

This is a work of collaboration!!!

The original inspiration for me was the episode “The Chase” (Book 2, Episode 8) where Aang, Katara, Zuko, and Toph all fight against Zuko’s sister Azula. The four-element attack got me thinking how neat it would be to play elemental-controlling characters in this strange and bizarre, yet exciting realm.

After hunting down the ‘net and becoming frustrated with other avatar forum RPG sites – I decided to create my own version of the d20 paper and pencil system, incorporating the Tri-stat system, which best emulates the anime genre feel of this show with their Big Eyes, Small Mouth configuration – quick and vicious fights, but still allow a storyline to pass through.

Thanks go out foremost to the guys, the original creators of Avatar, the Last Airbender. What an awesome series (and job!) you guys have, keep us on the edge of our seats with the next few seasons! I’m waiting for Aang to learn firebending!

Also, thanks to the guys at Tri-stat for developing such a flexible system for the feel of different RPG genres, than the rigid corporate standard d20 out there.

Also thanks to the crew who helped and currently are still helping me play-test this throughout its development stages. You keep me on my toes as a game-master and always throw me for a loop when I least expect it!

Enjoy!

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<http://free.hostultra.com/~dude55/avatarRPG/>

Avatar, the Last Airbender RPG – Sages of the elements (d8 – d10) (75-200 char. pts.)

“100 years ago, the four nations lived together in harmony. My grandmother used to tell me stories about the old days, a time of peace; when the Avatar kept balance between Water Tribes, Earth Kingdom, Fire Nation, and Air Nomads. 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...”

(Katara, Water Tribe)



- Creating your character using the Tri-stat System

Roll 4d4 four times and drop the lowest score, 3 scores = 4-16 (avg 7-10) +27 character points (CP), OR arbitrarily assign with 75cp total to stats and attributes.

<u>New stat</u>	<u>Old d20 stat</u>
Body	Str – physical strength
Body	Con – endurance, Damage resist., running speed, rt of healing, withstand trauma, immune system
Mind	Dex – quickness, nerves
Mind	Int – intellect, wit, learning potential
Soul	Wis – willpower, luck, determination, spirit, empathy
Soul	Cha – psychic ability, physical attractiveness

BODY – This Stat measures the physical aspects of your character. This includes overall health, strength, endurance, quickness, rate of healing, manual dexterity or agility, and ability to withstand trauma. A character with a high Body is in good physical shape. Body could be divided into strength and agility, constitution, damage resistance, running speed, immune system, etc., etc., etc.

MIND - The Mind Stat represents a character's mental abilities. High values indicate intelligent, witty, and quick-learning characters.

SOUL - The Soul Stat represents luck, willpower, determination, and spirit or spiritual, and can sometimes represent psychic ability, empathy, and unity with nature. A high rating in the Soul Stat helps a character focus his or her personal energies or life force to go beyond his or her normal limits and to fuel special abilities.

Some characters may have one or more aspects of a Stat at a less proficient level than the rest of the Stat aspects, however, and this is where the Less Capable Defect comes in.

For example, a bulky brawler might have a high strength, excellence endurance, fast running speed, good manual dexterity, and healthy immune system ... but be rather clumsy. This would fit a character with a Body Stat of 8 or 10, with the Less Capable (Agility) Defect at 2 Bonus Points (BP). Similarly, a witty, perceptive, and insightful academic genius that happens to have a surprisingly bad memory might have a Mind Stat of 9, with the Less Capable (Memory) Defect at 1 BP.

Every Stat has a multitude of aspects associated with it that are considered either Major Aspects (aspects that arise frequently in a game) or Minor Aspects (aspects that arise infrequently). For each BP Level of the Less Capable Defect, Stat or Skill checks for which the specific Major Aspects is important suffer a -3 penalty, while Stat or Skill checks for which the specific Minor Aspects is important suffer a -6 penalty. Less Capable can typically extend to 6 BP for Major Aspects or 3 BP for Minor Aspects. Derived Values are not recalculated.

Each Stat has three Major and three Minor Aspects listed below. Players may create additional Aspects with the Game Master's input.

