

Art by Michal Kváč

Generating a Character

1. Roll 3d6 in order for three primary attributes: body, spirit, and luck.
2. Your starting HP is 10, starting attack and dodge bonus is 0, and starting save is 15. You can carry a number of items equal to your body attribute.
3. Pick your kind:
    a. El Doradan (usually chaotic evil): start with a custom technique or item based on your species or culture. We'll talk.
    b. Salamander (usually lawful evil): never get fatigue for traveling, take minimum damage from environmental hazards. Must test your spirit to flee from a fight or skirmish after they have been hurt, and to avoid sulking after failing to get their way.
    c. Damned (usually neutral evil): Name your most prominent sin and get it as an extra skill. Demons prefer attack you to others.
4. Pick your class. It gives you starting abilities, skills, and equipment. You can only be a mine rowdy if you are an El Doradan, a salamandrine guide if you are a Salamander, and an idolator if you are Damned. All other classes are available to all kinds.
5. Pick a technique.

Classes

Bender

Equipment: A backpack, a bedroll, and equipment befitting your bending type (a glider staff, a waterskin, etc.) or a weapon.
Starting Skill: dancing, one other
A: Bending, +1 BD

- Bending: You are one of the four types of bender - water, fire, earth, or air. You start with 1 Bending Die (BD, it's a d6), and have an extra Bending Die if you aren't wearing armor. Bending Dice can be used for attack, defense, or mobility (more on this in the Combat section). They're depleted on a roll of 6, and regained with a good night's sleep. Minor non-combat uses of bending may not require a BD roll for effectiveness and depletion depending on how significant they are. You need at least one limb or a weapon free to bend, unless you are an air or fire bender, in which case you can use your mouth. Some bending may require specific motions at DM's discretion. Each type of bender also has a benefit from their type:
    - Water: You have a +1 to BD rolls at night.
    - Fire: You have a +1 to BD rolls in the day.
    - Earth: You have +1 to BD rolls to defend.
    - Air: Your jump distance is doubled, and you only take half fall damage.

Warrior

Equipment: A backpack, a bedroll, light armor, and two weapons or a weapon and a shield.
Starting Skill: entrenchment, one other
A: Armored, +1 Attack, +1 HP

- Armored: Your dodge penalty for armor is reduced by 1.

Acrobat

Equipment: A backpack, a bedroll, a rope and grapnel, and a weapon.
Starting Skill: climbing, one other
A: Acrobatic, +1 Attack, +1 Dodge

- Acrobatic: While not wearing armor, your jump distance is doubled, and you only take half fall damage. You can jump off of walls and wallrun without making a check.

Rogue

Equipment: A backpack, a bedroll, a rope, lockpicks, and a weapon.
Starting Skill: sleight, one other
A: Sneak Attack, +1 Attack, +1 Stealth

- Sneak Attack: Your attacks deal double damage if your target is unaware of your presence.

Mine Rowdy (El Doradans only)

Equipment: mattock, sieve, whip, a box of devil cigars, lantern full of glowing lemures (harmless)
Starting Skill: Prospecting, one other
A: Bully, Stonecunning

- Bully: once per round, attempt to push or sunder for free.
- Stonecunning: you get advantage on checks to investigate stone, gas, and metal.

Salamandrine Guide (Salamanders only)
Equipment: an ash walking stick, dark garments that would fit over armor, 2d4 rations only a salamander would eat, a boomerang, and a charm
Starting Skill: weather prediction, one other
A: Group Hate, -1 Save, +1 Sneak

- Group Hate: When an ally hits a flanked foe, deal 1d6 damage

Idolator (Damned only)
Equipment: holy book, grappling hook, a bronze idol, a betting pool on how you will die, and light armor
Starting Skills: demonology, heresies, one other
A: Idolatry, Jinx, +1 Idol Dice.

