or culture into which they are born. Hence, Avatar Aang was born an Air Nomad and mastered airbending before learning and mastering waterbending, then earthbending, and finally firebending.

The Avatar begins the game with access to the basic forms of their native element as usual. Generally, the Avatar cannot access the other three elements without substantial narrative cause. They must learn the element from an instructor, study it from it a scroll, attempt it on their own, or even spend a Story Point. In each example, the specific approach is the discretion of the GM. Ultimately, the GM (and perhaps the Avatar player) can decide on how the Avatar learns and develops these abilities. It may even depend on the adventure's setting.

Does the Avatar know they're the Avatar? This can present several dramatic themes around which a GM could direct a whole campaign. Consider the journey of Aang and his friends. It took Aang many adventures over the course of a year to travel the world in search of bending masters to teach him the element. This same theme could be a central feature of your own campaign: seeking a teacher, mastering the four elements, and becoming a "fully realized" Avatar—one who has mastered the four elements *and* the Avatar State. Traveling the world and retracing a past Avatar's footsteps may be enjoyable for the entire party. It gives an Avatar PC something to strive for and, when accomplished, a satisfactory gaming experience. The tension and drama that inevitably arise from the conflict of crossing political borders, interfering in local affairs, and being the Avatar could make for a memorable campaign.

Since an Avatar PC will likely gain experience points at the same rate as other players, one recommendation is to permit the Avatar PC to acquire the master forms of their native element at a discount of 5 XP (to a minimum of 5 XP). This could represent the Avatar's inherent spirit-infused abilities, and a native predisposition for their birth element. In this way, once an Avatar begins branching out into the other elements, they are not to sink all their XP into a single element to feel effective. Heed the suggestions in the section on **Masters** later in this chapter that talk about the XP discounts toward learning and upgrading forms with the assistance of a bending instructor. This discount will greatly aide an Avatar character whose duty it is to seek out and learn the four elements from a master anyway.

### INNER CONFLICT

Each Avatar has an element with which they have the least affinity, dictated by the personality of that Avatar. This element can be difficult to learn, sometimes proving impossible to control until that Avatar faces a situation in which they must reach within and manifest the power. This is a core concept from the series and it is one we recommend the GM and players adopt into their own stories featuring the Avatar.

Although it is often the opposing element to the one of the Avatar's birth nation, this is not always the case. Avatar Roku found mastering waterbending particularly difficult, and earthbending was difficult for Avatar Aang. Despite being a native waterbender, Korra favored her opposite element and instead found mastering airbending the most challenging due to her brash and direct nature, contrary to airbending's philosophy of contemplation, measured action, and avoidance of conflict.

This tension drives the drama of the plot. Which element does the Avatar struggle with, and what sort of self-actualizing journey will the character need to take in order to overcome this mental and spiritual obstacle? The resolution to such an inner conflict could be its own adventure.

As the GM, you get to decide how this turmoil influences the Avatar NPC or PC. Perhaps they suffer a number of ■ on all checks with that element, or maybe even downgrade their Bending Arts skill. On the other hand, you could simply make the forms inherently more difficult to execute for the Avatar.

### SIMULTANEOUS BENDING

The Avatar can bend more than one element simultaneously, though usually this mastery occurs only when the Avatar achieves mastery over the **Avatar State**. Avatar Aang first demonstrated this ability while stranded in the desert, when he bent water from a cloud into Katara's water pouch while flying with airbending at the same time, and again in Ba Sing Se when he used his earthbending to recreate a zoo while traveling on the air scooter made by his airbending.

Mechanically, a character can only perform a single action during their turn with few rare exceptions. In the case of the Avatar, who can perform two or more techniques simultaneously, we recommend that the GM follow rules like those defined for **Two Weapon Combat** (see **GENESYS Core Rulebook**, page 108). The character should choose a primary form and designate all others as secondary forms. As a mechanical balance, an Avatar can only attempt up to two forms at once in this way unless they are in the Avatar State.

The Avatar must use the lowest Characteristic required by the forms to build the dice pool. Then compare the difficulty of the forms and select the check with the highest base difficulty. Finally, upgrade the difficulty a number of times equal to the total number of elements used. For example, if the Avatar is using both a firebending and waterbending Attack form, upgrade the difficulty twice.

If the Avatar succeeds on their Bending Arts skill check, they hit with their primary form as normal. They may then spend  $\Delta\Delta$  to activate the effect of secondary forms as well; if there is more than one secondary form, each must be activated separately with  $\Delta\Delta$ . A  $\text{\textcircled{A}}$  can be used to activate any number of secondary forms at once.

## THE AVATAR STATE

The strongest and most powerful ability that the Avatar can invoke is the Avatar State. It allows the Avatar to channel vast cosmic energies and the knowledge of previous Avatars, granting them increased strength and the ability to perform especially powerful and extraordinary feats of bending. While in this state, the Avatar has access to bending techniques they may not have learned in their current lifetime but has no conscious control over the resulting actions that can cause great collateral damage.

It is possible for an Avatar to control the Avatar State, but this requires great spiritual discipline and concentration. An Avatar with full mastery of the Avatar State has conscious control over the State and can enter and exit it at will—this is a “fully realized” Avatar. Indeed, gaining control over the Avatar State should be a central theme to any campaign featuring the Avatar as a PC, as it serves as yet another plinth for the player to explore the Avatar as a character concept.

### ACTIVATING THE AVATAR STATE

A fully realized Avatar is one who has mastery not only over all four elements, but over the Avatar State as well. This means that they can enter and exit into this state at will. Additionally, the Avatar may unconsciously enter the State in response to perception of mortal danger, utilizing the State as a defense mechanism, or when under emotional distress.

#### REFLEXIVELY

When the State activates without the Avatar calling on it, the Avatar's eyes glow white constantly, and Raava's spirit allows for active channeling of the energy, skills, and knowledge of past Avatars through the body of the current Avatar, heavily augmenting the current incarnation's bending abilities.

The State works almost exclusively as an instinctive, unconscious reaction, a 'defense mechanism' for when an Avatar's physical capabilities would be insufficient to confront the current threat, or in situations of extreme emotion, specifically rage and sorrow. When the State triggers this way, the current Avatar has little to no control over the performed actions and may retain little to no memory of what happened, though this is not always the case.

If the Avatar suffers enough wounds or strain to exceed a respective threshold, they are **not incapacitated** and the Avatar State activates and lasts until the end of the character's next turn, or if they suffer damage, at which point the character is incapacitated.

A player or GM might use a Story Point to invoke the Avatar State if it unmastered, or the GM may simply ask the player to make an appropriately difficult **Resilience** or **Discipline**, causing the Avatar to pass into the Avatar State if they fail. While in a reflexive Avatar State, the Avatar PC has little control over their actions until the character can be calmed down or otherwise subdued—typically, this means incapacitation or healing them so that they no longer exceed their wound or strain threshold.

#### MASTERFUL

When used intentionally, the State causes an Avatar's eyes glow briefly. During that time, the Avatar taps into only the knowledge and energy needed for a specific task.

This reduces the danger of dying in the Avatar State and enables a more willful, controlled use of the Avatar State's power. Only an Avatar who has mastered the State can do this. Mastery of this technique is part of what distinguishes an Avatar as “fully realized”.

A character may suffer 3 strain to activate the Avatar State by performing a maneuver.

### USING THE AVATAR STATE IN PLAY

As discussed, the Avatar State is a defense mechanism or to enhance the character's own abilities. In game terms, this translates to narrative and mechanical benefits. While this section outlines a few examples of what may be possible, you may decide to implement additional features.

The straightforward approach would be to lower the difficulty or strain requirements of any form the character uses while in the Avatar State.

Unconscious activation of the state should grant the character access to unlearned master forms. In addition, upgrade the character's ability ( $\blacklozenge$ ) twice when making a Bending Arts skill check. Then upgrade the difficulty ( $\blacklozenge$ ) twice to reflect the possibility for disastrous consequences of unleashing this raw and unchecked power.

However, if the player activates the Avatar State at-will, the benefit may be a *decreased* level of difficulty across the board, or a reduction of strain cost. You may permit upgrading the Bending Arts skill check twice, but without the upgraded difficulty. How you reward the Avatar PC for mastering this tremendous power should hinge on the kind of story you tell at your table, and the development of that character.

#### LIMITATIONS

In terms of use, the GM should impose some restrictions on the activation of this unique and godlike ability. A general recommendation is to limit the activation of the Avatar State to once per session, like a Heroic Ability. However, perhaps the player can always activate the Avatar state by spending a Story Point.