Body - Strength, Agility, Endurance (Major); Manual Dexterity, Running Speed, Immune System (Minor)
 Mind - Intelligence, Wits, Perception (Major); Memory, Intuition, Savvy (Minor)
 Soul - Luck, Willpower, Charisma (Major); Presence, Empathy, Composure (Minor)

ALL STAT ASPECTS

There are rare occasions in which a character may need the Less Capable Defect to apply to all aspects of a specific Stat. This usually applies to characters that undergo a radical change from one form to another, such as that induced by the Alternate Form Attribute (page 12). For example, a scientist character with a Mind Stat of 11 who transforms into a hulking beast may need to reduce his or her Mind Stat to 3 with a Less Capable Mind Defect. For this application, a -1 is applied to the character's specific Stat checks for every 2 BP Levels of the Less Capable Defect assigned. All Derived Values must be recalculated for this application of Less Capable.

STAT VALUE RANGE				Maximum Stat values:		
COST/VALUE	d8	d10	d20	GAME DICE	TALENT THRESHOLD	MAXIMUM VALUE
1	1-2	1-3	1-5	Eight-sided (d8)	10	16
2	3-6	4-6	6-11	Ten-sided (d10)	12	18
3	7-10	7-11	12-18	Twenty-sided (d20)	18	40
4	11-14	12-15	19-30			
5	15-16	16-18	31-40			

Avg: (8) 48 pts, (9) 54 pts, (15) 87 pts Threshold: (10) 66 pts, (12) 84 pts, (18) 114 pts
 Max stats: (16) 48 char points, (18) 55, (40) 132

Defects – to make up extra Char bonus points (2-5 defects, but no more than 8)

Less Capable [Stat] Defect (page 53), if you want to define your creation more specifically, assign as many Less Capable [Stat] Defects as you require. Agile but weak? No problem. Perceptive but unintelligent? Charismatic but unlucky? Sure thing!

Attributes = "Feats" spent with Char points
 PMV = 1 cp

Starting skill pts: 30, normal max skill lvl: 4

2-5 sessions = 2-3 cp advancement

Classes/Races:

Nation/heritage:

Roll 1d6 if you have trouble choosing, 1 water, 2 earth, 3 fire, 4 air, 5 "other", 6 free choice.

Water – 35% bender (33 strong, 33 moderate, 34 mild.)

Earth – 35% bender (moderate & mild), 10% strong.

Fire – 45% bender, 20% strong.

Air – 85% bender, 10% strong.



If you think that's not quite fair or balanced, may I offer this alternative: roll a 1d4 for nation (1 water, 2 earth, 3 fire, 4 air) and again for bender vs non-bender, 1=strong bender, 2=moderate, 3=mild, 4=non-bender.

Bending attributes

Power flux (benders?) (4 cp/lvl) – mild benders

___Kenisis – Hydro, Pyro, Terra, air (aero?) – 5 pts/lvl – moderate benders

Dynamic powers – bending = Water, Earth, Fire, Air (10 cp)