- Idolatry: roll dice to summon [sum] 1 HD demons (who seek to destroy all sinners, including you).
- Jinx: roll idolatry dice to cause malfunctions.

d12 Idolator Dead Pool (contribute 100 XP to next character if you "die" in this way)

1. By water
2. By fire
3. By sword
4. By beast
5. By upheaval
6. By plague
7. By strangling
8. By stoning
9. In a lonely slip
10. By barbiturate
11. For your greed
12. For your hunger

Mechanics

Combat

Generally, on your turn you can move and act - acting is attacking, bending, or other miscellaneous things. You can jump 25 feet up, jump 50 feet horizontally, or run 75 feet on flat ground. More complicated movement may require a Body check. Initiative is individual initiative on a d20 modified by either Body or Luck.

Mundane Combat

Mundane combat works by opposed rolls. The attacker rolls Attack, and the defender rolls Dodge. Melee weapons have 5 foot range, or 10 foot range if they have reach. You can make an attack of opportunity against an opponent who leaves your range if you're using a melee weapon. You can use ranged weapons without penalty within the given range and with a -4 penalty to hit within twice that range. You can't attack a target outside that range, and you have a -4 penalty to hit a target within melee range.

Bending Combat

When you use bending to attack in combat, you can roll any number of BD you have to attack, dealing [sum] damage. Your opponent can either defend with bending - rolling any number of BD to negate [sum] damage, or can attempt to dodge. If they dodge, the procedure is the same as for a mundane attack. Dodging a bending attack should involve a significant amount of motion (doesn't count against movement on your turn). Bending doesn't have a specific range - that depends on common sense and how you describe your attack.

Gear

Weapon	Damage	Slots	Properties
Polearm	1d10	4	Reach, two-handed
Sword	1d8	1	-
Spear	1d6	3	Reach, thrown 25 ft.
Dagger	1d6	1/3	Thrown 25 ft.
Unarmed	1d4	-	-
Bow	1d6	2	Ranged 200 ft.
Thrown*	1d4	1/3	Thrown 50 ft.

*Boomerangs, darts, shuriken, etc.

Armor	DR	Slots	Dodge
Light	1	2	-1
Medium	2	3	-2
Heavy	3	4	-3

Shields take up 2 slots and give +1 Dodge.



Art by Dominik Mayer

Techniques

Techniques are the meat of Avatar GLOG. You get one technique automatically at 1st level.

Air Sphere
Prerequisites: Airbender A
You summon a ball of air to move around on. Your movement speed is multiplied by [dice] + 1 and you can move along walls.

Vibration Sense
Prerequisites: Earthbender A or Mine Rowdy A
You can sense anything moving while touching the ground or any underground structures within 200 feet.

Resourceful Sourcing
Prerequisites: Waterbender A or Salamandrine Guide A
You can always get at least a little water, from such odd sources as plants or your own sweat, without penalty or rolls.

Rough Skin
Prerequisites: Firebender A or Idolator A
You get DR 1 against damage from heat or fire.

Boomerang Master
Prerequisites: Warrior, Acrobat, Rogue, or Salamandrine Guide A
If you throw a boomerang, it will return to you no matter what. If you hit with a boomerang on a modified roll of 20 or above, the target must Save or be incapacitated for a round.

Thrown Weapon Master
Prerequisites: Warrior, Acrobat, or Rogue A
You have an effectively infinite supply of hidden thrown weapons. If you hit a thrown weapon attack against a target adjacent to a wall, you can pin one of their limbs.

Cry Havoc
Prerequisites: Idolator A
When you summon demons, you may roll twice as many Idol Dice and take the best.

Contract Drafting
Prerequisites: Mine Rowdy A
You can always read between the lines of deceptive contracts. Start with up to four hirelings who want to kill you.

Beastmaster
Prerequisites: Salamandrine Guide A
You may convert 1 damage taken from animals and monsters into fatigue each time it hits you.

Card Master
Prerequisites: Rogue, Mine Rowdy, Salamandrine Guide, or Idolator A
You always have a deck of tarot cards within reach. When you play a game of cards with someone, you can read their character sheet or stats, if any.



Art by Zdzisław Beksiński