

Waterbending:

With whatever ability used, selecting a source that's in a liquid form, should turn its date into <flowing_water>. After that, the direction the cursor is swiped to will determine the directional flow of it. This can be defined as a minor passive, with the application of easily changing the channel of where the water block should flow towards in regardless of the geographical directions situated.

Passives:

MeltedFall - If a waterbender is about to plummet to their ice pavement death, instead of regenerating their bones to health after breaking those with the fall - max 3x3 water bed should jut up from the ice blocks to cushion the fall. Or have the waterspout automatically toggle-on after reaching the certain storyheight, regardless whenever the bind is selected. Far more realistic in my opinion.

Watermanipulation, live up to your name!

- Instead of dealing damage, it should trigger a 2 second cooldown on the opponent with their selected bind and break blocks fundamentally like a wooden pickaxe.
 - Should follow the cursor like a yo-yo with an invisible string.
 - Can hit the victim up to 5 times.
- Left clicking the source, then tap and holding sneak: should lift the block near the user's torso.
 - Left clicking (air) spot should move the sourced block there where the cursor was aimed at.
 - Right clicking on an 1x1x1 (air) hole should fill it with the water block.
 - Right Clicking something else should evaporate it.
 - Letting go of the sneak should rever the block back.

Torrent:

- Tapping sneak at the source, then left clicking should send the directable blast that deals only damages.
- ~~Tapping sneak whilst pointing cursor above the water pool, should pull a stream towards you, which gives two options:~~

- ~~Pass it onto another waterbender (who selects the same ability and holds sneak to grab the stream) and create~~
- Ring:
 - Switching to IceSpike, the waterbender would be able to rapid shoot ice shards from the water ring, via left clicking
 - Blast: freezing should be removed (instead, phasechange gets to be incorporated),
 - Omnidirectional wave: should be one block thin stream, and rather sweep clock-wise instead of bursting outwards.
 - WaterGimbal: while keeping the ring sustain, you can left click same/anoter source and hold sneak: to create another one and rotate both diagonally facing away each other.
 - Upon shooting both (one left click), this would push entities away and drag them far upon contact (like Jedcore's waterflow, except limited to the ground level).

Surge:

- Freezing should be removed (instead, phasechange gets to be incorporated),
- Neither sending a wave or forming shield should require the step of selecting, If the waterbender wants to send/form one straight in line of sight. Left clicking a player/mob that's near the element should also push the wave from near-by source.
- Shield should stream from the water and arise when from the snow/ice without detaching itself from the source (unless it is bent through waterbottles.
- Fenced up obstacles shouldn't stop/prevent the big ass wave from approaching.
- Waterbottlebending should form the shield player-sized and the wave should look more like torrent blast that is thinner at the end of its tip.

Phasechange:

- Switching to this bind while Torrent blast and Surge shield/wave is progressing, those constructs should still continue on what they were doing, but left clicking should respectively freeze one another (if they are the user's created):
 - If torrent blast doesn't hit a living being, but you still manage to freeze it - the whole stream should stop and turn it into water.
 - If torrent blast does hit someone, it should only induce slowness to the target , unless they're pushed with their backs against a solid structure - then yes, it should freeze the opponent but in 3x smaller ice dome.

Waterarms:

- An ability that would preferably fit without a multiabilityAPI, but be depented with the back-and-forth switching through relative abilities.
 - Waterarms Punch: watermanipulation
 - Waterarms Freeze: icespike

- Waterarms Spear: torrent.
- Grapple and Grab combined: first one works by clicking a block, latter - a mob/player.
- Grapple nerf - should work only on uneven/scalable *vertical* surfaces.
- Grapple should have a swing feature.
- WaterBottlebending should change its features and looks:
<http://projectkorra.com/threads/waterarms-through-bottles-use.4223>

WaterSpout:

- FastSwim removed, WaterSurf (- limit that makes fastswim possible above the water surface) implanted.
 - Should also work on snow and ice.
 - Holding sneak while looking downwards should catapult the user, but unlike Catapult - on tier 1 only.
 - When riding down the mountain, it should create ice (blue-ish dyed leather) boots.... Eska&Desna reference.

Icebending:

IceSpike:

- Pillars are static (reverts as slowly as RaiseEarth)
- IceBlast implanted.
 - Respawns quickly, so you can rapid fire, but can be easily destroyed with a punch during mid-fire.
- Left Click (without source selected) - conjures a barrage of iceberg spikes on cold environments (icespike, but straight-directional (Eska&Desna vs Ming-hua) | sends ice daggers from a nearby element to the aim target.

Cryo Breath

- Icy breath (particle) animation
 - Can turn a non-heated block into ice within half a minute.
 - Can freeze water in deep bottom, but not the surface.
 - Can freezes users that recently *were* submerged in water
 - Long Cooldown.