If you decide that the Avatar suffers no strain to use bending forms while in the Avatar State, then when they exit the state, they should suffer strain equal to their threshold, representing the sheer exhaustion we see the Avatar suffer throughout the series when they invoke this power. This limitation is strongly encouraged, since no one wants to see the only one character dominates each and every encounter; they may be central to the plot of the series, but the supporting cast of characters should always feel like they serve a role in the group as well.

## MASTERING THE AVATAR STATE

In the series, we see Guru Pathik attempt to teach Aang to control the Avatar State by helping him clear his chakras, but Aang could not let go of Katara in exchange for cosmic power. Fire Sage Kaja informed Roku to clear his mind, but Roku found emptying his mind of thoughts to be quite challenging and was initially unable to do so. Keep in mind, the Avatar State often activates by way of danger or emotional turmoil.

Indeed, learning to control the Avatar State is a crucial rite of passage through which all avatars must prevail. The road should not be easy, even for a prodigal practitioner of the bending arts. There are countless stories about past avatars who, in their attempt to master the Avatar State, caused great destruction in their unbridled and powerful form. In his youth, Avatar Roku accidentally caused a volcano in the Fire Islands to erupt leading to the creation of Crescent Island. Such risks should be present in any story you try to tell involving the Avatar.

Learning to control the Avatar State should be a source of conflict for any Avatar character whether controlled by a player or the GM. The journey to becoming a fully realized Avatar should not be an easy one; the GM should challenge the players and the Avatar PC in particular, on the road to spiritual enlightenment. The adventures and encounters experienced by the party should include many trials targeting the Avatar character and encouraging the use of bending to arrive at creative solutions to puzzles, combat, and other challenges.

### THE LINK BETWEEN SPIRITS AND NATURE

Spirits can resort to violence when people cause damage to the environment. During the Winter Solstice, Hei Bei attacked a village. However, the greatest power that spirits have are their abilities to affect nature and bending.

The best example of this is in the Siege of the North in *Avatar: The Last Airbender*. When Admiral Zhao stabs the Moon Spirit, he essentially removed the source of waterbending power. In this, a direct source of bending change occurred. While other spirits do not necessarily affect bending like that, other spiritual entities (such as the spirit vines) could affect nature and even go far as to trap people and drag their souls to the Spirit World.

## THE SPIRIT WORLD

The Avatar holds an inherent bond with the Spirit World, where their strength reaches its peak, courtesy of the abundant spiritual energies that envelop that realm. To safeguard peace and preserve harmony between these two worlds, the Avatar must draw upon this connection as the essential link, bridging the divide that separates them.

By performing a Discipline skill check, it may be possible for the Avatar character to attempt to cross into the Spirit World at-will; visits to the Spirit World in this way are not physical journeys, and as a result, the Avatar cannot use their bending abilities unless they enter the Spirit World physically through means such as a portal.

## THE AVATAR CYCLE

When the human Avatar invariably dies, the Avatar Spirit reincarnates the Avatar into a new human child, born into the next nation of the cycle. The Avatar Cycle is based on the passage of the four seasons, which coincides with the order in which the first Avatar, Wan, first learned the elements; fire related to summer, air to autumn, water to winter, and earth to spring. This is also the traditional order in which any incarnation masters the elements, usually beginning with the bending art of their own culture.

A key source of drama throughout the series, the cycle is said to only be broken if the Avatar is killed in the Avatar State. However, we see that during Harmonic Convergence the destruction of the bond between the human host and Raava.

## ENERGYBENDING

Energybending is the ability to bend another person's life energy, and predates the four main bending arts, the formation of the four nations, and even the creation of the Avatar. It is an extremely powerful and potentially dangerous technique. If the bender's spirit is even slightly impure or malleable, they can become infected by the spirit of the target they are bending. Even the Avatar can become corrupted and destroyed.

Avatar Aang first learned to bend the energy of life itself from the last living lion turtle and used it to remove Phoenix King Ozai's firebending, ending the Hundred Year War. He later used it to end Yakone's reign of terror in Republic City by stripping him of his waterbending. Korra learned this ability after connecting with Aang when she lost her bending. Aang used this ability to restore her bending and she likewise did the same for Lin Beifong and many other victims of Amon's unique technique.

This technique is displayed prominently in its capacity to give or take away bending ability, though it is reasonable to imagine that the technique can create a broad range of spiritual effects such as astral projection or energy manipulation.

Much like the Avatar State, the use of this ability should be limited to once-per-session and should be relevant to the narrative circumstances leading up to its use. What the ability can accomplish is entirely dependent upon the story unfolding at your own table.

## THE AVATAR NARRATIVE

With a character as near omnipotent as the Avatar, it can be challenging to facilitate a game where the players feel like their characters' actions carry weight, that their choices matter. If you have an Avatar NPC, consider the central conflict of your adventure, or your campaign overall. Ask yourself, "Why isn't the Avatar stopping this?" If you can't think of a reason, maybe it's time the players met the Avatar, or try to think of a plausible scenario for the Avatar's absence.

In **THE SECOND AGE**, that scenario is the disappearance of Avatar Korra after she defeats Zaheer. In *The Legend of Korra*, Korra's retreat lasts for three years, and the world continues turning in her absence. Notably, internal conflict rocked the Earth Kingdom after the collapse of the monarchy. Warlords, governors, petty kings, raiders, and would-be emperors all are vying for control in this power vacuum.

Enter: the Player Characters, stage right.

Of course, you can choose to allow one of your players to assume the Avatar character, someone familiar or unknown. You can play during any time or era in the history of *Avatar*—known or unknown. With named Avatars, we have some context for their actions and their lives; we see the struggles faced by Avatars Kuruk, Kyoshi, and Roku. Nevertheless, if you decide to invent your own Avatar, in a past yet to be remembered (or a future yet to be born), you'll have to consider how they fit in to your world. Are they a driving force, or a passive observer?

## CENTRAL TENSION

The central tension is the main problem of the story and is often the driving force behind the plot. In *The Last Airbender*, the central tension is the inevitable confrontation with the Fire Lord. In *The Legend of Korra*, the central tension across all four seasons is Korra's internal struggle to fulfill her duty as the Avatar in a world that felt like it no longer needed the Avatar.

Unsurprisingly, a core tenet of the *Avatar* series is that the plot centers on its titular character. Thus, the stories you tell may also revolve around this character and their impact on the world.

## GRAVITAS

When you include the Avatar in your narrative, you should expect the party's actions to have potentially considerable outcomes; the mere presence of the Avatar may escalate your narrative to extremes—or it may serve as a counterbalance to the party, keeping them in check. The Avatar may even be the antagonist (perhaps the players threw the world out of balance by starting a border dispute).

Whether the Avatar is an NPC or a Player Character, consider the following questions, as the answer to each can have a considerable impact on the narrative of your adventures.

- About how old is the Avatar? Do they know they are the Avatar?
- What is the public opinion toward the Avatar? Are they revered or feared? Loved or hated? Admired or admonished?
- What are the major factions in your world and who are their leaders? How might their ambitions come into conflict with the Avatar?
- Does the Avatar have a specific antagonist or nemesis? Are they being hunted down or otherwise persecuted?

Your answers to these questions, and countless others that will arise over the course of game play, will shape the world in which you drop the PCs. You can use these questions to determine what the driving force of your adventure even is. It would be relatively simple to start your players (one of whom is the Avatar) in the middle of a chase and tell them, "The Avatar is being hunted down!" As the GM, figuring out 'Who' and 'Why' can be informed by the actions taken by the players.

Perhaps less important than who the antagonists are, you as the GM must know who the PCs are: what do they need? What would they do next? When you consider the motivations of not just the players, but also their characters, you add a level of emotional authenticity to the story.



# ADVENTURES IN THE SPIRIT WORLD

No adventure in the *Avatar* world is complete without at least one encounter in the Spirit World, or with a spirit. This section comprises some suggestions and helpful tips to keep in mind when trying to breathe life into such an experience. This section does not provide a narrative description of the Spirit World or the names of spirits and places one might find there.

## THE SPIRIT WORLD

The Spirit World is a parallel plane of reality that coexists alongside the physical world inhabited by humans. It is home to the spirits, a vast range of immortal, supernatural entities that often embody various aspects of life and nature.