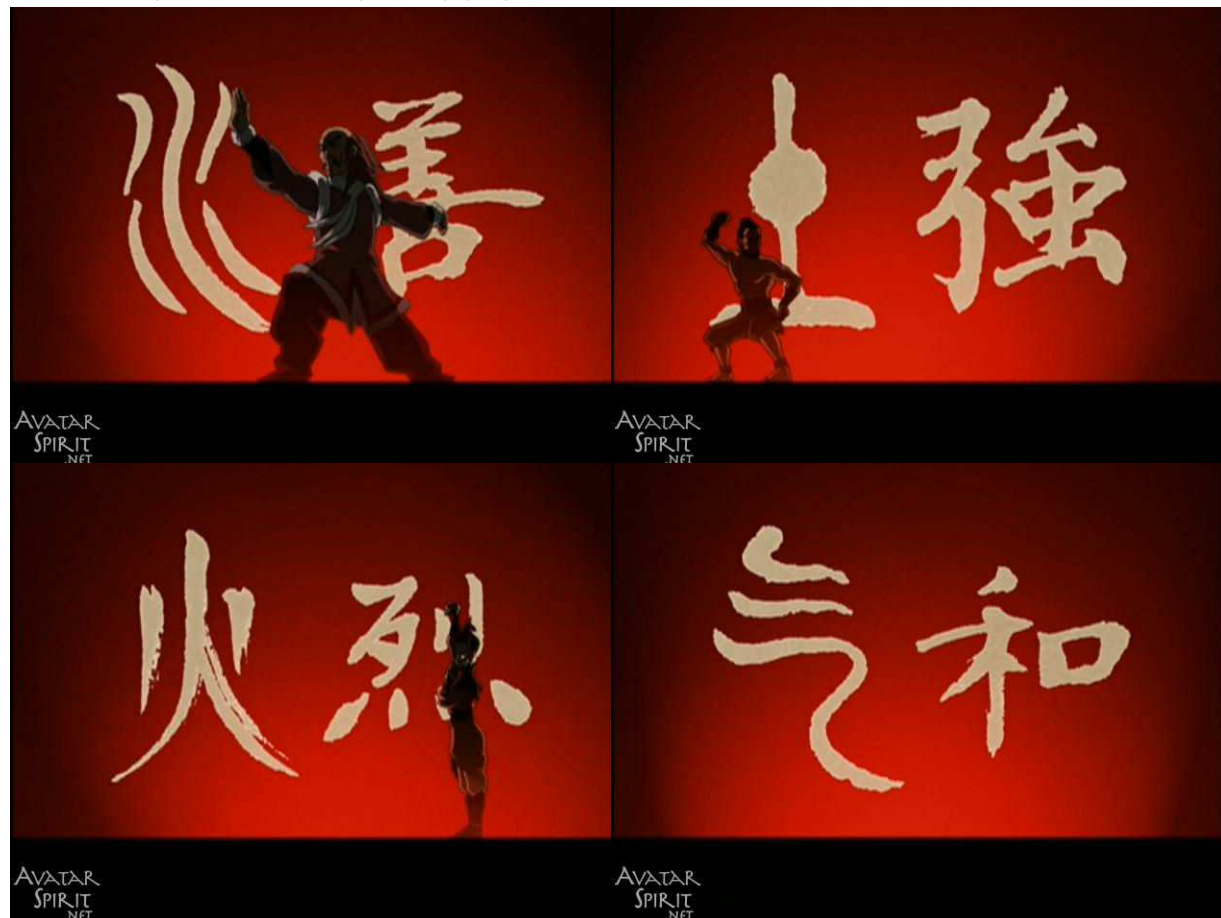
Unique Attribute (bending?) 1-10 pts/lvl

Unknown Superhuman Power (bending?) ? pts/lvl

PMV modifiers

Reverse duration/lvl

Area, Rng, Fast prog @1kg
Area, Rng, Duration, Targets



Waterbenders - +1 Soul, +1 Mind

Abilities Required: Hydrokenisis (minor or greater), Power Flux, Dynamic Powers (water), Unique Attribute (waterbending), Unknown Superhuman Power (waterbending)

Description: Waterbenders primarily live in two tribes – one in the north, the great city, and a sister tribe in the south. Although there's not much communication between the tribes, there are others sparsely throughout the rest of the world and have learned other abilities as well (plant control). Waterbenders are usually regarded as resourceful, given their harsh environments.

Abilities gained: Healing (waterbenders), Plant control (swampbender)

Skills gained: Animal Handling +1(rank), Area Knowledge +1, Boating +3, Climbing +1, Domestic Arts +2, Medical +2, Navigation +1, Power Usage +1, Swimming +1, Wilderness Survival +1

Class skills (at double rank): Boating, Medical, Navigation, Swimming, Wilderness Survival



Earthbenders - +2 Body

Abilities Required: Terrakenisis (minor or greater), Power Flux, Dynamic Powers (earth), Unique Attribute (earthbending), Unknown Superhuman Power (earthbending)

Description: Earthbenders primarily live in the eastern continent, in the great walled city, or in other kingdoms and outlying islands. They are the toughest and physically strongest of the four nations.

Abilities gained: Tunnelling (earthbender)

Skills gained: Area Knowledge +1, Boating +1, Intimidation +2, Military Science +1, Powerlifting +3, Wilderness Survival +2

Class skills (at double rank): Boating, Interrogation, Intimidation, military science, powerlifting, Wilderness Survival

Firebenders - +1 Mind, +1 Body

Abilities Required: Pyrokenisis (minor or greater), Power Flux, Dynamic Powers (fire), Unique Attribute (firebending), Unknown Superhuman Power (firebending)

Description: Firebenders generally live in the south-western, smaller continent or in other kingdoms and outlying islands nearby. They are the most ferocious and deadly of the four nations.

