

Haru (1) | E | 4

• 0 Return
Switch Haru with another Character in play.

- 0 Earth Cover 0+
Reduce damage to your inactive Characters this Jing by 2. 1-

+ 1E Boulder 1+
1-

+ 2E Stone Bullets 3+
Does 0 damage if used against -Jing.

Toph (2) | E | 5

• 0 Listen 0+
1- more if used against a +Jing. 1-

• 1E Seismic Sense 0+
2+ more if used against an Earthbender. 2-

- 3E Rock Armor 0+
2+ more if used against a +Jing. 4-

+ 4E Metalbending Genesis 4+
1- more if not used against a +Jing.

King Bumi (3) | E | 7

• 0 Patience
Put up to 2 Earthbending Chi cards from your discard pile into play.

- 1E Brick Wall 0+
You may discard any number of Earthbending Chi. 2- more for each. 2-

+ 1E Hurling Earth 2+
Discard 1 Earthbending Chi to use this move. You may discard any number of additional Earthbending Chi. 2+ more for each.

Sokka (2) | □ | 7

• 0 Plan 0+
1+ more to your next Jing. Search for a Jing card and replace one of your face-down Jing cards with it.

+ 1□ Sneak Attack 1+
1+ more if you yell "SNEAK ATTACK!"

+ 2□ Wolf-Jaw Blade 1+
2+ more if not used against a -Jing. 1-

+ 5□ Sokka's Instincts ?+
Choose one of Opponent's +Jing moves. Apply all strength and effects of that move (treating all Chi as □).

The Blue Spirit (3) | 7

• 0 **Ominous Stealth**
Prevent all damage done by
Opponent next Jing.

+ 1 **Trickery** 1+
Opponent plays rest of Battle with
Jing cards face up.

+ 3 **Dual Sword Slash** 3+
1-

- 3 **Threaten** 1+
2+ more if Opponent has at least 2
damage. 2-

Suki (2) | 4

- 0 **Defensive Instinct** 0+
1- more if used against a +Jing. 1-

• 1 **Warrior Instinct** ?+
2+ if used against -Jing.
2- if used against +Jing.

+ 2 **Fan Jabs** 2+
Attack power cannot be reduced by
-Jing.

- 3 **Caring Presence** 0+
Heal all of your Characters by 1. 2-

Jet (2) | 5

• 0 **Bird Call Signal**
Look at the top 5 cards of your deck.
Put any Characters into your hand
and shuffle the rest back into your
deck.

- 1 **Swift Stealth** 3-

+ 2 **Hooked Swords** 2+
2+ more if used against -Jing.

- 7 **Trip Up**
Discard 3 Chi cards to use this move.
Opponent must pass next Jing this
Battle.

Mai (3) | 5

• 0 **Passive Aggression**
If Mai takes no damage this Jing,
Opponent takes 2 damage.

+ 1 **Routine Knives** 2+

- 2 **Dodging Dagger Throw** 1+
2-

+ 5 **Stiletto Handcuffs** 0+
The defense power of Opponent's
next Jing is reduced by 4.

Ty Lee (2) | | 4

• 0 **Diversion** 1-
Defense power of Opponent's next Jing is reduced by 2.

- 1 **Acrobatic Ruse** 2-
2- more if you exert 2 additional Chi.

+ 2 **Chi Blocking Jabs** 2+
If damage is done to Opponent this Jing, Opponent must return 1 Chi (it may be exerted) from play into his hand.

• 3 **Pink Aura**
Heal up to 2 of your characters by 1.

Azula (4) | F | 6

• 0 **Calculated Tactics**
Can only be used in first Jing of Battle. If used against -Jing, Opponent must pass on all future -Jing they play this Battle.

+ 2F **Precise Lightning** 3+

- 3F **Hostage** 2-
If Azula takes damage this Jing, do 2 damage to one of your opponent's inactive characters.

+ 7F **Psychotic Blaze** 3+
4+ more if you have no inactive characters. Either way, Azula does 4 damage to herself and 2 to every inactive character in play.

Sun Warrior (4) | F | 6

- 0 **Secretive Pact**
If you have inactive characters, you may discard 1 Firebending Chi in order to shuffle Sun Warrior into your deck.

• 1F **Sun's Heat**
Can only be used in first Jing of Battle. Attack power of next move made by Sun Warrior is doubled.

+ 3F **Dancing Dragon** 2+
2+ more if used in previous Jing of this Battle.

