

This document's purpose is to better sort the Fighting Techniques from Avatar: Legends TTRPG and make the techniques easier to copy/paste onto playbooks in Google Sheets.

Create a copy of this document to have a modifiable version!



* RARE TECHNIQUE

AIR CUSHION

EVADE & OBSERVE

Soften the blows an ally takes and get them back on their feet faster. Mark 1-fatigue to clear 2-fatigue, one condition, or any one status from an ally within reach who was struck by an attack this exchange.

AIR SCOOTER

EVADE & OBSERVE

Summon a ball or ring of air under yourself. While riding it, you are Favored. You can sacrifice your air scooter to avoid marking fatigue or conditions when you are struck by an attack.

AIR SWIPE

DEFEND & MANEUVER

Prepare to cast an arc of pressurized air to knock away incoming attacks and throw enemies off-balance. If any enemy attacks you, you may mark 1-fatigue to cast the arc and block or divert the strike. If no enemy has attacked you by the end of the exchange, you may cast the arc to inflict 2-fatigue on up to three enemies.

BREATH OF WIND*

ADVANCE & ATTACK

Exhale mightily via pursed lips. Mark 1-fatigue to knock down a single target and inflict Stunned on them unless they mark 4-fatigue.

BREATHLESS GALE*

ADVANCE & ATTACK

Pour forth a terrifying gale that makes it impossible for others in the area to breathe. Mark 2-fatigue. Everyone in the area becomes Impaired except for you. If they are already Impaired by breathlessness, they become Stunned.

CANNONBALL

ADVANCE & ATTACK

Rush forward with the might of the wind behind you and crash into a foe. Mark 1-fatigue to target a foe you aren't currently engaged with and rush at them. You become engaged with them (disengaging with other current foes) and inflict a condition on them.

CUSHION THE FORCEFUL FIST*

EVADE & OBSERVE

Put a cushion of twisting air around your body that keeps physical strikes at bay. Mark 2-fatigue to become Favored; you are immune to hard, physical, forceful attacks and blows (a hurtled rock, a direct and forceful blast of flame, a jet of water) until the end of the next exchange.

CLEAR THE WAY

DEFEND & MANEUVER

Use a blast of wind to clear a path past foes and obstacles. Mark 1-fatigue and choose your destination; you blast a path clear to that place, with no foes or vulnerable obstacles in the way. Foes may mark 3-fatigue to avoid being moved by this blast. You become Favored if you use this path next exchange.

DIRECTED FUNNEL

ADVANCE & ATTACK

Create a spinning funnel of air that can fire objects at high speed. Mark 1-fatigue; each ally in reach can mark 1-fatigue to toss an appropriate small object into the funnel inflict 2-fatigue on a target within reach for each ally who does.

EXPLOSION OF AIR*

ADVANCE & ATTACK

Bring air into a tight, compact form and then let it loose, blasting wind outward with great force. Mark a condition. All combatants engaged with you or in the area become Impaired and must mark 1-fatigue. If they are already Impaired, they become Stunned. A group foe struck by this effect instead must mark 4-fatigue.

FLATTEN*

EVADE & OBSERVE

Send a crushing gale upon a foe beneath you. Mark 2-fatigue and choose a target physically below you; the gale wind smashes them down to the earth, inflicting Stunned and 2-fatigue. You may mark an additional 1-fatigue this exchange—and at the beginning of each future exchange—to keep them pinned by the air, inflicting Trapped upon them until they pay the cost to escape.

GALE SLICE

ADVANCE & ATTACK

Cast forth a thin, cutting edge of wind that can pierce wood or stone. Mark 1-fatigue; your target must avoid the blow, marking 3-fatigue, or take the hit, marking a condition and allowing physical objects on them—armor, a weapon or item in their hands—to be cut. If they have no physical objects to help absorb the blow when they take the hit, they mark a second condition. If they avoid the blow, then treat it as if you had used Smash against the environment behind and around them.

GLIDING TAKEOFF

EVADE & OBSERVE

Take to the air with your glider to escape the scrum around you. Mark 1-fatigue, become Favored, and disengage with any combatants around you, and then re-engage with a combatant of your choice within reach.

GUST ESCAPE*

ADVANCE & ATTACK

Release a sudden twisting wind to throw yourself out of the way of an incoming attack. Mark 1-fatigue. You cast yourself backward and away from an incoming attack; cancel that attack and all its effects. You may use this technique anytime in the Advance & Attack approach; if you have already used all your available techniques in this exchange, you can become Impaired until the end of the next exchange to use this technique as well. You cannot use this technique if you are Impaired.

REED IN THE WIND*

EVADE & OBSERVE

Adjust your movements to perfectly match and avoid the movements of a foe. Mark 2-fatigue and secretly name the approach you believe your foe will use in the next exchange; reveal it after approaches are chosen in the next exchange. If you were incorrect, you may shift your chosen approach. If you were correct, you become immediately Favored for that exchange, and they cannot target you with any techniques.

REFLECT PROJECTILES*

DEFEND & MANEUVER

Ready yourself to return incoming projectiles (arrows, rocks thrown with earthbending, knives, icicles, etc.) at an attacker. Hold 2-defense against these attacks. You may spend 1-defense to deflect any incoming projectile attack aimed at you. You may spend 2-defense to reflect an incoming projectile attack aimed at you, returning it to the attacker and inflicting any fatigue, conditions, or statuses from the initial attack upon them. You may spend 2-defense to deflect any incoming projectile attack aimed at an ally within reach. You retain unspent defense until you spend it, the combat ends, or you become Impaired.

RETURNING WIND*

DEFEND & MANEUVER

Race in circles to create a cyclone designed to pull in arrows or other hurled objects and send them right back where they came from. Mark 1-fatigue and become Prepared. For the rest of the exchange, you must mark 1-fatigue for any solid, physical attacks made at range within your area to sweep them into the cyclone and return them at the attacker; the attacker must mark 2-fatigue to avoid their own attack. If you cannot mark 1-fatigue or choose not to, the cyclone dissipates and you may not use this technique for the rest of the combat. If the cyclone has not dissipated by the end of the exchange, you may maintain it into the next exchange by becoming Impaired. If you are already Impaired, you cannot maintain the cyclone.

SCOUR

ADVANCE & ATTACK

Release a blasting wind that catches nearby dust, dirt, and sand to scour your target; if there is no sand, dust, or other detritus in the area, you cannot use this technique. Mark 1-fatigue to inflict 3-fatigue and Impaired on every foe caught in the blast.

SENSE THE BLOW'S WAKE*

EVADE & OBSERVE

SIGHTLESS DETECTION

EVADE & OBSERVE

Attune yourself to the ebb and flow of winds around you so you become aware of incoming attacks and are able to respond instantaneously. Mark 1-fatigue and become Favored. Next exchange, you may use Retaliate regardless of which approach you use and in addition to your other techniques for that exchange, as you sense incoming blows and respond to them.

Hone your awareness to be ready for any of your foes' movements and attacks, even if your senses are impaired or they attempt to strike from a blindspot. If you are Impaired due to your senses being disrupted, you lose your Impaired status. For the next exchange, all combatants engaged with you must choose and reveal their approach before you do, and must choose and reveal any techniques they plan to use before you use any techniques in the same approach.

SHOCKWAVE*

EVADE & OBSERVE

Leap into the air and hurtle back to the ground, sending a massive burst of pressurized air all around you. Mark 2-fatigue; everyone in the area, including allies, is thrown away, disengaging and becoming Stunned unless they mark 4-fatigue.

SMALL VORTEX

EVADE & OBSERVE

Spin a single enemy off the ground on a small vortex. Mark 3-fatigue; your target becomes Impaired and Stunned.

SMOOTH STRIDE

EVADE & OBSERVE

Prepare to move quickly while cutting the air around you, limiting wind resistance and allowing you to move even faster. Mark 1-fatigue and become Prepared and Favored. As long as you remain Prepared or Favored in this combat, you move terrifically quickly and suffer 1-fatigue fewer on any incoming attacks. If you mark a condition, this effect ends.

SQUALL PUSH

DEFEND & MANEUVER

Spin up a wild storm of winds that casts foes away from you. Mark 1-fatigue. Your foes are cast away from you unless they mark 1-fatigue to plant their feet; if they do, they become Impaired.

STUNNING STANCE

EVADE & OBSERVE

After being struck, keep your stance and momentum and return a blast of wind at your attacker. Target a foe who inflicted a condition, fatigue, or balance shift upon you with a blow this exchange. Mark 1-fatigue and inflict Stunned on them.

SUCTION

EVADE & OBSERVE

Snatch a small object off the ground or from a foe's hand with a sucking wind. The object snaps to your hand unless someone marks 2-fatigue to hold it or block its movement.

THUNDERING GUST

ADVANCE & ATTACK

Jab at the air around you to send it hurtling forward at incredible speed, catching even the heaviest foes and tossing them aside. Mark 2-fatigue and inflict 3-fatigue on any foes in the path of your gust. Those foes must mark an additional 2-fatigue or be flung backward and away, either into a wall and becoming Stunned or far from the fight, depending upon your surroundings.

TWISTING WIND

DEFEND & MANEUVER

Effortlessly flow around blows like the wind itself. For each foe engaged with you who chose an advance and attack approach, clear 1-fatigue and hold 1-momentum. If you advance and attack next exchange, you may spend your momentum instead of fatigue.

