[7/24/2011 10:21:12 PM] Travis Cheng: yo

[7/24/2011 10:21:34 PM] andrew-mcdivitt: sup

[7/24/2011 10:21:53 PM] Travis Cheng: so you interested in trying a more storyteller homebrew for avatar?

[7/24/2011 10:21:54 PM] Travis Cheng: lol

[7/24/2011 10:23:28 PM] andrew-mcdivitt: yeah im down

[7/24/2011 10:23:33 PM] Travis Cheng: alright

[7/24/2011 10:23:45 PM] Travis Cheng: uhm so lemme link you to what i'll be using as a base for the game sytstem

[7/24/2011 10:24:34 PM] Travis Cheng: http://www.reddit.com/r/rpg/comments/iwloi/rrpg\_challenge/c27ajxn

[7/24/2011 10:26:25 PM] andrew-mcdivitt: oh that looks cool!

[7/24/2011 10:26:31 PM] Travis Cheng: yea

[7/24/2011 10:26:32 PM] Travis Cheng: i know

[7/24/2011 10:26:37 PM] Travis Cheng: and the freedom it allows

[7/24/2011 10:26:42 PM] Travis Cheng: would make for dynamic battles i think

[7/24/2011 10:26:52 PM] Travis Cheng: so yea i'm gonna work on that as the base

[7/24/2011 10:29:19 PM] andrew-mcdivitt: hmm

[7/24/2011 10:29:29 PM] andrew-mcdivitt: now the outcomes would have to be a bit more streamlined

[7/24/2011 10:29:58 PM] Travis Cheng: yea i'll fiddle with it

[7/24/2011 10:30:01 PM] Travis Cheng: biggest problem is

[7/24/2011 10:30:06 PM] Travis Cheng: we dont have a huge amount of d10s xD

[7/24/2011 10:30:13 PM] andrew-mcdivitt: yeah

[7/24/2011 10:30:18 PM] andrew-mcdivitt: we DO

[7/24/2011 10:30:22 PM] andrew-mcdivitt: have a fuckton of D6's

[7/24/2011 10:30:43 PM] Travis Cheng: yea

[7/24/2011 10:30:44 PM] Travis Cheng: lol

[7/24/2011 10:30:46 PM] andrew-mcdivitt: could use #of d6

[7/24/2011 10:30:48 PM] Travis Cheng: i was thinking that

[7/24/2011 10:30:53 PM] andrew-mcdivitt: instead of diff variables

[7/24/2011 10:30:53 PM] andrew-mcdivitt: but

[7/24/2011 10:31:00 PM] andrew-mcdivitt: it doesnt offer the fluctuation

[7/24/2011 10:31:11 PM] andrew-mcdivitt: like 4d6 is more accurate than 2d10

[7/24/2011 10:31:32 PM] Travis Cheng: well

[7/24/2011 10:31:34 PM] Travis Cheng: the rolling

[7/24/2011 10:31:38 PM] Travis Cheng: is to represent options

[7/24/2011 10:31:49 PM] Travis Cheng: like if you roll 3 more dice than your opponent

[7/24/2011 10:31:57 PM] Travis Cheng: it would represent that you're that much more skilled than they are

[7/24/2011 10:32:06 PM] Travis Cheng: (so you could makke more matches etc)

[7/24/2011 10:32:13 PM] Travis Cheng: d6 similar just less range

[7/24/2011 10:32:16 PM] andrew-mcdivitt: so

[7/24/2011 10:32:19 PM] andrew-mcdivitt: like

[7/24/2011 10:32:22 PM] andrew-mcdivitt: OOHH i get it

[7/24/2011 10:32:28 PM] andrew-mcdivitt: its like risk/dice wars

[7/24/2011 10:32:51 PM] Travis Cheng: yea

[7/24/2011 10:33:05 PM] Travis Cheng: so d6 will work just kinda less fun possibly xD

[7/24/2011 10:33:19 PM] Travis Cheng: any extra success you have over your opponent represents more damage

[7/24/2011 10:33:20 PM] andrew-mcdivitt: like 1d10 has a 0.1 chance to get any number and 0.4 chance to get higher than 1d6

[7/24/2011 10:33:22 PM] Travis Cheng: or more manipulation

[7/24/2011 10:33:31 PM] andrew-mcdivitt: but multiple d6 has higher chance of getting a 6

[7/24/2011 10:33:45 PM] andrew-mcdivitt: hmm

[7/24/2011 10:34:06 PM] Travis Cheng: yea

[7/24/2011 10:34:12 PM] Travis Cheng: so it depends how lethal

[7/24/2011 10:34:15 PM] Travis Cheng: how much storytelling

[7/24/2011 10:34:16 PM] Travis Cheng: etc

[7/24/2011 10:34:19 PM] Travis Cheng: but we can test both xD

[7/24/2011 10:35:11 PM] andrew-mcdivitt: right

[7/24/2011 10:35:22 PM] andrew-mcdivitt: would you be more interested in storytelling

[7/24/2011 10:35:26 PM] andrew-mcdivitt: like less focused on stats?

[7/24/2011 10:35:51 PM] Travis Cheng: yea

[7/24/2011 10:35:52 PM] Travis Cheng: the stats

[7/24/2011 10:35:59 PM] Travis Cheng: will serve as a background for having more dice rolls

[7/24/2011 10:36:08 PM] andrew-mcdivitt: or like

[7/24/2011 10:36:10 PM] Travis Cheng: so more white wolf-ish

[7/24/2011 10:36:14 PM] andrew-mcdivitt: i see

[7/24/2011 10:36:24 PM] Travis Cheng: a lot more pressure on the DM to make things work i guess

[7/24/2011 10:36:25 PM] Travis Cheng: xD

[7/24/2011 10:36:27 PM] andrew-mcdivitt: liek each class would have a different bonus to bring to the table?

[7/24/2011 10:36:30 PM] Travis Cheng: yea

[7/24/2011 10:36:34 PM] Travis Cheng: each kind of bending

[7/24/2011 10:36:36 PM] Travis Cheng: more or less

[7/24/2011 10:36:55 PM] andrew-mcdivitt: like air is faster, more focused on trickery, so they can squash cheaper

[7/24/2011 10:37:17 PM] andrew-mcdivitt: or earth gaining bonuses when being defensive

[7/24/2011 10:37:17 PM] Travis Cheng: exactly the kind of stuff i was thinking xD

[7/24/2011 10:37:26 PM] Travis Cheng: fire will be able to shift 1 die or something

[7/24/2011 10:37:29 PM] Travis Cheng: per level

[7/24/2011 10:37:43 PM] andrew-mcdivitt: what do you mena?

[7/24/2011 10:37:44 PM] andrew-mcdivitt: mena\*

[7/24/2011 10:37:47 PM] andrew-mcdivitt: damnit

[7/24/2011 10:37:49 PM] andrew-mcdivitt: mena

[7/24/2011 10:37:51 PM] andrew-mcdivitt: mean\*

[7/24/2011 10:37:53 PM] andrew-mcdivitt: FML

[7/24/2011 10:38:02 PM] Travis Cheng: like when you roll

[7/24/2011 10:38:07 PM] Travis Cheng: before you choose your "hand"

[7/24/2011 10:38:16 PM] Travis Cheng: you can change 1 number on a die

[7/24/2011 10:38:19 PM] Travis Cheng: so if you had...

[7/24/2011 10:38:23 PM] Travis Cheng: 3 5s

[7/24/2011 10:38:27 PM] Travis Cheng: and 3 6s

[7/24/2011 10:38:32 PM] Travis Cheng: you could have 2 5s

[7/24/2011 10:38:35 PM] Travis Cheng: and 4 6s

[7/24/2011 10:38:41 PM] Travis Cheng: just cuz fire is more agressive

[7/24/2011 10:38:43 PM] Travis Cheng: iono

[7/24/2011 10:38:46 PM] Travis Cheng: need to think em out

[7/24/2011 10:38:49 PM] andrew-mcdivitt: hmm

[7/24/2011 10:38:53 PM] Travis Cheng: and stuff might be ridiculously OP

[7/24/2011 10:38:58 PM] Travis Cheng: but we wont know until we try it xD

[7/24/2011 10:39:05 PM] andrew-mcdivitt: yeah

[7/24/2011 10:39:18 PM] andrew-mcdivitt: could use a dice app

[7/24/2011 10:39:21 PM] andrew-mcdivitt: for rolling

[7/24/2011 10:39:24 PM] Travis Cheng: mhm

[7/24/2011 10:39:40 PM] Travis Cheng: but i feel liek physical dice might make this more intense for the palyers

[7/24/2011 10:39:48 PM] andrew-mcdivitt: right

[7/24/2011 10:40:03 PM] andrew-mcdivitt: how about a size limit?

[7/24/2011 10:40:08 PM] andrew-mcdivitt: like

[7/24/2011 10:40:15 PM] andrew-mcdivitt: hands are min 1 max 10

[7/24/2011 10:40:21 PM] andrew-mcdivitt: or something

[7/24/2011 10:40:23 PM] Travis Cheng: yea

[7/24/2011 10:40:26 PM] Travis Cheng: unless we roll like...

[7/24/2011 10:40:28 PM] Travis Cheng: 40 die

[7/24/2011 10:40:33 PM] andrew-mcdivitt: or like

[7/24/2011 10:40:36 PM] Travis Cheng: i dont think max min hands will be a huge issue

[7/24/2011 10:40:39 PM] andrew-mcdivitt: bell curve?

[7/24/2011 10:40:51 PM] andrew-mcdivitt: you can roll 1d20, or 8d4?

[7/24/2011 10:40:58 PM] andrew-mcdivitt: something like that

[7/24/2011 10:40:59 PM] Travis Cheng: hrmmm

[7/24/2011 10:41:06 PM] Travis Cheng: we'll see

[7/24/2011 10:41:07 PM] Travis Cheng: iono xD

[7/24/2011 10:41:17 PM] Travis Cheng: the basic concept is there just need to fill in the fluff around it

[7/24/2011 10:41:21 PM] Travis Cheng: and some abilities

[7/24/2011 10:41:21 PM] andrew-mcdivitt: yeah

[7/24/2011 10:41:51 PM] andrew-mcdivitt: this could also

[7/24/2011 10:41:58 PM] andrew-mcdivitt: be a great drinking game

[7/24/2011 10:42:08 PM] Travis Cheng: lol

[7/24/2011 10:42:10 PM] andrew-mcdivitt: you are the character

[7/24/2011 10:42:14 PM] Travis Cheng: get hit

[7/24/2011 10:42:14 PM] Travis Cheng: drink

[7/24/2011 10:42:15 PM] Travis Cheng: xD

[7/24/2011 10:42:16 PM] andrew-mcdivitt: yep

[7/24/2011 10:42:40 PM] andrew-mcdivitt: and your hitpoints is how much you can drink

[7/24/2011 10:42:41 PM] andrew-mcdivitt: loloolol

[7/24/2011 10:42:45 PM] Travis Cheng: lol

[7/24/2011 10:42:47 PM] Travis Cheng: iono man

[7/24/2011 10:42:53 PM] Travis Cheng: you're gonna be a midget airbender :P

[7/24/2011 10:42:55 PM] andrew-mcdivitt: id be fucked for sure

[7/24/2011 10:42:56 PM] Travis Cheng: JK JK

[7/24/2011 10:42:58 PM] Travis Cheng: xD

[7/24/2011 10:43:06 PM] andrew-mcdivitt: what? lol

[7/24/2011 10:43:07 PM] andrew-mcdivitt: oh

[7/24/2011 10:44:02 PM] Travis Cheng: :P

[7/24/2011 10:44:07 PM] Travis Cheng: but yea its a cool system

[7/24/2011 10:44:47 PM] andrew-mcdivitt: i still dont understand how you land a hit

[7/24/2011 10:45:00 PM] andrew-mcdivitt: is it totals?

[7/24/2011 10:45:04 PM] Travis Cheng: ok

[7/24/2011 10:45:05 PM] Travis Cheng: so

[7/24/2011 10:45:07 PM] Travis Cheng: lets say...

[7/24/2011 10:45:19 PM] Travis Cheng: 2 people roll 10 d(10)s

[7/24/2011 10:45:21 PM] Travis Cheng: ok?

[7/24/2011 10:45:42 PM] Travis Cheng: so player 1 will choose 3 6's as his "hand"

[7/24/2011 10:45:54 PM] Travis Cheng: and player 2 will choose 4 3's as his "hand"

[7/24/2011 10:46:14 PM] Travis Cheng: player 1 is using something 3 stronger than his opponent

[7/24/2011 10:46:23 PM] Travis Cheng: so he'll get to mainipulate more things

[7/24/2011 10:46:47 PM] Travis Cheng: player 2 will manage to dodge most of the dangerous stuff and land his one 3

[7/24/2011 10:46:49 PM] Travis Cheng: on player 1

[7/24/2011 10:47:01 PM] Travis Cheng: because his hand is using more dice he'll get the bigger hit

[7/24/2011 10:47:05 PM] Travis Cheng: but is more defensive

[7/24/2011 10:47:13 PM] Travis Cheng: if someone rolled like 4 10s

[7/24/2011 10:47:23 PM] Travis Cheng: and its up against like 3 3s

[7/24/2011 10:47:28 PM] Travis Cheng: the 3 3s are fucked

[7/24/2011 10:48:01 PM] andrew-mcdivitt: so

[7/24/2011 10:48:12 PM] andrew-mcdivitt: how is it all calculated?

[7/24/2011 10:48:19 PM] Travis Cheng: like hard numbers?

[7/24/2011 10:48:22 PM] Travis Cheng: i am not sure yet

[7/24/2011 10:48:23 PM] andrew-mcdivitt: yeah

[7/24/2011 10:48:25 PM] andrew-mcdivitt: like

[7/24/2011 10:48:28 PM] andrew-mcdivitt: say the 6 guy

[7/24/2011 10:48:32 PM] andrew-mcdivitt: rolls

[7/24/2011 10:48:39 PM] andrew-mcdivitt: 4 2 5

[7/24/2011 10:48:43 PM] andrew-mcdivitt: the 3 guy rolls

[7/24/2011 10:48:48 PM] andrew-mcdivitt: 3 2 2 1

[7/24/2011 10:48:57 PM] andrew-mcdivitt: how would that work out?

[7/24/2011 10:48:59 PM] Travis Cheng: uh

[7/24/2011 10:49:03 PM] Travis Cheng: the 6 guys

[7/24/2011 10:49:13 PM] Travis Cheng: would choose 4 , 2, or 5 as his hand

[7/24/2011 10:49:25 PM] Travis Cheng: and the 3 guy would choose 3, 2 2s, or 1 as his hand

[7/24/2011 10:49:44 PM] andrew-mcdivitt: so the same number is added?

[7/24/2011 10:49:56 PM] Travis Cheng: yea you choose similar numbers

[7/24/2011 10:50:02 PM] Travis Cheng: so my examble above

[7/24/2011 10:50:05 PM] Travis Cheng: like way up

[7/24/2011 10:50:14 PM] Travis Cheng: its player 1 6, 6, 6

[7/24/2011 10:50:22 PM] Travis Cheng: and player 2 is 3, 3, 3, 3

[7/24/2011 10:50:31 PM] Travis Cheng: 6 is height and 3 is width for player 1

[7/24/2011 10:50:40 PM] Travis Cheng: 3 is height and 4 is width for player 2

[7/24/2011 10:50:55 PM] andrew-mcdivitt: right...

[7/24/2011 10:51:15 PM] Travis Cheng: so bigger width allows you to be more sure in hitting

[7/24/2011 10:51:23 PM] Travis Cheng: and height gives you more aggressive leeway

[7/24/2011 10:51:39 PM] Travis Cheng: i'm still thinking about the hard numbers

[7/24/2011 10:51:41 PM] Travis Cheng: it could be

[7/24/2011 10:51:48 PM] Travis Cheng: for each hit there is a severity chart

[7/24/2011 10:51:55 PM] Travis Cheng: and after a certain point you pass out/die

[7/24/2011 10:52:06 PM] andrew-mcdivitt: ok so

[7/24/2011 10:52:17 PM] andrew-mcdivitt: the guy who rolls lets say 10d10

[7/24/2011 10:52:27 PM] Travis Cheng: FFFFFFF

[7/24/2011 10:52:28 PM] Travis Cheng: lol

[7/24/2011 10:52:30 PM] andrew-mcdivitt: and he gets 3 5s

[7/24/2011 10:52:36 PM] andrew-mcdivitt: he gets a total of 15?

[7/24/2011 10:52:46 PM] Travis Cheng: its height is 5 width is 3

[7/24/2011 10:52:54 PM] Travis Cheng: against height 4 and under he'll win that

[7/24/2011 10:53:05 PM] Travis Cheng: like its height and width of hands against each other

[7/24/2011 10:53:16 PM] Travis Cheng: width allows for actual hits to get in

[7/24/2011 10:53:23 PM] Travis Cheng: while height is power of the hits that make it

[7/24/2011 10:53:24 PM] andrew-mcdivitt: oh

[7/24/2011 10:53:36 PM] andrew-mcdivitt: so if some guy rolls 2d12

[7/24/2011 10:53:40 PM] andrew-mcdivitt: and gets 6 and 11

[7/24/2011 10:53:46 PM] andrew-mcdivitt: is 1,6 or 1,11?