- 3F **Eternal Flame's Light** 1+
4-

Admiral Zhao (3) | F | 7

- 1F **Reluctant Defense** 0+
2-

+ 2F **Fire Raid** 2+
2+ more if you discard 2 Firebending Chi cards.

+ 4F **Fuseless Temper** 5+
Zhao does 3 damage to himself.

• 4F **Power Abuse** 2+
Does 2+ to all of your opponent's inactive Characters.

Prince Zuko (3) | F | 6

• 0 **Breath of Fire** 0+
Put 2 Firebending Chi from your discard pile into play.

+ 1F **Harsh Strike** 3+
Discard 1 Firebending Chi in order to use this move.

± 2F **Steady Flame** 0+
1+ more for each consecutive Jing this move has been used in Battle. 2-

+ 5F **Turmoil Blaze** 6+
Does 2 damage to each of your inactive Characters.

Iroh (4) | F | 8

• 0 **Fiery Rebuke**
Discard the top card of your deck. If it is a Firebending Chi, this move does 2 damage. If it is not, put a card from your discard pile on top of your deck.

- 2F **Heated Resistance** 1+
2-

± 3F **Flow of Fire** 2+
1+ more if Opponent damaged Iroh last Jing. 1-

+ 6F **Dragon Of The West** 2+
Before each Jing for the rest of Battle, put 1 damage on the Opponent.

Sangok (1) | W | 4

• 0 **Hesitant Retreat**
After applying damage this Jing, replace Sangok with an inactive Character.

- 0 **Cower** 0+
If Sangok does not take damage this Jing, draw a card. 1-

+ 1W **Snowball** 1+
1-

± 2W **Beginner's Luck** 1+
1- more if used first Jing of Battle. 1-
1+ more if used against +Jing.

Katara (3) | W | 6

± 1W **Water Whip** 1+
You may exert up to 3 additional Waterbending Chi. 1-
1- more for each. 2+ more if you discard 1 Waterbending Chi.

• 3W **Healing Hands**
Heal one of your Characters by 3.

+ 3W **Ice Daggers** 3+
Reduce damage given by Opponent's next Jing by 1.

± 5W **Bloodbending** 5+
Cannot be used in first or second Jing of Battle. 3-

Tho (2) | W | 5

+ 0 **Soggy Ground** 1+

• 2W **Flood** 0+
Can only be used once during Battle.
For the rest of Battle, all attacks do 1 less damage.

± 2W **Swift River Flow** 2+
1+ more if Flood has been used this Battle.

- 3W **Swamp Cloak** 0+
4-

Huu (3) | W | 8

• 0 **Seaweed Collect**
Revitalize 2 Chi cards.

- 1W **Plant Cover** 1-
Reduce damage done to all Characters this Jing by 1.

± 4W **Vine Retaliation** 3+
2- more if Seaweed Collect has been used this Battle.

• 4W **Connection Summon**
Search your deck for a Character card and put it into your hand. Shuffle your deck after.

Aang (2) | A | 5

- 0 **Air Scooter** 1+
Swap two of your opponents remaining Jing cards. 1-

• 2A **Monk Meditation** 0+
Draw cards until you either get a Meditate card or have drawn 4 cards. -1
Play a Meditate card.

+ 3A **Blast Shield** 2+
Your opponent chooses a card in his hand and discards it. 2-

± 5A **Avatar Shroud** 3+
If Aang is not defeated after applying damage this Jing, shuffle Aang into your deck and replace with an inactive Character. 3-

Appa | Beast (4) | A | 9

• 0 **Giant Roar**
If used against +Jing, prevent all damage done to Appa next Jing.


- 2A **Yip Yip**
For the rest of Battle, all attacks on Appa do one less damage.

+ 3A **Strong Tail Blast** 4+
If your opponent has inactive Characters, he switches his active character with one of them.

+ 4A **Charging Beast** 5+
Appa does 3 damage to himself.


Monk Gyatso	(3)	A	7
- 0 Precise Wind			0+
If your opponent has more than 5 cards in his hand, he must choose a card in his hand and discard it.			1-
± 1A Expert Air			?+
2+ if used as +Jing. 2- if used as -Jing.			
• 2A Glider Tricks			0+
1+ more for each Airbending Chi card you exerted last Jing.			2-
+ 4A Deadly Gale			?+
Does damage equal to the number of damage on Monk Gyatso.			1-

Positive |Jing| +




+ |Jing| **Positive**

Negative |Jing| -



- |Jing| **Negative**

Neutral |Jing| •



• |Jing| **Neutral**

Airbending Chi

| A | 1



Waterbending Chi

| W | 1



Earthbending Chi

| E | 1



Firebending Chi

| F | 1



Meditate

| 0 | •

Meditation

Search your deck or discard pile for 1 Chi card to put into play.

