

Wizard/Melee Airbender House Rules

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1 Martial Talents

Expanding on the Unarmed Combat Talent, we now have different, inclusive, martial arts that have different abilities. Now instead of just UC, it is Martial Arts: Waterbender (or which ever nation). Each Nation has different abilities composed of combinations of the following list of martial abilities. Each Bender is required to be at least level 1 as their magic depends on a basic understanding of Martial Arts. The local martial art also includes two weapons talents. The Bender will pick two weapons to be proficient in and those will be included in their nation's Martial Arts training. A third weapon will require you to take that talent specific talent using the usual IQ space. Each level of MA cost 3IQ points.

MA levels I-III requires an IQ of 10 or higher and an AdjDX of 10 or higher (i.e. if you have a DX of 12 but are wearing chain mail, you can't use your martial art). MA higher than III only has the IQ requirement to have the skill (12 and 15) and a AdjDX of 12.

In the Bender Scenario the split between Hero/Wizard is greatly blurred. You can choose to emphasize the Martial or Bending side by leaving, say, your Martial Art at level I, but choosing a bunch of spells. Or you can take a bunch of MA, but only have 1 or 2 spells. Or split it down the middle. There are some balance issues with normal Wizard/Melee characters as they get both so easily. I have tried to make this as small as possible with high entry standards (i.e. high DX/IQ) and have also allowed my Hero's access to these Martial Arts in addition to things like Weapons Master which I will often dis-allow to the Bender (so an MA:II Firebender with Weapons Master is a pretty potent combination even without bending ability). We have added Elementals from ITL since it seemed such a logical fit (the bender world didn't specifically have elementals).

All Nations gain HtH and other advantages from increasing their Nation's local Martial Art. So there is a HtH bonus of the differential between your MA levels. An MA:III earthbender gets 2 points bonus damage in HtH against an MA:I firebender. Also, contest saves involving any of the Martial Talents below get the bonus/detriment relative to the MA level differential.

Benders, like other Wizards, can't wear iron armour. We have replacements for most of them (say ice armour for water benders and special hardened obsidian for earth benders, etc). We've made exceptions for Firebenders on an ad hoc basis. We have not had call for, or developed, a metal bender.

Kiyoshi don't have bending, so I have given them some advanced martial arts to balance (I generally don't allow benders to be Kiyoshi and vice versa, but some of their martial abilities are pretty awesome).

- **Disarm** Contest save DX vs. DX. Disarmer must use this as his attack option and make a "to hit" against AdjDX. If successful, then the contest save. If you have a higher UC than your opponent, add 1 to your DX for the contest save for each level of UC (of whatever nation) difference, and conversely if lower, subtract one per level of difference. For example a UC III: AirBender

tries to disarm a UC1: WaterBender. The Airbender adds two to his DX for purposes of rolling the Contest Save. Adjustments: 2H weapon disarms 1H weapon: add 2 to Disarmer's DX for purposes of the contest save only (not the "to hit" roll). 1H weapon disarms 2H weapon: subtract 2 from Disarmer's DX for purposes of the contest save only (not the "to hit" roll). In HtH you can disarm your opponent's dagger/fan/boomerang.

- **Dodge/Defend** Like in AdvMelee. If you have multiple defense this will only count as one defense. You can dodge/defend an attack at -2DX. For each level you have more than your attacker, you can subtract 1 from their AdjDX to hit you (in addition to the defensive bonus from dodge/defend) and vice versa.
- **Grounded** One whose long practiced stance is low, stable and moves with the lines of force elegantly. The practitioner will have highly developed core and balance muscles (calf, obliques, etc). They resist pins, throws, disarms and take downs. Think some of the Renaissance wrestlers like Nicholas Petter or Japanese sumo. This lets the Grounded one pick the highest of ST or DX to make the contest save and adds +1 to the contest save as an adjustment for the contest save, plus an additional 1 for each level of Grounded Art is above the potential thrower/disarmer/etc. Extra +1 to DX when bracing for charge attack with pole arm.
- **Heavy Strike** User must call this before attack roll. Use of stance, line of force mismatch and leverage to deliver a heavy blow. Can be only blow even if there is a multi-attack option, does normal damage, but a contest save ST of attacker vs DX of victim. If the victim succeeds he is knocked back, if he fails, he drops his weapon and is knocked back. If attacker misses initial "to hit" roll, he is exposed to counter attack (+2 to opponent's next attack).
- **Leaping Dodge Attack - Kyoshi Only** May run full MX and still take the Dodge option, or may go half MA and leap dodge into HtH. Can dodge the pole arm set to take charge attack.
- **Multi-Attack** Allows two attacks per turn. Can't be coupled with charge attack. At MA I the first/second attack are at -2/-3 DX, at MA II -1/-3, at MA III and higher -1/-2
- **Multi-Defense** Allows two parries per turn (against same or different opponents). Only action you can take that turn.
- **Multi-Weapon** Reduces the penalty for multiweapon use, coupled with multi-attack makes for a potent fighter. Reduces DX penalty by 1 for each attack if attack once with each weapon. Can be any two one handed weapons. Coupled with Multi-Attack makes a hit point dealing machine.
- **Redirect** If opponent misses in normal engaged or HtH combat then they are -2DX next turn if Redirector makes DX roll (assumed to have knocked opponent off-balance/out-of-line).
- **Take Down** Like Throw but done in normal combat with an appropriate weapon (two handed with some length, or a whip, etc). No stun, just knocked