### SETTING THE MOOD

It can be challenging to set the stage in an otherworldly place. After all, ours is the only world from which we can draw inspiration (which, thankfully, includes every known work of fiction in existence). Still, encounters and adventures in the Spirit World should stand apart from those the player experiences in the physical world.

### DESCRIBING THE ATMOSPHERE

One of the Spirit World's key features illustrated throughout the series is just how *alien* the environment really is. It can be challenging to describe a world you've never experienced, and the source material only offers a few glimpses into this alternate reality.

When describing a foreign and unusual locale, stick to what you know about your own environment; consider what it smells like, what sounds you hear, the colors you find naturally occurring. You might even consider the way the air tastes, or the different tactile sensations one can experience. Think of all the things that you may have grown blind to and then flip them on their head.

You might describe a location as *devoid of color and sound*, which could heighten the sense of unease. Perhaps the constellations on the horizon become a *swirling, ever-changing display of endless fractals*. Don't be afraid to throw normal, mundane things amidst the chaos. Give the locales specific themes: maybe a spirit's entire domain is geometry-based, and everything is sharp and angular. There might be a random pyramid in the players' periphery, always out of reach of direct sight.

No matter the location, consider the Player Characters as well. Encourage them to describe strange sights their characters notice, and really leverage their motivations to highlight unusual happenings in the Spirit World. Furthermore, use the characters' emotional state to paint the scene. We learn from Uncle Iroh himself that "in the Spirit World, your emotions become your reality."

## INHABITANTS OF THE SPIRIT WORLD

Many odd and unknowable beings call the Spirit World their home. Odder still is their tendency to feel human and familiar despite their seemingly alien personalities and appearances. Just like people, not all spirits are hostile and aggressive, and not all of them are talkative and friendly. They have their own wants, needs and desires.

### PERSONALITIES AND DISPOSITION

A spirit's disposition simply describes the nature of their relationship with the PCs, while their personality describes how they behave.

Their dispositions are as varied as human beings are. They may be hostile or wary, aggressive or cautious, neutral, or even friendly and talkative. Some spirits may even have a special request or purpose to ask of you, depending on who they are and the nature of the spirit. Since spirits can be just as capricious as human beings, these requests could be literally anything from helping the spirit protect a small flock of creatures to escorting them to a new watering hole to helping the spirit destroy their rivals or find a lost city. The spirit may simply be sad and lonely, or nostalgic and feeling forgotten because their villages have abandoned or forgotten them.

When creating a new spirit for the party to interact with, you should consider its Motivations. You can refer to the ones in the GENESYS Core Rulebook or choose your own. Use **Table 8-1: Spirit Personalities** for making your own spirits on the fly, or in advance.

Table 8-1: Spirit Personalities

d10	Personality	Disposition
1	Jovial	Malicious
2	Talkative	Hostile
3	Temperamental	Aggressive
4	Forceful	Envious
5	Melancholy	Selfish
6	Stubborn	Cautious
7	Sullen	Neutral
8	Clever	Curious
9	Observant	Friendly
10	Dynamic	Generous

## UNIQUE ABILITIES

Nearly all spirits possess unique characteristics and features that distinguish them from the animals and humans found in the physical world. While spirits have several of these key features codified (see **Spirit Adversaries** on page 136), it would be impossible to draft rules for every possible ability a spirit might possess. When considering abilities, look to pre-published adversaries and take liberal inspiration.

## TRAVELING FROM, TO, AND WITHIN THE SPIRIT WORLD

Travel between the Spirit World and the physical world is infrequent, and there is no one way to achieve this journey. Be careful, though...something, or someone, could follow you back.

## HUMANS IN THE SPIRIT WORLD

Travel within the spirit world can be precarious at best and dangerous at worst. Enlightened humans can enter the Spirit World through meditation, focus, and years of practiced discipline. Sages claim that a person's soul can only remain in the Spirit World for a brief period. A prolonged absence from the body causes strain that inevitably leads to an individual's death. Thus, a person who enters the Spirit World without their body has only a limited amount of time. In general, you should not permit a character to spend more than a few minutes to an hour in the Spirit World before they start to suffer consequences.

A character can make a **Daunting (◆◆◆◆) Discipline check** to enter the Spirit World. You should reward player creativity by offering ways to decrease the initial difficulty of this check. A character who remains in the Spirit World for too long must make a **Hard (◆◆◆) Resilience check** or suffer half their strain threshold, rounded up. People who enter the Spirit World in this way can *think* themselves into any location within the Spirit World that they know about.

It is also possible to enter the Spirit World *physically*. The series illustrates how one's physical body is necessary in order to bend in the Spirit World. As such, only humans who enter the Spirit World through the spirit portals will retain their bending abilities. Of course, access to this ethereal realm is not limited to benders; any human with access to a spirit portal can enter the Spirit World.

Individuals who are physically present in the Spirit World may find the experience jarring for reasons other than what they see and hear. Time may fluctuate here differently than it does in the physical world. Healing and recovery may also be affected. You can really sell the unease and otherworldliness of the Spirit World by deciding simply that a good night's rest cannot happen in the Spirit World, and thus **characters do not fully recover strain**.

Of course, when the PCs have decided they've finished their spiritual journey, it should suffice to let them return the same way they arrived. However, this, too, may become more complicated if the PCs find their original passageway barred to entry. An entire adventure could spring out of being trapped in the Spirit World and needing to find a way home!

## SPIRITS IN THE PHYSICAL WORLD

Though some spirits are intelligent and express an understanding of human language and emotion, many spirits are little more than ethereal creatures, unlike the birds in the sky or fish in the rivers. Spirits can and often do migrate into the physical world for as many reasons as there are spirits; migration, better food and shelter, or even more human motivations all drive spirits to seek greener pastures.

## SPIRITUALITY AND BELIEF

Many cultures of the world show their spirituality differently, but they usually have something in common. Cultures tend to respect the various spirits affiliated with nature, apart from the Air Nomads, who respect all spirits and beings. Individual nations have regional variations, as might be expected.

## SPIRITS BECOMING MORTAL

Spirits can transcend into the mortal realm by transforming into a physical, mortal body, which can be an animal or a human. Examples of this include Tui and La, the Moon and Ocean spirits, respectively. While this allows the spirit to become a part of the physical realm, they abandon their immortality in doing so. Though they are mortal, they may remain ageless.

## MORTALS BECOMING SPIRITS

A mortal can either transcend as a spirit either upon death if they so choose, if extraordinary circumstances are met, or as punishment for trifling with other spirits by separating their body from their soul. Upon doing so, the mortal leaves their body behind and continues as an immortal spirit, retaining their memories and personality. Over time, however, their original personalities usually change, and they become more detached. Some people can transcend and live in the Spirit World, like Iroh, Hundun, and the past Avatars.

## THE SPIRIT-TOUCHED

Apart from the Avatar, the series demonstrates that it is possible for mortals and spirits to fuse beyond mere possession, leaving a mortal being with spiritual characteristics. It is possible for a spirit to absorb a human and vice versa, and a spirit may even grant a human unique and special abilities at the cost of their personality. Sages know little about this change, and the potential side effects on the human body. Some malicious spirits may even possess an unsuspecting human (see **Spirit Adversaries** on page 136).

If this happens to a PC, consider how the encounter may permanently change the character. Depending on the nature of the spirit (and the encounter), the character may be left with unique abilities, an altered appearance, both, or something else entirely. The character may suffer a critical injury, some kind of mutation, or even a mental trauma (see **GENESYS Core Rulebook**, page 244). Be mindful of altering a character's appearance—you should do this only if your player is willing and if the consequences of such an alteration has a fun impact on the narrative of the adventure.

# MASTERS

In **THE SECOND AGE**, many characters are emergent in their bending abilities, only just beginning to discover their connection to the natural world and the spirits. Many in this era are unaware of their true potential, because for modernity bending has become a mundane spectacle and utilitarian resource. Benders must learn what they can on their own, or search for guidance in ancient, hard-to-find documents. However, a lucky (and sometimes wealthy) few enjoy the guidance of a master who teaches students how to control and shape the elements.

Below you will find guidance for using masters in **THE SECOND AGE** campaigns, exploring how you can use the master archetype to enhance a story. This section provides a suggested process for creating master NPCs with rich histories and personalities, as well as guidance for creating a master's stat block.