WIND RUN

DEFEND & MANEUVER

Race at high speeds, dodging attacks and seeking escape. Mark 1-fatigue to slip to a particular point of escape, disengaging from foes; you don't engage any new foes. If no one re-engages with you or blocks your retreat by the end of the exchange, you escape the scene.

WIND TOSS*

ADVANCE & ATTACK

Throw a large object at a foe with a gust of wind. Choose an object to hurl, and the GM will tell you to mark 1, 2, or 3-fatigue as appropriate to the size (smaller than a person, person-sized, bigger than a person). Your target must either stand strong and take the hit, marking one, two, or three conditions respectively, or they must move away to avoid the attack, disengaging and marking 1, 2, or 3-fatigue respectively.

WINGSUIT SWERVE

EVADE & OBSERVE

Use your wingsuit to rapidly change direction mid-air, throwing your foes off. Mark 2-fatigue and become Favored. Next exchange, each foe must mark an additional 1-fatigue to target you with any techniques.



* RARE TECHNIQUE

BURNING RIVER* (LAVA)
ADVANCE & ATTACK

Thrust your hands into the earth and force lava to burst forth from below. Mark 3-fatigue and choose where the lava bursts forth and how it flows in the area. Anybody in the lava's path suffers 2-fatigue and becomes Impaired. Until the end of the next exchange, no one can cross through the lava stream.

DETECT THE HEAVY STEP*(SEISMIC SENSE)
DEFEND & MANEUVER

Use seismic sense to detect the instant an enemy is about to move against you. Become Prepared, and at any time during this exchange, you may lose your Prepared status and mark 1-fatigue to interrupt an enemy as they use a technique; they must mark an additional 3-fatigue or you disrupt their attempt to act, canceling the technique.

DUST STEPPING
DEFEND & MANEUVER

Step up into the air on thin pillars of dust and stone. Advance to a higher position and become Favored and Prepared. Any foe engaged with you can mark 2-fatigue to block this effect.

EARTH ARMOR
DEFEND & MANEUVER

Gather earth, crystal, or other available material around you to create armor. Hold 3. Spend one hold to negate one condition or 2-fatigue inflicted upon you. While you have hold, you are Favored. You must spend hold—at least one—whenever an incoming attack would inflict fatigue or conditions.

EARTH GAUNTLET
ADVANCE & ATTACK

Wrap your arm or fist in rock and strike! Mark 1-fatigue; inflict one condition or 2-fatigue. You can also knock your foe out of reach and disengage; they must mark an additional fatigue to resist.

EARTH LAUNCH
DEFEND & MANEUVER

Throw yourself into the air with a massive burst of force. Mark 1-fatigue and become Favored. You disengage with all foes who can't reach you high in the air for the rest of this exchange, but you come right back down into their midst at the end of this exchange.

EARTH SINKING*
ADVANCE & ATTACK

Sink a foe into the earth itself. Mark 2-fatigue to trap an enemy standing on the ground in the earth; they become Trapped.

EAT DIRT
EVADE & OBSERVE

Even the smallest pebble can cause a gator-phant to stumble. Cause a foe to lose their footing. Your target is Impaired and unable to choose defend and maneuver in the next exchange.

GROUND SHIFT
EVADE & OBSERVE

Twist the ground itself to displace or unbalance foes. Target an individual foe or an area. If you target an area, mark 1-fatigue. All affected foes become Impaired for an exchange, or Stunned if they are already Impaired.

IRONSHARD CLOUD*(METAL)
ADVANCE & ATTACK

Throw a cloud of metal shards as if they were knives. Mark 1-fatigue to inflict 2-fatigue or a condition, your choice, upon up to three targets in reach of each other. If you use this technique against a group, inflict 3-fatigue and a condition.

LAVA STAR*(LAVA)
DEFEND & MANEUVER

Create a floating, spinning star of lava that can cut through nearly anything. Mark 1-fatigue and become Favored as long as the star is active. Every time you use the star as part of an attack, you can also cut through or destroy part of the scenery as if you had used the Smash basic technique, at no additional cost. You may mark 1-fatigue at the end of each exchange to keep the star active.

LINE SKATING*(METAL)
DEFEND & MANEUVER

Use metal wires (like those common in the air above Republic City) or the edges of metal surfaces to skate rapidly around your environment. Mark 1-fatigue, become Favored, and shift to a new location, disengaging with anyone you are currently engaged with and re-engaging with any foes at the new location. Other Metalbenders engaged with you can mark 2-fatigue to stop this motion; if they do, you still become Favored.

METAL BINDINGS*(METAL)
EVADE & OBSERVE

Catch an enemy's limbs in metal you control. They become Impaired and cannot remove the status unless they are able to metalbend or the fight ends. While they are Impaired and you are engaged with them, you are Favored.

METEOR FALL*
ADVANCE & ATTACK

From a high position, drop down onto your targets with massive force. Mark 1-fatigue to inflict a condition on a foe. If you are Favored with a high position, clear Favored and mark 1-fatigue to inflict three conditions on a foe.

PACK EARTH
DEFEND & MANEUVER

Lift stone and dirt into the air and pack it together as tightly as possible to create a super-hard ball. Mark 1-fatigue. You may use Strike next exchange with this ball no matter what approach you choose.

PROBING METAL (METAL)
EVADE & OBSERVE

Extend your metalbending senses to detect vulnerabilities in a metallic target, including mecha, vehicles, and structures. Mark 1-fatigue. Become Prepared to attack your target. When next you inflict harm on your target, you inflict an additional 2-fatigue. If you instead attack an inanimate target that can't suffer fatigue (like a building structure), then you can use Smash against it without paying any fatigue costs.

QUICKSAND
EVADE & OBSERVE

Turn the earth in an area to quicksand; all foes in the area become Impaired. If they don't free themselves by the end of the next exchange after becoming Impaired, they become Trapped. If they don't free themselves by the end of the next exchange after becoming Trapped, they become Doomed.

RAPID TUNNELING
DEFEND & MANEUVER

Dive into the earth. You become Empowered immediately, and can use no other techniques in this exchange, but you cannot be targeted by any attacks or effects except for earthbending. You emerge next exchange in a place within reach through the earth, using a new approach as normal. Lose Empowered after the exchange in which you emerge.

ROCK COLUMN
ADVANCE & ATTACK

ROCK CUFF BARRAGE*
DEFEND & MANEUVER

Pin a foe with a column of earth. Inflict Impaired on a single combatant. If they are already Impaired, inflict Trapped. If they are already Trapped, inflict Doomed.

Toss a barrage of rock cuffs that catch a foe's wrists and ankles to bind them against a wall. Mark 1-fatigue to inflict Impaired upon a single foe. Mark 3-fatigue to inflict Impaired upon a group of foes, or to inflict Impaired and Trapped upon a single foe. Mark 5-fatigue to inflict Impaired and Trapped upon a group of foes.

ROCK SHOES*

DEFEND & MANEUVER

Dash onto a vertical wall or the ceiling and cling to it with shoes made of stone. Mark 1-fatigue to become Favored and use Seize a Position without allowing any foe to block this technique. As long as you remain on a vertical wall or the ceiling you remain Favored.

SLICE STONE

DEFEND & MANEUVER

Cut a large stone or stone structure in two with a swipe of your hand. Mark 1-fatigue and clear the obstacle; become to lift the cut chunk of stone with your earthbending in the next exchange. If there are foes in reach, you may cut the stone so it falls atop them, inflicting 2-fatigue as they dive out of the way.

SQUASH ELEMENTS

DEFEND & MANEUVER

Use mounds, piles, and walls of earth to squash another element-absorbing water in dirt, smothering a fire, or blocking wind. Mark 1-fatigue and choose an element (water, fire, or air) to squash. Anyone in your vicinity during the next exchange must mark an additional 1-fatigue for each technique of that bending style that they use.

STONE SHIELD*

DEFEND & MANEUVER

Raise a defensive shield of stone that protects you or someone else. Mark 1-fatigue to raise the shield. Anyone protected by the Stone Shield gains Impaired—it's tough to move inside. This shield blocks the first attack directed toward it each exchange. The Stone Shield cannot move and is not destroyed by an attack—it remains in place until you decide it comes down. You can elect to use the raw material in the wall for an earthbending technique, reducing its cost by 1-fatigue and removing the Stone Shield.

SUBTLE MISDIRECTION

DEFEND & MANEUVER

Subtly earthbend the ground under a foe to direct their next attack elsewhere. Mark 2-fatigue and target someone who took the advance and attack approach this exchange; you select the target for the first attack they make this exchange.

SUMMON THE STORM*

DEFEND & MANEUVER

Call up small gravel, dust, and sand all around you to fill the air with swirling grit. Mark 1-fatigue; all others in the area become Impaired from the swirling dust, and you become Empowered for as long as the cloud surrounds you. The dust storm stays in place for approximately 4 exchanges if nothing interferes and if you don't restart it with this technique again.