[7/24/2011 10:53:49 PM] Travis Cheng: he'd be height 11 and width 1

[7/24/2011 10:53:50 PM] Travis Cheng: yea

[7/24/2011 10:53:58 PM] Travis Cheng: and against like 10 d4

[7/24/2011 10:54:03 PM] Travis Cheng: he'd prolly get poked a bunch

[7/24/2011 10:54:11 PM] Travis Cheng: but he'd get to push the enemy around

[7/24/2011 10:54:16 PM] Travis Cheng: or make a wall

[7/24/2011 10:54:19 PM] Travis Cheng: or fly in the air

[7/24/2011 10:54:24 PM] Travis Cheng: etc

[7/24/2011 10:54:57 PM] andrew-mcdivitt: so

[7/24/2011 10:55:07 PM] andrew-mcdivitt: width is

[7/24/2011 10:55:18 PM] andrew-mcdivitt: more focused on actual damage than utility?

[7/24/2011 10:55:25 PM] Travis Cheng: more on actual hits

[7/24/2011 10:55:35 PM] Travis Cheng: height is freedom to do more stuff or more damage

[7/24/2011 10:58:28 PM] andrew-mcdivitt: hmm

[7/24/2011 10:58:54 PM] andrew-mcdivitt: lol im having trouble understand thing

[7/24/2011 10:58:54 PM] andrew-mcdivitt: this\*

[7/24/2011 10:59:08 PM] Travis Cheng: yea i did too

[7/24/2011 10:59:09 PM] Travis Cheng: lol

[7/24/2011 10:59:16 PM] Travis Cheng: it took me a bit to wrap my head around it

[7/24/2011 11:00:02 PM] Travis Cheng: think of it as freedom(height) and openings(width)

[7/24/2011 11:00:24 PM] Travis Cheng: freedom could mean stronger hits or more interaction with the environment

[7/24/2011 11:00:43 PM] Travis Cheng: and openings would represent an increased skill at getting through defenses, feints, etc

[7/24/2011 11:00:54 PM] Travis Cheng: height is the number on the set you choose

[7/24/2011 11:01:02 PM] Travis Cheng: width is the number of dice with that number

[7/24/2011 11:01:23 PM] andrew-mcdivitt: ok so

[7/24/2011 11:01:27 PM] andrew-mcdivitt: lets say

[7/24/2011 11:01:40 PM] andrew-mcdivitt: er

[7/24/2011 11:01:53 PM] andrew-mcdivitt: im still confused on who beats whom in rolls

[7/24/2011 11:02:00 PM] andrew-mcdivitt: or is it not really beating someone persay

[7/24/2011 11:02:00 PM] andrew-mcdivitt: but

[7/24/2011 11:02:04 PM] Travis Cheng: not about beating

[7/24/2011 11:02:09 PM] andrew-mcdivitt: ok

[7/24/2011 11:02:11 PM] Travis Cheng: but what you do with the rolls out in the open

[7/24/2011 11:02:16 PM] Travis Cheng: its like in the show

[7/24/2011 11:02:23 PM] Travis Cheng: you dont always win by punching them in the face

[7/24/2011 11:02:27 PM] andrew-mcdivitt: so like

[7/24/2011 11:02:38 PM] andrew-mcdivitt: firebender v waterbender

[7/24/2011 11:02:42 PM] andrew-mcdivitt: on frozen trundra

[7/24/2011 11:02:46 PM] Travis Cheng: mhm

[7/24/2011 11:02:47 PM] andrew-mcdivitt: er

[7/24/2011 11:02:49 PM] andrew-mcdivitt: frozen lake

[7/24/2011 11:02:52 PM] Travis Cheng: ok so

[7/24/2011 11:02:54 PM] Travis Cheng: lets say

[7/24/2011 11:02:58 PM] Travis Cheng: height for the firebender

[7/24/2011 11:03:00 PM] Travis Cheng: could mean

[7/24/2011 11:03:05 PM] Travis Cheng: melting ice

[7/24/2011 11:03:08 PM] Travis Cheng: breaking concentration

[7/24/2011 11:03:16 PM] Travis Cheng: making steam to get away in

[7/24/2011 11:03:21 PM] Travis Cheng: or just searing your opponent

[7/24/2011 11:03:25 PM] Travis Cheng: width for the firebender

[7/24/2011 11:03:32 PM] Travis Cheng: means he can avoid the waterbenders defenses

[7/24/2011 11:03:42 PM] Travis Cheng: maneuver on the ice properly to get a shot

[7/24/2011 11:03:54 PM] Travis Cheng: or getting in close where water bending style is not too strong

[7/24/2011 11:04:01 PM] Travis Cheng: height for the waterbender could be

[7/24/2011 11:04:04 PM] Travis Cheng: making walls of ice

[7/24/2011 11:04:15 PM] Travis Cheng: getting into the air on a spout of water

[7/24/2011 11:04:28 PM] Travis Cheng: making the ground covered in ice spikes

[7/24/2011 11:04:40 PM] Travis Cheng: or freezing the firebenders hands

[7/24/2011 11:04:44 PM] Travis Cheng: width could be

[7/24/2011 11:04:52 PM] Travis Cheng: using water as a distraction to get in close

[7/24/2011 11:05:35 PM] Travis Cheng: uhhh

[7/24/2011 11:05:37 PM] Travis Cheng: dunno what else

[7/24/2011 11:05:38 PM] Travis Cheng: lol

[7/24/2011 11:05:43 PM] andrew-mcdivitt: like

[7/24/2011 11:05:43 PM] Travis Cheng: but basic idea yea?

[7/24/2011 11:05:55 PM] andrew-mcdivitt: water whip to trip firebender?

[7/24/2011 11:05:59 PM] andrew-mcdivitt: for width?

[7/24/2011 11:06:17 PM] andrew-mcdivitt: but it seems like

[7/24/2011 11:06:45 PM] andrew-mcdivitt: height and width can do the same thing?

[7/24/2011 11:07:02 PM] Travis Cheng: well height is ferocity of w.e in a way

[7/24/2011 11:07:03 PM] Travis Cheng: but ok

[7/24/2011 11:07:12 PM] Travis Cheng: so lets say you have a height of 5

[7/24/2011 11:07:19 PM] Travis Cheng: against a height of 4

[7/24/2011 11:07:26 PM] Travis Cheng: but the width is in favor of the 4

[7/24/2011 11:07:28 PM] Travis Cheng: ok?

[7/24/2011 11:07:44 PM] andrew-mcdivitt: mmk...

[7/24/2011 11:07:54 PM] Travis Cheng: so the height favored guy

[7/24/2011 11:08:17 PM] Travis Cheng: will get to hit however many dice he has height over

[7/24/2011 11:08:30 PM] Travis Cheng: but less

[7/24/2011 11:08:40 PM] Travis Cheng: cuz the height 4 will defend against height 5

[7/24/2011 11:08:47 PM] Travis Cheng: but the height 5 will get to do something else

[7/24/2011 11:09:00 PM] Travis Cheng: height 4 will take a bit but his attack will be w.e it is width wise

[7/24/2011 11:09:03 PM] Travis Cheng: past the other guy

[7/24/2011 11:09:07 PM] Travis Cheng: sooo 1 5

[7/24/2011 11:09:10 PM] Travis Cheng: vs 3 4s

[7/24/2011 11:09:29 PM] Travis Cheng: 5 guy wil do 1 dmg (example) and do something with the environment

[7/24/2011 11:09:45 PM] Travis Cheng: 4 guy will get 2 4s of damage in

[7/24/2011 11:09:50 PM] Travis Cheng: but not mess with the environment

[7/24/2011 11:10:45 PM] andrew-mcdivitt: where are you getting the 1 from?

[7/24/2011 11:10:54 PM] Travis Cheng: 5 > 4 by 1

[7/24/2011 11:10:58 PM] andrew-mcdivitt: oh i see

[7/24/2011 11:11:05 PM] Travis Cheng: might make it double w.e its over

[7/24/2011 11:11:06 PM] Travis Cheng: but yea

[7/24/2011 11:11:09 PM] Travis Cheng: make more sense now?

[7/24/2011 11:11:39 PM] andrew-mcdivitt: ok so

[7/24/2011 11:11:46 PM] andrew-mcdivitt: 1 is width right?

[7/24/2011 11:11:56 PM] Travis Cheng: for the guy with the 5 yes

[7/24/2011 11:12:11 PM] andrew-mcdivitt: ok

[7/24/2011 11:12:13 PM] andrew-mcdivitt: so

[7/24/2011 11:12:32 PM] andrew-mcdivitt: hmm lol

[7/24/2011 11:12:34 PM] andrew-mcdivitt: fuck

[7/24/2011 11:12:58 PM] andrew-mcdivitt: so the 1,5 guy does 1 damage and gets to push the 3,5 guy around

[7/24/2011 11:13:09 PM] andrew-mcdivitt: er 3,4

[7/24/2011 11:13:11 PM] Travis Cheng: 3 4 guy around yea

[7/24/2011 11:13:34 PM] andrew-mcdivitt: but the 3,4 guy does more damage this turn, but faces a disadvantage next turn from being manipulated?

[7/24/2011 11:13:44 PM] Travis Cheng: sure

[7/24/2011 11:13:50 PM] Travis Cheng: that actually makes sense

[7/24/2011 11:14:00 PM] andrew-mcdivitt: and how much damage does he take?

[7/24/2011 11:14:00 PM] Travis Cheng: so depending on the bending type and the environment

[7/24/2011 11:14:07 PM] andrew-mcdivitt: er

[7/24/2011 11:14:07 PM] andrew-mcdivitt: dela

[7/24/2011 11:14:10 PM] andrew-mcdivitt: deal\*

[7/24/2011 11:14:15 PM] Travis Cheng: uhh we go with 8 for now?

[7/24/2011 11:14:16 PM] Travis Cheng: lol

[7/24/2011 11:14:20 PM] andrew-mcdivitt: thats

[7/24/2011 11:14:24 PM] andrew-mcdivitt: a fuckton

[7/24/2011 11:14:31 PM] Travis Cheng: well thats why i need to fiddle with it

[7/24/2011 11:14:33 PM] andrew-mcdivitt: but only 1 def?

[7/24/2011 11:14:40 PM] andrew-mcdivitt: what if we made w/h like

[7/24/2011 11:14:41 PM] andrew-mcdivitt: magic

[7/24/2011 11:14:43 PM] andrew-mcdivitt: atk/def

[7/24/2011 11:14:45 PM] andrew-mcdivitt: or w/e

[7/24/2011 11:14:54 PM] Travis Cheng: haha

[7/24/2011 11:14:58 PM] andrew-mcdivitt: lol what?

[7/24/2011 11:15:07 PM] Travis Cheng: iono

[7/24/2011 11:15:11 PM] Travis Cheng: so many tihngs to take into acocunt

[7/24/2011 11:15:11 PM] andrew-mcdivitt: yeah

[7/24/2011 11:15:16 PM] Travis Cheng: i like the basic idea for combat

[7/24/2011 11:15:18 PM] andrew-mcdivitt: me too

[7/24/2011 11:15:21 PM] Travis Cheng: but the crunch is harder

[7/24/2011 11:15:24 PM] andrew-mcdivitt: mhmm

[7/24/2011 11:15:26 PM] Travis Cheng: like it would make combat much more dynamic

[7/24/2011 11:15:34 PM] Travis Cheng: just cuz theres more dimensions of interaction

[7/24/2011 11:16:01 PM] andrew-mcdivitt: ok so

[7/24/2011 11:16:07 PM] andrew-mcdivitt: lets say

[7/24/2011 11:16:25 PM] andrew-mcdivitt: 2,8 v 4,6

[7/24/2011 11:16:39 PM] andrew-mcdivitt: the 4 guy deals 4 damage

[7/24/2011 11:16:44 PM] andrew-mcdivitt: the 2 guy deals 2 damage

[7/24/2011 11:17:04 PM] andrew-mcdivitt: the 8 gets 2...points lets say

[7/24/2011 11:17:19 PM] andrew-mcdivitt: the points they can spend on environmental manipulation, feints, etc

[7/24/2011 11:17:31 PM] andrew-mcdivitt: because 8>6 by 2

[7/24/2011 11:17:35 PM] Travis Cheng: mhm

[7/24/2011 11:17:39 PM] Travis Cheng: well he'd get...

[7/24/2011 11:17:41 PM] Travis Cheng: 4 points

[7/24/2011 11:17:48 PM] Travis Cheng: cuz 2 of his dice are winning on that

[7/24/2011 11:18:01 PM] andrew-mcdivitt: hmm?

[7/24/2011 11:18:04 PM] Travis Cheng: and then the 4, 6 guy gets 12 damage? and no points

[7/24/2011 11:18:17 PM] Travis Cheng: so the 2, 8 has two dice beating his opponents

[7/24/2011 11:18:33 PM] Travis Cheng: so he'd get 2\*2 damage and 4 points to play with

[7/24/2011 11:18:47 PM] Travis Cheng: the 4, 6 guy didnt win in height so he gets the 12 damage

[7/24/2011 11:18:53 PM] andrew-mcdivitt: oh

[7/24/2011 11:18:59 PM] Travis Cheng: but the next turn he might get negative modifiers

[7/24/2011 11:19:02 PM] andrew-mcdivitt: i was calculating just the hvw

[7/24/2011 11:19:15 PM] Travis Cheng: due to those 4 points being put into environment

[7/24/2011 11:19:22 PM] andrew-mcdivitt: what if

[7/24/2011 11:19:35 PM] andrew-mcdivitt: the overages from each side

[7/24/2011 11:19:37 PM] andrew-mcdivitt: gets points

[7/24/2011 11:19:40 PM] andrew-mcdivitt: to spend on abilities

[7/24/2011 11:19:50 PM] andrew-mcdivitt: and these are damaging or defensive

[7/24/2011 11:20:04 PM] Travis Cheng: hrmm but then i feel like theres no difference between them

[7/24/2011 11:20:10 PM] Travis Cheng: unless hieght only gives offensive

[7/24/2011 11:20:14 PM] Travis Cheng: and width only does defensive

[7/24/2011 11:20:16 PM] andrew-mcdivitt: yeah exactly!

[7/24/2011 11:20:30 PM] Travis Cheng: there is also the interesting thing in that link

[7/24/2011 11:20:39 PM] Travis Cheng: about a feat that requires hits to be +1 width over

[7/24/2011 11:20:50 PM] Travis Cheng: so to hit you'd need at least 2 extra die on the opponent

[7/24/2011 11:21:01 PM] Travis Cheng: cuz right now 2, 6 vs 2, 4 means 2, 4 got shat on

[7/24/2011 11:21:30 PM] andrew-mcdivitt: i see

[7/24/2011 11:21:53 PM] andrew-mcdivitt: so if i roll 4d4, and get 2,4

[7/24/2011 11:22:10 PM] andrew-mcdivitt: and he rolls 4d6 and gets 2,6

[7/24/2011 11:22:22 PM] Travis Cheng: hes gonna poop on you

[7/24/2011 11:22:26 PM] Travis Cheng: and you cant even get a hit in

[7/24/2011 11:22:34 PM] andrew-mcdivitt: whats to stop me from rolling 10d12?

[7/24/2011 11:22:43 PM] Travis Cheng: your own points

[7/24/2011 11:22:46 PM] Travis Cheng: will limit how many die you roll

[7/24/2011 11:22:47 PM] andrew-mcdivitt: and getting more, higher numbers?

[7/24/2011 11:22:53 PM] Travis Cheng: thats where stats come in

[7/24/2011 11:22:57 PM] andrew-mcdivitt: i see

[7/24/2011 11:23:01 PM] Travis Cheng: so yea

[7/24/2011 11:23:05 PM] Travis Cheng: there will be stats

[7/24/2011 11:23:09 PM] Travis Cheng: but i am unsure of what i wanna do

[7/24/2011 11:23:14 PM] andrew-mcdivitt: right

[7/24/2011 11:23:38 PM] Travis Cheng: lol use S.P.E.C.I.A.L?

[7/24/2011 11:23:39 PM] Travis Cheng: xD

[7/24/2011 11:26:22 PM] andrew-mcdivitt: how would that work?

[7/24/2011 11:26:25 PM] andrew-mcdivitt: esp luck?!

[7/24/2011 11:26:35 PM] Travis Cheng: lol

[7/24/2011 11:26:36 PM] Travis Cheng: no

[7/24/2011 11:26:37 PM] andrew-mcdivitt: luck isnt too friendly in games with more than 1 player

[7/24/2011 11:26:39 PM] Travis Cheng: i am tihnking...