down. Attacker must make a successful "to hit", then a contest save of average of ST/DX of attacker vs opponent. +1 to attacker if he has a two handed weapon with a hook/spike/etc). This can be the only attack, even if the attacker has the multi-attack option. If you miss the "to hit" portion, you are vulnerable to counter-attack, opponent gets +2 to hit you.

- **Throw/Pin** Throwing in HtH lets the victor throw the victim into an adjacent hex of his choosing where he is stunned for one turn, then may spend the next turn getting up. Both are out of HtH Combat. For every level of UC you have more than your opponent, add 1 to your AdjDX in the contest portion of the Throw/Pin. Like Disarm, you must first make a successful attack, then you can roll a contest save to Pin/Throw. Same adjustments as Disarm in terms of differential in UC. Pin works the same as a Throw, but the person is held fast for 2 turns and then gets a contest save every turn after that (STvsST).

2 WaterBending

Water bending has a flowing, dance like feel to it, giving way when pressed (Dodge) but when the advantage is felt, they flow rapidly over their opponent like a rushing stream (Take Down). No blood bending, but if you like, make it an IQ17 or 18 spell with downsides like 3 turns to cast with Contest Save or such.

2.1 Martial Talents (Aikido)

Disarm

Dodge

Take Down (with mundane or water whip or naginata)

2.2 Weapons

Whip

Trident

Boomerang - returns unless hit something big. 1+2, can be used as dagger in HtH
War Club (like War Hammer)

Dao/Falchion

Whale Tooth Naginata - 1+3 (heavier), ST11. PoleArm.

2.3 Spells

- Freeze (IQ12, 4ST) T - Like Wizard
- Ice Blast (IQ13, 3ST) T - 1D to all in MH, all damaged -2DX to chills, creates stationary MH frost cloud

- Water Heal(IQ12) T - 6/1 heal ratio with any clean water, 5/1 with clear natural running spring
- Water Whip(IQ11, 2ST/5Turns, 1D) S - whip with 3Hex range, can disarm or take down
- Water Rope(IQ11/14, ST2/5) C - Like Rope and Giant Rope
- Water Shield(IQ, 2+1) C - Like StoneSkin series but moveable and twice as effective against fire
- Water Wave(IQ11/13, 3+1) T - less damage than whip, but more likely to knock down (1-hex, mega-hex)
- Water Blast(IQ14,3) T - from on high, mega-hex (even less damage, but highly likely to knock over)
- Water Ball (IQ12, 2+1) T - rapid movement, near water source
- Rain (IQ12,4ST) C - 12 turns, MH puts out all fires/lighting, magical or otherwise.
- Water Tornado (IQ 12, 2+1) C - 2Hex moves like fog spell but knocks over over and some damage
- Mist(IQ9, 1ST) C - Like Darkness
- Ice Armour (IQ12, 2+1) T - Like Stone Flesh but only good for 2pts armor.
- Frost Cloud(IQ12/14/16, 2/4/5ST) C - 7HexDragon Rules
- Summon Elemental(IQ13, 3+1) C - Frost Elemental 16ST touch does 1d (-2DX for 2 turns for chills). Normal weapons do half-damage, immune to cold/water attacks. Water elemental. 20ST damage 1+2 knock down.