## GUIDING VOICE

The master is a classic literary archetype common to heroic fiction throughout the ages. The primary role of a master is to share their knowledge and wisdom with less experienced heroes. *Avatar* has many such characters throughout its canon, the most iconic of whom may perhaps be the Dragon of the West, Uncle Iroh. However, masters can have a darker counterpart who tempts and lures the hero toward a less noble path. In mythology, this is the Trickster, another timeless archetype. This character also possesses secret knowledge and experience. *Avatar's* trickster would be Princess Azula, who tempts and taunts Prince Zuko throughout his development.

Researching classic literary mentors can be helpful in designing master figures for **THE SECOND AGE**, and GMs with well-designed and well-played masters can elevate a good game to a great one. Masters can have their own story arcs that allow their relationships with their students to grow and evolve over the course of a campaign. They can also have storied histories, which the GM can reveal in bits and pieces over the course of play. These elements can combine to form a satisfying subplot that helps provide continuity between adventures while also providing tangible benefits to the party.

## ICONIC MASTERS

The *Avatar* universe is brimming with classic mentor figures from which GMs can take inspiration to create their own, unique masters and instructors. Noble rulers like King Bumi, humble heroes like General Iroh, or Toph Beifong, or even nonbenders like Guru Pathik. Many apprentices would later go on to become mentors to other young benders, as well.

Masters typically come in a variety of archetypes throughout all kinds of media. You should familiarize yourself with any number of your favorite stories, as you'll be certain to find a mentoring figure. Some of those archetypes follow.

**The master was once in the hero's shoes.** Though your heroes have begun an unusual journey, the master has been in exactly their shoes before.

**The master appears disheveled or behaves erratically.**

The master's behavior or appearance gives the player's the impression that they might be doomed right from the start.

**The master is a social outcast, or misfit.** Another classic trope, the master just does not fit in to the very society to which they try to introduce the heroes.

**The master is scornful, unreliable, or forceful.** An abrasive master can cast doubt on their knowledge you can use to amplify just how important the master's teachings will come to be.

## CREATING A MASTER

Masters can be pivotal figures in any bender's story (even nonbenders can benefit from masters), making the creation of masters a crucial step for any game that intends to include them. This section helps GMs create masters with colorful histories, rich personalities, and unique statistics. While this section allows quick master generation, it is wise to consider how a mentor figure fits into a campaign. GMs could further enrich masters with Backgrounds and Motivations.

While most masters are powerful benders, some might not be able to bend the elements at all. Perhaps the mentor is a master swordsman, an eccentric inventor, or a renowned martial artist. Masters might have worked closely with benders, as Master Piandao did in his work with the White Lotus. A scholar who has studied the history of the Four Nations can also be a suitable mentor. Masters who are nonbenders can still benefit substantially from the creation process.

## MASTER HISTORY

Masters aren't born as such; they're former students with a history of their own filled with adventures, mistakes, and lessons learned. GMs should consider three important questions to summarize a master's pertinent history: First, how did the master acquire their skills? Second, what did the master do during (or after) the Hundred Year War? Finally, how has the master integrated into the general peacetime that followed?

Even the most broad and basic answers to these open-ended questions should provide GMs with a framework of the master's prior experiences. Even if the mentor has little interest in reminiscing with the PCs, considering these questions provides something to latch onto when playing the character.

## MASTER PERSONALITY

To get a sense of a master's personality, there are some general mentoring styles and complications to consider as a starting place. Creating a teaching style to define how the master interacts with their students can guide the GM into acting as the character.

## TEACHING STYLE

All teachers seek to share knowledge and wisdom, but there are as many approaches to teaching as there are grains of sand in the Si Wong Desert. When creating a master, the GM should carefully consider what their teaching style reflects about their personality and lessons to learn. The GM might decide that the master behaves differently toward specific members of the party. Some masters might have a distinctive style for each student, tailoring methods to get the best from each.

## TEACHING COMPLICATIONS

Few mentors are perfect. Most have already seen war, experienced great loss, and endured traumatic events. Some wear the scars of the past physically, but most carry wounds much deeper. When bending students seek instruction, they may find their mentor needs rescuing from inner demons before they can receive any instruction.

GMs should use complications as an opportunity to explore a master's character flaws. Complications can later determine the means by which PCs interact with their master or create new problems for the PCs that can serve as adventure hooks or complicate existing quests.

Complications are also an excellent way to help the GM create a character arc for a master. Overcoming one complication while adding more creates a sense of narrative thrust as the mentor grows and changes. A master might overcome a fear of the Fire Nation only to replace it with anger. The master's actions might lead to suffering a terrible wound in combat. GMs can use complications like this to serve as milestones for mentor development, creating memorable scenes along the way.

## NPC MASTERS

Master stat blocks should be as unique as master personalities, and below is some basic guidance for creating masters. To start, all Masters should be nemesis-level NPCs. GMs should feel free to create their own nemesis-level NPCs or even modify the stat blocks included in **Chapter IX: Adversaries & Creatures** to create their own masters.

## MASTER SKILLS

When building a master for the party, the GM should look at the master's skill suite, choose half of the skills listed, and give the master two ranks in each of those skills. The GM should take the other half of the skills listed and give the master four ranks each in those skills.

Finally, the GM should select two skills not listed in the skill suite. The master should gain one rank each in those skills, to represent how diverse and well-rounded their experiences are.

## MASTER TALENTS

In addition to the talents listed for any nemesis template, GMs can select an additional five talents, ignoring pyramid prerequisites.

## MASTER BENDING FORMS

To determine what forms and improvements a master possesses, the master first gets all the basic forms of the appropriate element. Then, add the PCs' collective ranks in the Discipline skill. The GM can select a number of master forms for the character equal to the party's combined ranks.

## USING A MASTER

Once per game session, a Player Character may attempt to learn their next skill rank, bending form, improvement, or talent from their master at a reduced XP cost. The attempt to learn requires a skill check with a difficulty equal to the cost of the Skill, Form, Talent, or upgrade divided by 5. Doing this signifies that you are buying that ability during the session, regardless of success, and requires you to have enough XP to buy the ability at normal XP cost.

This applies for any PC who knows an NPC who can teach them, such as a bending Master, a war veteran, a scholar, or anyone who has the ability and is willing to teach the PC.

The check takes 24 in-game hours and represents the character investing the time and effort toward learning from their instructor. This amount of time can be broken up over the course of several in-game days. The PC will benefit from this once the in-game time requirement has been satisfied, or the end of the game session occurs, whichever comes first. Depending on how well the PC trains, they can master the new ability quickly. You can apply additional results narratively and mechanically to show how well or how poorly the training goes, whether the character suffers strain, etc.

Success on these checks represents the training going well and allows the character to purchase the new ability for 5 fewer XP, to a minimum of 5 XP. Failure means the PC must still purchase the ability, but at normal XP rates.



# AVATAR ADVENTURE HOOKS

This section provides a list of potential, but optional, encounters that you can inject into any pre-existing adventure, stem off it, or be run as stand-alone adventures.

Each scenario has a title and describes the overall plot. Scenarios will also contain **hooks** and **insight**; the hooks provide suggestions on how to incorporate the scenario into your adventures, while the insight will offer some background information and interesting challenges. All scenarios come with at least one integral NPC described as either a **guide** to help the PCs along, or an **antagonist** who stands in their way.

## THE BEETLE KING

The elusive beetle-headed merchants have been frequenting the Misty Palms Oasis more often than usual. They claim recent attacks have driven them from their underground settlements in the Si Wong Desert. While some of the merchants claim the giant gilacorn has come back from extinction and is to blame, others believe that a man calling himself “the Beetle King” is behind the recent attacks.

**Antagonist:** Jiachong, the Beetle King [Nemesis Warrior].

### HOOKS

- After overhearing their murmurs at the Misty Palms Oasis, several beetle-headed merchants approach the PCs and offer the chance to investigate.
- When passing through a dusty town, villagers cower from the PCs, assuming them more of the Beetle King’s hired bandits.
- A group of merchants offers to pay a generous sum of money to anyone willing to venture into Si Wong Desert and bring back the head of a giant gilacorn.

### INSIGHT

Per the legends, the subterranean ancestors of the beetle-headed merchants, the first humans living in the Si Wong Desert, were constantly attacked by giant gilacorns until they mimicked the appearance of sour beetles, the only creatures on the desert floor not palatable to gilacorns. However, these giant gilacorns supposedly went extinct by 100 AG.

Heading into Si Wong Desert should be a challenge unto itself, for it is a dangerous place. Consider the impact the overwhelming heat will have on the PCs. Prolonged exposure to the sun should call for Resilience checks, where failure results in becoming **fatigued** (see page 74).