Skills gained: Area Knowledge +3, Boating +2, Driving +2, Interrogation +2, Intimidation +3, Mechanics +3, Military Sci +3

Class skills (at double rank): Control Breath, Driving, Interrogation, Intimidation, Mechanics, military science

Airbenders - +2 Soul

Abilities Required: Etherakenisis (minor or greater), Power Flux, Dynamic Powers (air), Unique Attribute (airbending), Unknown Superhuman Power (airbending)

Description: Airbenders live in one of four temples at the corners of the compass of the known world. They are the generally the most peaceful and spiritual of the four nations, mainly because of their monk-like culture and studies, delving deep into the mystical energies in bending.

Abilities gained: Flight (airbenders)

Skills gained: Acrobatics +2, Animal Training +1, Area Knowledge +2, Controlled Breathing +2, Occult +2, Physical Science +2, Power Usage +2, Ride +1, Sport +1

Class skills (at double rank): Acrobatics, Animal Training, Control Breath, Occult, Physical Science, Power Use, Ride, Sport

Avatar attributes ("feats")

Alternate Superhuman Form

Divine Relationship

Enhanced Stat

Metamorphosis

Reincarnation

Skills gained:

General Attributes = “Feats” spent with Char points

Agents – for nobles/ spies
Armor
Attack Combat Mastery
Combat Technique
Combo Attack
Damage Absorption
Damage conversion?
Energy Bonus
Extra Attacks
Extra Defenses
Henchmen – for nobles / spies
Highly skilled
Jumping
Massive Damage
Organizational ties – for nobles
Servant – for nobles
Special Attack
Special Defense
Special movement
Speed
Superstrength
Tough
Wealth – for nobles

Martial Arts feats:

Starting skill pts: 30, normal max skill lvl: 4, skill level ranks 1-12/lvl (10 lvls)
This value is increased by an additional 10 Skill Points for each Level of the Highly Skilled Attribute (page 22).
A character with the Unskilled Defect (page 57) has 10-60 fewer Skill Points.

SKILL LEVEL 1 Well-Trained. The character has some training and practice with the Skill.
2 Scholar. The character has moderate training and practice with the Skill.
3 Expert. The character has significant training and practice with the Skill.
4 Veteran. The character has comprehensive training and practice.

Skill pt cost per level (non-class skills)

Skill	High	Skills	High
	Fantasy		Fantasy
Acrobatics	4	Piloting	5
Animal Training	3	Poisons	4
Architecture	1	Power Usage	4
Area Knowledge	3	Powerlifting	3
Artisan	2	Riding	4
Biological Sciences	1	Seduction	3
Boating	2	Sleight of Hand	2
Burglary	3	Social Sciences	1
Climbing	2	Sports	1
Controlled Breathing	2	Stealth	3
Cultural Arts	2	Street Sense	1
Disguise	3	Swimming	3
Domestic Arts	1	Urban Tracking	2
Driving	5	Wilderness Survival	3
Etiquette	2	Wilderness Tracking	3
Foreign Culture	2	Writing	2
Forgery	1		
Gaming	1		
Interrogation	3		
Intimidation	3		
Law	1		
Management/Admin	1		
Mechanics	2		
Medical	3		
Military Sciences	1		
Navigation	3		
Occult	3		
Performing Arts	2		
Physical Sciences	1		

High	
Combat Skills	Fantasy
Archery	6
Melee Attack	6
Melee Defense	6
Ranged Defense	7
Special Ranged Attack	4
Thrown Weapons	3
Unarmed Attack	5
Unarmed Defense	5

6+ POINTS/LEVEL This is appropriate for Skills that define a particular campaign setting and will be vital in nearly all aspects of a story.

5 POINTS/LEVEL This is appropriate for Skills that will be used multiple times in a particular game session, or give characters extreme advantages.

4 POINTS/LEVEL This is appropriate for general adventuring Skills that characters will find useful in most story lines, or give characters significant advantages.

3 POINTS/LEVEL This is appropriate for Skills that are specialized enough that a character might use them only once in a typical session, but which are either of moderate utility or are likely to be important to the campaign.

2 POINTS/LEVEL This is appropriate for Skills that may be beneficial, but for which opportunities for use will probably not come up frequently.

1 POINT/LEVEL This is appropriate for Skills that are mainly used to flesh out character backgrounds, but which will not usually be important in play.

