



tripleqmark ??? productions

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Airbender



All airbending attacks force enemy blocks played against the attack to be rerolled.

Earthbender



Reroll any misses once. If the new roll is a block, it can be used, otherwise, discard the dice until the next turn.

Firebender



Reroll any misses once. If the new roll is a hit, it can be used, otherwise, discard the dice until the next turn.

Waterbender



All waterbending blocks force enemy attacks played against the block to be rerolled.

Airbender



All airbending attacks force enemy blocks played against the attack to be rerolled.

Earthbender



Reroll any misses once. If the new roll is a block, it can be used, otherwise, discard the dice until the next turn.

Firebender



Reroll any misses once. If the new roll is a hit, it can be used, otherwise, discard the dice until the next turn.

Waterbender



All waterbending blocks force enemy attacks played against the block to be rerolled.