TERRA TILT*

DEFEND & MANEUVER

Seize the ground itself with your bending and tilt it massively into the air, spilling foes to the ground and launching anyone on the rising side. Mark 3-fatigue. Anyone standing on the earth you tilt must either mark 2-fatigue and keep their feet, or become Impaired and Stunned as they roll down the tilted earth. Anyone standing exactly on the fastest rising edge must either mark 2-fatigue and become Impaired to stay where they are, or is launched into the air. Allies who know and are ready to use this launch to their advantage become Favored; otherwise, anyone launched into the air is lung around the scene and suffers 3-fatigue.

THICK MUD

EVADE & OBSERVE

Transform the earth and stone around you into sticky, sucking mud. Any foes engaged with and acting against you in this exchange become stuck and Impaired; you may use Strike against each stuck foe in the next exchange, regardless of your chosen approach and in addition to your normal techniques.

THROW ROCK GLOVE*

EVADE & OBSERVE

Throw a glove made of rock at a foe and pin them to a surface. Inflict Impaired on a foe, unless they mark 2-fatigue (or 1-fatigue for an Earthbender). If the foe was already Impaired, they're now Trapped. You may use this technique multiple times in a single exchange.

TREMOR STRIKE

ADVANCE & ATTACK

Strike the ground with force to send a wave of stone and earth rippling out. Mark 2-fatigue. Any individual foes engaged with you suffer 2-fatigue and are knocked to the ground, becoming Impaired. Groups of foes engaged with you suffer 3-fatigue and become Impaired.

VERSATILE STRIKE(METAL)

ADVANCE & ATTACK

Use a piece of meteor ore to launch a strike that shifts between liquefied and solid aspects. Mark 1-fatigue and inflict 2-fatigue on your foe. Next exchange, your foe cannot choose to evade & observe.

VIBRATION STORM* (SEISMIC SENSE)

EVADE & OBSERVE

Send countless minor vibrations into the earth and stone around you, giving you a clear picture of the entire area through your seismic sense. Mark 2-fatigue and become Favored and Prepared so long as all your opponents are touching the ground.



* RARE TECHNIQUE

A SINGLE SPARK

EVASIVE & OBSERVE

Unleash your emotions into the flames around you. Mark 1-fatigue to hold 1 for each condition you have marked. Spend your hold 1-for-1 in the next exchange to pay the costs of techniques as if it was fatigue, to inflict Doomed on a foe you target with firebending, or to use Seize a Position—no matter what approach you used—in addition to your other techniques.

ARCING BLAST*(COMBUSTION)

ADVANCE & ATTACK

Curve a sparking, spitting beam of focused energy around cover and protection to reach your target. Mark 1-fatigue, and your target must mark 3-fatigue and lose Favored and Prepared if they have either or both of those statuses.

ARC LIGHTNING*(LIGHTNING)

EVASIVE & OBSERVE

Channel lightning through your body against a closely engaged foe. Mark 1-fatigue to inflict a condition on an engaged foe who used an advance and attack technique against you this exchange; if they already have two conditions marked, they are also Stunned.

BREATH OF FIRE

ADVANCE & ATTACK

Breathe fire in a massive gout. Mark 1-fatigue to set alight as much or as little of your surroundings as you choose and try to set aflame any foes within reach. Those foes must either retreat and disengage with you, becoming Impaired, or suffer 2-fatigue and become Doomed as they catch fire.

CLOUD OF FLAME DARTS

DEFEND & MANEUVER

Cast a swarm of small flame darts into your surroundings, lighting a dozen smaller fires all around you and potentially catching foes aflame. Mark 2-fatigue to start a fire in any nearby flammable materials of your choice that you target with a flame dart. If you try to start a fire on someone else—for example, in an opponent's clothing—they must mark 1-fatigue and become Impaired to quickly put out the flames, or become Doomed as they catch fire.

DISRUPTIVE SPARK(LIGHTNING)

EVASIVE & OBSERVE

Emit a small crackling burst of electricity that disrupts a nearby foe or an electrical device. Mark 1-fatigue and choose a target. If you target a foe, they become Impaired and chooses one fewer technique in the next exchange, to a minimum of zero. If you target an electrical device, it is immediately shut down as if Stunned for one exchange.

EXPLOSIVE BLAST*(COMBUSTION)

ADVANCE & ATTACK

Fire a sparking, spitting beam of focused energy that explodes when it reaches its target. Your target must either dive for cover or take the blow. If they dive for cover, they mark 2-fatigue and become Impaired; if they are already Impaired, they cannot dive for cover. If they take the blow, they mark 4-fatigue.

FAN THE FLAME

EVASIVE & OBSERVE

Focus on growing the flames around you; if there are no raging flames around you, then any smaller fires become raging. If there are raging flames around you, become Empowered for the next two exchanges.

FINGER FLAME JET

DEFEND & MANEUVER

Emit an incredibly hot, small jet of flame from your fingertip and use it to burn through armor, metal, or a barrier. Destroy one vulnerable metal item in reach; if it is held or worn by a foe, they may mark 2-fatigue to twist out of reach and avoid the effect. If you target a larger metal object (a mecha suit, a vehicle, etc.), the target must mark 3-fatigue instead.

FIREBALL BARRAGE

ADVANCE & ATTACK

Pummel a foe with a barrage of small fire blasts. Mark 1-fatigue. Inflict 1-fatigue on your target, +1-fatigue additional for each attack anyone has made against them this exchange, +1-fatigue additional for each negative status they currently have.

FIRE BLADE

ADVANCE & ATTACK

Swipe your surroundings with a blade of flame. Mark 1-fatigue to slice through a piece of your surroundings and destabilize your foe's footing, inflicting 2-fatigue and Impaired on them.

FIRE BOMB*

ADVANCE & ATTACK

Pour out a massive amount of fire at point blank range. Fill your fatigue track, inflict on your target twice as much fatigue as you just marked, and become Impaired.

FIRE PINWHEEL*

ADVANCE & ATTACK

Throw a spinning disc of pure flame. Mark 1-fatigue; your target must either mark 2 conditions, or mark 1-fatigue and dodge the disc and allow it to set everything around them aflame (possibly inflicting negative statuses).

FIRE STREAM

DEFEND & MANEUVER

Pour fire upon a target. Mark 1-fatigue to inflict Impaired on them. Mark 3-fatigue to inflict Doomed and Impaired. Mark 5-fatigue to inflict Trapped, Doomed, and Impaired.

FIRE WHIP

DEFEND & MANEUVER

Lash out from a distance. Mark 1-fatigue to inflict 2-fatigue or a condition (target's choice), and enemies must mark 1-fatigue to get close enough to attack you this exchange.

FLAME CHARGE

DEFEND & MANEUVER

Hurtle at your foe with enormous speed and force. Choose a foe you are not currently engaged with; you become engaged with them, they become Impaired, and you become Favored.

FLAME KNIVES

ADVANCE & ATTACK

Mark up to 3-fatigue. Hold an equal number of flames. Lose 1-flame at the end of each exchange after this one. When you inflict fatigue or conditions on a foe, inflict an additional 1-fatigue for each remaining flame.

FLAME SHIELD

DEFEND & MANEUVER

Call up a shield of flame around yourself to divert incoming attacks. Mark up to 2-fatigue; the shield blocks a number of attacks this exchange equal to 1 + the fatigue you marked. If possible, you must use the flame shield to block incoming attacks. If you are not attacked at all this exchange, you become Favored.

JET STEPPING

EVASIVE & OBSERVE

LIGHTNING BLAST*(LIGHTNING)

ADVANCE & ATTACK

Advance to a higher position and become Favored and Prepared for the next exchange. Any foe engaged with you can mark 2-fatigue to block this technique.

Hurl a bolt of lightning at a target. Mark up to 3-fatigue. For each fatigue you mark, your target must mark 2-fatigue.

HEAT METAL

DEFEND & MANEUVER

Place your hands upon a metal surface or object and pour heat into it. Anyone in contact with the hot metal must either hold their position and become Impaired or must mark 1-fatigue to abandon that position. If they are already Impaired, they must instead mark 2-fatigue to hold their position.

PRESSURIZED FIRE BLAST*

ADVANCE & ATTACK

Build up a tongue of fire under pressure before releasing it in a torrent of flame. Mark 1-fatigue and take 1-force. Then choose to release the blast or continue building pressure. If you release the blast, choose your target, spend all force, and inflict X-fatigue per force spent, where X is the amount of force spent. If you continue building pressure, hold your force into the next exchange. In any exchange in which you do not continue building pressure, you lose 1-force at the end of the exchange.

PYRE WALL*

DEFEND & MANEUVER

Create a tall wall of flame to keep enemies away from you and your allies. Mark 1-fatigue and raise the wall, disengaging foes from yourself and allies as the wall erupts. Foes may mark 2-fatigue to remain on the correct side of the wall and remain engaged. Crossing the wall immediately inflicts two conditions. You must mark 2-fatigue at the end of each exchange to maintain the wall.

RAISE THE TEMPERATURE

DEFEND & MANEUVER

Put out heat into the area to make it swelteringly hot and uncomfortable for foes. Mark 1-fatigue to make any foe unprepared for the high heat Impaired and to make yourself Favored. At the end of each exchange, you may mark 1-fatigue to make the heat persist, making yourself Favored and making anyone unprepared for it Impaired. Other Firebenders in the area may remain in the uncomfortable heat, marking 1-fatigue to become Favored at the end of the exchange, as long as the heat persists.