Other stats:

Base Attack Combat value: $[(\text{Body} + \text{Mind} + \text{Soul})/3]$

Base Defense Combat Value: $[(\text{Body} + \text{Mind} + \text{Soul})/3] - 2$

HP = $[(\text{Body} + \text{Soul}) * 5]$

EP = $[(\text{Mind} + \text{Soul}) * 5]$

Shock or stun (KO): HP/5 or (Body+Soul)

Sample Characters



Waterbender (powerful): Body +8, Mind +11, Soul +11

Abilities: Dynamic Powers (Water), Attack Combat Mastery (rank3, lvl1, +2Atk/lvl), Combat technique (rank4, lvl4, 1 technique/lvl), Energy Bonus (rank4, lvl2, +20EP/lvl), Healing (waterbenders) (rnk8, lvl2, +20HP/lvl), Special Attack (water bending) (rank8, lvl2, +20 atk dmg), Less capable (+2BP, Strength, -3 Body).

Skills: Animal handling2, Area Know 2, Boating 3*2, Climb 2, Domestic art 2, Driving (dogsled) 1, gaming 1, Medical 4*2, Navigation 3*2, Occult 3, Pwr Use 4, Sport 2, Swimming 3*2, Wilderness Survival 2*2, Wild track 2. Unarmed attack 2, Unarmed Defense 2, Special ranged Attack 4.

Attack Combat value: $[(8+11+11)/3] = 10 + 2 = 12$, Defense Combat Value: $[(8+11+11)/3] - 2 = 8$, HP: $[(8+11)*5] = 95$, EP: $[(11+11)*5] = 110 + 40 = 150$, Shock: $(8+11) = 19$

Waterbender Healer (moderate): Body +9, Mind +10, Soul +10

Abilities: Hydrokenisis (moderate) (rank1, lvl1, 1 person@touch), Combat technique (rank1, lvl1, 1 tech/lvl), Energy Bonus (rank10, lvl5, +20EP/lvl), Healing (waterbenders) (rnk12, lvl3, +20HP/lvl), Special Attack (water bending) (rank4, lvl1, +20 atk dmg), Less capable (+2BP, Strength, -3 Body), Concentration, full (+3BP) (waterbending).

Skills: Animal handling1, Area Know2, Boating 3*2, Climb1, Domestic art5, Driving (dogsled)1, gaming1, Medical 6*2, Navigation1*2, Occult 5, Pwr Use 5, Sport1, Swimming 5*2, Wilderness Survival 5*2, Wild track2. Attack Combat value: 9, Defense Combat Value: 7, HP: 95, EP: 100+100= 200, Shock: 19

Water Tribe warrior/scout: Body10, Mind10, Soul9

Abilities: Attack Combat Mastery (rank3, lvl1, +2Atk/lvl), Combat technique (rank3, lvl3, 1 tech/lvl), Energy Bonus (rank4, lvl2,+20EP/lvl), Special Attack (Boomerang) (rank8, lvl2, +20 atk dmg)

Skills: Animal Handling +1, Area Knowledge +4, Boating 3*2, Climbing +2, Domestic Arts +2, Driving (dogsled) 1, gaming 1, Intimidation2, Medical 2*2, military science2, Navigation 2*2, Powerlifting2, Power Usage +2, Sport1, stealth2, street sense2, Swimming 2*2, Wilderness Survival 3*2, Wild track2. Melee Attack 1, Melee Defense 1, Thrown Weapon (boomerang) 4. Boomerang, 8dmg, -2atk.

Attack Combat value: $9+2=11$, Defense Combat Value:7, HP: 95, EP: 95+40= 135, Shock: 19

"Swampbender": Body 8, Mind 9, Soul 9

Abilities: Plant_kenisis (flora/herba kenisis) / Power Flux (8 pts/mo), Attack Combat Mastery (rank9, lvl3, +2Atk/lvl), Combat technique (rank4, lvl4, 1 technique/lvl), Energy Bonus (rank6, lvl3, +20EP/lvl), Special Attack (swampbending) (rank8, lvl2, +20 atk dmg), Less capable (+4BP, Int & Cha, -3 Mind & Soul).

Skills: Animal Handling +3, Area Knowledge +3, Boating 3*2, Climbing +2, Domestic Arts +2, Intimidation +3, Medical 2*2, Navigation 2*2, Powerlifting +3, Power Usage +3, Sport +1, stealth +2, Swimming 3*2, Wilderness Survival 3*2, Wild track +3. Unarmed attack 2, Unarmed Defense 2, Special ranged Attack 2.

