**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.

Style Features:

1. Style 1- You may re-roll during the pooling phase up to 2 times.
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- You may shift offense to defense and vice versa in your set. **E.g.** If you roll two 5’s you may show your opponent 3 offense magnitude and 7 defense magnitude *(or any combination of 10 total)*.

Airbending Skills:

* Air Low 1: You may re-roll during pooling phase up to two times. Preparation
* Preparation. You may re-roll your entire dice pool up to two times.
* Gust (2): Preparation. You take and deal no damage this turn.
* Focus (4): Preparation. Set aside 2 dice, increase the magnitude by one and for the other die decrease the magnitude by one.
* Cyclone Shield (4): Bending Art. 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.
* Squall (6): Bending Art. 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. Attunement

**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.

Style Features:

1. Style 1- During the rolling phase they can change one die’s magnitude by 1.
2. Style 2- During rolling phase you may make a set out of your 3 lowest dice magnitudes *(these do not need to match).*
3. Style 3- During the pooling phase you may reduce your chi by half. Your set is automatically copied into attack and defense. **E.g.** You roll 2 d12 and roll 2 5’s. Your attack total will be 10 and your defense total will be 10 *(attack magnitude is 5 and defense magnitude is 5)*.

Earthbending Skills:

* Harden (2): Preparation. Increase the defense magnitude of your set by 1.
* Earthen Shield (2): Preparation. Add a die that is lower than your magnitude by at least 2 to your defense.
* Feint (4): Bending Art. You may move one die in your set from attack to defense or vice versa.
* Drawing Defense(4): Bending Art. You may remove die from your opponent’s set until the set matches your *set’s size.*
* Superior Defense (6): Bending Art. If you have a higher magnitude in defense then your opponents offense they cannot deal you damage.
* Rock Prison (6): Attunement. Done at the start of pooling. 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 three firebending styles.

Style Features:

1. Style 1- Your max chi is increased by 10.
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.
3. Style 3- If you have zero pairs you may take your highest and lowest roll as your set *(your set does not have to be matching if you do this)*.

Firebending Skills:

* Ignite (2): Attunement. Add one die to your pool of the same dice tier.
* Wildfire (2): Preparation. Increase the attack magnitude of your set by 1.
* Leaping Flames (4): Preparation. You may *squash* you set this turn.
* Pyroclasm (4): Bending Art. Roll d20, and then roll a d8. If the d8 shows 3-8 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.
* Molten Fury (6): Bending Art. If you attack magnitude is higher than your opponents defense magnitude they cannot block you this turn.
* Dragonflame(6): Bending Art. 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.

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 you may *fuse* once and *split* once.

Waterbending Skills:

* Shifting Tide (2): Preparation. 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. Preparation
* Preparation. You may select any die tier and keep the benefits of your waterbending style.
* Whirlpool (4): Bending Art. Remove one of the die in your set and one die in your opponent’s set.
* Freeze (4): Bending Art. You double your defense magnitude when reducing action points gained by your opponent this turn.
* Typhoon (6): Preparation. Choose X of your dice not in your set. Until the end of bending phase you may reroll up to X dice that you or your opponent controls (they remain in offense or defense).
* Hypothermia (6): Bending Art. Lower your opponent’s magnitude by 2 (applies to all of your opponent’s dice). On the next turn, your opponent must reveal their die tier during pooling phase. Your opponent does shooting phase before you.