[7/24/2011 11:26:40 PM] Travis Cheng: like

[7/24/2011 11:26:46 PM] Travis Cheng: what are the 4 elements based on

[7/24/2011 11:26:51 PM] Travis Cheng: fire = strength

[7/24/2011 11:26:53 PM] andrew-mcdivitt: ohh

[7/24/2011 11:26:58 PM] Travis Cheng: water = int/wis

[7/24/2011 11:27:02 PM] andrew-mcdivitt: air=agi

[7/24/2011 11:27:05 PM] Travis Cheng: air = dex

[7/24/2011 11:27:06 PM] Travis Cheng: yea

[7/24/2011 11:27:07 PM] andrew-mcdivitt: earth=con

[7/24/2011 11:27:09 PM] Travis Cheng: and earth = con

[7/24/2011 11:27:13 PM] Travis Cheng: so you can have like...

[7/24/2011 11:27:16 PM] Travis Cheng: X points

[7/24/2011 11:27:19 PM] Travis Cheng: to split between them

[7/24/2011 11:27:27 PM] Travis Cheng: and whatever is in majority will be your bending type?

[7/24/2011 11:27:36 PM] Travis Cheng: and then each type will have feats of their own

[7/24/2011 11:28:01 PM] andrew-mcdivitt: mmm

[7/24/2011 11:28:28 PM] Travis Cheng: maybe even different dice modifiers for each

[7/24/2011 11:28:30 PM] Travis Cheng: perhaps...

[7/24/2011 11:28:44 PM] Travis Cheng: fire gets d12 but -1 or 2 die on attacks

[7/24/2011 11:28:58 PM] Travis Cheng: air could use 1d8s and get 1 or 2 dice extra

[7/24/2011 11:29:13 PM] Travis Cheng: water benders can squash without needing a feat for it

[7/24/2011 11:30:55 PM] Travis Cheng: and earth benders... could automatically increase their dice numbers if they aren't winning in combat

[7/24/2011 11:30:58 PM] Travis Cheng: so they take less damage

[7/24/2011 11:34:22 PM] andrew-mcdivitt: i see

[7/24/2011 11:34:39 PM] Travis Cheng: iono

[7/24/2011 11:34:42 PM] Travis Cheng: sounds interesting?

[7/24/2011 11:36:31 PM] andrew-mcdivitt: yeah

[7/24/2011 11:37:25 PM] Travis Cheng: alright

[7/24/2011 11:38:00 PM] andrew-mcdivitt: im gonna try to put a system together at work tomorrow

[7/24/2011 11:38:03 PM] andrew-mcdivitt: during the downtime

[7/24/2011 11:38:26 PM] Travis Cheng: haha alright

[7/24/2011 11:38:29 PM] Travis Cheng: joint venture!

[7/24/2011 11:38:35 PM] andrew-mcdivitt: yes

[7/24/2011 11:38:35 PM] andrew-mcdivitt: or

[7/24/2011 11:38:39 PM] andrew-mcdivitt: ill brainstorm

[7/24/2011 11:38:44 PM] andrew-mcdivitt: and we can put the best ideas together

[7/24/2011 11:38:50 PM] Travis Cheng: yea thats fine

[7/24/2011 11:38:51 PM] andrew-mcdivitt: like for example

[7/24/2011 11:39:10 PM] andrew-mcdivitt: i was thinking 3 different "trees" of skills benders can learn as they level up

[7/24/2011 11:39:13 PM] andrew-mcdivitt: like

[7/24/2011 11:39:14 PM] andrew-mcdivitt: fire has

[7/24/2011 11:39:43 PM] andrew-mcdivitt: fire, lightning, and passives

[7/24/2011 11:39:52 PM] andrew-mcdivitt: water has healing, ice and water

[7/24/2011 11:39:58 PM] andrew-mcdivitt: things like that

[7/24/2011 11:40:02 PM] Travis Cheng: i think those secondary skills

[7/24/2011 11:40:10 PM] Travis Cheng: like lightning/healing/metal

[7/24/2011 11:40:17 PM] Travis Cheng: were almost racial/super leveled :P

[7/24/2011 11:40:19 PM] Travis Cheng: so i dunno

[7/24/2011 11:40:21 PM] Travis Cheng: keep it simple for now

[7/24/2011 11:40:31 PM] andrew-mcdivitt: oh like

[7/24/2011 11:40:37 PM] andrew-mcdivitt: endgame shit?

[7/24/2011 11:40:46 PM] Travis Cheng: yea

[7/24/2011 11:40:48 PM] Travis Cheng: like in the show

[7/24/2011 11:40:51 PM] andrew-mcdivitt: right

[7/24/2011 11:40:54 PM] andrew-mcdivitt: the healing tho?

[7/24/2011 11:40:55 PM] Travis Cheng: blood/healing/metal/lightning

[7/24/2011 11:40:56 PM] Travis Cheng: were like

[7/24/2011 11:41:00 PM] Travis Cheng: even healing

[7/24/2011 11:41:02 PM] Travis Cheng: took a while for her

[7/24/2011 11:41:06 PM] Travis Cheng: and shes like genius level

[7/24/2011 11:41:09 PM] andrew-mcdivitt: so

[7/24/2011 11:41:18 PM] andrew-mcdivitt: how would people...not die?

[7/24/2011 11:43:06 PM] Travis Cheng: uhh

[7/24/2011 11:43:09 PM] Travis Cheng: well in the show

[7/24/2011 11:43:13 PM] Travis Cheng: nothing was ever too lethal

[7/24/2011 11:43:17 PM] Travis Cheng: normally all subduing

[7/24/2011 11:43:21 PM] Travis Cheng: but we could make it more realistic

[7/24/2011 11:43:26 PM] andrew-mcdivitt: yeah

[7/24/2011 11:43:31 PM] andrew-mcdivitt: id like things a bit more gritty

[7/24/2011 11:43:32 PM] andrew-mcdivitt: like

[7/24/2011 11:43:37 PM] Travis Cheng: bones snapping

[7/24/2011 11:43:38 PM] andrew-mcdivitt: bloodbending

[7/24/2011 11:43:43 PM] andrew-mcdivitt: body explosion

[7/24/2011 11:43:48 PM] Travis Cheng: iono bloodbending is pretty broken

[7/24/2011 11:43:59 PM] Travis Cheng: lol regardless of grittiness :P

[7/24/2011 11:44:01 PM] andrew-mcdivitt: airbending sucking the air out of the person and collapsing the lungs

[7/24/2011 11:44:26 PM] Travis Cheng: yea

[7/24/2011 11:44:32 PM] Travis Cheng: earth bending gets pwnt

[7/24/2011 11:44:39 PM] andrew-mcdivitt: i dunno man

[7/24/2011 11:44:43 PM] andrew-mcdivitt: earth imprisonment

[7/24/2011 11:44:47 PM] andrew-mcdivitt: buried alive

[7/24/2011 11:44:55 PM] andrew-mcdivitt: shit sucks

[7/24/2011 11:45:01 PM] andrew-mcdivitt: and so does immolation

[7/24/2011 11:45:14 PM] Travis Cheng: yea

[7/24/2011 11:45:19 PM] Travis Cheng: but if we allow that

[7/24/2011 11:45:22 PM] Travis Cheng: it'd be like...

[7/24/2011 11:45:24 PM] Travis Cheng: higher level?

[7/24/2011 11:45:25 PM] andrew-mcdivitt: right

[7/24/2011 11:45:29 PM] Travis Cheng: iono at a lowevel level doing that

[7/24/2011 11:45:30 PM] andrew-mcdivitt: they're all kill moves

[7/24/2011 11:45:31 PM] Travis Cheng: is just like

[7/24/2011 11:45:31 PM] andrew-mcdivitt: haha

[7/24/2011 11:45:35 PM] Travis Cheng: oh yea i guess

[7/24/2011 11:45:36 PM] andrew-mcdivitt: SPARK!

[7/24/2011 11:45:37 PM] Travis Cheng: hrmmm

[7/24/2011 11:45:39 PM] andrew-mcdivitt: SPARK!

[7/24/2011 11:45:42 PM] andrew-mcdivitt: GUST!

[7/24/2011 11:45:45 PM] Travis Cheng: lol

[7/24/2011 11:45:48 PM] andrew-mcdivitt: BUBBLE BEAM!

[7/24/2011 11:46:36 PM] Travis Cheng: OK I GET IT

[7/24/2011 11:46:39 PM] Travis Cheng: lol

[7/24/2011 11:46:46 PM] Travis Cheng: but yes we can have it grim dark

[7/24/2011 11:46:48 PM] Travis Cheng: i dont mind

[7/24/2011 11:49:44 PM] andrew-mcdivitt: haha

[7/24/2011 11:49:56 PM] andrew-mcdivitt: what would non benders be?

[7/24/2011 11:50:02 PM] Travis Cheng: just people i guess xD

[7/24/2011 11:50:06 PM] Travis Cheng: NPCs

[7/24/2011 11:50:06 PM] andrew-mcdivitt: like even the soldiers?

[7/24/2011 11:50:10 PM] Travis Cheng: oh

[7/24/2011 11:50:11 PM] Travis Cheng: soldiers

[7/24/2011 11:50:14 PM] andrew-mcdivitt: in terms of

[7/24/2011 11:50:14 PM] Travis Cheng: all tend to be benders

[7/24/2011 11:50:14 PM] andrew-mcdivitt: like

[7/24/2011 11:50:16 PM] Travis Cheng: in the show

[7/24/2011 11:50:22 PM] andrew-mcdivitt: ah true actually

[7/24/2011 11:51:17 PM] andrew-mcdivitt: i was thinking of the movie -\_- where they seperated benders and non benders

[7/24/2011 11:51:20 PM] andrew-mcdivitt: which was fucking stupid

[7/24/2011 11:51:21 PM] Travis Cheng: oh god

[7/24/2011 11:51:25 PM] Travis Cheng: let us not speak of such shit

[7/24/2011 11:51:26 PM] Travis Cheng: xD

[7/24/2011 11:51:27 PM] Travis Cheng: lol ok

[7/24/2011 11:51:34 PM] Travis Cheng: so this can be

[7/24/2011 11:51:41 PM] Travis Cheng: time before the avatars are established

[7/24/2011 11:51:47 PM] Travis Cheng: so there is more raw bending

[7/24/2011 11:51:58 PM] Travis Cheng: kingdoms establishing

[7/24/2011 11:52:06 PM] andrew-mcdivitt: who was the first avatar?

[7/24/2011 11:52:22 PM] Travis Cheng: uhh

[7/24/2011 11:52:23 PM] Travis Cheng: TO THE WIKI

[7/24/2011 11:53:37 PM] Travis Cheng: uh so we can make it up

[7/24/2011 11:53:38 PM] Travis Cheng: lol

[7/24/2011 11:53:40 PM] andrew-mcdivitt: LOL

[7/24/2011 11:53:54 PM] Travis Cheng: i mean

[7/24/2011 11:53:58 PM] Travis Cheng: we could set it whenever

[7/24/2011 11:54:03 PM] Travis Cheng: but i think with avatars around

[7/24/2011 11:54:08 PM] Travis Cheng: it would be less grim dark

[7/24/2011 11:55:28 PM] andrew-mcdivitt: right

[7/24/2011 11:55:30 PM] andrew-mcdivitt: and

[7/24/2011 11:55:41 PM] andrew-mcdivitt: an avatar would make for peace

[7/24/2011 11:55:46 PM] Travis Cheng: yea

[7/24/2011 11:55:49 PM] andrew-mcdivitt: AND WE'LL HAVE NONE OF THAT

[7/24/2011 11:55:56 PM] Travis Cheng: NONE OF THAT INDEED

[7/24/2011 11:57:21 PM] andrew-mcdivitt: wait a minute

[7/24/2011 11:57:29 PM] andrew-mcdivitt: how about the time in between when aang was frozen?

[7/24/2011 11:57:33 PM] andrew-mcdivitt: no avatar then

[7/24/2011 11:57:35 PM] Travis Cheng: ooooh

[7/24/2011 11:57:36 PM] Travis Cheng: yes

[7/24/2011 11:57:37 PM] Travis Cheng: i like that

[7/24/2011 11:57:40 PM] Travis Cheng: good choice

[7/25/2011 12:04:19 AM] andrew-mcdivitt: sweet

[7/25/2011 12:04:26 AM] andrew-mcdivitt: so we can use a lot of content and fluff

[7/25/2011 12:04:48 AM] Travis Cheng: YEA WE CAN

[7/25/2011 12:04:51 AM] Travis Cheng: whoops

[7/25/2011 12:04:53 AM] Travis Cheng: in lol game

[7/25/2011 12:17:19 AM] Travis Cheng: but yea

[7/25/2011 12:17:23 AM] Travis Cheng: 100 years of strife right?

[7/25/2011 12:17:28 AM] andrew-mcdivitt: i think so

[7/25/2011 12:17:30 AM] Travis Cheng: can be the beginning

[7/25/2011 12:17:34 AM] Travis Cheng: so coming right out of peace

[7/25/2011 12:17:41 AM] Travis Cheng: murmurs of a lost avatar

[7/25/2011 12:18:43 AM] Travis Cheng: so like different benders can still be friends

[7/25/2011 12:32:51 AM] andrew-mcdivitt: http://i.imgur.com/znTGu.jpg

[7/25/2011 12:33:33 AM] Travis Cheng: i'm excited

[7/25/2011 1:03:00 AM] Travis Cheng: you're up pretty late today .\_.

[7/25/2011 1:03:21 AM] andrew-mcdivitt: yeah

[7/25/2011 1:03:24 AM] andrew-mcdivitt: im about to go to bed

[7/25/2011 1:03:33 AM] Travis Cheng: haha excited about the game?

[7/25/2011 1:03:37 AM] andrew-mcdivitt: haha

[7/25/2011 1:03:37 AM] andrew-mcdivitt: kinda

[7/25/2011 1:03:48 AM] Travis Cheng: lol bigger undertaking than we normally do i think xD

[7/25/2011 12:08:08 PM] Travis Cheng: RAGEBENDER

[3:31:05 AM] joe man: 1,7,2,10,5 roll 6,10,7,1,6

[3:31:05 AM] Travis Cheng: 7,11,3,5,5,3,7,2,5

5

5

5

[3:31:11 AM] joe man: 10

10

[3:31:42 AM] Travis Cheng: Phil 40 Travis 35

Phil 15 Travis 10

[3:32:02 AM] Travis Cheng: 2,7,10,9,4,8,8,4,10

10

10

[3:32:02 AM] joe man: 9,2,8,6,9-- 7,7,4,7,2

7,7

7

[3:33:00 AM] Travis Cheng: Phil 34 Travis 28

Phil 23 Travis 13

[7/25/2011 12:08:11 PM] Travis Cheng: poh wtf

[7/25/2011 12:08:22 PM] Travis Cheng: why doesnt formatting not fail like this -\_-;

[7/25/2011 12:09:29 PM] Travis Cheng: 6,5,9,10,5,6,3,8,6

6, 6

6

[7/25/2011 12:09:43 PM] Travis Cheng: change 5 to 6

8,5,8,8,3,4,8,5,3,4

8,8,8

8= 9 offense actions

[7/25/2011 12:10:02 PM] Travis Cheng: phil 44 travis 42

[7/25/2011 12:10:02 PM] Travis Cheng: ok

[7/25/2011 12:10:08 PM] Travis Cheng: that was 1 round of combat

[7/25/2011 12:11:15 PM] Travis Cheng: so my choice was 3 6's

[7/25/2011 12:11:25 PM] Travis Cheng: and his was 4 8's

[7/25/2011 12:11:34 PM] Travis Cheng: my formation was

6, 6

6

[7/25/2011 12:11:40 PM] Travis Cheng: his was

8, 8, 8

8

[7/25/2011 12:15:46 PM] andrew-mcdivitt: how did he get the 2 8's?

[7/25/2011 12:16:37 PM] Travis Cheng: he got 4

[7/25/2011 12:16:47 PM] andrew-mcdivitt: er

[7/25/2011 12:16:49 PM] andrew-mcdivitt: 4 8's

[7/25/2011 12:16:53 PM] andrew-mcdivitt: he rolled those?

[7/25/2011 12:17:10 PM] Travis Cheng: yea

[7/25/2011 12:17:15 PM] Travis Cheng: that long string

[7/25/2011 12:17:20 PM] Travis Cheng: is his dice roll total

[7/25/2011 12:17:33 PM] Travis Cheng: we were showing em for recoridng purposes

[7/25/2011 12:18:08 PM] andrew-mcdivitt: ok so

[7/25/2011 12:20:14 PM] andrew-mcdivitt: formation?

[7/25/2011 12:20:18 PM] andrew-mcdivitt: is yours 3,6?

[7/25/2011 12:20:23 PM] andrew-mcdivitt: or wat

[7/25/2011 12:20:30 PM] Travis Cheng: yea

[7/25/2011 12:20:36 PM] Travis Cheng: its visually accurate

[7/25/2011 12:20:40 PM] Travis Cheng: 3 wide 1 long

[7/25/2011 12:20:45 PM] Travis Cheng: his is 3 wide 2 long

[7/25/2011 12:21:01 PM] andrew-mcdivitt: why 2 long?