Attack Combat value: $8+6=14$, Defense Combat Value:6, HP: 85, EP: 90+60= 150, Shock: 17





Strong Firebender – Body +9, Mind +11, Soul +10

Abilities: Dynamic Powers (Fire), Attack Combat Mastery (rank6, lvl2, +2Atk/lvl), Combat technique (rank3, lvl3, 1 tech/lvl), Energy Bonus (rank6, lvl3, +20EP/lvl), Special Attack (firebending) (rank12, lvl3, +20 atk dmg), Less Capable (+2BP, Charisma, -3 Soul).

Skills: Area Knowledge +3, Boating +3, Climb+2, Control Breath 2*2, Driving +2*2, Interrogation +3*2, Intimidation +4*2, Mechanics +4*2, Military Sci +4*2, Navigation +2, Occult +1, Perf. Arts +2, Pwr Use+1, Ride+1, Seduction +1, Stealth +1, Street Sense +1, Wild Surv +1, Wild Track +1. Unarmed attack 2, Unarmed Defense 2, Special ranged Attack 4.

Attack Combat value:10+4=14, Defense Combat Value:8, HP: 95, EP: 105+60= 165, Shock: 19

Fire Nation Soldier (moderate firebender) – Body +10, Mind +10, Soul +9

Abilities: Pyrokenesis (moderate) (rank4, 10k, 10m range, 10cm area), Attack Combat Mastery (rank9, lvl3, +2Atk/lvl), Combat technique (rank2, lvl2, 1 tech/lvl), Energy Bonus (rank2, lvl1, +20EP/lvl), Special Attack (firebending) (rank8, lvl2, +20 atk dmg), Less Capable (+2BP, Charisma, -3 Soul).

Skills: Area Knowledge +3, Boating +2, Climb+2, Control Breath 1*2, Driving +2*2, Interrogation +3*2, Intimidation +5*2, Mechanics +4*2, Military Sci +4*2, Navigation +3, Ride+2, Stealth +2, Street Sense +2, Wild Surv +2, Wild Track +4. Unarmed attack 2, Unarmed Defense 2, Special ranged Attack 2.

Attack Combat value:9+6=15, Defense Combat Value:7, HP: 95, EP: 95+20= 115, Shock: 19

Fire Nation Noble (strong firebender) – Body +9, Mind +11, Soul +10

Abilities: Dynamic Powers (Fire), Attack Combat Mastery (rank12, lvl4, +2Atk/lvl), Combat technique (rank3, lvl3, 1 tech/lvl), Energy Bonus (rank4, lvl2, +20EP/lvl), Special Attack (firebending) (rank8, lvl2, +20 atk dmg), Less Capable (+2BP, Charisma, -3 Soul).

Skills: Area Knowledge +3, Boating +2, Climb+2, Control Breath 2*2, Driving +2*2, Foreign Cultures +2, Interrogation +3*2, Intimidation +4*2, Law +2, Management+2, Mechanics +3*2, Military Sci +4*2, Navigation +2, Occult +1, Perf. Arts +2, Ride+1, Seduction +2, Stealth +2, Wild Surv +1, Wild Track +2. Unarmed attack 1, Special ranged Attack 2.

Attack Combat value:10+8=18, Defense Combat Value:8, HP: 95, EP: 105+40= 145, Shock: 19

Fire Nation Spy / Scout – Body +10, Mind +11, Soul +9

Abilities: Attack Combat Mastery (rank9, lvl3, +2Atk/lvl), Combat technique (rank2, lvl2, 1 tech/lvl), Energy Bonus (rank2, lvl1, +20EP/lvl), Special Attack (nerve/chi pts) (rank4, lvl1, +20 atk dmg, -8 atk Called shot), Less Capable (+2BP, Strentgh, -3 Body).

Skills: Area Knowledge +3, Boating +2, Climb+2, Control Breath 1*2, Driving +2*2, Interrogation +3*2, Intimidation +3*2, Mechanics +3*2, Military Sci +3*2, Navigation +2, Perf. Arts +2, Ride+2, Seduction +4, Stealth +4, Wild Surv +2, Wild Track +4. Unarmed Attack 3, Unarmed Defense 2.