## BENDING THE RULES

A band of benders are poaching flying bison and badgermoles, as well as kidnapping nonbenders. Led by a nonbending scientist, rumors say they are conducting experiments on the nonbending captives to see if they can somehow force them to learn bending from their animal counterparts.

**Antagonist:** Yu Wei [Nemesis Artisan], and his trio of Rival benders: Barrel (Firebender), Boulder (Earthbender), and Brine (Waterbender).

### HOOKS

- The party encounters a report about missing persons, either in the news and gossip or as a direct plea for assistance. Alternatively, they could follow up on poaching reports, and discover the kidnappings by mistake.
- The Earth King or one of his advisors approach the PCs and hire them to investigate the poaching and kidnappings.
- The PCs are traveling through the Earth Kingdom on a different quest when they encounter the poachers in the act of stealing a flying bison or badgermole.
- The poachers target the characters, who may or may not be benders, because of their unique abilities or potential value as test subjects.

### INSIGHT

As one of the many factions trying to harness and weaponize the new spiritual energies in the world, Yu Wei is a scholar of the Spirit World and believes there’s more fact than fiction behind the myth that these animals were the “first benders.”

If the players are ever captured, this is an excellent opportunity to have them wake up inside the poachers’ base, where they must find a way to escape and bring down the deranged scientist.

## BURNING DESIRES

A Fire Nation noble throws an extravagant party to show off her prized possessions, including among them a massive ruby cut by ancient earthbenders. Just three nights before the party, she receives a threat from local gang leader Gombo threatening her and her estate.

**Antagonist:** Gombo [Nemesis Bounty Hunter], and his gang of Rival-level Rangers and Bounty Hunters.

**Guide:** Lady Baozhai [Rival Explorer], a collector of fine things.

### HOOKS

- Lady Baozhai approaches the PCs and hires them to provide security for the party, given the threat from Gombo and his gang. During the party, they will have to keep an eye out for any suspicious activity and protect the ruby and other valuable possessions from theft.
- Another NPC invites the PCs to the party as guests, and upon arrival, they learn about the threat from Gombo and his gang. Lady Baozhai asks for their help in securing the estate and protecting the valuable possessions, and they can choose to get involved or try to enjoy the party while keeping an eye out for any potential threats.



- The PCs encounter Gombo and his gang anywhere between Ba Sing Se, through the Earth Kingdom up to the United Republic of Nations borders. Lady Baozhai would likely live closer to the URN, but it is possible she has an estate in Ba Sing Se.

## INSIGHT

This story leverages a character from the animated series (Gombo) in a scenario for players. In *The Legend of Korra*, we see Gombo 'stealing' from Queen Hou-Ting and bemoaning the Avatar's choice to help her tax the people hurting the most. Gombo could very well see Lady Baozhai as an appropriator of Earth culture and wealth, and this could feed into the overall theme about the pitfalls of 'us versus them' mentality.

## FESTIVAL OF MASKS

During their travels, the party comes across a village celebrating the Festival of Masks, a local tradition. As they pass through town, a spirit disguised as an old merchant hands the PCs free masks of ornate quality. The masks they receive each represent a negative emotion and once a character dons a mask, that's all the wearer sees in other people. The characters cannot remove the mask unless they learn to accept their own flaws, learn to overcome their fears, or learn how to control their negative emotions.

**Antagonist:** Longmeng the Taunting [Nemesis Spirit].

## HOOKS

- Such an encounter could occur in any town the PCs happen to be passing by, or throughout any point in their travels where a festival may occur.
- Unusual spiritual activity in the village or nearby may attract their characters' attention.
- Rumors persist about a single spirit who possessed an entire town, and everyone is talking about whether their own village is next. Upon investigation, everything appears to be normal right up until the festival commences.

## INSIGHT

This will be the first of several scenarios in this section that creates an opportunity for PCs to interact with spirits and the spirit world. You'll find more insight on running adventures in the Spirit World on page 144 of this book.

Intermittent **fear checks** (GENESYS Core Rulebook, page 243) should keep the party on their toes. Resolving this encounter could take only as long as it takes for each player to make a successful check. This scenario offers an opportunity to leverage the Motivations of each character, and you should liberally hand out ■ and ■ when you or the player can invoke an aspect of their Motivation.

## HAZED AND CONFUSED

A cunning malevolent spirit has taken advantage of the open spirit portals and is hunting humans for sport. The spirit goes out of their way to set up elaborate games and traps because they like the taste of fear.

**Antagonist:** Fu Shi the Hunting Spirit [Nemesis Spirit] looks like two snakes coiling around one another in an endless loop.

**Guide:** Pao Shi [Rival Spirit] is a small rabbit-like spirit who warns the party of their impending peril.

## HOOKS

- At any point in the adventure, the players may find themselves instantly transported into the Spirit World.
- On a trip through the wilderness, or sailing through a particularly thick fog, a vigilant PC may notice the changing hues and ambient sounds of their new surroundings.
- Without any explanation, the party suddenly finds themselves lost in the Spirit World. An unassuming spirit greets them to explain that they have only 72 hours to get back home before it's too late—a malicious spirit wants to hunt them for sport.

## INSIGHT

A key theme of **THE SECOND AGE** explores the tension between humans and spirits. Here is yet another opportunity to explore that tension.

With the right Knowledge or social check, Pao Shi will give the party clues as to what happens in 72 hours ("the hunt"). The PCs can trick the spirit into revealing that he *is* the Hunting Spirit Fu Shi. Be sure to utilize **fear checks** whenever appropriate, spending ⊗ and ⊕ to cause PC fears to manifest physically before their very eyes.

## THE LOST WAYS

Deep in the valleys surrounding Mt. Makapu in the northwestern earth kingdom, a band of refugees wearing traditional air nomad clothing show up outside of Makapu Village, and rumors begin to quickly spread about 'lost airbenders'. At the request of their elder leader, they have come out of hiding to confirm their elder's suspicions: airbending has been reborn in the world.

**Guide:** Bacha Hua [Rival Nomad] the Elder.

## HOOKS

- The party hears about these refugees over the course of their travels, with the rumors becoming more extravagant the farther away from Makapu they are. They should hear about benders performing 'amazing feats' not unlike the Avatar.
- The party is investigating rumors of strange occurrences in the valleys surrounding Mt. Makapu when they come across a group of refugees wearing traditional air nomad clothing.
- The party is visiting Makapu Village when a group of refugees wearing traditional air nomad clothing arrive, causing a stir among the locals.

## INSIGHT

During the Hundred Year War, Fire Lord Sozin struck the air nomads swiftly with the arrival of the comet. However, not every airbender died all at once. For the next twenty years, Sozin and the Fire Nation would lay traps to catch refugees and runaway airbenders in hiding—using their own relics and cultural artifacts as bait.

Any character can attempt a Knowledge (History) check to realize that the genocide was a slow and terrible process, and that some may have escaped the initial onslaught. A may be spent to realize that it's plausible, albeit unlikely, that some members of the air nomads went into exile. Who are these people? What are their motivations?

## NEW RECRUITS

A White Lotus master invited the PCs to join the illustrious White Lotus organization. She's decided to take them on as her initiates. Although they come from drastically divergent backgrounds, the PCs must work together to succeed with their initiation. On the day of their final test, a mysterious man shows up and attacks their master, killing her and threatening the PCs to cease their initiation or suffer the consequences. Before they can react, he vanishes. Who is this mysterious man? Do they belong to the Red Lotus, or is this something far more sinister?

**Antagonist:** Baquan the Icy Blade [Nemesis Waterbender].

**Guide:** Lianda, White Lotus Master [Nemesis Firebender].

## HOOKS

- If the party is comprised strictly of benders, you can withhold this type of scenario until after they've gained some experience.
- Lianda may approach PCs who cause a stir and offer them the opportunity to take some heat off...if they're willing to follow her.
- The party receives a job from their usual source to help transport a large shipment—no questions asked—to a little-known island in the Mo Ce Sea.

## INSIGHT

This premise makes for a great opening encounter for a new campaign and offers you the opportunity to use one of the series' most well-known factions. Up until the Hundred Year War, the Order of the White Lotus was a *secret* society, but they shed this mystique after going public to work with Avatar Aang. Who knows what mysterious secrets they still try to hold?

This scenario serves the purpose of putting together a party of seemingly unrelated characters, while simultaneously introducing them to a larger-than-life campaign setup scenario. Since Lianda is a member of the Order of the White Lotus, it's doubtful that she would avail herself to inexperienced benders, or nonbenders.