[7/25/2011 12:21:41 PM] Travis Cheng: he has

8, 8, 8

8

[7/25/2011 12:21:45 PM] Travis Cheng: mine was

6, 6, 6

[7/25/2011 12:22:02 PM] Travis Cheng: the long/wide distinction is unimportant really

[7/25/2011 12:22:56 PM] andrew-mcdivitt: ok go on

[7/25/2011 12:23:53 PM] Travis Cheng: ok

[7/25/2011 12:23:53 PM] Travis Cheng: so

[7/25/2011 12:24:05 PM] Travis Cheng: anything not in the front row will be attack

[7/25/2011 12:24:10 PM] Travis Cheng: ok

[7/25/2011 12:24:12 PM] Travis Cheng: so in this case

[7/25/2011 12:24:24 PM] Travis Cheng: that 8 in the back will straight hit me in the face

[7/25/2011 12:24:28 PM] Travis Cheng: for 8

[7/25/2011 12:24:48 PM] Travis Cheng: and then the front rows will always compete against each other

[7/25/2011 12:25:02 PM] Travis Cheng: but just on the highest #

[7/25/2011 12:25:03 PM] Travis Cheng: so in this case

[7/25/2011 12:25:06 PM] Travis Cheng: 8 against 6

[7/25/2011 12:25:31 PM] andrew-mcdivitt: mmk...

[7/25/2011 12:25:43 PM] andrew-mcdivitt: and if he beats you on that?

[7/25/2011 12:25:44 PM] Travis Cheng: so 2 damage there

[7/25/2011 12:25:45 PM] Travis Cheng: yea

[7/25/2011 12:25:50 PM] Travis Cheng: its a trample there

[7/25/2011 12:25:51 PM] andrew-mcdivitt: 2 dmg per?

[7/25/2011 12:25:58 PM] Travis Cheng: no just once

[7/25/2011 12:26:14 PM] Travis Cheng: i'll explain why in a bit

[7/25/2011 12:26:20 PM] andrew-mcdivitt: ok so what if I just

[7/25/2011 12:26:24 PM] andrew-mcdivitt: 8

[7/25/2011 12:26:24 PM] andrew-mcdivitt: 8

[7/25/2011 12:26:24 PM] andrew-mcdivitt: 8

[7/25/2011 12:26:24 PM] andrew-mcdivitt: 8

[7/25/2011 12:26:27 PM] Travis Cheng: alright

[7/25/2011 12:26:36 PM] Travis Cheng: against my 6, 6, 6?

[7/25/2011 12:26:37 PM] Travis Cheng: so

[7/25/2011 12:26:47 PM] Travis Cheng: it will be he has 26 damage incoming

[7/25/2011 12:26:55 PM] Travis Cheng: BUT i have 12 points of defense set up

[7/25/2011 12:27:06 PM] Travis Cheng: and long that you beat your opponent by will be defensive

[7/25/2011 12:27:07 PM] andrew-mcdivitt: why only 12?

[7/25/2011 12:27:11 PM] andrew-mcdivitt: and not 18?

[7/25/2011 12:27:12 PM] Travis Cheng: 6+6

[7/25/2011 12:27:24 PM] Travis Cheng: the first die interact and cancel basically

[7/25/2011 12:27:32 PM] Travis Cheng: so the first 6 goes against the 8

[7/25/2011 12:27:34 PM] Travis Cheng: and loses

[7/25/2011 12:27:44 PM] Travis Cheng: but the other 2 have no itneractions so they go to defense

[7/25/2011 12:28:09 PM] Travis Cheng: simple enough?

[7/25/2011 12:28:14 PM] andrew-mcdivitt: i think...

[7/25/2011 12:28:25 PM] andrew-mcdivitt: so just 26-12?

[7/25/2011 12:28:30 PM] andrew-mcdivitt: 14 dmg?

[7/25/2011 12:28:34 PM] Travis Cheng: yea

[7/25/2011 12:28:39 PM] Travis Cheng: and now

[7/25/2011 12:28:43 PM] Travis Cheng: the more itneresting parts

[7/25/2011 12:28:47 PM] Travis Cheng: so all the attacks

[7/25/2011 12:28:55 PM] andrew-mcdivitt: so whats to keep me from spearpointing all my attacks like that?

[7/25/2011 12:29:08 PM] Travis Cheng: ok so lets say

[7/25/2011 12:29:11 PM] Travis Cheng: you didnt get 4 8s

[7/25/2011 12:29:16 PM] Travis Cheng: 5

5

5

5

[7/25/2011 12:29:20 PM] Travis Cheng: against

[7/25/2011 12:29:24 PM] Travis Cheng: 6, 6, 6

[7/25/2011 12:29:33 PM] Travis Cheng: would be 3 damage

[7/25/2011 12:29:34 PM] Travis Cheng: to me

[7/25/2011 12:29:39 PM] Travis Cheng: but you would take 1

[7/25/2011 12:29:54 PM] Travis Cheng: but the important thing is action generation

[7/25/2011 12:29:55 PM] andrew-mcdivitt: oh because you beat me on the width?

[7/25/2011 12:29:57 PM] Travis Cheng: yea

[7/25/2011 12:29:59 PM] Travis Cheng: so i get to defend

[7/25/2011 12:30:07 PM] Travis Cheng: if you spear point all day

[7/25/2011 12:30:09 PM] Travis Cheng: you do damage

[7/25/2011 12:30:17 PM] Travis Cheng: but you dont get to ever really manipulate anything

[7/25/2011 12:30:18 PM] Travis Cheng: with points

[7/25/2011 12:30:20 PM] Travis Cheng: so

[7/25/2011 12:30:21 PM] Travis Cheng: ok

[7/25/2011 12:30:28 PM] Travis Cheng: any damage you do will attempt to generate points

[7/25/2011 12:30:34 PM] Travis Cheng: 10

vs

8

[7/25/2011 12:30:48 PM] Travis Cheng: the 10 guy will attempt to generate 2 points

[7/25/2011 12:30:51 PM] Travis Cheng: ok?

[7/25/2011 12:30:56 PM] andrew-mcdivitt: k

[7/25/2011 12:30:58 PM] Travis Cheng: 10

10

[7/25/2011 12:30:59 PM] Travis Cheng: vs

[7/25/2011 12:31:01 PM] Travis Cheng: 8, 8

[7/25/2011 12:31:09 PM] andrew-mcdivitt: so 2 dmg +10 dmg?

[7/25/2011 12:31:16 PM] Travis Cheng: the guy will attempt to generate 12 points

[7/25/2011 12:31:19 PM] Travis Cheng: in a 2

[7/25/2011 12:31:20 PM] Travis Cheng: and a 10

[7/25/2011 12:31:24 PM] Travis Cheng: 2 instances

[7/25/2011 12:31:28 PM] andrew-mcdivitt: okay

[7/25/2011 12:31:30 PM] Travis Cheng: now

[7/25/2011 12:31:31 PM] Travis Cheng: defense

[7/25/2011 12:31:36 PM] Travis Cheng: which is 8

[7/25/2011 12:31:39 PM] Travis Cheng: for the other guy

[7/25/2011 12:31:53 PM] Travis Cheng: will allow you to cancel out 8 points PER instance of action generation

[7/25/2011 12:32:00 PM] Travis Cheng: so it goes from 2 and 10

[7/25/2011 12:32:01 PM] Travis Cheng: to 0 and 2

[7/25/2011 12:32:18 PM] andrew-mcdivitt: action generation?

[7/25/2011 12:32:26 PM] Travis Cheng: errr points

[7/25/2011 12:32:28 PM] Travis Cheng: whjoops

[7/25/2011 12:32:28 PM] Travis Cheng: sorry

[7/25/2011 12:32:39 PM] andrew-mcdivitt: so

[7/25/2011 12:32:51 PM] andrew-mcdivitt: mmk

[7/25/2011 12:32:54 PM] andrew-mcdivitt: so the 8 guy

[7/25/2011 12:33:03 PM] Travis Cheng: ok

[7/25/2011 12:33:06 PM] Travis Cheng: so last thing abotu defense

[7/25/2011 12:33:08 PM] Travis Cheng: is

[7/25/2011 12:33:16 PM] Travis Cheng: it has a flat damage mitigation

[7/25/2011 12:33:20 PM] Travis Cheng: so 8 defense

[7/25/2011 12:33:22 PM] Travis Cheng: will stop 8 damage

[7/25/2011 12:33:30 PM] Travis Cheng: so the offensive guy will deal 4 gain 2 points

[7/25/2011 12:33:42 PM] Travis Cheng: and the defensive guy will take 4 gain 0 points

[7/25/2011 12:34:09 PM] andrew-mcdivitt: why 4 instead of 2?

[7/25/2011 12:35:06 PM] Travis Cheng: the mitigation for damage is on total

[7/25/2011 12:35:14 PM] Travis Cheng: its so that defense doesnt get too ridiculous

[7/25/2011 12:35:21 PM] Travis Cheng: because look at this situation

[7/25/2011 12:35:26 PM] Travis Cheng: 8

8

8

[7/25/2011 12:35:28 PM] Travis Cheng: vs

[7/25/2011 12:35:32 PM] Travis Cheng: 10, 10

[7/25/2011 12:35:37 PM] Travis Cheng: or even 8, 8

[7/25/2011 12:35:57 PM] Travis Cheng: the 8 long would deal 8 damage and gain 0 points

[7/25/2011 12:36:17 PM] Travis Cheng: but if damage reduction was on each instance the 8 wide guy would take 0 damage

[7/25/2011 12:36:34 PM] Travis Cheng: which i think is bad because i want to discourage too much turtling

[7/25/2011 12:36:53 PM] Travis Cheng: firebenders just use d12 and airbenders roll 12 d8 at our current version

[7/25/2011 12:36:56 PM] andrew-mcdivitt: which is why the offensive get the move stuff

[7/25/2011 12:37:01 PM] andrew-mcdivitt: like

[7/25/2011 12:37:04 PM] andrew-mcdivitt: i interpreted it as

[7/25/2011 12:37:22 PM] andrew-mcdivitt: the offensive guy, the one who rolls the thinnest set of big numbers

[7/25/2011 12:37:24 PM] andrew-mcdivitt: gets to move people around

[7/25/2011 12:37:28 PM] andrew-mcdivitt: while the wider guy

[7/25/2011 12:37:34 PM] andrew-mcdivitt: does more damage

[7/25/2011 12:37:37 PM] andrew-mcdivitt: because of landing more blows

[7/25/2011 12:37:51 PM] Travis Cheng: yea we changed that because we felt like generating the actions would account for all that

[7/25/2011 12:38:22 PM] Travis Cheng: its just what we're at right now

[7/25/2011 12:38:28 PM] andrew-mcdivitt: i see

[7/25/2011 12:38:32 PM] Travis Cheng: it was surprisingly fun to just roll numbers and "fight"

[7/25/2011 12:38:35 PM] andrew-mcdivitt: lol

[7/25/2011 12:38:38 PM] andrew-mcdivitt: DRINK

[7/25/2011 12:38:39 PM] Travis Cheng: cuz like

[7/25/2011 12:38:44 PM] Travis Cheng: seriously at one point

[7/25/2011 12:38:45 PM] Travis Cheng: i rolled 3 12s

[7/25/2011 12:38:51 PM] Travis Cheng: i was like FUCK YOIUUUUUUU

[7/25/2011 12:39:00 PM] Travis Cheng: and then my friend rolled 4 10s and shifted a die to a 10

[7/25/2011 12:39:02 PM] Travis Cheng: so he had 5

[7/25/2011 12:39:07 PM] Travis Cheng: and i was like FFFFFFFFFFFFFFFFFFFFff

[7/25/2011 12:39:24 PM] andrew-mcdivitt: ok so im still confused about that part

[7/25/2011 12:39:28 PM] Travis Cheng: ?

[7/25/2011 12:39:34 PM] andrew-mcdivitt: what advantages does having a wider set give?

[7/25/2011 12:39:50 PM] andrew-mcdivitt: i understand that having a thinner set would get more damage through

[7/25/2011 12:40:27 PM] Travis Cheng: wider set is purely defensive

[7/25/2011 12:40:28 PM] Travis Cheng: think about it lke this

[7/25/2011 12:40:31 PM] Travis Cheng: 6, 6

6

[7/25/2011 12:40:38 PM] Travis Cheng: would have some defense

[7/25/2011 12:40:40 PM] Travis Cheng: but also an attack

[7/25/2011 12:40:44 PM] Travis Cheng: 6, 6

6

[7/25/2011 12:40:45 PM] Travis Cheng: vs

[7/25/2011 12:40:48 PM] Travis Cheng: 8

8

8

[7/25/2011 12:40:49 PM] Travis Cheng: ok?

[7/25/2011 12:40:52 PM] andrew-mcdivitt: mmk

[7/25/2011 12:40:55 PM] andrew-mcdivitt: so

[7/25/2011 12:41:06 PM] Travis Cheng: 8 guy gets 10 damage and 4 points

[7/25/2011 12:41:07 PM] andrew-mcdivitt: what role does the top right 6 play?

[7/25/2011 12:41:24 PM] Travis Cheng: it allows you to defend 6 damage

[7/25/2011 12:41:35 PM] Travis Cheng: and reduce incoming action generation by -6 per instance

[7/25/2011 12:41:38 PM] Travis Cheng: so 8 guy has

[7/25/2011 12:41:45 PM] Travis Cheng: 2, 8, 8 actions generated

[7/25/2011 12:41:50 PM] Travis Cheng: but its cut down to 0, 2, 2

[7/25/2011 12:42:16 PM] andrew-mcdivitt: why is the first one 0?

[7/25/2011 12:42:26 PM] Travis Cheng: 2 -6

[7/25/2011 12:42:35 PM] Travis Cheng: because the 6 reduce each instance

[7/25/2011 12:42:39 PM] Travis Cheng: 8 v 6

[7/25/2011 12:42:40 PM] Travis Cheng: is 2 over

[7/25/2011 12:42:42 PM] andrew-mcdivitt: you mena each line?

[7/25/2011 12:42:45 PM] andrew-mcdivitt: mean\*

[7/25/2011 12:42:46 PM] Travis Cheng: no like

[7/25/2011 12:42:47 PM] Travis Cheng: ok

[7/25/2011 12:42:48 PM] Travis Cheng: so the front rows always meet

[7/25/2011 12:43:05 PM] Travis Cheng: anything free in the first rows will be defensive

[7/25/2011 12:43:26 PM] Travis Cheng: sooo 8, 8, 8

vs

6, 6, 6, 6

[7/25/2011 12:43:36 PM] Travis Cheng: would be 2 damage reduced by 6

[7/25/2011 12:44:35 PM] andrew-mcdivitt: ok so

[7/25/2011 12:44:39 PM] andrew-mcdivitt: the 8 guy

[7/25/2011 12:44:40 PM] andrew-mcdivitt: deals

[7/25/2011 12:44:47 PM] andrew-mcdivitt: 2, 2, 2 right?

[7/25/2011 12:45:04 PM] andrew-mcdivitt: then the unused 6 subtracts damage from each of those

[7/25/2011 12:45:08 PM] andrew-mcdivitt: nullifying his attack?

[7/25/2011 12:46:19 PM] Travis Cheng: no no

[7/25/2011 12:46:19 PM] Travis Cheng: ok

[7/25/2011 12:46:22 PM] Travis Cheng: so 8 guy

[7/25/2011 12:46:26 PM] Travis Cheng: ONLY does 2

[7/25/2011 12:46:40 PM] andrew-mcdivitt: why?

[7/25/2011 12:46:41 PM] Travis Cheng: or at least right now

[7/25/2011 12:46:48 PM] Travis Cheng: because its a defensive line

[7/25/2011 12:46:52 PM] andrew-mcdivitt: right

[7/25/2011 12:46:53 PM] Travis Cheng: its not meant to be attacking

[7/25/2011 12:47:00 PM] Travis Cheng: only overages will matter

[7/25/2011 12:47:05 PM] Travis Cheng: you only chekc magnitude once on them

[7/25/2011 12:47:46 PM] andrew-mcdivitt: ok so

[7/25/2011 12:48:04 PM] andrew-mcdivitt: that seems like

[7/25/2011 12:48:12 PM] andrew-mcdivitt: ehhh

[7/25/2011 12:48:19 PM] andrew-mcdivitt: what if it was

[7/25/2011 12:48:25 PM] andrew-mcdivitt: 8,8,8

[7/25/2011 12:48:25 PM] andrew-mcdivitt: 8

[7/25/2011 12:48:26 PM] andrew-mcdivitt: VS

[7/25/2011 12:48:30 PM] andrew-mcdivitt: 6,6

[7/25/2011 12:48:30 PM] andrew-mcdivitt: 6,6

[7/25/2011 12:48:46 PM] Travis Cheng: cant do a block :P

[7/25/2011 12:48:54 PM] Travis Cheng: would have to be...

