Neutral Feats:

* Expanded Mind
  + Requirements: Wisdom 3
  + You may hold one more action point through resolution phase step C.
* Hardiness
  + Requirements: Constitution 3
  + You max health is increased by 5
* Quickness
  + Requirements: Dexterity 3
  + You first skill used during combat costs 1 action point less (This can make a skill cost 0).
* Strongness
  + Requirements: Strength 3
  + During your first resolution phase add two to your attack total

Airbender Feats:

* Breath of Wind
  + Requirements: Style 1 or Style 2
  + When you exceed your opponents set size by 2 or more you may reduce their chi size by 2 until their next resolution phase.
* Drafting Winds
  + Requirement: Style 3, Strength 2
  + When you deal damage to an opponent your next attack against that opponent gains +1 to its attack total during resolution phase.
* Enhanced Agility
  + Requirement: Style 1, Dexterity 3
  + When drawing from your chi in non-combat style 1 airbenders use [4] less chi.
* Mocking Winds
  + Requirement: Style 2, Wisdom 2
  + If your set size matches your opponents you may decrease your opponent’s defense magnitude by 1.
* Pacifist
  + Requirement: All styles
  + On a turn where you deal no damage gain 1 action point (these points cannot be reduced by your opponent’s defense magnitude).
* Sweeping Hand
  + Requirements: Style 1 or Style 3
  + During the shooting phase you can spend 2 chi to add an extra target to your attack (you can only target someone once per shooting phase).

Earthbender Feats:

* Falcon Punch
  + Requirements: Style 1 or Style 2
  + If you have a set size of 1 and you have no defense during resolution phase add two to your attack total.
* Rooted Stance
  + Requirements: All styles
  + When you have a smaller set size than an opponent you take 1 less damage during the resolution phase.
* Stone Fists
  + Requirements: Style 1 or Style 3
  + When your set size is two you may choose to deal 1 more damage or take 1 less damage during resolution phase.
* Stone Rush
  + Requirements: Style 2, Strength 2
  + When your attack magnitude is equal to your opponents you gain 1 action point at the end of the resolution phase.
* Smooth Stone
  + Requirements: Style 3, Dexterity 2
  + When drawing chi for non-combat your dice cost 1 chi less.
* Weather the Storm
  + Requirements: Style 1, Constitution 3
  + When you take 5 or more damage you may reduce that damage by 1.

Firebender Feats:

* Blue Flame
  + Requirements: Style 1, Strength 4
  + During resolution phase add one to your attack total.
* Incredible Flourish
  + Requirements: Style 2
  + If you deal no damage on a turn gain 1 action point.
* Inner Drive
  + Requirements: All styles, Wisdom 2
  + You may re-roll one die that has a magnitude of one during any rolling phase.
* Frustration
  + Requirements: All styles, Constitution 2
  + When you and your opponent have the same set size you may increase your max chi by 10 until the end of your next pooling phase.
* Flame Jets
  + Requirements: Style 2, Dexterity 3
  + When pooling for non-combat style 2 firebenders will gain plus one die to their dice pool.
* Rage Bending
  + Requirements: Style 1
  + If you rolled d12 and your set size is 2 or higher you may add 2 to your attack total.

Waterbender Feats:

* Calm Emotions
  + Requirements: Style 1 or Style 3, Wisdom 4
  + Whenever you would re-roll just one die you may re-roll that one die up to two times.
* Calming Tides
  + Requirements: Style 1
  + You may spend 5 chi to gain 1 health.
* Icy Cool
  + Requirements: Style 1 or Style 2
  + During the pooling phase you may sacrifice 4 chi to have your opponent shoot before you do during the next shooting phase.
* Liquid Defenses
  + Requirements: Style 1 or Style 3, Dex 2 and Wisdom 3
  + If your defensive magnitude is lower than your opponents attack magnitude by 3 you may increase your defensive magnitude by 1.
* Sharpened Water
  + Requirements: All styles, Strength 2 and Dexterity 2
  + When your set size is larger than your opponents you may gain 1 action point at the end of the resolution phase.
* Tsunami Strikes
  + Requirements: Style 2, Strength 2
  + You may roll 1 less die during the rolling phase to target an additional target during the shooting phase.