## NIGHTMARES AND DREAMSCAPES

While the PCs rest, a large trickster spirit traps them in their sleep to induce nightmares and feed off their anxieties and fears. The party must repel this spirit through any means necessary.

**Antagonist:** Mong Shi the Dream-Eater [Nemesis Dark Spirit].

## HOOKS

- While looking for an inn or on the road between towns, the players happen upon an unusually pristine roadside shrine with lit candles. No one appears to be nearby, and the shrine is large enough to shelter from inclement weather.
- The party stumbles right into Mong Shi who is in the middle of punishing a group of humans they refer to as "transgressors." The malicious spirit bids the PCs not to interfere, and to be on their way.

## INSIGHT

Not all spirits are benign in the *Avatar* setting, and many seem unbothered when their actions affect humans in a negative way. As a spirit, Mong Shi does not have to inhabit a physical form, and as always, their motivations should be alien to the party. Coming into conflict with such a being will have a combat-focused party at a disadvantage because of the spirit's inherent defenses (see the **Spirit Adversaries** sidebar on page 136). However, a cunning or intuitive PC may attempt to outsmart Mong Shi, who will engage in dialogue—spirits love to gloat.

## MARTIAL REMEDIES

A village herbalist is revealed to be a skilled martial artist when he is witnessed stopping a thief by the party. He does not want his secret revealed to people and will offer tea, perhaps wisdom if he respects the party enough.

**Guide:** Chen Yu [Nemesis Monk].

## HOOKS

- The herbalist offers to take on one of the party members as a student, teaching them both herbalism and martial arts secrets in exchange for helping him defend his village from bandits or other threats. As they work together, Chen Yu reveals more about why he kept his techniques a secret.
- A rival faction threatens the village, and the herbalist asks the PCs to help protect his village from an impending attack. In exchange, he will teach them the secrets of his martial arts.
- The party must investigate a powerful criminal organization that has been terrorizing the area and stealing valuable herbs from the herbalist's shop. They curiously want the old man to surrender, but he seems obstinate in his refusal.

## INSIGHT

This scenario provides an opportunity for the party to find a Master (see the **Masters** section of this chapter). In addition, you'll have the opportunity to illustrate one of the *Avatar* series' many embraced tropes: that not everything is at it seems. This village herbalist may have once been a great fighter or may belong to a secret order of monks.

## MOTHER OF ALL FISH

The fishmongers in the Northern Water Tribe are hosting a fishing competition. The contest also purports to be a spiritual ceremony, and an observation of traditional offering to the great Tigerswordfish spirit. The winner of the contest receives an ugly fish hat, all-you-can-eat fish, and a small purse of coins, as well as renown throughout all the Northern Water Tribe as a master angler, and appeaser of the spirit of the seas.

**Antagonist:** Captain Keimar [Nemesis Navigator], who has been sabotaging other contestants, including the PCs. He intends not only to catch the most fish, but also to capture the Tigerswordfish spirit itself.

### HOOKS

- During their travels at sea, the party nearly crashes into a lone angler who swears up and down that this year she's going to catch the prize but there's one problem—she has no fishing implements and asks the party for help.
- While resting in any port town the PCs encounter Captain Keimar making a public challenge and declaring he will capture the Great Spirit before all others.
- A rival group of anglers has been stirring up trouble around the Northern Water Tribe in order to steer people away from participating in the contest and discredit it as an attempt by anglers to use spiritual ceremonies for personal gain. The PCs must find out who is behind this and put a stop to it before the competition starts.

### INSIGHT

This scenario fits in with the overall motif of humanity learning to live in balance with the spirits. Keimar presents an opportunity for the players to make a choice that could have significant consequences for the spiritual balance of the world: do they let Keimar attempt to capture a spirit, or do they intervene?

Additionally, this scenario could easily take place on the water with the PCs piloting or aboard their own ship. If you're looking for an excuse to include vehicles in your adventure, look no further.

## MOUNTAIN LABYRINTH

While traveling through the mountains, a storm besieges the party when they come upon an ancient temple built into the mountainside. A monk offers them shelter, and when the party accepts and is inside the temple, the doors close behind them, and the monk reveals himself a trickster spirit.

**Antagonist:** Chenfu the Trickster [Nemesis Spirit].

### HOOKS

- The party soon discovers that the ancient temple is a prison, and the monk is a trickster spirit tasked with guarding it. He has offered them shelter so they can become his unwitting jailors and help him keep sealed whatever powerful creature or artifact is inside.
- The trickster spirit has been watching the party for some time, waiting for them to arrive at the temple so he can bring them together for an important purpose: to help him break a powerful curse that has been keeping him imprisoned within its walls for centuries.
- The PCs may encounter this monk offering them respite any time they're passing through the mountains or other isolated terrain.

### INSIGHT

Since they're not in the Spirit World, their bending should still work. This can be an opportunity for you to create unique puzzles for bender characters to encourage them to use their abilities imaginatively. The PCs can create bridges with earthbending or waterbending. A firebender can stave off the darkness by maintaining a constant flame, and airbenders easily attune to any drafts they might use to navigate untenable passageways.

## PRECARIOUS PASSAGE

The party stumbles upon a pacifist temple in the middle of the mountains, but its residents are terrified of benders. To pass through their passage, the party must permit the monks to bind and blindfold them. While the monks are helpful, offering the party food, supplies, and a place to sleep, they are cautious. The bandits have taken up camp nearby to trap travelers and take their belongings.

**Antagonist:** Rinzler [Nemesis Bounty Hunter] and his animal companion Pacho the Goat Gorilla [Rival].

**Guide:** Pondo [Rival Monk], who knows the location of Rinzler's hideout, and would reveal that he arranged a deal with him for protection if the party guarantees to help save them from Rinzler.

### HOOKS

- Once again, the PCs may encounter these characters while traversing rugged or isolated terrain.
- The party arrives to find that the monks are preparing for a raid and need help defending against bandits who have been taking supplies and resources from the monastery.
- After a night of rest, the party discovers that some of their belongings have gone missing and other peoples' items are in their place.

## INSIGHT

Like many of the scenarios in this section, you can present this encounter to your players while they're traveling between locations. Don't hesitate (or forget) to make use of Rinzler's animal companion, as well as the expanded rules for companions on page 73 of this book.

## PEACE AND PASSIVITY

A monastery of air acolytes needs help removing an infestation of nuisance and slightly dangerous critters. They insist, however, that no harm comes to the creatures as the party removes them.

**Antagonist:** Hog Monkeys [Minion].

**Guide:** Ren [Rival Monk], head of the monastery.

## HOOKS

- The party can find an item they've been looking for in this monastery, but the monks require their assistance first.
- An old ally of the PCs requests their help in tracking down a nest of elusive creatures. They indicate that their boss desperately needs them.
- A nearby town considers the creatures as pests, and they offer a large reward for each hog monkey hide—the monks are not happy about this arrangement, despite the nuisance presented by the creatures on their own grounds.

## INSIGHT

Not every encounter has to involve combat. This scenario presents a challenge the party must try to overcome without resorting to violence. Learning about the nature of the fauna in this world could be a good place to start. As seen in *Avatar: The Last Airbender*, hog monkeys love lychee nuts.

## PIRATE RADIO

Controversial pirate radio host "Lightning Lee" is intercepting and brokering international political secrets, inadvertently or deliberately sowing dissent in the Earth Kingdom by outing the Upper Ring's dirty laundry. Although many elite officials from all over the world want him silenced, commoners look up to Lightning Lee as a hero.

**Guide:** Lightning Lee [Nemesis Entertainer] whose one-of-a-kind experimental radio allows him to broadcast all over the Earth Kingdom no matter where he is.

## HOOKS

- The Earth Kingdom (vis-à-vis Provisional Chancellor Kuvira) wants to hunt down Lightning Lee, who they claim is a foreign instigator and menace to the public order. They offer this job to the PCs.
- While visiting tavern, the party overhears one of Lightning Lee's broadcasts interrupt the regularly played music. Nearby patrons mutter sympathetic murmurs, but a member of Kuvira's army orders the owner to shut off the radio.

- Lightning Lee himself hires the PCs to transport sensitive documents across the Earth Kingdom; he won't permit any questions.

## INSIGHT

Lightning Lee might be in Ba Sing Se, Omashu, or Republic City. Lightning Lee is a rabble rouser and those responsible would certainly want Lee to shut up—permanently.

