**Airbender**

Main Statistic: Dexterity

Airbending [Styles]: Style 1 (Traditional), Style 2 (Soundbending), Style 3 (Nomadic)

Suggested Feats:

Creating an Airbender:

1. During character creation Dexterity must be your highest statistic.
2. Choose one of the [three] airbending styles. [This is a permanent choice.]

[Style] Features:

1. Style 1- During the pooling phase when selecting d6 airbenders will gain plus two to their dice pool.
2. [Style 2- During the rolling phase you cannot roll the maximum or minimum of your die tier if you do re-roll those die. **E.g.** A style 2 airbender cannot roll a 1 or a 12 on a d12 if they did they would re-roll all 1’s and 12’s (repeat as needed).]
3. [Style 3- During the rolling phase if you roll 5 or more die you can re-roll 1 die that has no match.]

Airbending Skills:

* Air Low 1: You may re-roll during pooling phase up to two times.
* Air Low 2: You take and deal no damage this turn.
* Air Med 1: Set aside 2 dice, increase the magnitude by one and for the other die decrease the magnitude by one.
* Air Med 2: Your opponent must have a higher defensive magnitude by at least 2 to deal you damage. **E.g.** An airbender with 6 defensive magnitude will take 0 damage from a bender with 7 defensive magnitude, but would take damage from a 8 or higher defensive magnitude.
* Air High 1: For each dice roll past a pair you may increase you magnitude by 1. **E.g.** three 3's would be plus one magnitude making your set 3 4’s.
* Air High 2: You may roll any dice size with your airbender passive. You may re-roll during pooling phase up to two times.

**Earthbender**

Main Statistic: Constitution

Earthbending [Styles]: Style 1 (Military), Style 2 (Pit Fighter), [Style 3 (Dai Li)]

Suggested Feats:

Creating an Earthbender:

1. During character creation Constitution must be your highest statistic.
2. Choose one of the [three] earthbending styles. [This is a permanent choice.]

[Style] Features:

1. Style 1- If during the rolling phase earthbenders have selected d10’s, they can change one die’s magnitude by 1.
2. [Style 2- During the beginning of the pooling phase a style 2 earthbender can increase their chi by 1/5 (rounded up), if they do during the rolling phase they cannot put die in defense.]
3. [Style 3- During the pooling phase style 3 earthbenders can sacrifice their chi pool to roll 1 die of any tier during the rolling phase. This die’s magnitude becomes the benders attack and defense for the shooting phase. **E.g.** Rolling a d10 the earthbender gets a 5. This turn his attack and defense magnitudes are 5.]

Earthbending Skills:

* Earth Low 1: Increase the defense magnitude of your set by 1.
* Earth Low 2: When choosing a set, add a die that is lower than your magnitude by at least 2 to your defense.
* Earth Med 1: Only usable during shooting phase. You may move one die in your set from attack to defense or vice versa.
* Earth Med 2: After shooting, you may remove die from your opponent’s set until the set matches your *set’s size*.
* Earth High 1: If you have a higher magnitude in defense then your opponents offense they cannot deal you damage.
* Earth High 2: Only useable during the pooling phase. Your opponent’s chi is reduced by 20.

**Firebender**

Main Statistic: Strength

Firebending [Styles]: Style 1 (Military/Offense), Style 2 (Circus/Dexterous)

Suggested Feats:

Creating a Firebender:

1. During character creation Strength must be your highest statistic.
2. Choose one of the [two] firebending styles. [This is a permanent choice.]

[Style] Features:

1. Style 1- During the pooling phase when selecting d12 firebenders will gain plus one die to their dice pool.
2. Style 2- During the pooling phase your opponent reveals the die tier he is choosing. If you select a die smaller than your opponent’s die tier you will gain plus 2 die to your dice pool. If you select the same die tier as your opponent’s die tier you will gain plus 1 die to your dice pool.

Firebending Skills:

* Fire Low 1: Only usable during the pooling phase. Add one die to your pool of the same dice tier.
* Fire Low 2: Must be used during rolling phase. Increase the attack magnitude of your set by 1.
* Fire Med 1: You may *squash* you set this turn.
* Fire Med 2: Roll d20, and then roll a d6. If the d6 shows 3-6 add the d20's magnitude to 2 of your set dice. If the d6 shows 1-2 add the d20's magnitude to 2 of your opponents dice.
* Fire High 1: if you attack magnitude is higher than your opponents defense magnitude they cannot block you this turn.
* Fire High 2: This turn any action points gained during the resolution phase are also resolved as damage.

**Waterbender**

Main Statistic: Wisdom

Waterbending [Styles]: Style 1 (Northern/Defense), Style 2 (Southern/Offense), Style 3 (Swamp/Accurate)

Suggested Feats:

Creating a Waterbender:

1. During character creation Wisdom must be your highest statistic.
2. Choose one of the 3 waterbending styles. [This is a permanent choice.]

[Style] Features:

1. Style 1- If during the rolling phase waterbenders have selected d8’s, they will choose 2/3 of their pool to keep (rounding up), then re-roll the remaining dice. This will be their dice pool.
2. [Style 2- If during the shooting phase a style 2 waterbender has a set size equal to their opponent they will gain +2 action points in addition to any normally generated action points during the resolution phase. **E.g.** A set of 3 4’s and a set of 3 2’s have the same set size so the style 2 waterbender will gain an extra +2 action points.]
3. [Style 3- During the pooling phase style 3 waterbenders can sacrifice 1/5 of their chi. If they do during the rolling phase they may re-roll any die in their pool up to one time.]

Waterbending Skills:

* Water Low 1: You may move 1 die that is at least lower than your magnitude by 3 into your set.
* Water Low 2: During the pooling phase you may select any die tier and keep the benefits of your waterbending passive.
* Water Med 1: Remove one of the die in your set and one die of your opponents set.
* Water Med2: You double your defense magnitude when reducing action points gained by your opponent this turn.
* Water High 1: Before shooting, choose X of your dice not in your set. Until the end of combat you may reroll up to X dice that you or your opponent controls.
* Water High 2: Lower your opponent’s magnitude by 2. On the next turn, your opponent must reveal their pool before rolling. You may choose your set after your opponent shoots.