RECOILING JET

EVADE & OBSERVE

Throw yourself away from danger with a sudden jet of flame. Mark 1-fatigue, become Favored, and remove all of Trapped, Impaired, and Doomed as appropriate to the fiction.

REDIRECT HEAT*

DEFEND & MANEUVER

Pull heat from one area and redirect it, either into another similar-sized patch of heat-absorbing material, or into the air, dispersing it completely. Mark 1-fatigue to snuff a fire or remove the heat from another surface; if you target a Firebender, then they cannot use any firebending in this exchange unless they mark an additional 2-fatigue. Then, choose where you redirect the heat; if you disperse it into the air, it is simply gone, but if you send it into another surface, anyone in contact with that surface suffers 2-fatigue.

SPIRAL FLARE KICK*

ADVANCE & ATTACK

Spin skyward on jets of flame as you lash out with your legs. Mark 1-fatigue to target two individual foes or one group with this attack. Individual foes must each mark 2-fatigue or one condition, their choice; the group must mark 4-fatigue or two conditions, their choice.

WALL OF FIREY BREATH

DEFEND & MANEUVER

Breathe a gout of flame that keeps foes back as you maneuver away from them. Mark one condition and move to a new position. Foes must keep their distance and become disengaged, or push through the flame and suffer 4-fatigue.

WALL RUN

DEFEND & MANEUVER

Run along a vertical surface, using flame jets from your hands to keep from falling. Mark 1-fatigue and move to a new location, disengaging with foes at your origin and engaging with any foes at your destination. Any foe engaged with you can mark 3-fatigue to block this technique.



ATTEND TO COMMANDS
EVADE & OBSERVE
<p>A leading voice in the group takes a moment to organize it effectively. The group clears Impaired, becomes Inspired, and inflicts an additional 1-fatigue on all attacks made next exchange.</p>

COORDINATION
EVADE & OBSERVE
<p>The group sets itself up to launch a concerted, skilled attack upon its targets next exchange. The group becomes Prepared and Favored and may clear 2-fatigue or a condition (in addition to the normal 1-fatigue for evade and observe).</p>

DRAW FOE
EVADE & OBSERVE
<p>The group misleads foes into overextending themselves. The group targets an engaged foe who chose the advance and attack approach this exchange. That foe must mark 1-fatigue, becomes Impaired, and is moved out of reach of allies.</p>

ENGULF
DEFEND & MANEUVER
<p>The whole group shifts forward en masse, engulfing their target and engaging them. An engulfed target becomes Impaired and cannot escape or disengage this exchange. The group automatically uses Strike against each Impaired foe within reach.</p>

FOCUSED FIRE
ADVANCE & ATTACK
<p>The group pours out all of its attacks simultaneously, in synchronized fashion, against the same target. Mark 1-fatigue to inflict 2-fatigue and a condition. If the group was Prepared for this attack, inflict an additional 2-fatigue and another condition.</p>

OVERWHELM
ADVANCE & ATTACK
<p>Strike at every combatant in reach. All foes engaged with the group must mark 2-fatigue or one condition, their choice.</p>

PROTECT OBJECTIVE
DEFEND & MANEUVER
<p>The group surrounds a person, place, or object with their backs to it, to protect it from attack, disruption, or seizure. The group marks 2-fatigue and becomes Prepared. All foes near or engaged with the protected target become disengaged and pushed back from the target and are now engaged with the group. No foe can reach the protected target until the group is scattered or loses Prepared.</p>

SCATTER AND REGROUP
EVADE & OBSERVE
<p>The group splits apart and reforms nearby. The group clears one condition. Any foe engaged with the group is no longer engaged with the group, and the group can advance and engage with foes as it chooses; any foes the group engages with are Impaired.</p>

SHIELD WALL
DEFEND & MANEUVER
<p>The group together forms a barricade. The group becomes Favored, and ignores the first 2-fatigue and one condition it would mark this exchange. Next exchange, all movement or maneuvering past the shield wall is automatically blocked.</p>

SPREAD OUT
DEFEND & MANEUVER
<p>The group spreads itself out to cover more ground and avoid large-scale attacks. The group cannot suffer more than 1-fatigue, one condition, or one balance shift from any individual attack—the attacker chooses which if necessary. The group can also engage with any foes in a much wider reach, and pays no cost to keep an engaged foe from escaping.</p>

SURROUND
ADVANCE & ATTACK
<p>The group closes around a single foe. Every additional attack made on that foe during this exchange inflicts an additional 1-fatigue. Every attack made by a surrounded foe forces them to suffer 1-fatigue.</p>

SWARM
ADVANCE & ATTACK
<p>The group throws itself upon a foe with no heed to its own safety. Mark 1-fatigue to inflict 2-fatigue on a single target. This technique may be chosen multiple times. Each time it is chosen after the first, it inflicts an additional 1-fatigue.</p>

TEST DEFENSES
EVADE & OBSERVE
<p>The group slowly probes the defenses of a foe, one or two members attacking individually to determine the foe's abilities. The group becomes Prepared, Favored, Inspired, and learns the balance principle of its target; the chosen foe may immediately use Strike on the group in turn.</p>



* RARE TECHNIQUE

BETTER, FASTER, STRONGER

DEFEND & MANEUVER

You push your equipment to its limits to move fast and charge up. Mark 1-fatigue to use Seize a Position, but no foe can block you. You may mark an additional 1-fatigue to gain Empowered for as long as you maintain the new position, or to move to an unsafe, unstable area and make it safe.

BLINDED BY SCIENCE

ADVANCE & ATTACK

Use your gadgets and gizmos in a way that confuses and dazzles even the most tech-savvy foe. Mark up to 3-fatigue as you throw out your devices. If you mark 1-fatigue, inflict 1-fatigue and Impaired on your foe. If you mark 2-fatigue, inflict Trapped or Stunned on your foe, as well. If you mark 3-fatigue, inflict both Trapped and Stunned in addition to the 1-fatigue effects.

BRAWLING BLAST*

ADVANCE & ATTACK

Unleash an explosive or forceful device up-close to a foe. Mark 2-fatigue and inflict 3-fatigue and Stunned on your foe.

CACTUS JUICE*

EVADE & OBSERVE

Throw a cactus juice satchel into an opponent's face. Mark 1-fatigue to throw the satchel at any single foe within reach. They become Impaired, and they choose to suffer one additional effect: they become suggestible, and the first time their balance shifts each exchange, it shifts twice in that direction; they become Stunned until the end of the next exchange; they become Doomed as they struggle to keep hold of themselves, only removing Doomed when they have time to clear their head (and clean off the cactus juice).

COLLECT MATERIAL

EVADE & OBSERVE

Scrounge up bits and bobs from the area around you that you can use to your advantage. Take 3-gears and become Prepared. Spend gears 1-for-1 instead of fatigue on technology techniques or basic techniques using technology training.

DIAGNOSE SPECS*

EVADE & OBSERVE

Observe a mechanical device or weapon and quickly figure out its weaknesses. Choose a mechanical device currently wielded by a foe you are engaged with. Become Favored and Prepared to deal with that device and that foe. If the device is a mecha or a vehicle, inflict an additional 2-fatigue the next time you or an ally you can guide inflicts harm on it.

ELECTROMAGNET BOMB

ADVANCE & ATTACK

Use available materials to construct, plant, and detonate a device that emits an electromagnetic pulse. Mark 2-fatigue. Any unshielded advanced technology in the area, including mecha systems, airship systems, radio systems, or electrical systems, is immediately disrupted and deactivated until a technologist spends time repairing it.

ELECTROMAGNET SHIELD

EVADE & OBSERVE

Activate an electromagnetic field around yourself to repel metallic objects. Mark 1-fatigue. Anyone holding a metallic object must either immediately move away and disengage with you, or mark 2-fatigue to remain engaged with you. Anyone wearing metallic material around their bodies must immediately move away and disengage with you or mark 3-fatigue to remain engaged with you.

ENTANGLER

ADVANCE & ATTACK

Entangle a foe with a weapon or device. Mark 1-fatigue to wrap the entangling object around your foe; they are Trapped. They break free automatically after they are Trapped for two full exchanges.

FIRE BOMB

ADVANCE & ATTACK

Toss a pack of flammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition or 2-fatigue, their choice. The flames continue to burn, inflicting Doomed upon anyone who remains; they lose Doomed when they move away from the flame.

FLASH CRYSTALS*

EVADE & OBSERVE

Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2-fatigue or become Stunned; you need only mark 1-fatigue.

FORM OVER FUNCTION

ADVANCE & ATTACK

Use a non-weapon tool—a farming hoe, a hand-powered drill, a wood-chopping machine, a tea-harvesting machine, a fire-suppressant hose, etc.—to strike a foe. Mark 1-fatigue to strike any foe within reach of the tool; inflict 1 condition and 1-fatigue on them. Then, either you become Impaired until the end of the next exchange as you struggle to keep the tool from breaking, or the tool breaks and cannot be used again until repaired.

FULL-POWER ATTACK*

ADVANCE & ATTACK

Discharge your batteries, release the high-tension coils, and other-wise unleash the full charge of your equipment! Become Impaired and inflict 2-fatigue on a targeted foe. Spend all gears you currently hold 1-for-1 to inflict 1 additional fatigue. If you spend 3 or more gears in this way, inflict 2 additional fatigue. You cannot earn gears for the rest of this scene—your equipment is too damaged, depleted, or otherwise used up.