Attack Combat value:10+6=16, Defense Combat Value:8, HP: 95, EP: 100+20= 120, Shock: 19

Fire Nation Fighter – YuYan Archer – Body +10, Mind +11, Soul +8

Abilities: Attack Combat Mastery (rank6, lvl2, +2Atk/lvl), Combat technique (rank2, lvl2, 1 tech/lvl), Energy Bonus (rank2, lvl1, +20EP/lvl), Power Flux (4 flux pts/6 mo), Special Attack (archery) (rank4, lvl1, +20 atk dmg), Less Capable (+2BP, Strentgh, -3 Body).

Skills: Area Knowledge +3, Boating +2, Climb+2, Control Breath 1*2, Driving +2*2, Interrogation +2*2, Intimidation +3*2, Mechanics +3*2, Military Sci +4*2, Navigation +2, Ride+2, Stealth +8, Wild Surv +2, Wild Track +8. Archery Attack 2, Ranged Defense 1.

Attack Combat value:9+2=11, Defense Combat Value:7, HP: 90, EP: 95+20= 115, Shock: 18



Earth Kingdom Soldier (moderate earthbender) – Body +11, Mind +9, Soul +9

Abilities: Terrakinesis (moderate) (rank8, 100kg @100m, 10m area), Attack Combat Mastery (rank3, lvl1, +2Atk/lvl), Combat technique (rank3, lvl3, 1 tech/lvl), Energy Bonus (rank4, lvl2, +20EP/lvl), Special Attack (earthbending) (rank8, lvl2, +20 atk dmg), Less Capable (+3BP, -3 Charisma, -6 presence).

Skills: Animal training 2, Area Knowledge +4, Boating +1*2, Climb 2, Control Breath 2, Interrogation 2*2, Intimidation +4*2, Military Science +3*2, Powerlifting +5*2, Streetwise 2, Wilderness Survival +4*2, Wild Track 2, Write 2. Unarmed attack 2, Unarmed Defense 2, Special ranged Attack 2.

Attack Combat value:9+2=11, Defense Combat Value:7, HP: 100, EP: 90+40= 130, Shock: 19

Earth Kingdom absent-minded student: Body +10, Mind +12, Soul +9

Abilities: Attack Combat Mastery (rank3, lvl1, +2Atk/lvl), Combat technique (rank1, lvl1, 1 tech/lvl), Energy Bonus (rank4, lvl2 +20EP/lvl), Special Attack (heavy tome) (rank8, lvl2, +20 atk dmg), Concentration, light (studying)(+1BP), Less Capable (+3P, Perception -3Mind, Memory -6Mind), Easily Distracted (+2BP, Books).

Skills: Animal training 2, Area Knowledge +8, Boating +1*2, Climb 2, Interrogation 8*2, Intimidation +2*2, Military Science +3*2, Powerlifting +3*2, Streetwise 2, Wilderness Survival +2*2, Write 8.

Attack Combat value: 10+2 = 12, Defense Combat Value: 8, HP: 95, EP: 105+40=145, Shock: 19

Strong Earthbender – Body +10, Mind +10, Soul +10

Abilities: Dynamic Powers (Earth, 8 ranks, 1tonne, 100m area), Attack Combat Mastery (rank3, lvl1, +2Atk/lvl), Combat technique (rank4, lvl4, 1 tech/lvl), Energy Bonus (rank4, lvl2, +20EP/lvl), Special Attack (earthbending) (rank8, lvl2, +20 atk dmg), Less Capable (+2BP, Luck, -3 Soul).

Skills: Animal training 2, Area Knowledge +3, Boating +1*2, Climb 2, Interrogation 2*2, Intimidation +6*2, Military Science +3*2, Powerlifting +8*2, Streetwise 2, Wilderness Survival +4*2. Unarmed attack 2, Unarmed Defense 2, Special ranged Attack 4.

Attack Combat value:10+2=12, Defense Combat Value:8, HP: 100, EP: 100+40= 140, Shock: 20

Dai Li Agent – Body +11, Mind +10, Soul +9

Abilities: Power Flux (rank 4, level0, 4 flux pts/day), Attack Combat Mastery (rank9, lvl3, +2Atk/lvl), Combat technique (rank2, lvl2, 1 tech/lvl), Energy Bonus (rank2, lvl1, +20EP/lvl), Special Attack (nerve/chi pts) (rank4, lvl1, +20 atk dmg, -8 atk Called shot), Less Capable (Running Speed, Immune system, Manual Dex, Presence +4BP, -6 Body & Soul), Concentration, full (+3 BP, brainwashing).