Additionally, if you're playing during Korra's era during Kuvira's rise to power, this scenario provides many tools to leveraging the anti-fascist narrative.

## PIRATES OF MO CE SEA

Marine piracy is on the rise as water tribe outcasts, and people struggling to survive, take to the seas in search of fortune. Many of those ranking among the crew are disparate or displaced waterbenders who have left the crowded Northern Water tribe; using their abilities, they harness the ocean itself as a weapon against unsuspecting merchant ships.

**Antagonist:** Captain Himaru [Nemesis Captain], and his animal companion, and Rival-level crew of pirates, sailors, and waterbenders.

## HOOKS

- If they travel by boat, the PCs encounter Captain Himaru in the Mo Ce Sea, or the shipping lanes leading to the Northern Water Tribe.
- In any port or coastal town in which the party attempts to resupply, they discover that the village has fallen on lean times—because pirates are raiding them.
- Agents of the Earth Kingdom, Fire Nation or Northern Water Tribe governments approach the party and ask them to quell the disturbance of trade in a region of the sea.

## INSIGHT

Once again, making use of the rich tapestry of seafaring, Captain Himaru provides you with an excellent opportunity to give your players a taste of marine combat and storytelling. Give your players with Knowledge Geography, Sailing, or even Negotiation a chance to shine in this scenario.

## RAIDERS OF THE LOST ART

An archeologist and professor at Ba Sing Se University believes she has discovered the location of the mythical Lion City, whose every inhabitant supposedly possessed incredible powers thanks to their spirituality. Tomi Lang is seeking an entourage both in aiding her and in protecting her, as she is racing against her rival who she says stole her research.

**Antagonist:** Huu Ming [Nemesis Explorer], a rude flirt with dry-humor and a short temper. Huu wants to be the first to uncover the secrets to benders' history.

**Guide:** Tomi Lang [Rival Explorer] is an adjunct professor at Ba Sing Se University who specializes in Spirit World and History knowledge.

## HOOKS

- The History Department at Ba Sing Se University is hiring all willing participants to scour the globe for historical artefacts regarding ancient bending societies. In the process of signing up, Tomi Lang intercepts them.
- After receiving reports about strange occurrences near an ancient ruin, the party investigates and learns that Tomi Lang is on site with her rival looking for clues about the location of the Lion City.
- An old ally approaches the party requesting a big favor: protect their friend (Tomi Lang) who needs help in her archeological dig.

## INSIGHT

One of the recurring elements in the *Avatar* series is the connection of the present to the past. We see this when the protagonists visit the ruins of Taku, meet the Sun Warriors, and in the Avatar's connection to their past lives. Use this scenario when you want to encourage exploration and discovery.

## SPIRIT VAMPIRES

Strange things have been happening in Republic City. One of the weaker triads has amassed a lot of power in a short amount of time, and spirits living in the city have become corrupted in their wake. The triad's benders, once laughed at for being among the weakest, are now incredibly strong. Even the police seem unable to halt their progress.

**Antagonist:** Ketsuki [Nemesis Firebender], devout spiritualist.

## HOOKS

- A rival gang asks the Player Characters to infiltrate the triad, where they begin to unravel the mystery of impossible strong benders.
- Police hire the PCs to investigate the strange occurrences, and they trace it back to a lone source: an old temple in Republic City that houses powerful artifacts from past generations of benders.
- When one of the players' family members becomes involved with this mysterious triad's activities, they must decide whether to intervene directly in order to save them.

## INSIGHT

In *The Legend of Korra*, spirits are reentering the physical world after the Avatar reopened the spirit portals. How they acquired this power is up to you, but there is an opportunity to leverage the possibility of at least the leader, Ketsuki, being **spirit-touched** (see page 145).

## SPIRITUAL BURNING

A platoon of firebenders in Fire Nation uniforms is burning a forest near Senlin village for no apparent reason. The villagers are in disbelief, horror, and shock.

**Antagonist:** Lieutenant Kohaku [Nemesis Firebender Warrior] and his platoon of firebender and warrior rivals and minions.

## HOOKS

- A village council hires the party to investigate spiritual disturbances: people are vanishing in the middle of the night and the townsfolk think Hei Bei might be angered once again, or about uniformed Fire Nation soldiers marching through Earth Kingdom territory.
- The PCs see a small group of Fire Nation soldiers marching in the middle of Earth Kingdom territory. They heed no call, and do not let anything from continuing their march until they reach the forest that they begin to burn without explanation.
- As a reward for helping another village with an unrelated problem, locals from Senlin Village help investigate why these Fire Nation soldiers are setting trees ablaze without cause or reason.

## INSIGHT

One of the key themes of **THE SECOND AGE** is the conflict between humans and spirits. This plot lends itself to this motif, forcing the players to make a choice between intervening and preserving balance, or looking away as the firebenders torch forests to the ground. What is the Fire Nation up to? Are the benders soldiers? What if the great spirit Hei Bai becomes disturbed and starts another rampage?

## SPOILED FRUIT

A farming village has lost their livestock and crops to a strange affliction that seems to be attracting small spirits and strangers—or did the strangers bring both?

**Antagonist:** Senji the Masked [Nemesis Monk].

## HOOKS

- The PCs are traveling through the region and come across the farming village in distress. Upon investigating, they discover a group of mischievous spirits has been causing the affliction. The characters must find a way to stop the spirit and reverse the damage they have caused.
- Village leaders hire the PCs to investigate the strange occurrences and find a solution. As they delve deeper into the mystery, they discover that the outsiders unwittingly brought the affliction to the village. The characters must gather evidence and confront the outsiders to bring justice to the village.
- A group of spirits approaches the PCs and claims that a cursed object is to blame. The spirits ask the characters to help them find and destroy the object before it causes any more harm. As the characters search for the object, they must also deal with the outsiders who brought it to the village and are trying to use its power for their own gain.

## INSIGHT

A close encounter with a lion spirit left Senji permanently disfigured (see **The Spirit-Touched** on page 145). You should describe him as having certain cat-like physical qualities, but he should still be recognizably human. He leads a group of former-monks-now-cultists trying to understand the spirits and the Spirit World.

Here the antagonist could be the spirits, the group of cultists, or both. The cultists might instead be benevolent, even help the party understand what is happening to the livestock and crops. You should present Senji and his cultists in a strange light to provide the party with an incentive to investigate. As with most other spiritually oriented plots presented in this section, the spiritual activities could very easily lend themselves to *The Great Uniter*, where multiple factions have an interest in studying (and harnessing) spiritual energy.

## SHOCK COLLAR

Haruto has made a name for himself, claiming he has “mastered the element of lightning” and stands accused of by his community of kidnapping people off the streets of Ba Sing Se and Republic City, forcing them into silver shackles, laboring away in his silver mines. He claims they are working off debts, but rumors suggest he treats them as slaves, shocking them by the silver collars around their necks; some say this happens at the press of a button, but others say it happens at the snap of finger.

**Adversary:** Haruto [Nemesis Firebender Merchant]

## HOOKS

- A group of rebels who are fighting against Haruto's rule in the silver mines contacts the party. They ask for the characters' help in sabotaging Haruto's operation and freeing the slaves.
- The party encounters some unusually stormy weather along their travels that forces them to seek shelter. The community where they stay believes Haruto is using his powers to control the weather in the area, causing natural disasters to maintain his power and control over the community.
- Rumors abound of a cruel supervisor of a nearby mine begins to foment unrest among the locals of a mining town. A group of rebels in this town seeks the PCs' help in sabotaging Haruto's operation and freeing the workers.

## INSIGHT

Lightning is a powerful element, and its depiction in the *Avatar* series has ranged from mysterious power to mundane workday activity. This scenario presents an opportunity for you to shed yet another mysterious light on this rare firebending technique. As one of the best conductors of electricity, it makes sense Haruto would use silver to facilitate his shock collars. Is that why he mines it, or does he have another level to his aspirations? Can he really bend lightning, or has he figured out another way to generate power? Exactly *what* is he doing with all that silver?

## SUMO BENDING

The party stumbles across an underground wrestling ring for benders. Any of the four elements may participate in these one-on-one or tag-team fights where users are handicapped according to their element.