Meditate

| 0 | •

Energized Meditation

Play 2 Chi cards from your hand.

Meditate

| 0 | •

Bitter Work

Draw 2 extra Jing cards. Search your deck or discard pile for 2 Chi cards and put them in your hand. Shuffle deck after.

Meditate

| 0 | •

Training

Search the Jing stack for 2 Jing cards and put them in your hand. Shuffle Jing stack after.

Meditate

1□

•

Healing Session

Heal a Character by 2.

Meditate

0

•

Wise Proverb

Play this card only during Battle Preparation.

Both players reveal the top card of their deck and then put the card in their hand. If either card was a Chi card, you get one more Action during this Battle Preparation.

Meditate

5E

•

Neutral Mastery

Play this card only in place of a Neutral Jing move in Battle.

Your opponent reveals his remaining Jing. Then, you may rearrange your remaining Jing.

Increase

1W

•

Water Vapor

If you use a Waterbending Chi attack next Jing, it is increased by 1+ 1-.

Increase

1□

+

Sokka Style

Increase a +Jing attack by 2+.

Equip

2W

±

Octopus Form

Attach this card to a Waterbender.

+Jing attacks are increased by 1+.

-Jing attacks are increased by 2-.

Discard this card after Battle.

Defend

4W

-

Spirit Water

**After applying damage this Jing, heal your active Character by 5.
Can prevent defeat.**

Attack

1□

+

Boomerang

2+

1+ more if used by Sokka.

If attack damages Opponent, you may either put this card on the top of your deck or search your discard pile for 1 Attack or Equip card and put it on top of your deck.

Attack | Defend | 4□ | ±

Space Sword 3+

3-

Put 1 Chi card from your discard pile into play.

Attack | Defend | 4F | ±

Lightning Intervention

Switch an inactive Firebender with your active character. Then, after applying damage this Jing, your Opponent takes the same number of damage as they dealt to your new active character.

Meditate | 1□ | •

Assist

Replace active Character with another Character in play.

Meditate | 5□ | •

Help Arrival

Return active Character to your hand and replace with another Character in play or from your hand.

Defend

3□

-

Rush Rescue

Replace active Character with an inactive Character. Your new active Character can use a -Jing move.

Defend

3□

-

Abandon Hope

Discard any number of your Chi from play.

Defend

3□

-

Evil Strategy

Take 2 of your Chi cards from play and put them in your hand.

Defend

7□

-

Retreat

After applying damage this Jing, if your active Character is not defeated, return him to your hand. The Battle ends.

Increase | 4☐ | +

Final Blow

You may only play this card on the final Jing of a Battle. For this Jing, you may exert Chi that have already been exerted (after exerting the 4☐ required to play this card). Discard any Chi exerted after playing Final Blow this Jing.

Increase | 0 | +

Excellent Form

Revitalize 2 Chi cards.

Equip | 2☐ | -

Standard Shield

Attach this card to a Character. Whenever damage is done to that Character, apply it to this card instead (no damage is done to the Character this card is attached to). Discard this card when it has taken 2 or more damage.

Equip | 3☐ | -

Kyoshi Warrior Shield

Attach this card to a Character. Whenever damage is done to that Character, apply it to this card instead (no damage is done to the Character this card is attached to). Discard this card when it has taken 4 or more damage.

Increase

3 | **+**

Momentum

Increase a +Jing attack by the number of +Jing you have played so far in this Battle.

Increase

1 | **-**

Block

Increase a -Jing attack by 2-.

Meditate | Tea

3 | **•**

Invigorating Tea

**Play this card only if you have no Tea cards in play.
Discard 3 Chi in order to play this card.
Keep in play until end of Battle.**

During Battle, each of your Chi may be exerted twice.

Meditate | Tea

3 | **•**

Bracing Tea

**Play this card only if you have no Tea cards in play.
Discard 3 Chi in order to play this card.
Keep in play until end of Battle.**

For all players, all moves that exert 2 or more Chi must exert 1 additional Chi.

Meditate | Tea

1

•

Ginseng Tea

Play this card only if you have no Tea cards in play.

**Discard 1 Chi in order to play this card.
Keep in play until end of Battle.**

During Battle, whenever one of your attacks damages your Opponent, draw a card.