3 Air Bending

Airbenders are fleet of foot, prizing dexterity, not being where the attack is, redirection of force and disarmament to resolve conflict peacefully if possible.

Note: Airbending has a special sub-discipline, Sonics, that should be kept separate. Sonics shouldn't have any other advanced air spells (like any ability to fly or summon elemental, maybe Air Blast and Mist), and normal airbenders probably shouldn't have any Sonics spells outside maybe a simple Audible Illusion (or if you must, bump the IQ requirement by 1 or 2 for non-Sonics, etc).

3.1 Martial Talents (Tai Chi)

Redirect

Dodge

Disarm

3.2 Weapons

QuarterStaff

Spear

Sai/Main Gauche

Rapier

Dart Gun

Fourche de Guerre (Sonics)

3.3 Spells

- Air Scooter(IQ13, 2+1) C - like flight but only 8 feet high max
- Air Blasts(IQ9, 2+1) T - Avert, start with knocked back 2 and pushes 1 hex per turn
- Fly with Staff(IQ14, 1+1) T - like flight but cheaper
- Air Shield(IQ11 2+1) T - megahex but weaker than water/earth shield, stops 2 points, disperses Mist/Frost Clouds)
- Mist(IQ9, 1ST) C - like darkness
- Tornado(IQ12/15, 1Hex/1MH, 2+1/3+2) C - moves 3HEX/turn 1+1 knock-down Contest Save IQ vs. ST for every turn in the tornado. Suffer 1pt damage if knocked down, armor does not prevent damage
- Air Cushion(IQ11, 1+1) T - allows tree/wall climb, levitation
- Sonic Blast(IQ12, 1/per die) M - damage 1-2, but contest save to avoid stun for 2 turns, if save then DX-2)
- Parabolic Sonic(IQ13, 3+1) M - aimed sonic beam, 2hits, then 3hits, then 4. Contest Save vs. IQ of wizard to avoid stun every turn)
- Audible Illusion (1Hex/1MX, IQ9/11, ST 1/2) C - create audible illusion from any hex in creation spell distance
- Break Object(IQ12, 2/turn) T - find resonant frequency. Glass 3 inch thickness per turn, Wood 1 inch thickness per turn, Steel 0.5 inch thickness per turn: object must be stationary, moving objects you have to try to "hit" it at -3DX every turn)
- Sonar(IQ8, 1ST last 5 turns) S - gives a mage site like ability even through thin material or thicker if more time is allowed to scan

- Summon Elemental(IQ13, 3+1) C - Sylph ST14. Throw only 1-1 fall. Save vs. ST to avoid 1 turn stun. Fly, carry up to 20lbs, whip up dust like a shadow if expends 3MA in dusty hex

4 Fire Bender

Fire benders prize rapid strikes to get ahead of the time of defense.

4.1 Martial Talents (Northern Shaolin Kung Fu)

Multistrike
MultiWeapon
Defend

4.2 Weapons

Butterfly Swords (broadsword?)
Naginata
Spear
Long Bow
Darts

4.3 Spells

- Smoke Explosion (IQ12, 3) T - MegaHex of smoke that billows out to Mega-Mega-Hex in 3 turns (1 hex per turn). Then goes away in 3 more turns.
- Fire Blast(IQ12) T - like blast but does 1+2 damage
- Fire Punch/Kick(IQ10, 1+1) S - adds 1-1 damage to any physical attack (HtH, hand held weapon)
- Fire Ball(IQ12, 1per) M - 1-1
- Fire Jets(IQ13, 2ST) S - 1Hex-by-3Hex stream of fire doing 2-1. Large creatures (20ST+) can block those behind them of smaller size
- Fire Wall (IQ9/12/16, 1/3/7HEX, 1/2/4ST) C
- Fire Shield(1Hex/MH, IQ10/12, 1+1/2+1) T - Causes 2 hits to all who cross it, blocks 2 hits incoming (blocks 3 hits vs water/ice)
- Heat/Light (IQ8 1ST/Day) T - like Wizard
- Create Fire (IQ9, 1ST) C

- Fire Tornado (IQ13,15 1Hex/1MH 2+1/3+2) C - moving up to 3/Hex per turn after first, 1+3 damage to all caught in the tornado
- Summon Elemental(IQ13, 3+1) C - Salamander. Like Wizard/Melee bestiary but with 14ST.
- Lightning (IQ15) - same as the Wizard spell, but I require a IQ15.