**Antagonist:** Palak [Nemesis Entertainer and Merchant]

## HOOKS

- The party is in a city looking for entertainment when they come across the underground wrestling ring. As they watch, PCs begin to realize that one of the wrestlers uses bending abilities that they shouldn't have, and that the fights might be rigged.
- A wrestler approaches the party and asks for their help in finding out who is rigging the fights. This wrestler is being set up to lose their matches, and they suspect that someone is tampering with the rules to ensure their defeat.
- A wealthy patron offers to sponsor one of the PCs to participate in the fight. The patron has suspicions about the fairness of the matches and wants the characters to find out what is really going on.

## INSIGHT

Each element should be handicapped according to its weakness. Show waterbenders standing on coals, while firebenders must always wade in 6 inches of water. Likewise, earthbenders must balance atop pillars while chains literally tether airbenders to the ground. You should refer to the pro-bending limitations for additional ideas on how to make these fights feel *underground* (rather than legitimate). See **Pro-bending and Duels** on page 75 of this book for examples of how to run such encounters.

## THUNDEROUS APPLAUSE

A huge storm is wracking the countryside, forcing the party to seek shelter. In their search for a nearby town, they come across a roadside shrine filled with other weary travelers. A short and frail woman demands that the PCs tell a rousing tale to appease the shrine's spirit, or else she will bar them from seeking shelter here forbids them entry.

**Antagonists:** Mun Shin [Rival] blocks the door to the shrine. She's not really the antagonist, *per se*, but she will give a feeble attempt to stand between the party and the shrine.

Meifen the Drama Queen [Nemesis Spirit]

## HOOKS

- One of the other travelers at the shrine, who tells them that the short, frail woman is a powerful spirit medium, approaches the PCs. The medium has been using her powers to keep the storm at bay, but she needs the help of a rousing tale to maintain her concentration.
- Treacherous weather forces the party in the direction of this shrine. It turns out that many of the locals in the area blame the weather on the simple fact that the shrine still stands. Someone asks the characters to tear it down.

- The short and frail woman, who reveals that she is a powerful spirit who has taken on human form to protect the roadside shrine, approaches the characters. She tells the characters that the storm is an ancient evil that is trying to break free of its imprisonment.

## INSIGHT

As a social encounter, Meifen cannot be 'defeated' but rather appeased. The idea here is for you to encourage the players to put on a small improv performance, regaling Meifen perhaps with the drama of their own adventures so far.

## TIL DEATH DO US PART

A grief-stricken waterbender attempts in vain to use the forbidden art of bloodbending to revive their recently deceased beloved. Failure in this attempt drives them into madness. Over the next several months, they perfect their prohibited talents using recently deceased bodies from the cemetery. Now, even the living are among those reported missing.

**Antagonist:** Jaryn [Nemesis Waterbender]

## HOOKS

- While passing through a remote village, the PCs encounter frightened farmers and laborers who refuse to be outside at night. They share their suspicions that the disappearances are surely the work of angered spirits.
- The characters stumble upon the bloodbender while they are amid one of their experiments. The bloodbender attacks the characters, believing them to be a threat, but ultimately runs off.
- The PCs come across the grief-stricken Jaryn who asks for their help in his medical research. Over a slow burn, the party comes to realize that Jaryn's work is not all that it seems.

## INSIGHT

You can rely on the passage of time to tell a story like this. You might introduce this plot in piecemeal, hooking the characters over the course of several sessions. The waxing and waning of the moon can serve as both a clue and a plot device.

Use the **fear** rules in the **GENESYS** Core Rulebook to represent the waterbender's descent into madness. As the PCs uncover more details, begin to engage them in the **fear checks**, too. You might even flip a Story Point to say that Jaryn is under the influence of a malevolent spirit that is slowly corrupting the waterbender.

## THE TRAVELING TRIO

A traveling trio of benders (fire, water, and air) is wandering performers looking to gain the favor of a local lord by performing at his reception. They know the Lord needs to be convinced, and the trio asks for the party's assistance.

**Antagonist:** Minister Popo [Rival Socialite] is a brash, gluttonous, and condescending man.

Terry Two-Lips [Nemesis Merchant] is the predatory lender after the trio.

**Guides:** Tai [Rival Firebender], Hank [Rival Airbender], and Trix [Rival Waterbender]

## HOOKS

- The traveling trio hires the PCs to help them win over the favor of the local lord. As they work together, the characters discover that the trio is on the run from loan sharks and is in desperate need of the lord's protection.
- The local lord seeks the PCs to provide security at the reception where the traveling trio is performing. As they watch the performance, they notice some unsavory looking individuals who also attend.
- The characters are visiting the local lord's estate when they witness the arrival of the loan sharks, who are demanding that the benders pay their debts. The characters must decide whether to intervene and protect the benders, or to stay out of the conflict.

## INSIGHT

This scenario has a little of everything: while Minister Popo presents a pleasant social encounter, the loan shark angle presents both a more difficult social challenge, and a potential combat encounter. This kind of scenario would be right at home in just about any era of the *Avatar* series you play in.

## WANDERING MASTER

Along their travels, the player characters meet a nonbender Swordmaster who harbors a deep-seated hatred for benders; he habitually challenges them to duels to prove himself their better. When he encounters the party, he challenges each bender PC to a one-on-one duel.

**Antagonist:** Satoshi [Nemesis Bounty Hunter]

## HOOKS

- The PCs meet the sword master while traveling (anywhere, really) and are challenged to duels by him.
- The characters are hired by a group of farmers, who just so happen to be benders with no real talent for the art, who are being terrorized by the master.
- The master's peers approach the party and request that they investigate Satoshi, for they fear he has fallen under the corrupting influence of a malign spirit.

## INSIGHT

If any of the PCs manage to beat Satoshi, he could tag along as a Master NPC who imparts wisdom and aids on future missions (see the **Masters** section of this chapter).

## WIDOW'S PEAK

An earthbender who claims dominion over the entire mountain terrorizes an otherwise peaceful peak. A village at its base feels helpless in their attempts to travel or stray up the mountain for precious resources like wood and water. The earthbender attacks those who venture too far up the mountain.

**Antagonist:** Jinguo [Nemesis Earthbender Leader], a partially deaf, old, and very chatty former commander of the Royal Guard.

### HOOKS

- The villagers approach the party, who come across the village at the base of the peak, to ask for their help in dealing with the earthbender who is terrorizing the mountain.
- A wealthy merchant hires the PCs to escort a group of workers up the perilous peak to gather resources.
- A group of spirits who claim that the earthbender is disturbing the natural balance of the mountain approaches the characters. The spirits ask the characters to help them stop the earthbender and restore balance to the area.

### INSIGHT

Jinguo's background leaves a lot of wiggle room for backstory. He could be a disgraced member of the Royal Guard who faced Queen Hou-Ting's wrath for dereliction of duty. He might just be an old, crotchety villager with a grudge; but someone wronged him. Is he just a persecuted hermit, or does he have his reasons for hiding out on his mountain?

## ZEALOTS AMOK

A group of zealots in Gaoling is preaching about a Celestial Mandate—the spiritually divine right of their leader to rule the city and province of Gaoling. The zealots are coercing people to fall in line and to reform traditions so that they may appease the spirits. Some spirits like this idea and are tormenting dissenters. Now, commoners have begun to riot.

**Antagonist:** Tao Feng [Nemesis Socialite], who leads his Rival-level Zealots (Earthbenders, Monks, Warriors), and his Minion-level Believers

### HOOKS

- The PCs come to Gaoling on a mission or for personal reasons and find themselves caught in the middle of the unrest caused by the zealots and their Celestial Mandate. As they try to navigate the volatile situation and possibly even try to stop the riots, they uncover a deeper plot behind the zealots' actions.
- The party receives a desperate plea for help from someone they know in Gaoling, who tells them about the riots and the zealots' actions.
- A group of Gaoling residents who are opposed to the zealots and their Celestial Mandate hires the characters. These rebels need the characters' help to gather evidence of the zealots' wrongdoing, and possibly even to take down the leader of the zealots and put an end to the riots.

### INSIGHT

Tao Feng is a lynchpin character, necessary to drive the plot (which is ultimately a type of rebellion story). With the collapsed Earth Kingdom monarchy, it makes sense that many different factions within the Earth Kingdom would vie for power. Book Four of *The Legend of Korra* confirms this when we again meet Kuvira, who explains she spent three years quashing rebellions and unifying the Earth Kingdom.

Book Two of *The Legend of Korra* ends with Korra choosing to leave the spirit portals open. The spiritual presence in Gaoling can be an extension of that event. This spiritual activity, let alone the revolt, would no doubt draw the attention of Provisional Chancellor Kuvira.