[7/25/2011 12:48:58 PM] Travis Cheng: 6, 6

6

6

[7/25/2011 12:49:02 PM] Travis Cheng: or 6, 6, 6

6

[7/25/2011 12:49:11 PM] Travis Cheng: or at least as it stands you can't

[7/25/2011 12:49:36 PM] andrew-mcdivitt: hmm

[7/25/2011 12:49:36 PM] Travis Cheng: also 4 of a kind off of 10 base rolls is hard too

[7/25/2011 12:49:55 PM] andrew-mcdivitt: well

[7/25/2011 12:50:09 PM] andrew-mcdivitt: hmm

[7/25/2011 12:50:17 PM] Travis Cheng: but if you want we can do a "fight"

[7/25/2011 12:50:24 PM] Travis Cheng: and see if it makes sense to you

[7/25/2011 12:51:33 PM] andrew-mcdivitt: ok

[7/25/2011 12:51:52 PM] andrew-mcdivitt: ill roll 6d6

[7/25/2011 12:51:56 PM] Travis Cheng: http://www.wizards.com/dnd/dice/dice.htm

[7/25/2011 12:52:04 PM] Travis Cheng: just use that and do 10 d10

[7/25/2011 12:52:15 PM] Travis Cheng: unless you wanna try it with d6

[7/25/2011 12:52:24 PM] andrew-mcdivitt: 10,3,4,3,10,4,3,9,3,2,+0

[7/25/2011 12:52:48 PM] Travis Cheng: choose your set make yo formation

[7/25/2011 12:52:48 PM] Travis Cheng: :P

[7/25/2011 12:53:00 PM] andrew-mcdivitt: 3

[7/25/2011 12:53:01 PM] andrew-mcdivitt: 3,3

[7/25/2011 12:53:02 PM] andrew-mcdivitt: 3

[7/25/2011 12:53:06 PM] Travis Cheng: 3,5,9,8,5,5,10,8,5,2

5, 5

5

5

[7/25/2011 12:53:13 PM] andrew-mcdivitt: lol

[7/25/2011 12:53:17 PM] Travis Cheng: ok so i just poop on you basically xD

[7/25/2011 12:53:24 PM] Travis Cheng: no one gets a defensive bonus

[7/25/2011 12:53:30 PM] Travis Cheng: cuz the widths match

[7/25/2011 12:53:34 PM] andrew-mcdivitt: ok so if i went

[7/25/2011 12:53:39 PM] andrew-mcdivitt: 3,3,3

[7/25/2011 12:53:40 PM] andrew-mcdivitt: 3

[7/25/2011 12:53:46 PM] Travis Cheng: you would get a 3 defensive bonus

[7/25/2011 12:53:47 PM] Travis Cheng: yes

[7/25/2011 12:53:50 PM] andrew-mcdivitt: so

[7/25/2011 12:54:00 PM] andrew-mcdivitt: i would only take 4?

[7/25/2011 12:54:04 PM] Travis Cheng: uhhh 7

[7/25/2011 12:54:10 PM] Travis Cheng: but i woud get less actions

[7/25/2011 12:54:18 PM] Travis Cheng: damage is a flat reduction

[7/25/2011 12:54:21 PM] andrew-mcdivitt: where would the 3 extra damage come from?

[7/25/2011 12:54:22 PM] Travis Cheng: actions is an instance reduction

[7/25/2011 12:54:29 PM] Travis Cheng: soooo

[7/25/2011 12:54:32 PM] Travis Cheng: 3, 3, 3

3

[7/25/2011 12:54:37 PM] Travis Cheng: vs

5, 5

5

5

[7/25/2011 12:54:51 PM] Travis Cheng: would be me doing 12 base with 2, 5, 5 actions

[7/25/2011 12:54:54 PM] Travis Cheng: with your 3 defense

[7/25/2011 12:55:04 PM] Travis Cheng: you drop it to 9 damage and 0, 2, 2 actions

[7/25/2011 12:55:16 PM] Travis Cheng: you will do 3 damage and get 3 actions

[7/25/2011 12:56:56 PM] andrew-mcdivitt: lol

[7/25/2011 12:57:01 PM] andrew-mcdivitt: to be honest

[7/25/2011 12:57:08 PM] andrew-mcdivitt: i still dont get it

[7/25/2011 12:57:11 PM] andrew-mcdivitt: like

[7/25/2011 12:57:15 PM] Travis Cheng: haha

[7/25/2011 12:57:21 PM] andrew-mcdivitt: i dunno maybe once its more fleshed out

[7/25/2011 12:57:26 PM] Travis Cheng: well whats confusing?

[7/25/2011 12:57:33 PM] Travis Cheng: i was worried teaching it would be difficult

[7/25/2011 12:57:39 PM] andrew-mcdivitt: i guess im trying to balance it

[7/25/2011 12:57:51 PM] andrew-mcdivitt: like

[7/25/2011 12:57:56 PM] andrew-mcdivitt: er

[7/25/2011 12:57:57 PM] andrew-mcdivitt: i dunno

[7/25/2011 12:58:04 PM] andrew-mcdivitt: this is the system i was thinking of

[7/25/2011 12:58:11 PM] andrew-mcdivitt: lets say

[7/25/2011 12:58:19 PM] andrew-mcdivitt: 2 firebenders were sparring

[7/25/2011 12:58:24 PM] Travis Cheng: k

[7/25/2011 12:58:39 PM] andrew-mcdivitt: firebender...kai

[7/25/2011 12:58:44 PM] andrew-mcdivitt: will use 6d6

[7/25/2011 12:59:14 PM] andrew-mcdivitt: and firebender omor will use 2d8

[7/25/2011 12:59:23 PM] Travis Cheng: why different die?

[7/25/2011 12:59:30 PM] andrew-mcdivitt: the type of attack

[7/25/2011 12:59:31 PM] andrew-mcdivitt: so

[7/25/2011 12:59:33 PM] andrew-mcdivitt: higher die

[7/25/2011 12:59:55 PM] andrew-mcdivitt: usually are meant for moving someone around

[7/25/2011 1:00:03 PM] andrew-mcdivitt: you can shift

[7/25/2011 1:00:13 PM] andrew-mcdivitt: the amount of die vs the type of die

[7/25/2011 1:00:24 PM] andrew-mcdivitt: like both numbers =10

[7/25/2011 1:00:26 PM] andrew-mcdivitt: 2+8

[7/25/2011 1:00:30 PM] Travis Cheng: well the biggest problem

[7/25/2011 1:00:31 PM] andrew-mcdivitt: er

[7/25/2011 1:00:32 PM] andrew-mcdivitt: 4+6

[7/25/2011 1:00:39 PM] Travis Cheng: oh so are you just adding stuff together?

[7/25/2011 1:00:41 PM] Travis Cheng: to get lump sums?

[7/25/2011 1:00:42 PM] andrew-mcdivitt: no

[7/25/2011 1:00:49 PM] andrew-mcdivitt: so

[7/25/2011 1:00:53 PM] andrew-mcdivitt: kai rolls his 4d6

[7/25/2011 1:01:01 PM] andrew-mcdivitt: 6,6,4,3

[7/25/2011 1:01:05 PM] andrew-mcdivitt: good roll

[7/25/2011 1:01:12 PM] andrew-mcdivitt: he chooses the 6's

[7/25/2011 1:01:18 PM] andrew-mcdivitt: so he has width 2, height 6

[7/25/2011 1:01:24 PM] andrew-mcdivitt: omor rolls

[7/25/2011 1:01:41 PM] andrew-mcdivitt: 8,2

[7/25/2011 1:01:46 PM] andrew-mcdivitt: he chooses the 8

[7/25/2011 1:01:49 PM] andrew-mcdivitt: his width is 1

[7/25/2011 1:01:53 PM] andrew-mcdivitt: and his height is 2

[7/25/2011 1:01:56 PM] andrew-mcdivitt: er

[7/25/2011 1:01:57 PM] andrew-mcdivitt: 8

[7/25/2011 1:02:06 PM] andrew-mcdivitt: 6,6 vs 8

[7/25/2011 1:02:17 PM] andrew-mcdivitt: the 8 beats the first 6 by 2

[7/25/2011 1:02:41 PM] andrew-mcdivitt: so omor gets to spend an action costing 2 points

[7/25/2011 1:02:47 PM] andrew-mcdivitt: or 2 1 point actions

[7/25/2011 1:03:01 PM] andrew-mcdivitt: the 2nd 6 is unmitigated

[7/25/2011 1:03:05 PM] andrew-mcdivitt: so kai deals 6 damage

[7/25/2011 1:03:08 PM] andrew-mcdivitt: to omor

[7/25/2011 1:03:24 PM] andrew-mcdivitt: so omor takes 6 damage but casts flare for 2 action points

[7/25/2011 1:03:33 PM] andrew-mcdivitt: which temporarily blinds his opponent

[7/25/2011 1:03:34 PM] andrew-mcdivitt: or some shit

[7/25/2011 1:03:42 PM] Travis Cheng: yea no i get where you're going

[7/25/2011 1:03:49 PM] Travis Cheng: i tihnk yours is closer to the orignal system

[7/25/2011 1:04:02 PM] Travis Cheng: me and my friend bastardized it to seperate it and also

[7/25/2011 1:04:08 PM] Travis Cheng: we had issues with balance

[7/25/2011 1:04:15 PM] Travis Cheng: because if a 10

[7/25/2011 1:04:22 PM] Travis Cheng: beats 2 6s

[7/25/2011 1:04:28 PM] Travis Cheng: that sucks

[7/25/2011 1:04:39 PM] Travis Cheng: because 2 of a number should be better

[7/25/2011 1:04:44 PM] andrew-mcdivitt: right

[7/25/2011 1:04:54 PM] andrew-mcdivitt: in the one i had it would deal more damage

[7/25/2011 1:05:04 PM] andrew-mcdivitt: i imagined it like

[7/25/2011 1:05:10 PM] andrew-mcdivitt: throwing 2 attacks at 6 power

[7/25/2011 1:05:16 PM] Travis Cheng: but the 6 guy wouldnt get to do anything other than damage

[7/25/2011 1:05:22 PM] andrew-mcdivitt: right

[7/25/2011 1:05:26 PM] Travis Cheng: which becomes problematic

[7/25/2011 1:05:38 PM] Travis Cheng: because the higher roller will be doing damage and getting spells

[7/25/2011 1:05:44 PM] Travis Cheng: while the defensive guy will only get damage

[7/25/2011 1:05:51 PM] andrew-mcdivitt: which is why you alternate

[7/25/2011 1:05:54 PM] Travis Cheng: and if spells give +/- bonuses battles can snowball

[7/25/2011 1:06:07 PM] Travis Cheng: so you'res is...

[7/25/2011 1:06:10 PM] Travis Cheng: you get to attack

[7/25/2011 1:06:10 PM] andrew-mcdivitt: so lets say

[7/25/2011 1:06:13 PM] Travis Cheng: and you get to defend?

[7/25/2011 1:06:21 PM] andrew-mcdivitt: kai uses 6,6 vs 8

[7/25/2011 1:06:28 PM] Travis Cheng: aight

[7/25/2011 1:06:34 PM] andrew-mcdivitt: kai does 6 damage

[7/25/2011 1:06:42 PM] andrew-mcdivitt: omor gets his flare

[7/25/2011 1:06:52 PM] andrew-mcdivitt: which can deal like 2 damage and blind someone

[7/25/2011 1:06:56 PM] andrew-mcdivitt: or something

[7/25/2011 1:07:01 PM] andrew-mcdivitt: next turn

[7/25/2011 1:07:07 PM] andrew-mcdivitt: since kai can't see

[7/25/2011 1:07:19 PM] andrew-mcdivitt: omor can choose his set AFTER his opponent reveals his

[7/25/2011 1:07:28 PM] andrew-mcdivitt: kai attacks again with the 4d6

[7/25/2011 1:07:38 PM] Travis Cheng: wait but

[7/25/2011 1:07:44 PM] andrew-mcdivitt: and omor will use 6d4

[7/25/2011 1:08:17 PM] Travis Cheng: ok actually just give me theoretical totals

[7/25/2011 1:08:42 PM] andrew-mcdivitt: so kai rolls 6,4,4,2

[7/25/2011 1:08:44 PM] andrew-mcdivitt: omor rolls

[7/25/2011 1:09:03 PM] andrew-mcdivitt: 4,2,2,2,1,3

[7/25/2011 1:09:12 PM] andrew-mcdivitt: kai chooses the 4s

[7/25/2011 1:09:17 PM] andrew-mcdivitt: so width 2

[7/25/2011 1:09:23 PM] andrew-mcdivitt: height 4

[7/25/2011 1:09:57 PM] andrew-mcdivitt: knowing this

[7/25/2011 1:10:07 PM] andrew-mcdivitt: omor can choose his set to be wider, or higher

[7/25/2011 1:10:27 PM] andrew-mcdivitt: so he rolled shitty but lets say he picks the 2s

[7/25/2011 1:10:37 PM] andrew-mcdivitt: 2,2,2

[7/25/2011 1:10:50 PM] andrew-mcdivitt: so he can deal 2 damage this turn

[7/25/2011 1:10:57 PM] andrew-mcdivitt: kai deals none

[7/25/2011 1:11:02 PM] andrew-mcdivitt: but gets 4 ap

[7/25/2011 1:11:27 PM] Travis Cheng: i guess

[7/25/2011 1:11:31 PM] Travis Cheng: that is fine

[7/25/2011 1:11:33 PM] andrew-mcdivitt: the balancing would come from

[7/25/2011 1:11:35 PM] Travis Cheng: but think with bigger numbers

[7/25/2011 1:11:36 PM] andrew-mcdivitt: the abilities

[7/25/2011 1:11:43 PM] Travis Cheng: like the reason we shifted

[7/25/2011 1:11:48 PM] Travis Cheng: 10

[7/25/2011 1:11:49 PM] Travis Cheng: vs

[7/25/2011 1:11:56 PM] Travis Cheng: 2, 2, 2, 2, 2

[7/25/2011 1:12:03 PM] Travis Cheng: the 10 guy is shitting on the 2 guy

[7/25/2011 1:12:07 PM] Travis Cheng: even though the 2 guy got the impossible hand

[7/25/2011 1:12:23 PM] andrew-mcdivitt: so he does 8 damage

[7/25/2011 1:12:29 PM] andrew-mcdivitt: vs the 8 ap

[7/25/2011 1:12:30 PM] andrew-mcdivitt: mr 10 can spend

[7/25/2011 1:12:41 PM] Travis Cheng: well ok

[7/25/2011 1:12:45 PM] Travis Cheng: i guess this way

[7/25/2011 1:12:47 PM] andrew-mcdivitt: so i would balanve it

[7/25/2011 1:12:53 PM] Travis Cheng: ok i know why we seperated so hard now

[7/25/2011 1:12:53 PM] Travis Cheng: lol

[7/25/2011 1:12:55 PM] andrew-mcdivitt: by changing the abilities players can buy

[7/25/2011 1:12:59 PM] andrew-mcdivitt: so

[7/25/2011 1:13:07 PM] Travis Cheng: yea abilities muy important for this one

[7/25/2011 1:13:11 PM] andrew-mcdivitt: some defensive abilities deal damage too

[7/25/2011 1:13:12 PM] andrew-mcdivitt: or

[7/25/2011 1:13:16 PM] andrew-mcdivitt: instead of damage

[7/25/2011 1:13:18 PM] andrew-mcdivitt: they get

[7/25/2011 1:13:26 PM] Travis Cheng: well the tihng is

[7/25/2011 1:13:28 PM] Travis Cheng: defensive players

[7/25/2011 1:13:29 PM] andrew-mcdivitt: attack points, vs defense points

[7/25/2011 1:13:31 PM] Travis Cheng: dont generate actions

[7/25/2011 1:13:35 PM] Travis Cheng: or points

[7/25/2011 1:13:46 PM] Travis Cheng: ours skipped that slightly

[7/25/2011 1:14:02 PM] Travis Cheng: by adding in defensive mitigation and only allowing aggressors to attempt to gain points

[7/25/2011 1:14:33 PM] andrew-mcdivitt: like

[7/25/2011 1:14:57 PM] andrew-mcdivitt: the ones that are agressive

[7/25/2011 1:15:00 PM] andrew-mcdivitt: for mine at least

[7/25/2011 1:15:02 PM] andrew-mcdivitt: are the players with

[7/25/2011 1:15:06 PM] andrew-mcdivitt: the thinner sets

[7/25/2011 1:15:10 PM] andrew-mcdivitt: but taller

[7/25/2011 1:15:21 PM] andrew-mcdivitt: the defensive guy is chipping him down

[7/25/2011 1:15:26 PM] andrew-mcdivitt: if he keeps rolling like that

[7/25/2011 1:15:31 PM] andrew-mcdivitt: because he's waiting for an opening

[7/25/2011 1:15:43 PM] andrew-mcdivitt: while the aggressive guy is charging in

[7/25/2011 1:15:45 PM] andrew-mcdivitt: bodyslamming people

[7/25/2011 1:15:51 PM] andrew-mcdivitt: so the trick is

[7/25/2011 1:15:54 PM] andrew-mcdivitt: not to just roll

[7/25/2011 1:15:57 PM] andrew-mcdivitt: 6d6

[7/25/2011 1:15:59 PM] andrew-mcdivitt: 6d6

[7/25/2011 1:16:00 PM] andrew-mcdivitt: 6d6

[7/25/2011 1:16:02 PM] andrew-mcdivitt: every turn

[7/25/2011 1:16:03 PM] andrew-mcdivitt: but rather

[7/25/2011 1:16:12 PM] Travis Cheng: yea ours does similar but allows for more dimensions of play i feel like

[7/25/2011 1:16:12 PM] andrew-mcdivitt: open with an aggressive attack

[7/25/2011 1:16:22 PM] andrew-mcdivitt: then use a damaging attack

[7/25/2011 1:16:25 PM] andrew-mcdivitt: etc

[7/25/2011 1:16:31 PM] andrew-mcdivitt: so like

[7/25/2011 1:16:37 PM] andrew-mcdivitt: 1d12

[7/25/2011 1:16:40 PM] andrew-mcdivitt: 3d4

[7/25/2011 1:16:44 PM] andrew-mcdivitt: 3d4

[7/25/2011 1:16:47 PM] andrew-mcdivitt: or something

[7/25/2011 1:17:00 PM] andrew-mcdivitt: i have to figure out how to choose the die based on level

[7/25/2011 1:17:26 PM] Travis Cheng: i think just using base d10 or d6 is a better choice

[7/25/2011 1:17:31 PM] Travis Cheng: just choose one

[7/25/2011 1:17:33 PM] Travis Cheng: and balance off that

[7/25/2011 1:17:39 PM] Travis Cheng: we set ours slightly different

[7/25/2011 1:17:41 PM] andrew-mcdivitt: so like

[7/25/2011 1:17:47 PM] andrew-mcdivitt: each person chooses a die type?