GRAPPLE LINE

DEFEND & MANEUVER

Toss out a grapple line and zip around the battlefield to a new advantageous position. Mark 1-fatigue to become Favored and disengage with all current foes, reengaging with a foe of your choice as you take up your new position. If you spend any gears on this technique, inflict Impaired on any foes with whom you engage.

GRAPPLE TOSS

ADVANCE & ATTACK

Grab a foe with a grapping gun and throw them away from you. Target a foe you are engaged with and mark 1-fatigue. You toss them away from you, forcing them to disengage with you. They may mark 3-fatigue to resist this motion. Regardless of whether they resist or not, they also become Impaired.

HAZARDOUS FIELD

DEFEND & MANEUVER

Use available components to quickly set up a hazardous field—a poisonous cloud, an electrical barrier, a line of burning oil—that acts as a barrier for anyone to cross. Mark 1-fatigue. Your field extends between two points within reach. Anyone who crosses it for any reason must mark 2-fatigue immediately. The field lasts until someone takes it down, or until shortly after the end of combat.

HIGH-SPEED GRAPPLE STRIKE

DEFEND & MANEUVER

Fire a grapping line near a foe to launch yourself directly at them at high speeds. Target a foe you are not currently engaged with and mark 1-fatigue. You close the distance and engage with them immediately. Any foe currently engaged with you can block this movement by marking 3-fatigue. If your movement is unblocked, you may mark an additional 1-fatigue to become Favored or to immediately use the technique Strike against your target; you may not do both.

JOLT

ADVANCE & ATTACK

Launch a disruptive attack on a target within reach in an attempt to control or slow them. Mark 1-fatigue to target a person or object. If you target a person, they must shift their balance away from center; if they are a technology user or covered in metal, they become Stunned; if you target an object, it is temporarily slowed or shut down.

JURY RIG*

ADVANCE & ATTACK

OVERLOAD*

ADVANCE & ATTACK

Create a new device on the fly. You gain Favored, hold 1-gear, and name one basic technique from any approach. As long as you hold this device, you can use that technique as if it was part of your current approach by spending 1-gear. Otherwise, spend gears 1-for-1 instead of fatigue on technology techniques or basic techniques using technology training.

Overload a vulnerable device or electrical weapon to unleash an explosion. The device detonates and destroys itself at the end of the next exchange. Anyone within range when it detonates suffers fatigue based on its size: 3-fatigue for a handheld device, 5-fatigue for a heavy portable device, 7-fatigue for a stationary device.

PINPOINT FLAWS

EVADE & OBSERVE

Identify weak points in your environment. Name a status you wish to inflict on a foe next exchange; the GM will tell you what you need to break in your environment to inflict that status. Next exchange, you may use Smash in addition to any other techniques you use, no matter what approach you choose.

PLANT TRAP

EVADE & OBSERVE

Place a snare or triggered explosive into your environment. Mark 1-fatigue; the next enemy who enters the trapped area must mark a condition and shift their balance away from center.

REBUILD

DEFEND & MANEUVER

Using your technological know-how, you improve your situation by quickly tuning, repairing, and adjusting your available equipment. Mark 1-fatigue, clear a condition, and gain 3-gears. Spend gears 1-for-1 instead of fatigue on technology techniques or basic techniques using technology training.

REMOTE BOMB

EVADE & OBSERVE

Plant a small explosive you can trigger remotely on a nearby surface. Mark 1-fatigue. You may activate the explosive at the start of any ensuing exchange, after approaches have been chosen but before anyone makes the stance move. When you detonate the explosive, everyone in the area suffers 3-fatigue and a condition. (Unless you have moved away, you are assumed to be in the area.)

SALVAGE*

EVADE & OBSERVE

Take apart a broken device or shattered piece of the environment to acquire the resources you need. Roll a single six-sided die. Take 2-gears if you roll a 1-2; 3-gears if you roll a 3-4; 4-gears if you roll a 5; and 5-gears if you roll a 6. Spend gears 1-for-1 instead of fatigue on technology techniques or basic techniques using technology training.

SLIME BOMB

DEFEND & MANEUVER

Throw a satchel of sticky slime at a foe. Mark 1-fatigue to throw the satchel at a foe within reach. They become Impaired for as long as they remain in this spot; if they were already Impaired, they become Trapped. If they pay the cost to escape being Trapped, they still remain Impaired until they move away.

SMOKE BOMB

DEFEND & MANEUVER

Throw a smoke bomb to cover your escape from the combat. Mark 1-fatigue to immediately Impair every other combatant in the area. You escape at the end of this exchange. Any foe who is engaged with you and not Impaired may mark 1-fatigue to block your escape.

SONIC GRENADE*

EVADE & OBSERVE

Toss a device that produces incredibly loud noise. Everyone engaged with you becomes Impaired by the noise unless they have protected their ears in some way (you are assumed to have ear protection when you use this technique). If they are already Impaired, they become Slunned. You may only use this technique once per combat.

STINK BOMB

EVADE & OBSERVE

Toss a stink bomb at an area. All combatants engaged in that area without some kind of air filter become Impaired, mark 1-fatigue, and disengage with each other as they start hacking and coughing.

SUCTION BOOTS

DEFEND & MANEUVER

Deploy the suction effect on your boots and move up vertical walls or even along the ceiling! Move to a new location, engaging/disenaging with foes, overcoming negative statuses or dangers, establishing an advantageous position, or escaping the scene. If you move along difficult surfaces, only foes who can reach you can stop you, and must mark 2-fatigue to do so.

TIE DOWN

ADVANCE & ATTACK

Use a device to tie your target to a surface or object of your choice. Mark 1-fatigue; your target becomes Impaired and is attached to that surface, essentially engaged with it, and cannot move away or disengage from it unless they pay 3-fatigue to break free or otherwise clear Impaired.

WIND UP*

DEFEND & MANEUVER

Wind up a technological device to build tension and charge! Gain 1-gear and become Favored; then, mark up to 2-fatigue, and hold 2 additional gears for each fatigue you mark. Spend gears 1-for-1 instead of fatigue on technology techniques or basic techniques using technology training.

ZIP ZAP

ADVANCE & ATTACK

Send a spark of electricity erupting from a device you control. Mark 1-fatigue to inflict 2-fatigue and Impaired on a target engaged with you. If that target is already Impaired, inflict an additional 2-fatigue.

* RARE TECHNIQUE

ATTACK WEAKNESS

ADVANCE & ATTACK

Strike an enemy at a weak point where they've already been injured. Mark 1-fatigue to target an engaged, impaired enemy in reach; they suffer fatigue equal to however many conditions they already have marked.

CHARGE

ADVANCE & ATTACK

Advance straight at an enemy to strike them full force. Mark 1-fatigue to close the distance and engage with an enemy you aren't currently engaged with, inflicting one condition or 2-fatigue (their choice). Become Favored for the next exchange.

DOUBLING DOWN

EVADE & OBSERVE

Redouble your efforts and invest yourself fully into the fight. Shift your balance twice away from center, then clear twice your highest principle in fatigue. You may only use this technique once per combat.

DUCK AND TWIST

EVADE & OBSERVE

Rely on your fast movement to help keep you out of the worst of harm's way. Mark 1-fatigue to clear one condition and become Favored.

FORCEFUL BLOW

ADVANCE & ATTACK

Swing at an enemy with all your might, sending them flying. Mark 1-fatigue and inflict 2-fatigue or one condition on your target (your choice). Then push them to a new position of your choice unless they mark 2-fatigue.

FURIOUS ASSAULT*

ADVANCE & ATTACK

Make an unbalanced, impassioned strike. Become Impaired due to your overwhelming passion, shift your balance away from center, and inflict conditions equal to your Passion on an enemy; NPCs instead inflict conditions equal to their current balance. You may only remove impaired when your balance is at your center.

MONOLOGUE

EVADE & OBSERVE

Rant a bit about your own awesomeness in the middle of a fight. Clear 1-fatigue and become Inspired.

MOUNT/DISMOUNT

DEFEND & MANEUVER

Move from inside a vehicle or atop a steed to standing on your own feet quickly and efficiently, or vice versa. You immediately move to a new position—away from your vehicle or steed if you dismount, or atop or inside your vehicle or steed if you mount—engaging new enemies as appropriate, and you become Favored and Prepared.

POUNCE*

ADVANCE & ATTACK

Press the advantage against an enemy who is off-balance. Mark 1-fatigue to inflict Impaired on a foe, or inflict Stunned on an Impaired foe, or inflict 5-fatigue on a Stunned foe.

PROTECT

DEFEND & MANEUVER

Protect an ally within reach. Mark 1-fatigue to intercept and stop an attack made against them in this exchange; if no attack is made against them in this exchange, you both become Inspired.

RAPID ASSESSMENT

EVADE & OBSERVE

Quickly take in your situation far faster than normal. Ask one question about the situation at hand. Become Prepared to act on the answer, and you may call out your plan to an ally to make them Prepared as well.

