**Airbender**

Main Statistic: Dexterity

Airbending Styles: Style 1 (Traditional/Utility), Style 2 (Soundbending/Utility), Style 3 (Nomadic/Utility)

Creating an Airbender:

1. During character creation Dexterity must be your highest statistic.
2. Choose one of the three airbending styles.

Style Features:

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| Style | Benefit |
| Traditional Airbending | You may re-roll during the pooling phase up to 2 times. |
| Soundbending | During the rolling phase if you roll the minimum on a die, re-roll that die. **E.g.** A style 2 airbender cannot roll a 1 on a d12 if they did they would re-roll all 1’s *(repeat as needed)*. |
| Nomadic Airbending | 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:

* Dry Wound (1): Preparation. Heal 1 life.
* Quick Focus (2): Preparation. If your set size is smaller by at least 2 than your magnitude increase your chi by 10 until the start of next turn’s resolution phase.
* Gust (2): Preparation. You take and deal 1/2 damage this turn rounded down.
* Focus (4): Preparation. Choose 2 dice, for one die increase the value by one and for the other die decrease the value by one.
* Cyclone Shield (4): Bending Art. Your opponent must have a higher defensive magnitude than your 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 die in your set past 2, increase your dice values by 1. **E.g.** three 3's would be plus one value making your set 3 4’s.
* Hurricane Force (6): Channel. Reduce the cost of each die tier by 1/3 rounded up. If your set size doubles your opponent’s you deal double damage this turn *(this does not increase your attack total)*.

**Earthbender**

Main Statistic: Constitution

Earthbending Styles: Style 1 (Military/Defense), Style 2 (Pit Fighter/Offense), Style 3 (Dai Li/Utility)

Creating an Earthbender:

1. During character creation Constitution must be your highest statistic.
2. Choose one of the three earthbending styles.

Style Features:

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| Style | Benefit |
| Military Earthbending | During the rolling phase you can raise or lower 1 die’s value by 1. |
| Pit Fighter’s Earthbending | During rolling phase if you have no matching die, you may make a set out of your 3 lowest dice value *(these do not need to match).* |
| Dai Li Earthbending | During the pooling phase you may reduce your chi by 3/5s. Your set is automatically copied into attack and defense. **E.g.** You roll 2 d10 and the result is two 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:

* Mud in the Blood (1): Preparation. Heal 1 life.
* Harden (2): Preparation. Increase the value of your defense dice by 1.
* Earthen Shield (2): Preparation. Add a die that is lower than your set 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 defense magnitude than your opponent’s attack magnitude, they cannot deal you damage.
* Rock Prison (6): Channel. 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), Style 3 (Spirit Guides/Protected)

Creating a Firebender:

1. During character creation Strength must be your highest statistic.
2. Choose one of the three firebending styles.

Style Features:

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| --- | --- |
| Style | Benefit |
| Military Firebending | Your max chi is increased by 10. |
| Circus Firebending | During the pooling phase your opponent first reveals the die tier he is choosing then you choose a die tier. If you select a die tier 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. |
| Spirit Guide Firebending | During rolling phase you may make a set out of your highest and lowest dice values *(these do not need to match)*. |

Firebending Skills:

* Sear Wound (1): Preparation. Heal 1 life.
* Ignite (2): Channel. Add one die to your pool of the same dice tier.
* Wildfire (2): Preparation. Increase the value of your attack dice by 1.
* Leaping Flames (4): Preparation. You may *squash* you set this turn.
* Pyroclasm (4): Bending Art. Roll d12, and then roll a d8. If the d8 shows 3-8 add the d12's value to 2 of your set dice. If the d8 shows 1-2 add the d12's value to 2 of your opponents dice.
* Molten Fury (6): Bending Art. If your attack magnitude is higher than your opponents defense magnitude, lower their defense total to 0.
* Dragonflame(6): Bending Art. This turn if you gained action points you may also deal that much damage to target opponent.

**Waterbender**

Main Statistic: Wisdom

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

Creating a Waterbender:

1. During character creation Wisdom must be your highest statistic.
2. Choose one of the 3 waterbending styles.

Style Features:

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| Style | Benefit |
| Northern Waterbending | 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. |
| Southern Waterbending | 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. |
| Swamp Waterbending | During the pooling you may *fuse* once and *split* once. |

Waterbending Skills:

* Clean Wounds (1): Preparation. Heal 1 life.
* Shifting Tide (2): Preparation. Add a die that has a lower value than your set magnitude by at least 3 into your attack or defense.
* Make Waves (2): Preparation. Increase your chi by 10 until the start of next turn’s resolution phase, next turn if you would roll the maximum value on a die, re-roll that die.
* 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. Until the end of bending phase you may re-roll up to X dice that you or your opponent controls where X is the number of dice not in your set (the re-rolled dice remain in offense or defense).
* Hypothermia (6): Bending Art. Lower your opponent’s dice values by 2. On the next turn, your opponent must reveal their die tier during pooling phase. Your pooling phase does not end until after your opponent shoots, and your opponent does their shooting phase before you.