5 Earth Bender

Earth Bending prizes low broad stances that get under the opponents center of gravity allowing throws, leveraged strikes and well grounded defensive moves.

I have not really included metal or lava (with Korra) bending here, I had no call for it and not sure how to work out balance with metal benders (i.e. surely they can use iron, etc). Let me know if you have a good way to do this. My usual strategy is to bump up the IQ requirement of specialist spells that tip balance, like lighting for the Fire Bender above, and then restrict them from doing more advanced normal Earth Bending spells.

5.1 Martial Talents (Hung Ga)

Grounded
HeavyStrike
Defend

5.2 Weapons

Hammers/picks/maces
PoleHammer
Crossbow
Lochabar Axe (PikeAx)

5.3 Spells

- Wall (IQ 11/13/16 , 2/4/6) C - like Wizard spell
- Earth Shield(IQ13, 2+1) T - Stone Flesh
- Move Earth (IQ9/11/14, 2/3/5, Hex, 3Hex, MH) T - this is the basic slow move and not as useful in combat. Takes 5 turns to move the earth into place.
- Stone Missile(IQ12, 2ST) M - launch largish rock. 2-1 damage, knock down ST of Earthbender vs. ST of target (alternately you can see this as a ridge running

along the ground towards the target and then a column of rock popping up and hitting them in the chest)

- Earth Blast(IQ12, 3ST) T - 1D to all adjacent, knock down Contest Save
- Sink/Quicksand(IQ12/14, ST2/3) C - 2Hex and MegaHex acts like Sticky floor (1MH movement). Save vs. DX each turn or immobile)
- Open Crevice(IQ10,12,13, 2,3,4, 2/3/5 Hex) T - Open a crevice starting in an adjacent hex and traveling x many hexes in a single direction. Contest Save DX vs DX to avoid falling in (1-1 damage and 2 turns to crawl out making DX roll each turn)
- Hammer Blow (IQ10, 3ST) T - adds 1D to unbalanced weapon (hammer, pick, mace, halberd/pikeax/naginata) damage - lasts 5 turns
- Summon Elemental(IQ13, 3+1) C - non-flying gargoyle, but can sink into the ground and travel full MA (good sneak attack)

6 Kyoshi Warriors

Masters of close quarters and HtH, can use all talents in HtH. Damage bonus can be higher of ST or DX in HtH with steel Fans (which work like daggers/cestus). No missile weapons in the shows, and they are fairly powerful otherwise, so no special abilities there.

6.1 Martial Talents (Wing Chun?)

The Kyoshi may choose 4 martial abilities from the list below since they have no spells, but still only costs 3IQ per level to advance.

Disarm
Dodge/Defend
Leaping Dodge Attack
MultiAttack
MultiWeapon
Throw/Pin

6.2 Weapons

- Fans - Can be used in Melee 1+1, HtH (use best of ST or DX to figure out damage per HtH rules). These fans can fully extend into a buckler.
- Bastard Sword (katana) (often used with a fan turned into a buckler)

7 Bestiary

1. Boar-Q-Pine - 2Hex - ST 35 IQ 5 DX 10 - Bite 1+2. Charge 1d and Knock Down Contest Save. Quills are barbed stick and -2DX and 1 Hit per turn until 2 turns are taken to remove them.
2. Flying Bison - 7Hex (including tail, but more like a 4Hex dragon) - ST 40 IQ 7 DX 9 - Bite 2+1. Tail air blast can knock down and back 2 hexes any 1Hex creatures that are directly behind the bison by 1 or 2 hexes.
3. Mongoose Dragon - 3Hex long - ST 25 IQ - 6 DX 10 - Bite 1+3, tail 1D. Can carry two riders and walk on water for short distances
4. Polar Leopard - 2Hex - ST 25 IQ - 6 DX 11 - Claw/Bite 2D
5. Rhemoraz - 3Hex long - ST23 IQ 5 DX 14 Bite 2-1, heat 2+2
6. Vulture Wasps - ST 6 IQ 4 DX 13 - sting 1-1 with contest save vs 10ST poison, if failed reduce DX and ST by 2 for 1 hour. Only found as part of a hive and likely will never be alone. If found alone, will not attack unless utterly trapped with no possibility of escape.

References