RUN THEM DOWN

ADVANCE & ATTACK

While driving a vehicle, aim straight for a non-vehicle target and gun your engine. Your target must block or dodge your vehicle, choosing two out of three: mark 3-fatigue, mark a condition, become Impaired.

SEEK THE DEEPEST CALM*

EVADE & OBSERVE

Quiet your emotions and focus yourself. Use only in an exchange in which no conditions were inflicted upon you. Clear any non-physical negative statuses or become Inspired. Clear two conditions of your choice. You may only use this technique once per combat.

SEEK VULNERABILITIES

EVADE & OBSERVE

Examine your foe for weak points. The next time you inflict a condition or fatigue on them, you may also shift their balance. If you know what their principle is, then you may mark 1-fatigue to shift their balance a second time.

SENSE ENVIRONMENT

EVADE & OBSERVE

Look for opportunities to usefully reshape your environment. The next time you advance and attack or defend and maneuver, you may use Smash or Ready, as appropriate, in addition to any other techniques you use, even on a miss. When you use Smash or Ready this way, do not mark fatigue.

SHAME

ADVANCE & ATTACK

Insult an opponent to drive home their inefficacy after they've suffered a blow. Target a foe who has suffered some harm (marked fatigue, marked a condition, or suffered a negative status) from an attack this exchange and mark 1-fatigue. Insult them, forcing them to mark additional fatigue equal to the number of conditions they have marked, or to shift their balance, their choice.

SLIP AWAY*

DEFEND & MANEUVER

Move out of sight and into a superior position. You may only use this technique if no one is engaged with you. Mark 1-fatigue, become Favored, and move into a position where your foes lose track of you. No one may target you or engage with you—and you may not target or engage with anyone else—while you are hidden. Mark 1-fatigue at the start of each exchange to remain hidden; do not choose an approach or make the stance move while hidden. You may reveal yourself and act during the resolution of any approach; if you do, you immediately commit to that approach and make the stance move, re-entering the fight and performing techniques as appropriate.

STAND STRONG

DEFEND & MANEUVER

Plant your feet and prepare yourself for incoming blows. Become Prepared, and you automatically block or avoid any negative statuses inflicted on you this exchange.

SUCK IT UP

DEFEND & MANEUVER

TAKE COVER

DEFEND & MANEUVER

Focus and absorb a blow, readying yourself to act immediately after. For each attack that inflicts fatigue, conditions, or balance shifts on you this exchange, choose one additional technique next exchange (even if you roll a miss on the stance move).

Seize and maneuver into cover. The first attack on you this exchange strikes your cover, damaging or destroying it, but leaving you unharmed.

TAUNT

EVADE & OBSERVE

Insult and taunt an engaged foe into making a mistake. Your foe must either try to ignore your insults and mark fatigue equal to their highest balance principle rating, or give in to them, agreeing now to advance and attack and target you with any attacks. If your foe gives in to your insults, you become Prepared.

* RARE TECHNIQUE

CHAINSAW (MECHA)

ADVANCE & ATTACK

Destroy or destabilize something in the environment—infllicting or overcoming fictionally appropriate positive or negative statuses—and becoming Favored.

DEFENSIVE DRIVING (VEHICLE)

DEFEND & MANEUVER

You maintain your position, regain 1-control, and ignore the first 2-heat or damage dealt directly by attacks to your vehicle for the exchange.

ELECTRICITY CANNON (MECHA)

ADVANCE & ATTACK

Fire a bolt of electricity from your electricity cannon at a target. Mark up to 2-energy. For each energy you mark, your target must mark 3-fatigue.

ELECTRIC RETALIATE (MECHA)

DEFEND & MANEUVER

Electrically charge the metal skin and appendages of the mecha. Any foe who comes in contact with the mecha at any point during the exchange marks 2-fatigue automatically.

FLAMETHROWER (MECHA)

ADVANCE & ATTACK

Rain fire upon a target. Mark 2-energy to inflict Impaired and Doomed upon them. Mark 4-energy to inflict Trapped, Doomed, and Impaired.

FLY (MECHA)

DEFEND & MANEUVER

Fly to a new location, including hovering in the air. Engage/disengage with your foes, overcome negative statuses or dangers, establish an advantageous position, or escape the scene. Any foe engaged with you can mark 3-fatigue to block this technique.

GUN IT (VEHICLE)

ADVANCE & ATTACK

You push your vehicle to the limit. Lose 2-control. Then, mark up to 3-heat; your vehicle moves up positions equal to the amount of heat you mark.

HANG BACK (VEHICLE)

EVADE & OBSERVE

Drop back one position. Clear an additional 2-heat or regain up to 2-control, your choice.

HEAVY GRAPPLE LINES (MECHA)

DEFEND & MANEUVER

Toss out a pair of high-powered grapple lines and throw yourself around the battlefield to a new advantageous position. Mark 1-energy to become Favored and disengage with all current foes, reengaging with a foe of your choice as you take up your new position. Mark an additional 1-energy to inflict 1-fatigue and Impaired on any foes with whom you engage.

HIGH-POWER ELECTROMAGNET (MECHA)

EVADE & OBSERVE

Use an electromagnet to snare a metal object or target. Choose a metal object to target; it is immediately drawn to your electromagnet. If the object is behind, held, or worn by a character, they may mark 3-fatigue to resist this effect. If the object is worn by a character, they also immediately become Trapped by your electromagnet.

HYDROBLAST (MECHA)

ADVANCE & ATTACK

Fire a high-powered stream of water from the hose and tank on the mecha. Mark 1-energy to inflict two conditions on a foe within reach; they are pinned against something and cannot shift positions or engage foes other than you until they break the stream or you drop it. Mark 1-energy at the end of each exchange to continue the stream.

OVERTAKE (VEHICLE)

DEFEND & MANEUVER

Mark 1-heat or spend 1-control. You push the vehicle to overtake the next vehicle up in position; they can mark 2-heat or spend 2-control to block this technique.

PISTON PUNCH (MECHA)

ADVANCE & ATTACK

Strike a foe in reach with an explosively powerful piston, forcing them to mark 4-fatigue, mark two conditions, or shift their balance twice away from center, their choice. Mark 1-energy to instead choose to strike with both fists, forcing them to mark 4-fatigue, or strike multiple times, inflicting two conditions.

PROJECTILE CLAW (MECHA)

ADVANCE & ATTACK

Fire a pincer claw on a metal line at a foe. Inflict 2-fatigue and the Impaired status on them. If they are already Impaired, or if you mark 1-energy, they become Trapped.

RETRACTABLE STRIKE (MECHA)

ADVANCE & ATTACK

Release a blade or spike with force from its hidden chamber on the mecha's arm. Mark 1-energy and inflict 3-fatigue and Impaired on your foe. You may mark an additional 1-energy to pin your foe in place and prevent them from using any defend and maneuver techniques, unless they mark 2-fatigue to free themselves.

SCRAPE (VEHICLE)

ADVANCE & ATTACK

You purposefully scrape another vehicle with your own; your vehicle suffers 1-damage or you lose 1-control, and their vehicle suffers 2-damage, they lose 2-control, or they lose 1-control and suffer 1-damage, their choice.

SHOCK BOLAS (MECHA)

DEFEND & MANEUVER

Throw a disc bola with three tethers and an electric generator at a foe. They must mark 3-fatigue to dodge or the bola catches them, instantly inflicting Impaired and Stunned on them.

WATCH DRIVING (VEHICLE)

EVADE & OBSERVE

Regain 1-control and become Favored. Next exchange, the enemy vehicle must reveal its approach before you reveal yours, allowing you to change your approach in response.



* RARE TECHNIQUE

ARMS OF THE OCEAN'S REACH*

DEFEND & MANEUVER

Pull water along your arms to create two long tendrils with which to maneuver, attack, and engage. Mark 1-fatigue and become Prepared. While you are Prepared, your reach is extended by your water tendrils. It costs foes an extra 1-fatigue to disengage with you in any way. If you use Water Whip, Octopus Form, Crushing Grip of Seas, or any other advanced technique that uses water tendrils while you are Prepared from this technique, you may lose Prepared to ignore the fatigue cost of that technique and inflict an extra 1-fatigue if it inflicts any harm on a target.

BLOOD TWISTING*(BLOOD)

ADVANCE & ATTACK

Use bloodbending to move and twist a foe's body in painful ways. You must be Empowered to use this technique. Inflict a condition on your foe. If they are already Impaired, Trapped, or Doomed, inflict an additional condition. If this is your first, second, or third time ever using this technique, mark a condition.

BREATH OF ICE

DEFEND & MANEUVER

Become ready to breathe shivering cold upon any foe who gets close to you. Any foe engaged with you at any point in this exchange becomes Impaired until they clear the ice from their limbs.

CREEPING ICE

EVADE & OBSERVE

Carefully and stealthily extend a sheet of ice out beneath foes of your choice; they become Impaired as long as they remain on the ice, and you become Prepared to engage with them.

CRUSHING GRIP OF SEAS*

ADVANCE & ATTACK

Throw a tendril of water that wraps around a foe's limb and holds it in place. Mark 1-fatigue and inflict Impaired on a foe; mark an additional 2-fatigue to inflict Trapped on that foe with a second tendril. If the foe is already Impaired, you only need to pay 2-fatigue for Trapped.