[7/25/2011 1:17:59 PM] Travis Cheng: well that might not be a good choice?

[7/25/2011 1:18:02 PM] Travis Cheng: cuz its hard to balance like that

[7/25/2011 1:18:08 PM] andrew-mcdivitt: yeah

[7/25/2011 1:18:10 PM] Travis Cheng: like originally

[7/25/2011 1:18:12 PM] Travis Cheng: firebenders use 9 d12

[7/25/2011 1:18:25 PM] Travis Cheng: but we found out that rolling LESS die and having MORE variance

[7/25/2011 1:18:33 PM] Travis Cheng: led to firebenders getting shat on too easily

[7/25/2011 1:18:35 PM] Travis Cheng: in our system

[7/25/2011 1:18:48 PM] Travis Cheng: and airbenders only getting 11 d8

[7/25/2011 1:18:49 PM] andrew-mcdivitt: right

[7/25/2011 1:18:53 PM] andrew-mcdivitt: so

[7/25/2011 1:19:05 PM] Travis Cheng: would just lose to people who could roll 9s or 10s a few times

[7/25/2011 1:19:47 PM] andrew-mcdivitt: i see

[7/25/2011 1:20:01 PM] andrew-mcdivitt: yeah i want to be able to balance

[7/25/2011 1:20:04 PM] andrew-mcdivitt: easily

[7/25/2011 1:20:07 PM] Travis Cheng: the biggest problem

[7/25/2011 1:20:11 PM] Travis Cheng: was that high numbers

[7/25/2011 1:20:13 PM] andrew-mcdivitt: which is why i went with buying points

[7/25/2011 1:20:16 PM] Travis Cheng: just inherently gave a huge bonus

[7/25/2011 1:20:24 PM] Travis Cheng: against any small matches

[7/25/2011 1:20:26 PM] Travis Cheng: which felt wrong

[7/25/2011 1:20:31 PM] andrew-mcdivitt: in your system?

[7/25/2011 1:20:33 PM] Travis Cheng: so we fiddled much

[7/25/2011 1:20:35 PM] Travis Cheng: no in yours

[7/25/2011 1:20:39 PM] Travis Cheng: we started there

[7/25/2011 1:20:41 PM] Travis Cheng: but like i said

[7/25/2011 1:20:43 PM] Travis Cheng: 10

[7/25/2011 1:20:45 PM] Travis Cheng: vs

[7/25/2011 1:20:47 PM] Travis Cheng: 2, 2

[7/25/2011 1:20:54 PM] Travis Cheng: (we used d10)

[7/25/2011 1:21:04 PM] Travis Cheng: the 10 guy shits on the 2 and the 8 points

[7/25/2011 1:21:11 PM] Travis Cheng: could lead to the fight being over already

[7/25/2011 1:21:52 PM] andrew-mcdivitt: right

[7/25/2011 1:21:58 PM] andrew-mcdivitt: but he ran the risk

[7/25/2011 1:22:00 PM] andrew-mcdivitt: of getting shit

[7/25/2011 1:22:07 PM] andrew-mcdivitt: like

[7/25/2011 1:22:13 PM] andrew-mcdivitt: sets would not be picked in the open

[7/25/2011 1:22:22 PM] Travis Cheng: well no just think about it

[7/25/2011 1:22:29 PM] Travis Cheng: the 10 would be so advantageous most of the time

[7/25/2011 1:22:34 PM] Travis Cheng: you would almost always take it

[7/25/2011 1:22:41 PM] Travis Cheng: even blindly

[7/25/2011 1:22:44 PM] andrew-mcdivitt: but you wouldn't deal any damage

[7/25/2011 1:22:49 PM] Travis Cheng: yea but if spells deal damage/block your oppoent

[7/25/2011 1:23:01 PM] Travis Cheng: then the next turn its like auto winning

[7/25/2011 1:23:09 PM] andrew-mcdivitt: not necessarily

[7/25/2011 1:23:17 PM] andrew-mcdivitt: how would it be?

[7/25/2011 1:23:25 PM] Travis Cheng: well ok

[7/25/2011 1:23:25 PM] andrew-mcdivitt: i was thinking of a pool

[7/25/2011 1:23:26 PM] andrew-mcdivitt: players could pull from

[7/25/2011 1:23:31 PM] andrew-mcdivitt: so lets say

[7/25/2011 1:23:36 PM] andrew-mcdivitt: starting pool is 36

[7/25/2011 1:23:36 PM] Travis Cheng: do dice build up then?

[7/25/2011 1:23:50 PM] andrew-mcdivitt: so a benders "power level"

[7/25/2011 1:23:52 PM] andrew-mcdivitt: is 36

[7/25/2011 1:23:58 PM] andrew-mcdivitt: he/she can pull

[7/25/2011 1:24:03 PM] andrew-mcdivitt: 9d4

[7/25/2011 1:24:07 PM] andrew-mcdivitt: 3d12

[7/25/2011 1:24:07 PM] andrew-mcdivitt: 3d10

[7/25/2011 1:24:10 PM] andrew-mcdivitt: 4d6

[7/25/2011 1:24:13 PM] andrew-mcdivitt: er

[7/25/2011 1:24:16 PM] andrew-mcdivitt: 4d8

[7/25/2011 1:24:17 PM] andrew-mcdivitt: and 7d6

[7/25/2011 1:24:29 PM] andrew-mcdivitt: right?

[7/25/2011 1:24:34 PM] Travis Cheng: oh god

[7/25/2011 1:24:38 PM] Travis Cheng: so many dice types

[7/25/2011 1:24:42 PM] andrew-mcdivitt: haha

[7/25/2011 1:24:52 PM] Travis Cheng: that was actually something i was wrestling with

[7/25/2011 1:24:58 PM] Travis Cheng: so ok

[7/25/2011 1:25:00 PM] andrew-mcdivitt: cutting down on types?

[7/25/2011 1:25:04 PM] Travis Cheng: ours we set it at base 10 dice

[7/25/2011 1:25:09 PM] Travis Cheng: and as you gain more power

[7/25/2011 1:25:10 PM] andrew-mcdivitt: d10? or 10 dice?

[7/25/2011 1:25:14 PM] Travis Cheng: you gain more dice

[7/25/2011 1:25:15 PM] Travis Cheng: d10

[7/25/2011 1:25:16 PM] Travis Cheng: sorry

[7/25/2011 1:25:22 PM] Travis Cheng: so progression is more dice

[7/25/2011 1:25:26 PM] Travis Cheng: or feats/skills

[7/25/2011 1:25:29 PM] Travis Cheng: per level

[7/25/2011 1:25:35 PM] Travis Cheng: so a D&Dish progression

[7/25/2011 1:25:36 PM] Travis Cheng: but its easy to grasp

[7/25/2011 1:25:42 PM] andrew-mcdivitt: i see

[7/25/2011 1:25:43 PM] Travis Cheng: the biggest problem for us

[7/25/2011 1:25:53 PM] Travis Cheng: is combat is a bit of work to explain but once its explained

[7/25/2011 1:25:55 PM] andrew-mcdivitt: leveling would be increasing pool size and getting new abilities

[7/25/2011 1:25:58 PM] Travis Cheng: it went by quickly enough

[7/25/2011 1:26:03 PM] Travis Cheng: and it felt balanced

[7/25/2011 1:26:10 PM] andrew-mcdivitt: ok so lets try my system real quick

[7/25/2011 1:26:12 PM] Travis Cheng: aight

[7/25/2011 1:26:14 PM] Travis Cheng: so

[7/25/2011 1:26:15 PM] Travis Cheng: base...

[7/25/2011 1:26:17 PM] andrew-mcdivitt: dice pools of 36

[7/25/2011 1:26:18 PM] Travis Cheng: 36

[7/25/2011 1:26:22 PM] Travis Cheng: health... 50?

[7/25/2011 1:26:27 PM] Travis Cheng: or i guess with this..

[7/25/2011 1:26:30 PM] Travis Cheng: 25?

[7/25/2011 1:26:30 PM] andrew-mcdivitt: well lets just do

[7/25/2011 1:26:37 PM] andrew-mcdivitt: AP vs DP

[7/25/2011 1:26:38 PM] Travis Cheng: we used 50 cuz damage gets pretty high for us

[7/25/2011 1:26:56 PM] andrew-mcdivitt: attack points gained vs defense points gained

[7/25/2011 1:27:05 PM] Travis Cheng: ok no damage just points

[7/25/2011 1:27:07 PM] Travis Cheng: ok

[7/25/2011 1:27:09 PM] andrew-mcdivitt: right

[7/25/2011 1:27:20 PM] andrew-mcdivitt: ok so lets say

[7/25/2011 1:27:23 PM] andrew-mcdivitt: i want to open with a stun/daze

[7/25/2011 1:27:33 PM] andrew-mcdivitt: ill roll 3d12

[7/25/2011 1:27:35 PM] Travis Cheng: sure

[7/25/2011 1:27:45 PM] andrew-mcdivitt: 6,7,2

[7/25/2011 1:27:47 PM] andrew-mcdivitt: shit

[7/25/2011 1:27:49 PM] Travis Cheng: 10,7,5

[7/25/2011 1:27:53 PM] andrew-mcdivitt: so i pick the 7

[7/25/2011 1:27:55 PM] Travis Cheng: 10 it is

[7/25/2011 1:28:02 PM] andrew-mcdivitt: so you beat me with sheer brawn

[7/25/2011 1:28:04 PM] Travis Cheng: yep

[7/25/2011 1:28:11 PM] andrew-mcdivitt: you get 2 ap

[7/25/2011 1:28:11 PM] Travis Cheng: my fire ball da big balls

[7/25/2011 1:28:11 PM] Travis Cheng: +3 ap for me?

[7/25/2011 1:28:20 PM] andrew-mcdivitt: er

[7/25/2011 1:28:28 PM] andrew-mcdivitt: 3DP

[7/25/2011 1:28:33 PM] Travis Cheng: DP or AP?

[7/25/2011 1:28:34 PM] Travis Cheng: ok

[7/25/2011 1:28:37 PM] Travis Cheng: right need more to get AP

[7/25/2011 1:28:39 PM] Travis Cheng: ok

[7/25/2011 1:28:43 PM] andrew-mcdivitt: dp is the defensive or moving actions

[7/25/2011 1:28:51 PM] andrew-mcdivitt: so lets say im at a disatvantage now

[7/25/2011 1:28:59 PM] Travis Cheng: dont include those for now

[7/25/2011 1:29:01 PM] andrew-mcdivitt: ok

[7/25/2011 1:29:04 PM] Travis Cheng: makes thinking about it harder

[7/25/2011 1:29:10 PM] Travis Cheng: trust me simple add layers after

[7/25/2011 1:29:11 PM] Travis Cheng: xD

[7/25/2011 1:29:13 PM] andrew-mcdivitt: lol

[7/25/2011 1:29:13 PM] andrew-mcdivitt: ok

[7/25/2011 1:29:17 PM] andrew-mcdivitt: so round 2

[7/25/2011 1:29:25 PM] Travis Cheng: uh play to 15 then aight

[7/25/2011 1:29:31 PM] andrew-mcdivitt: ok

[7/25/2011 1:29:31 PM] Travis Cheng: AP or DP whichever you have more of

[7/25/2011 1:29:40 PM] Travis Cheng: do you want to declare dice types?

[7/25/2011 1:29:48 PM] andrew-mcdivitt: nah it would be ghost

[7/25/2011 1:29:52 PM] Travis Cheng: kk

[7/25/2011 1:29:56 PM] andrew-mcdivitt: so i rolled 7d6

[7/25/2011 1:30:00 PM] Travis Cheng: 7?

[7/25/2011 1:30:03 PM] Travis Cheng: >>

[7/25/2011 1:30:04 PM] Travis Cheng: <<

[7/25/2011 1:30:07 PM] andrew-mcdivitt: er

[7/25/2011 1:30:07 PM] Travis Cheng: shouldnt it be 6?

[7/25/2011 1:30:08 PM] andrew-mcdivitt: 6

[7/25/2011 1:30:08 PM] Travis Cheng: lol

[7/25/2011 1:30:21 PM] andrew-mcdivitt: so i got

[7/25/2011 1:30:22 PM] andrew-mcdivitt: 6,5,3,1,1,3

[7/25/2011 1:30:22 PM] Travis Cheng: 5,3,1,5

5 height 2 width

[7/25/2011 1:30:37 PM] andrew-mcdivitt: what did you roll? 8's?

[7/25/2011 1:30:46 PM] Travis Cheng: yea

[7/25/2011 1:30:46 PM] Travis Cheng: :P

[7/25/2011 1:31:01 PM] Travis Cheng: slightly more variance but also higher highs lower lows

[7/25/2011 1:31:06 PM] andrew-mcdivitt: i rolled crap

[7/25/2011 1:31:08 PM] andrew-mcdivitt: yep

[7/25/2011 1:31:10 PM] Travis Cheng: well you rolled 6s

[7/25/2011 1:31:15 PM] andrew-mcdivitt: so i'll pick my 1 6

[7/25/2011 1:31:15 PM] Travis Cheng: you were hoping for width

[7/25/2011 1:31:17 PM] Travis Cheng: aight

[7/25/2011 1:31:26 PM] Travis Cheng: so you're up 1 dp now

[7/25/2011 1:31:33 PM] Travis Cheng: and i'm at 5 AP

[7/25/2011 1:31:36 PM] Travis Cheng: and 3 DP

[7/25/2011 1:31:41 PM] andrew-mcdivitt: mhmm

[7/25/2011 1:31:46 PM] Travis Cheng: aight

[7/25/2011 1:31:50 PM] Travis Cheng: next round?

[7/25/2011 1:32:10 PM] andrew-mcdivitt: ya

[7/25/2011 1:32:17 PM] andrew-mcdivitt: so ill roll 3d12 again

[7/25/2011 1:32:23 PM] andrew-mcdivitt: 4,8,10

[7/25/2011 1:32:26 PM] Travis Cheng: 3,2,1,1,4,2,4,3,4

4 height 3 width

[7/25/2011 1:32:37 PM] andrew-mcdivitt: mmkay

[7/25/2011 1:32:44 PM] Travis Cheng: i gues you're 10 height 1 width yea?

[7/25/2011 1:32:48 PM] andrew-mcdivitt: yeah

[7/25/2011 1:32:55 PM] andrew-mcdivitt: so 6dp, but 8ap to me

[7/25/2011 1:33:05 PM] Travis Cheng: hrmmm?

[7/25/2011 1:33:10 PM] Travis Cheng: i thought you lost in width

[7/25/2011 1:33:11 PM] andrew-mcdivitt: i get 6dp

[7/25/2011 1:33:11 PM] Travis Cheng: so you only get DP?

[7/25/2011 1:33:14 PM] Travis Cheng: ok

[7/25/2011 1:33:18 PM] andrew-mcdivitt: you get 8 ap

[7/25/2011 1:33:25 PM] Travis Cheng: i'm at 13 AP 3 DP

[7/25/2011 1:33:37 PM] andrew-mcdivitt: yep and im at just 7AP

[7/25/2011 1:33:40 PM] andrew-mcdivitt: er

[7/25/2011 1:33:40 PM] andrew-mcdivitt: DP

[7/25/2011 1:33:44 PM] Travis Cheng: yep

[7/25/2011 1:34:02 PM] Travis Cheng: 4,2,1,1,4,3,4,4,2

4 height 4 width

GG?