Skills: Area Knowledge +4, Boating +1*2, Climb 2, Control Breath 2, Interrogation 8*2, Intimidation +8*2, Military Science +3*2, Powerlifting +3*2, Streetwise 4, Wilderness Survival +2*2. Unarmed attack 1, Unarmed Defense 1, Special ranged Attack 2.

Attack Combat value:10+6=16, Defense Combat Value:8, HP: 95, EP: 100+20= 120, Shock: 19



"Sandbender" - Body +10, Mind +8, Soul +8

Abilities: Terrakinesis/Power Flux (4 pts/mo), Attack Combat Mastery (rank9, lvl3, +2Atk/lvl), Combat technique (rank4, lvl4, 1 technique/lvl), Energy Bonus (rank6, lvl3, +20EP/lvl), Special Attack (swampbending) (rank8, lvl2, +20 atk dmg), Less capable (+2BP, Charisma, -3 Soul).

Skills: Animal training 4, Area Knowledge +6, Boating +1*2, Climb 2, Interrogation 0*2, Intimidation +6*2, Military Science +1*2, Powerlifting +3*2, Streetwise 2, Wilderness Survival +8*2, Wild Track 6. Unarmed attack 1, Unarmed Defense 1.

Attack Combat value:8+6=14, Defense Combat Value:6, HP: 90, EP: 80+60= 140, Shock: 18



Earth Kingdom - Kyoshi warrior: Body11, Mind10, Soul9

Abilities: Attack Combat Mastery (rank3, lvl1, +2Atk/lvl), Combat technique (rank2, lvl2, 1 tech/lvl), Energy Bonus (rank2, lvl1, +20EP/lvl), Special Attack (fan) (rank4, lvl1, +20 atk dmg)

Skills: Animal training 2, Area Knowledge +4, Boating +1*2, Climb 3, Interrogation 0*2, Intimidation +3*2, Medical 2, Military Science +1*2, Powerlifting +3*2, Stealth 3, Streetwise 3, Wilderness Survival +6*2, Wild Track 6. Unarmed attack 1, Unarmed Defense 1, Special ranged Attack 2. Attack Combat value:10+2=12, Defense Combat Value:8+2=10, 15% elemental shielding, HP: 100, EP: 95+20= 115, Shock: 20



Strong Airbender: Body +8, Mind +10, Soul +12

Abilities: Dynamic Powers (Aero) (rank7, 10m area, 1km range, 1person), Attack Combat Mastery (rank6, lvl2, +2Atk/lvl), Combat technique (rank4, lvl4, 1 tech/lvl), Energy Bonus (rank2, lvl1, +20EP/lvl), Flight (airbenders), Special Attack (airbending) (rank8, lvl2, +20 atk dmg), Less Capable (+2BP, Strength, -3 Soul).

Skills: Acrobatics +4*2, Animal training +5, Area Knowledge +4, Bio Science1, Climb2, Controlled Breathing +4*2, Navigation2, Occult +3*2, Physical Science +3*2, Power Usage +4*2, Ride +2*2, Social Science2, Sport +3*2, Write1. Unarmed attack 1, Unarmed Defense 3, Special ranged Attack 2.

Attack Combat value: 10+4 = 14, Defense Combat Value: 8, HP: 100, EP: 110+20=130, Shock: 20

Air Nomad monk – student or guru: Body +8, Mind +12, Soul +11

Abilities: Attack Combat Mastery (rank3, lvl1, +2Atk/lvl), Combat technique (rank2, lvl2, 1 tech/lvl), Energy Bonus (rank4, lvl2, +20EP/lvl), Special Attack (heavy tome) (rank4, lvl1, +20 atk dmg), Concentration, light (studying)(+1BP), Less Capable (+2BP, Strength, -3 Soul).

Skills: Acrobatics +4*2, Animal training +2, Area Knowledge +5, Bio Science 3, Climb2, Controlled Breathing +4*2, Navigation 4, Occult +4*2, Physical Science +4*2, Power Usage +4*2, Ride +1*2, Social Science 4, Sport +1*2, Write 4.

Attack Combat value: 10+2 = 12, Defense Combat Value: 8, HP: 95, EP: 115+40=155, Shock: 19

Rules of engagement : combat

Elemental Bending spells for Dynamic Powers (benders)