DOUSE FLAME

DEFEND & MANEUVER

Cast a wave of water about, putting out all flames and soaking your foes. Mark 1-fatigue. Everyone around you except Waterbenders becomes Impaired. All Firebenders affected by this technique cannot remove Impaired until they first spend 2-fatigue to heat themselves up and dry out their soaked clothing.

FIST OF THE SEAS*

ADVANCE & ATTACK

Use a significant body of water nearby to send a towering wave into foes. You cannot use this technique without a significant body of water nearby, like a lake, ocean, or full river. Mark 3-fatigue to inflict a condition, 2-fatigue, and Stunned on every foe within reach of the water.

FLOW AS WATER

DEFEND & MANEUVER

Use a jet of water to propel you smoothly around obstacles. Mark 1-fatigue and move to a new location. If you engage with or disengage from a foe, they are Impaired.

FREEZE BLOOD*(BLOOD)

ADVANCE & ATTACK

Use bloodbending to seize a target and hold them in place. You must be Empowered to use this technique. Mark 1-fatigue; your target becomes Trapped and/or Doomed, your choice. If this is your first, second, or third time ever using this technique, mark a condition.

ICE CLAWS

EVADE & OBSERVE

Cover your fingers with ice to create sharp, pointed claws. Mark 1-fatigue to become Prepared. As long as you are Prepared, any time you attack an enemy in hand-to-hand range, inflict an additional 2-fatigue. If you lose the claws, you lose Prepared.

ICE GAUNTLET

DEFEND & MANEUVER

Cover your hand with a sheathe of ice. Become Prepared. When you next make an attack, inflict an additional 1-fatigue.

ICE GRAB

ADVANCE & ATTACK

Grab a foe's hand or foot in ice and fling them. Mark 1-fatigue to send a ball of water at an opponent, freeze it around a limb, and then throw them away from you. They may either become Impaired and mark a condition to resist the movement, or allow themselves to be cast away. If you try to throw them into a wall or other people, your target suffers 1-fatigue upon striking the wall or the other people.

ICE PRISON*

ADVANCE & ATTACK

Aggressively wrap a foe in ice. Mark 2-fatigue to inflict Trapped on a foe standing in water or on ice.

ICE SLIDE

DEFEND & MANEUVER

Create an ice slide around you to shift and redirect your foes. Mark 1-fatigue. For any foes engaged with you who chose advance & attack or defend & maneuver this exchange, you may shift their position, engaging or disengaging with them as appropriate. Each of those foes may mark a condition or 2-fatigue to resist this movement.

ICE SNARE

DEFEND & MANEUVER

Prepare to throw a bit of water at a foe's hand or foot, catching the appendage, and then freezing it in place. Hold 1-reaction. You may mark 1-fatigue and spend 1-reaction to interrupt a foe's technique during this exchange. If you do, they must either become Impaired and mark 2-fatigue or the technique is interrupted and has no effect. Lose all reaction at the end of the exchange.

OCTOPUS FORM*

DEFEND & MANEUVER

Surround yourself with eight tendrils of water, blocking incoming blows and striking at foes. Mark 2-fatigue. While you have Octopus Form active, once per exchange you may use Strike against any one foe engaged with you (regardless of what approach you chose), and you may block any one incoming attack against you (regardless of what approach you chose). You must mark 1-fatigue at the end of each exchange after the first to keep Octopus Form active. While Octopus Form is active, you are Impaired.

QUIET GRIP OF ICE

EVADE & OBSERVE

Use a bit of water on the ground to grab a foe's foot in an icy hold. Mark 1-fatigue; your opponent becomes Impaired, and if you advance and attack next exchange, you inflict an additional 1-fatigue on that foe with any attacks you make that exchange.

RAZOR RINGS

ADVANCE & ATTACK

While standing in or near a significant supply of water, send a wave of razor-sharp water rings rolling up at a foe near the water. Mark 1-fatigue. Your foe must dodge the rings, marking 2-fatigue and becoming Impaired, or you can cut loose or destroy any vulnerable objects or items they are carrying of your choice.

REFRESH(HEALING)

EVADE & OBSERVE

RINGS OF WATER*

EVADE & OBSERVE

Apply water to reinvigorate and close wounds on a willing target. Mark 1-fatigue to heal an ally in reach who is evading and observing. Clear an appropriate status from them, and clear 3-fatigue or two conditions.

Pull long streams of water out of a substantial nearby source (nothing smaller than a knee-high pond) to surround yourself with one, two, or three flowing rings of water. Mark 2, 3, or 4-fatigue to call up one, two, or three rings. If you call up one ring, you become Favored; if you call up two rings, you also become Prepared; if you call up three rings, you also become Empowered as long as you have at least one ring remaining. You may use rings one-for-one to strengthen other waterbending techniques, reducing the fatigue cost to use those techniques by 1 per ring spent, or inflicting an additional 2-fatigue per ring spent on a waterbending attack.

RISING GEYSER*

DEFEND & MANEUVER

Rise up on a pillar of water drawn from a significant water source. Mark 2-fatigue to become Favored and Empowered for as long as you remain atop the pillar. You remain atop the pillar until either the pillar is destroyed, or you choose to use the water for another technique. If you choose to use the water for another technique, reduce any fatigue costs of that technique by 1.

SLIP OVER ICE

EVADE & OBSERVE

Push a high-powered stream of water from a significant source. Mark fatigue to inflict a condition on a foe within reach of the water source; they are pinned against something and cannot shift positions or engage foes other than you until they break the stream or you drop it. Mark 1-fatigue at the end of each exchange to continue the stream.

SPIKE DRILL DIVE*

ADVANCE & ATTACK

Leap into the air, then hurtle back down legs first, spinning like a corkscrew and surrounding your lower body with an icy spike. Mark 3-fatigue. Every foe near the ground where you land marks 2-fatigue and is thrown backward. If there is anything beneath the surface you land on (a lower floor, a cave, etc.), you immediately move into that space, disengaging and engaging with foes as appropriate.

STREAM THE WATER

ADVANCE & ATTACK

Use ice and water to slip around your environment with ease while putting foes off-balance. Clear 1-fatigue (in addition to clearing 1-fatigue via evade and observe) and reposition foes within reach, deciding who is engaged with whom unless they are willing to mark 1-fatigue and become Impaired to remain where they are.

SUDDEN PHASE CHANGE

EVADE & OBSERVE

Rapidly and suddenly shift a pool or small area of water between solid, liquid, and vapor. If you shift to solid, mark 1-fatigue as you turn a pool of water to ice. Anyone in the water must mark 1-fatigue to leap away quickly or become Trapped; anyone who passes over the water slips and becomes Impaired until they get past it. If you shift to liquid, you become Favored as you give yourself a supply of water to bend with. If you shift to vapor, mark 1-fatigue to inflict Impaired on everyone in the fog who depends on sight, including yourself.

SURF THE WAVE*

DEFEND & MANEUVER

Create a giant wave of water from a substantial nearby source (nothing smaller than a knee-high pond) to wash away foes and move you to a new location. Mark 2-fatigue, become Favored, and move to a new location. All enemies currently engaged with you or in the path of the wave mark 1-fatigue and become Impaired. If they wish to remain engaged with you, they must mark an additional 1-fatigue.

WATER CLOAK*

DEFEND & MANEUVER

Surround yourself with water; mark fatigue and hold 3. Spend your hold 1-for-1 to reduce the 1-fatigue or conditions inflicted by an incoming attack by 1, to become Favored for the next exchange, as long as you use waterbending techniques; or to throw water into the environment, affecting it and possibly inflicting a status. Mark 1-fatigue at the end of each exchange to maintain the hold to the next exchange.

WATER JAB

ADVANCE & ATTACK

Surround your fist in water and use the force of the stream to enhance your water-boxing punch. Mark 1-fatigue to inflict 3-fatigue on your target. Your foe can choose to become Impaired to reduce the amount of fatigue they suffer by 2.

WATER KNIFE

ADVANCE & ATTACK

Create a fast, cutting swoop of water that can cut through vulnerable materials. Mark 1-fatigue and choose your target. If you target a combatant, inflict a condition and Impaired upon them. If you target something in the area, become Prepared and otherwise treat it as if you had used the technique Smash.

WATER SPHERE SHIELD*

DEFEND & MANEUVER

Surround yourself with a sphere of water to deflect attacks and return fire. Mark between 1 and 3-fatigue, your choice, and hold 1 for each fatigue you mark. Spend your hold to block the next 2-fatigue, 1 condition, or negative status you would suffer. As long as you have hold, you are Empowered.

WATER WHIP

DEFEND & MANEUVER

Lash out with a tendril of water. Mark 1-fatigue to inflict a condition or 2-fatigue, your choice.



* RARE TECHNIQUE

BOOM!
ADVANCE & ATTACK

Throw a small prepared explosive into the midst of your foes. Mark 2-fatigue or clear Prepared to toss the explosive into your enemies' midst. Everyone in range (including allies in the area) must either mark 3-fatigue to dive away, or mark a condition and become Stunned, their choice.

BOOMERANG BLOW
ADVANCE & ATTACK

Throw your boomerang to hit a target just right and return the weapon to your hand. Mark 1-fatigue, inflict 2-fatigue on your target, and name the specific place you are striking on your opponent to disrupt them, inflicting Impaired on them until they have time to rest and recover after the fight. If you use this technique against an opponent who is already Impaired, inflict a condition on them as well. If you allow your boomerang to fall to the side instead of returning to your hand, you may use this technique without marking 1-fatigue.