[7/25/2011 1:34:13 PM] andrew-mcdivitt: 4,3,3,3,4,1,2,2,2

[7/25/2011 1:34:32 PM] andrew-mcdivitt: so id go with the 3s prolly

[7/25/2011 1:34:40 PM] Travis Cheng: prolly

[7/25/2011 1:34:51 PM] andrew-mcdivitt: so 4ap, 3dp

[7/25/2011 1:35:08 PM] Travis Cheng: so you "lost" here if we're going to 15 of either

[7/25/2011 1:35:15 PM] andrew-mcdivitt: right

[7/25/2011 1:35:17 PM] Travis Cheng: yea ok

[7/25/2011 1:35:20 PM] Travis Cheng: so it makes sense

[7/25/2011 1:35:25 PM] Travis Cheng: but ok the biggest problem

[7/25/2011 1:35:28 PM] Travis Cheng: is look how it felt

[7/25/2011 1:35:34 PM] Travis Cheng: you roll d12 it should feel powerful

[7/25/2011 1:35:39 PM] Travis Cheng: but it LOOKS like its shit

[7/25/2011 1:35:40 PM] Travis Cheng: :\

[7/25/2011 1:35:47 PM] andrew-mcdivitt: you rolled superiorly, so you should win

[7/25/2011 1:35:54 PM] Travis Cheng: no i just rolled more dice

[7/25/2011 1:35:58 PM] Travis Cheng: 9 d4s

[7/25/2011 1:36:08 PM] Travis Cheng: beats almost anything just cuz you have a chance to get more width

[7/25/2011 1:36:27 PM] Travis Cheng: this might be because the system allows you to shift dice types

[7/25/2011 1:36:37 PM] Travis Cheng: so what happens if we retrict to only d6 or d10 or w.e

[7/25/2011 1:36:58 PM] andrew-mcdivitt: ok so ending totals were what?

[7/25/2011 1:37:01 PM] Travis Cheng: uh ok

[7/25/2011 1:37:04 PM] Travis Cheng: so height 4 width 4

[7/25/2011 1:37:12 PM] Travis Cheng: vs height 3 width 3

[7/25/2011 1:37:25 PM] andrew-mcdivitt: so that was wider AND higher

[7/25/2011 1:37:36 PM] Travis Cheng: i got 4 AP and 3 DP(?)

[7/25/2011 1:37:40 PM] andrew-mcdivitt: so of course a player should get the upper hand with a roll like that

[7/25/2011 1:37:44 PM] Travis Cheng: well yea

[7/25/2011 1:37:47 PM] Travis Cheng: i'm talking about before

[7/25/2011 1:37:51 PM] andrew-mcdivitt: right

[7/25/2011 1:37:54 PM] Travis Cheng: you rolled d12s when i was just rolling more dice

[7/25/2011 1:38:15 PM] Travis Cheng: granted its the "gambit" but it feels liek the gambit just sucks

[7/25/2011 1:38:16 PM] Travis Cheng: xD

[7/25/2011 1:38:33 PM] andrew-mcdivitt: well

[7/25/2011 1:38:40 PM] andrew-mcdivitt: the best thing

[7/25/2011 1:38:48 PM] andrew-mcdivitt: would be for a tall set vs a wide set

[7/25/2011 1:38:56 PM] Travis Cheng: we had that kinda

[7/25/2011 1:39:11 PM] Travis Cheng: 10 height 1 width

[7/25/2011 1:39:16 PM] Travis Cheng: vs

[7/25/2011 1:39:24 PM] Travis Cheng: 4 height 3 width

[7/25/2011 1:39:35 PM] Travis Cheng: but the 10 just felt shitty to me

[7/25/2011 1:39:41 PM] Travis Cheng: its partially because i just roll so many more times

[7/25/2011 1:39:43 PM] Travis Cheng: with less variance

[7/25/2011 1:39:48 PM] andrew-mcdivitt: okay

[7/25/2011 1:39:49 PM] andrew-mcdivitt: so how about htis

[7/25/2011 1:39:53 PM] andrew-mcdivitt: the AP abilities

[7/25/2011 1:39:57 PM] andrew-mcdivitt: cost more

[7/25/2011 1:40:02 PM] andrew-mcdivitt: than the DP abilities

[7/25/2011 1:40:16 PM] Travis Cheng: or AP can only be used to counter DP?

[7/25/2011 1:40:31 PM] andrew-mcdivitt: but that would make the AP a defensive point

[7/25/2011 1:40:40 PM] andrew-mcdivitt: not a damaging one

[7/25/2011 1:40:47 PM] Travis Cheng: which it is kind of supposed to be i feel

[7/25/2011 1:40:55 PM] Travis Cheng: cuz the higher number should FEEL powerful

[7/25/2011 1:41:04 PM] Travis Cheng: while the lower wider sets should feel defensive

[7/25/2011 1:41:11 PM] Travis Cheng: that was why me and my friend switched

[7/25/2011 1:41:13 PM] andrew-mcdivitt: oh

[7/25/2011 1:41:16 PM] Travis Cheng: because it felt like the high

[7/25/2011 1:41:18 PM] Travis Cheng: was defensive

[7/25/2011 1:41:19 PM] Travis Cheng: or weak

[7/25/2011 1:41:27 PM] Travis Cheng: and the wide was the agression even when low

[7/25/2011 1:41:32 PM] Travis Cheng: which felt unintuitive

[7/25/2011 1:41:41 PM] andrew-mcdivitt: yeah i see what you mean

[7/25/2011 1:41:46 PM] Travis Cheng: yea

[7/25/2011 1:41:47 PM] Travis Cheng: ok

[7/25/2011 1:41:47 PM] Travis Cheng: well

[7/25/2011 1:41:52 PM] Travis Cheng: if you have time tonight

[7/25/2011 1:41:54 PM] andrew-mcdivitt: we could just switch the values

[7/25/2011 1:42:00 PM] Travis Cheng: the 3 of us can group up and chat about it

[7/25/2011 1:42:03 PM] andrew-mcdivitt: to dp to ap and ap to dp

[7/25/2011 1:42:05 PM] Travis Cheng: i'll run this one with my friend for a bit

[7/25/2011 1:42:10 PM] Travis Cheng: yea i mean fluffwise we can switch

[7/25/2011 1:42:19 PM] Travis Cheng: cuz ours is crunch intensive

[7/25/2011 1:42:26 PM] Travis Cheng: this one is easier to feel out

[7/25/2011 1:42:30 PM] Travis Cheng: which i like

[7/25/2011 1:42:41 PM] Travis Cheng: ours is definitely more gamer dense xD

[7/25/2011 1:43:07 PM] Travis Cheng: advantages in both i think

[7/25/2011 1:43:23 PM] Travis Cheng: also this one might just be a case of needing a FUCKTON of balance

[7/25/2011 1:43:41 PM] Travis Cheng: our almost like auto balanced at a point

[7/25/2011 1:43:49 PM] andrew-mcdivitt: thats the thing tho

[7/25/2011 1:43:54 PM] andrew-mcdivitt: the people we play with

[7/25/2011 1:44:00 PM] andrew-mcdivitt: dont have a whole LOT of imagination

[7/25/2011 1:44:09 PM] Travis Cheng: i know but we do :P

[7/25/2011 1:44:11 PM] andrew-mcdivitt: so the abilities would be there to help that

[7/25/2011 1:44:23 PM] Travis Cheng: its why we want this to work :P

[7/25/2011 1:44:27 PM] andrew-mcdivitt: haha

[7/25/2011 1:44:31 PM] Travis Cheng: actually james is a big fluff nut too

[7/25/2011 1:44:36 PM] andrew-mcdivitt: but like

[7/25/2011 1:44:40 PM] Travis Cheng: he actually has a campaign set up in case i dont wanna DM

[7/25/2011 1:44:43 PM] andrew-mcdivitt: NO ONE in this group is like

[7/25/2011 1:45:15 PM] andrew-mcdivitt: I cast, tide of iron, slamming my shield into the orc in front of me setting him off balance and shoving him back

[7/25/2011 1:45:21 PM] Travis Cheng: http://www.obsidianportal.com/campaign/second-class-no-more/wikis/main-page

[7/25/2011 1:45:24 PM] Travis Cheng: true

[7/25/2011 1:45:34 PM] Travis Cheng: but thats partially DM fault and player fault :P

[7/25/2011 1:45:42 PM] Travis Cheng: look at james fucking wiki

[7/25/2011 1:45:45 PM] andrew-mcdivitt: lol

[7/25/2011 1:45:48 PM] Travis Cheng: he has a novel of fucking fluff

[7/25/2011 1:45:59 PM] Travis Cheng: he needs practice but yea i made a character for it

[7/25/2011 1:46:03 PM] Travis Cheng: cuz we played his campaign sat

[7/25/2011 1:46:14 PM] Travis Cheng: we are also the worse fucking "heroes" ever

[7/25/2011 1:47:12 PM] andrew-mcdivitt: lol

[7/25/2011 1:47:17 PM] Travis Cheng: ok so basically

[7/25/2011 1:47:26 PM] Travis Cheng: we are the losing army we escape from the imperials

[7/25/2011 1:47:39 PM] Travis Cheng: we do some guerilla tactics to steal imperial uniforms

[7/25/2011 1:47:43 PM] Travis Cheng: mix in with some mercenaries

[7/25/2011 1:47:57 PM] Travis Cheng: but not before giving up an allied woman to rape to hide our identities

[7/25/2011 1:48:11 PM] Travis Cheng: we attempt to sneak into our allied city to get to safety

[7/25/2011 1:48:14 PM] Travis Cheng: only to end up in jail

[7/25/2011 1:48:20 PM] Travis Cheng: where we break out and start a riot

[7/25/2011 1:48:31 PM] Travis Cheng: INSIDE THE CITY WE ARE TRYING TO SAVE

[7/25/2011 1:48:33 PM] Travis Cheng: .\_.

[7/25/2011 1:48:59 PM] andrew-mcdivitt: lol

[7/25/2011 1:49:04 PM] andrew-mcdivitt: wow

[7/25/2011 1:49:29 PM] Travis Cheng: but i made eric a ranged assassin with no ranged weapons

[7/25/2011 1:49:38 PM] Travis Cheng: and hairic a fucking RAGEbarian

[7/25/2011 1:49:43 PM] Travis Cheng: that just spins and spins

[7/25/2011 1:51:18 PM] andrew-mcdivitt: I fucking LOVE sit n spin

[7/25/2011 1:51:21 PM] Travis Cheng: lol

[7/25/2011 1:51:26 PM] Travis Cheng: d2 style

[7/25/2011 1:51:27 PM] Travis Cheng: but yea

[7/25/2011 1:51:34 PM] Travis Cheng: so tonight wanna gtroup up and talk with my other friend too?

[7/25/2011 1:51:46 PM] andrew-mcdivitt: http://www.gunaxin.com/wp-content/uploads/2010/04/sitnspin.jpg

[7/25/2011 1:51:50 PM] andrew-mcdivitt: yeah sure

[7/25/2011 1:51:53 PM] andrew-mcdivitt: do i know him??

[7/25/2011 1:52:06 PM] Travis Cheng: nah hes from davis but hes going to school for game design

[7/25/2011 1:52:18 PM] Travis Cheng: and he is a semi-competitive fighting gamer

[7/25/2011 1:52:27 PM] andrew-mcdivitt: interesting

[7/25/2011 1:52:27 PM] Travis Cheng: so i feel like

[7/25/2011 1:52:34 PM] Travis Cheng: its why

[7/25/2011 1:52:38 PM] Travis Cheng: our system got complicated

[7/25/2011 1:52:43 PM] Travis Cheng: but also it almost self balance

[7/25/2011 1:52:47 PM] Travis Cheng: balanced\*

[7/25/2011 1:53:47 PM] andrew-mcdivitt: right

[7/25/2011 1:53:53 PM] andrew-mcdivitt: well lets take a look tonight

[7/25/2011 1:54:03 PM] andrew-mcdivitt: ill be back from muay thai at 7ish

[7/25/2011 1:54:32 PM] Travis Cheng: aight

[7/25/2011 8:04:03 PM] andrew-mcdivitt: sup bro

[7/25/2011 8:04:09 PM] andrew-mcdivitt: you and your friend free?

[7/25/2011 8:04:23 PM] Travis Cheng: yea you not tired?

[7/25/2011 8:04:24 PM] Travis Cheng: xD

[7/25/2011 8:04:28 PM] andrew-mcdivitt: yeah im good

[7/25/2011 8:04:30 PM] andrew-mcdivitt: just had dinner

[7/25/2011 8:04:35 PM] Travis Cheng: kk

[7/25/2011 8:10:40 PM] andrew-mcdivitt: he busy?

[7/25/2011 8:10:46 PM] Travis Cheng: not responding

[7/25/2011 8:10:51 PM] Travis Cheng: one second

[7/25/2011 8:18:20 PM] Travis Cheng: so ho wmany ideas did you think up?

[7/25/2011 8:18:36 PM] andrew-mcdivitt: nothing lol

[7/25/2011 8:18:37 PM] Travis Cheng: me and my friend found an easier way to do our system now

[7/25/2011 8:18:37 PM] Travis Cheng: lol

[7/25/2011 8:18:46 PM] andrew-mcdivitt: i was at muay thai

[7/25/2011 8:18:54 PM] Travis Cheng: ah

[7/25/2011 8:22:55 PM] andrew-mcdivitt: fuck i wanna see this lol

[7/25/2011 8:22:56 PM] andrew-mcdivitt: http://www.youtube.com/watch?v=-gTT59NibGw

[7/25/2011 8:23:02 PM] Travis Cheng: yea

[7/25/2011 8:23:03 PM] Travis Cheng: i do too

[7/25/2011 8:23:04 PM] Travis Cheng: lol

[7/25/2011 8:26:58 PM] Travis Cheng: friends almost ready

[7/25/2011 8:31:32 PM] \*\*\* Call to andrew-mcdivitt, no answer. \*\*\*

[7/25/2011 8:31:40 PM] \*\*\* Call from andrew-mcdivitt \*\*\*

[7/25/2011 8:31:44 PM] \*\*\* Conference call \*\*\*

[7/25/2011 8:31:44 PM] \*\*\* Travis Cheng added joe man \*\*\*

[7/25/2011 8:35:32 PM] joe man: 10 dice

[7/25/2011 8:35:48 PM] joe man: 3 7s

[7/25/2011 8:35:54 PM] joe man: 2 5's

[7/25/2011 8:36:48 PM] andrew-mcdivitt: X--->

[7/25/2011 8:36:51 PM] andrew-mcdivitt: <---Q

[7/25/2011 8:36:53 PM] andrew-mcdivitt: Slgknwregi;n2g;2

[7/25/2011 8:40:13 PM] joe man:

water: you may slide 1 dice that is lower by 2 then your pile into your pile -low

water: remove one of your opponents attack dice -med

water: after your first roll you may re roll 3 dice- high

earth: Increase your defense magnitude by 1 . low

earth: you may slide any dice from you roll into either you attack or defense pools.

earth : if you have a higher magnitude in defense then their offense they cannot deal you dmg. high

Fire: roll 1 extra dice. Low

Fire: squash. Med

Fire: if you attack magnitude is higher then your opponents defense magnitude they cannot block you this turn.