CHI-BLOCKING JABS*
ADVANCE & ATTACK

Pinpoint weapon or hand strikes to block a foe's chi. Mark 1-fatigue to block a foe's chi with your strikes, inflicting a condition and rendering a limb useless (and blocking bending with that limb). An enemy with one fewer useful limb chooses 1 fewer technique to use each exchange. Limbs become usable again when combat ends or three exchanges pass.

CHART A COURSE*
EVADE & OBSERVE

Plan a clear and perfect path of action. Secretly choose your approach and up to two techniques you plan to use in the next exchange (noting them in advance). If you use those techniques in the next exchange, reveal your planning; those techniques cost no fatigue and cannot be canceled or blocked. Anyone engaged with you can mark 1-fatigue to look at the note.

COUNTERSTRIKE
DEFEND & MANEUVER

Using impeccable timing, read your foe's movement and lash out with blinding speed. Execute a Strike as if you had marked 1-fatigue against an engaged foe who chose advance and attack as their approach. You cannot use this technique if you have any negative statuses.

DIRE STRIKE
ADVANCE & ATTACK

Put all your force and strength behind a two-handed swing of a sizable melee weapon. Mark 2-fatigue and inflict 4-fatigue, a condition, and Impaired on your target. If they are wielding a melee weapon, you may mark an additional 1-fatigue to knock it from their grasp.

DISARM
DEFEND & MANEUVER

Target a foe's melee weapon with your strikes, knocking them from your foe's grasp. Your foe must either mark 2-fatigue or lose the weapon and become Impaired.

DOUBLE-LEG KICK-OUT
ADVANCE & ATTACK

Leap and land both your feet on your foe, kicking off them with your whole body. Mark 1-fatigue, and then you and your foe each secretly wager up to 3-fatigue. Reveal your wagers simultaneously, each of you marking as much fatigue as you wagered. If you wagered as much or more fatigue than your foe, they are knocked to the ground, becoming Stunned and Impaired.

DRAW CLOSE
ADVANCE & ATTACK

Dash and dodge in close to an opponent of your choice, putting them at a range that favors you over them. Mark 1-fatigue and become Favored. If they advance and attack next exchange, they have to mark 1-fatigue for each technique they use (they may choose to use fewer than their full amount).

DUAL WEAPON STANCE
EVADE & OBSERVE

Adopt a stance and form appropriate for using two weapons, one in each hand, with perfect synchronization and artful style. If you have one weapon in each hand, become Favored at the end of this exchange and at the end of each ensuing exchange until you lose one of the two weapons, you become Impaired, or you are otherwise knocked from your stance. If you inflict fatigue or conditions on a single opponent twice, with two different techniques, in the same exchange while you are in this stance, inflict an additional 2-fatigue.

FEINT
EVADE & OBSERVE

Trick your foes into overextending themselves against you. If you were targeted by any attacks this exchange, you may mark 1-fatigue to immediately inflict a condition on each of your attackers.

FLAMING ARROWS
EVADE & OBSERVE

Prepare a handful of flaming arrows. Mark 1-fatigue to become Prepared and hold 3-arrows. Spend 1-arrow on any kind of bow attack to inflict Doomed on your target as you catch them alight.

FLOWING STANCE*
EVADE & OBSERVE

You take up a stance to enable you to string many motions together fluidly. Mark 2-fatigue and become Prepared. While you are Prepared from this technique, you may use one additional weapons-training advanced technique of your chosen approach each exchange, as long as you advance & attack or defend & maneuver.

GRAPPLE SHOT
DEFEND & MANEUVER

Fire an arrow with a tether at the end to swing through the area around you. Move to a new position and engage/disengage with foes, overcome a negative status or danger, or establish an advantageous position as appropriate. Any foe you engage or disengage with suffers 1-fatigue automatically; foes you disengage with can mark 1-fatigue to try to keep up with you.

HIDDEN WEAPON STRIKE*
ADVANCE & ATTACK

Reveal a hidden weapon from within your apparel and strike with it all in one motion. Mark 1-fatigue and inflict 3-fatigue and Stunned on your foe. You may only use this technique against any given foe once per combat.

HOOK FOE
ADVANCE & ATTACK

Use your weapon to catch and hook an opponent's limb, pulling them off their feet. Mark 2-fatigue; your opponent becomes Stunned and falls to the ground unless they mark 3-fatigue to keep their feet.

HURL WEAPON
ADVANCE & ATTACK

Hurl a weapon unintended for throwing at a foe. You lose your weapon and become Impaired for the next exchange or until you retrieve it. Inflict 2-fatigue and a condition on your target.

IMPROVISE WEAPON
EVADE & OBSERVE

Quickly arm yourself with a weapon improvised from materials around you. Mark 1-fatigue and become Favored. When you inflict harm with this weapon, the weapon breaks and you inflict an additional 2-fatigue.

MIRROR BLOCK*
DEFEND & MANEUVER

NET CAST
DEFEND & MANEUVER

Prepare to match, mirror, and capitalize on an opponent's attack. Mark 1-fatigue and become Prepared. While you are Prepared from this technique, you may lose Prepared to mirror an opponent's attack, blocking it and then pulling them off-balance; if you do, you completely cancel the effects of an attack they make and inflict Impaired on them.

Throw a net across an opponent to tangle them up and slow them down. Mark 1-fatigue. If your target is Impaired or has over half (round-up) of their fatigue already marked, they become Trapped. Otherwise, they become Impaired and must mark 2-fatigue.

PARRY

DEFEND & MANEUVER

Stop a foe's attack before it connects. Choose a foe who used advance and attack this exchange; during advance and attack, mark fatigue—1-for-1—to cancel an attack they use against you after they pay the costs.

PIN A FLY TO A TREE*

ADVANCE & ATTACK

Fire arrows with perfect accuracy to pin a foe in place. Mark 1-fatigue to inflict Impaired on a target, or 3-fatigue to inflict Impaired and Trapped.

PINPOINT THRUST

ADVANCE & ATTACK

Using a thrusting or stabbing weapon, go straight for the target with precision and accuracy. Mark 1-fatigue and inflict 2-fatigue and Impaired on your foe. You may mark an additional 1-fatigue to move yourself to a new position within reach immediately; any foes engaged with you may mark 1-fatigue to block this movement.

ROCK-SMASHING SHOT*

ADVANCE & ATTACK

Fire special arrows that can pierce stone and concrete. Destroy or destabilize something in the environment, removing positive statuses or creating negative statuses as appropriate. If you choose to become Impaired for an exchange from exerting yourself greatly while firing, you may also inflict 2-fatigue or one condition (target's choice) on a foe hidden behind the object you're destroying.

SHEARING SLICE

ADVANCE & ATTACK

Swing a perfect, two-handed strike with a blade that cuts through another object or item. Choose your targeted item and the GM will tell you how much fatigue to mark—1-fatigue for a vulnerable item, 2-fatigue for a thick or sturdy item, and 3-fatigue for a strong or equivalent item (like another strong, unflawed blade). Mark that amount of fatigue and you slice that item in two.

SWITCH IT UP

EVADE & OBSERVE

Switch up your style, footwear, weapon, or bearing, causing your foe to second-guess your next move. Mark 1-fatigue to become Prepared and force an engaged foe to reveal their choice of approach before you choose yours during the next exchange.

TAKE THE HIGH GROUND

DEFEND & MANEUVER

Move to an advantageous position above your foe. Mark 1-fatigue, become Favored, and ignore all fatigue, conditions, and negative statuses inflicted on you by attacks they make against you this exchange.

THE WAY OF JASMINE*

ADVANCE & ATTACK

Use wide sweeping blows to control your foe's movements and options in the fight. Mark 1-fatigue to use the Pressure basic technique, but choosing 2 approaches instead of 1. You cannot use Pressure on its own in the same exchange that you use the Way of Jasmine.

TURN THE TABLES*

ADVANCE & ATTACK

Make careful strikes to undermine your foe's advantageous position. Mark 1-fatigue to knock your foe from their position to a new, disadvantageous location, inflicting 1-fatigue. If your foe was Favored or Prepared at the start of the exchange, you do not mark fatigue, you inflict an additional 1-fatigue, and they lose all appropriate positive statuses. These costs and consequences cannot be canceled or avoided by another technique.

TWIN WEAPON SWEEP

DEFEND & MANEUVER

Wielding two weapons at once, sweep them together, whirling and blocking at the same time that you unleash a flurry of blows. Mark 1-fatigue and hold 3-flurry. Spend flurry 1-for-1 to reduce fatigue inflicted upon you, or to avoid an inflicted condition. If you have any flurry left at the end of this exchange, you may spend each flurry to inflict 2-fatigue on a foe engaged with you.

VENOMOUS DARTS

ADVANCE & ATTACK

Throw a few darts coated with paralytic venom at a foe. Mark 1-fatigue, or you are out of darts and cannot use this technique for the rest of combat. Inflict 1-fatigue and Impaired on your foe. If they are already Impaired, inflict Stunned. If they are already Stunned, inflict Doomed.