Air: you may re roll your dice. Low

Air: set aside 2 dice rotate 1 up by one and the other down by 1. med

Air: for each dice roll past a pair you may increase you magnitude by 1 ( things like three 3's would be 1 or four 2' would gain 2)

[7/25/2011 9:04:05 PM] andrew-mcdivitt: 6-20

[7/25/2011 9:17:04 PM] Travis Cheng: http://www.wizards.com/dnd/dice/dice.htm

[7/25/2011 9:17:34 PM] andrew-mcdivitt: 4,4/2,2

[7/25/2011 9:19:07 PM] Travis Cheng: 11,9,8,5,8

Atk: 11

Def: N/A

[7/25/2011 9:19:07 PM] joe man: 8,1,7-- nr --2,5,3

def 8 atk 0

[7/25/2011 9:19:51 PM] Travis Cheng: Phil 22 Travis 25

Phil 0 Travis 3

[7/25/2011 9:21:35 PM] joe man: 8,3,6,2,7,2

atk 8

[7/25/2011 9:21:36 PM] Travis Cheng: 11,3,2,5,1

Atk: 11

Def: N/A

[7/25/2011 9:21:55 PM] Travis Cheng: Phil 11 Travis 17

Phil 8 Travis 11

[7/25/2011 9:23:10 PM] Travis Cheng: 7,11,3,3,11

11 squash to 10

Atk: 10, 10, 10

Def: N/A

[7/25/2011 9:23:15 PM] joe man: 6,2,2,5,1,7

atk 7

[7/25/2011 9:23:16 PM] Travis Cheng: -10 pts

[7/25/2011 9:24:18 PM] Travis Cheng: PHil 1 Travis 10

Phil 7 Travis 10

[7/25/2011 9:25:19 PM] Travis Cheng: -6 pts

5,7,7,4,1,6

Squash 7 to 6

Atk: 6, 6, 6

Def: N/A

[7/25/2011 9:25:19 PM] joe man: 5,2,1,8,1,4

def 8 atk 5

[7/25/2011 9:26:54 PM] andrew-mcdivitt: 50-100

[7/25/2011 9:31:00 PM] andrew-mcdivitt: 3,3,9,10,9

shift 10 to 9

A 9,9/ D 9

[7/25/2011 9:31:29 PM] andrew-mcdivitt: SECRETS

[7/25/2011 9:31:34 PM] Travis Cheng: 5,5,6,12,9,8

Atk: 12

Def: n/a

[7/25/2011 9:32:11 PM] andrew-mcdivitt: deal 18 dmg

[7/25/2011 9:32:17 PM] Travis Cheng: Andrew 25 Travis 7

Andrew 18 Travis 0

[7/25/2011 9:35:08 PM] Travis Cheng: 2,4,5,3,6

Atk: 6

Def: N/A

[7/25/2011 9:35:08 PM] andrew-mcdivitt: 9,9,5,2,5

spend 18 points to increase def by 9

A 9,9/ D (9)

[7/25/2011 9:39:26 PM] Travis Cheng: 7, 7, 7

[7/25/2011 9:39:29 PM] Travis Cheng: 8, 8

[7/25/2011 9:45:26 PM] joe man: 3,3,4,8,7,5-- 3348-3,7

atk 3 def 3,3

[7/25/2011 9:45:26 PM] andrew-mcdivitt: 1,1,5,4,1,4,5,4,2,6

A 4,4/ D 4

[7/25/2011 9:45:49 PM] andrew-mcdivitt: deals 2 damage

[7/25/2011 9:46:02 PM] andrew-mcdivitt: A: 25, W: 23

[7/25/2011 9:46:38 PM] joe man: 5,1,5,6,3,8-5568-3,6

atk 6,6 def0

[7/25/2011 9:46:38 PM] andrew-mcdivitt: 6,3,4,2,3,1,5,1,3,1

A 3,3 / D 3

[7/25/2011 9:47:27 PM] andrew-mcdivitt: A: 14, W: 17

6ap ea

[7/25/2011 9:50:02 PM] andrew-mcdivitt: 3,5,4,3,5,5,3,4,5,2

med abil 3 to 2, 4 to 5

5,5,5 / 5,5

[7/25/2011 9:50:02 PM] joe man: 4,6,2,6,6,4-- keep 4666-6,2

atk6,6,6 def 6,4

[7/25/2011 9:50:56 PM] andrew-mcdivitt: A: 6 W: 17

[7/25/2011 9:50:59 PM] andrew-mcdivitt: 0,0

[7/25/2011 9:52:20 PM] joe man: 3,1,4,6,5,1 keep 1,1 46--2,1

atk 6

[7/25/2011 9:52:20 PM] andrew-mcdivitt: 4,3,3,5,2,3,1,6,4,3

A 0 / D 3,3,3,3 (12)

[7/25/2011 9:54:18 PM] joe man: 8,2,7,7,8,1 keep 8,8 7 7--7,6

7,7,7 atk 0 def

[7/25/2011 9:54:19 PM] andrew-mcdivitt: 2,5,2,2,2,5,2,5,5,5

5,5/5,5,5

[7/25/2011 10:03:37 PM] Travis Cheng: Fire: Plus one die. Only with d12

Water: Roll all choose 2/3 and roll the rest; Decide if you want. Only with d8

Air: d8 over d10; +2 die. Only with d6

Earth: Roll normally but shift 1 die +1/-1. Only with d10

[7/25/2011 10:09:26 PM] Travis Cheng: Air: you may re roll your dice up to two times. Low

[7/25/2011 10:12:02 PM] joe man: 9,8,8,1,6

change 9 to 8

atk 8,8 def 8

[7/25/2011 10:12:02 PM] Travis Cheng: 2,2,3,3,6,6,6,3,2,5

Atk: 6, 6

Def: 6

[7/25/2011 10:13:24 PM] Travis Cheng: Travis 15 Phil 21

Travis 0 Phil 4

[7/25/2011 10:13:42 PM] joe man: def buff x2

[7/25/2011 10:14:42 PM] joe man: 6,9,4,10,9

change 10-9

atk9,9 def 9

[7/25/2011 10:14:42 PM] Travis Cheng: 3,4,1,6,3,4,2,6,5,1

Atk: 6

Def: 6

[7/25/2011 10:16:21 PM] Travis Cheng: Travis 3 Phil 21

Travis 0 Phil 6

[7/25/2011 10:18:13 PM] Travis Cheng: 6,1,3,1,2,4,3,2,3,1

Atk: N/A

Def: 3, 3, 3

[7/25/2011 10:18:13 PM] joe man: 1,2,7,8,4

change 7-8

8atk 8 def

[7/25/2011 10:19:35 PM] joe man: 5,9,9,7,10

change 10 to 9

atk9,9 def 9

[7/25/2011 10:19:37 PM] Travis Cheng: 2,4,5,5,3,5,6,4,6,3

Atk: 5

Def: 5, 5

[7/25/2011 10:20:08 PM] Travis Cheng: http://i.imgur.com/GEll3.png

[7/25/2011 10:24:32 PM] Travis Cheng: http://i.imgur.com/01pKh.jpg

[7/25/2011 10:25:08 PM] Travis Cheng: http://i.imgur.com/KA47g.jpg

[7/25/2011 10:27:32 PM] Travis Cheng: 3,6,1,4,1,3,5,4,3,6

Atk: 6

Def: 6

[7/25/2011 10:27:33 PM] joe man: 4,6,4,1,1,6,6,5,5,3

6 atk def 6,6

[7/25/2011 10:28:57 PM] Travis Cheng: 4,3,4,1,3,5,5,6,2,4

Atk: 4, 4

Def: 4

[7/25/2011 10:28:57 PM] joe man: 5,5,6,2,5,5,1,6,6,4

5,5 atk def 5,5

[7/25/2011 10:29:29 PM] Travis Cheng: Travis 19 Phil 25

Travis 0 Phil 3

[7/25/2011 10:30:24 PM] Travis Cheng: 6,1,3,6,3,2,4,1,3,2

Atk: 6

Def: 6

[7/25/2011 10:30:24 PM] joe man: 5,5,6,2,5,4,3,4,3,6

5,5 atk

def 5

[7/25/2011 10:30:59 PM] Travis Cheng: Travis 15 Phil 24

Travis 0 Phil 0

[7/25/2011 10:31:18 PM] andrew-mcdivitt: - High: Before shooting, you may reroll any amount of die in your pool. You reroll your opponent’s die for each die that is not in your set. For each die that your reroll that is not in your initial set, you reroll one less of your opponent’s set.

[7/25/2011 10:33:11 PM] joe man: 1,1,2,3,5,6,2,3,4,4

atk 4 def 4

[7/25/2011 10:33:11 PM] Travis Cheng: 4,4,5,5,6,2,5,1,3,1

Atk: 5, 5

Def: 5

[7/25/2011 10:33:37 PM] Travis Cheng: Travis 15 Phil 18

Travis 3 Phil 0

[7/25/2011 10:33:58 PM] Travis Cheng: 4,2,3,5,6,6,6,6,6,1

Atk: 6, 6, 6, 6, 6

[7/25/2011 10:33:58 PM] joe man: 5,2,6,2,3,5,4,6,5,5

5,5 atk

5,5 def

[7/25/2011 10:36:21 PM] andrew-mcdivitt: Before shooting, you may reroll any amount of die in your pool. You reroll your opponent’s die for each die that is not in your set. For each die that your reroll that is not in your initial set, you reroll one less of your opponent’s set. Your opponent may rearrange his attack and defense after this.

[7/25/2011 10:39:01 PM] andrew-mcdivitt: 3,4,1,5,1,5

[7/25/2011 10:39:06 PM] andrew-mcdivitt: 5,5

[7/25/2011 10:39:14 PM] andrew-mcdivitt: 4 left over

[7/25/2011 10:39:34 PM] andrew-mcdivitt: 3,4,1,1

[7/25/2011 10:39:59 PM] andrew-mcdivitt: 3 4, 1,1

[7/25/2011 10:40:09 PM] andrew-mcdivitt: reroll 34. roll 2 opponents die

[7/25/2011 10:43:16 PM] andrew-mcdivitt: After declaring your set, you may reroll any dice that are not in your initial dice. Move any dice that would now be included in your set, to your set.

[7/25/2011 10:46:50 PM] andrew-mcdivitt: Before shooting, choose X dice. You may reroll x of your dice or x of your opponent's dice.

[7/25/2011 10:46:52 PM] andrew-mcdivitt: Before shooting, choose X dice. You may reroll x of your dice or x of your opponent's dice.

[7/25/2011 10:48:33 PM] Travis Cheng: Before shooting choose your initial set of dice. The remaining dice are now X. You may reroll X number of die split between you and your opponent this turn.

[7/25/2011 10:49:57 PM] joe man: before shooting, chose x of your dice. until the end of combat you may reroll x of your dice or x of your oppnents

[7/25/2011 10:50:37 PM] joe man: up to

[7/25/2011 10:50:44 PM] andrew-mcdivitt: Before shooting, choose x of your dice that are not in yout set. You may reroll x of your die or x of your opponents die

[7/25/2011 10:51:24 PM] joe man: until the end of comboat you mar reroll upto x dice that you or your oppnents controll

[7/25/2011 10:52:13 PM] Travis Cheng: Before shooting, choose X of your dice not in your set. Until the end of combat you may reroll up to X dice that you or your opponent control.

[7/25/2011 10:54:14 PM] andrew-mcdivitt: 1. Pooling phase:

2. Rolling phase:

3. Set:

4. Shooting:

5. Damage:

6. Resolution

[7/25/2011 10:59:37 PM] andrew-mcdivitt: http://www.youtube.com/watch?v=6Zd7T5Don5s

[7/25/2011 11:01:41 PM] andrew-mcdivitt: Shoryu-KEN

[7/25/2011 11:04:17 PM] joe man: 1,4,3,8,6,2 keep4 862-- 8,5

8 atk

8 def

[7/25/2011 11:04:17 PM] andrew-mcdivitt: 10,7,4,7,5

A7/D7

[7/25/2011 11:04:44 PM] andrew-mcdivitt: 24/25 25/25

[7/25/2011 11:05:36 PM] andrew-mcdivitt: 3,9,2,8,2 8-->9

A9/D9

[7/25/2011 11:05:36 PM] joe man: 7,3,1,8,4,4 keep 4487 6,5

0 atk

8 def

[7/25/2011 11:05:51 PM] andrew-mcdivitt: 24/25 24/25

[7/25/2011 11:07:33 PM] joe man: 2,3,1,5,8,3 keep 3,3,5,8 --5,3

3 atk

3,3def

[7/25/2011 11:07:34 PM] andrew-mcdivitt: 3,5,2,8,8

A8,8/D0

[7/25/2011 11:07:55 PM] andrew-mcdivitt: 21/25 14/25

[7/25/2011 11:08:24 PM] andrew-mcdivitt: 7AP 3AP

[7/25/2011 11:10:38 PM] joe man: 7,3,5,6,5,5 keep 5 5 5 3---6,7,

5,5 atk

5,3 def

[7/25/2011 11:10:39 PM] andrew-mcdivitt: 7,6,2,5,9: 6->7

Spend Low High

A7/D8

HIGH

[7/25/2011 11:11:39 PM] joe man: 8,6,4,7,3,3-- 8764-- 2,6

atk 6,6

def 0

[7/25/2011 11:11:39 PM] andrew-mcdivitt: 9,4,3,5,4: 3-->4

A 4,4,4 / D 0

[7/25/2011 11:12:13 PM] andrew-mcdivitt: 9/25 2/25

[7/25/2011 11:12:25 PM] joe man: activate first and secdon ability

[7/25/2011 11:14:16 PM] andrew-mcdivitt: 9,3,3,3,8: 8-->9

Med abil x2

low abil x2

A 9,9,3,3/ D (2)

High abil

[7/25/2011 11:14:16 PM] joe man: 2,6,7,5,2,6,keep 6,6 5,7 --- 4,7

7, 5 atk

7, 4 def

[7/25/2011 11:21:22 PM] andrew-mcdivitt: - Low: You may move 1 die that is at least lower than your magnitude by 2 into your set.

[7/25/2011 11:28:47 PM] andrew-mcdivitt: - Low: Increase your defense magnitude by 1.

- Low: When choosing a set, add a die that is lower than your magnitude by at least 2 to your defense.

- Med: After shooting. You may add a die not included in your set into your attack or def.

- Med: After shooting, you may remove a die from your opponent’s set until the set matches your set width.

- High: After shooting. If your magnitude is higher than your opponent’s magnitude, they deal no damage this turn.

- High: Your opponent does not roll next turn, but your pool is reduced by 20.

[7/25/2011 11:31:13 PM] andrew-mcdivitt: PYROCLASM

[7/25/2011 11:31:16 PM] andrew-mcdivitt: PYROCLASM

[7/25/2011 11:31:43 PM] andrew-mcdivitt: http://i.imgur.com/T0u9l.jpg

[7/25/2011 11:33:36 PM] Travis Cheng: Air: you may re roll your dice up to two times. – Low

Air: You take and deal no damage this turn. -Low

Air: set aside 2 dice rotate 1 up by one and the other down by 1. Med

Air: Your opponent must have a higher defensive magnitude by 2 to deal you damage. Med

Air: for each dice roll past a pair you may increase you magnitude by 1 (things like three 3's would be 1 or four 2' would gain 2)

Air: Increase the magnitude of your dice pool by 1. Then squash. -High

[7/25/2011 11:35:39 PM] Travis Cheng: Air: You may roll any dice size with your airbender passive. Then you may re roll your dice up to two times. -High

[7/25/2011 11:36:20 PM] joe man: Fire: roll 1 extra dice. Low

Fire: you may fuse dice together( add the magnitude of both dice together and replace the 2 dice with one of that new magnitude) you may do this any amount of times

Fire: squash. Med

Fire: roll d 20 , then roll a d 6 . if the d 6 shows 3-6 add the d 20's magnitude to 2 of your set dice. If 1-2 add the d 20's magnitude to 2 of your opponents dice

Fire: if you attack magnitude is higher then your opponents defense magnitude they cannot block you this turn.

Fire: you deal dmg = to action points gained this turn

[7/25/2011 11:40:13 PM] andrew-mcdivitt: - High2: If your magnitude is lower than your opponent, your opponent must reveal their pool before rolling. You may choose your set after your opponent shoots.

[7/25/2011 11:42:03 PM] andrew-mcdivitt: CHILL

[7/25/2011 11:42:05 PM] andrew-mcdivitt: COOL

[7/25/2011 11:42:10 PM] andrew-mcdivitt: ICY CHILL

[7/25/2011 11:43:36 PM] andrew-mcdivitt: Lower your opponent’s magnitude by 2. On the next turn, your opponent must reveal their pool before rolling. You may choose your set after your opponent shoots.

[7/25/2011 11:47:47 PM] andrew-mcdivitt: High: You gain +2 magnitude for each consecutive turn you've casted a spell including this turn.

[7/25/2011 11:50:40 PM] Travis Cheng: turn cast

[7/25/2011 11:50:45 PM] Travis Cheng: 2nd turn +0

[7/25/2011 11:50:48 PM] Travis Cheng: 3rd turn +1

[7/25/2011 11:50:52 PM] Travis Cheng: 4th turn +2

[7/25/2011 11:50:56 PM] Travis Cheng: 5th turn +3

[7/25/2011 11:51:11 PM] joe man: you defence actions reduce double offense actions your oppnent would recive this turn

[7/25/2011 11:51:33 PM] Travis Cheng: eh scrap idea for now

[7/25/2011 11:51:36 PM] Travis Cheng: keep on back burner

[7/25/2011 11:52:40 PM] andrew-mcdivitt: - Med2: You double your magnitude when reducing action points this turn.

[7/25/2011 11:54:54 PM] Travis Cheng: water: Increase your die size by 1. You maintain your passive. -low

[12:08:49 AM] Travis Cheng: Water Low 1: You may move 1 die that is at least lower than your magnitude by 3 into your set.

Water Low 2: Increase your die size by 1. You maintain your passive.

Water Med 1: remove one of the dice in your set and one of your opponents set.

Water Med2: You double your magnitude when reducing action points this turn.

Water High 1: Before shooting, choose X of your dice not in your set. Until the end of combat you may reroll up to X dice that you or your opponent controls.

Water High 2: If your magnitude is lower than your opponent, your opponent must reveal their pool before rolling. You may choose your set after your opponent shoots.

Earth Low 1: Increase your defense by 2.

Earth Low 2: When choosing a set, add a die that is lower than your magnitude by at least 2 to your defense.

Earth Med 1: you may slide any dice from you roll into either you attack or defense pools.

Earth Med 2: After shooting, you may remove a die from your opponent’s set until the set matches your set width.

Earth High 1: if you have a higher magnitude in defense then their offense they cannot deal you damage.

Earth High 2: Your opponent does not roll next turn, but your power level is reduced by 20.

Fire Low 1: roll 1 extra dice. –Low

Fire Low 2: you may fuse dice together (add the magnitude of both dice together and replace the 2 dice with one of that new magnitude) you may do this any amount of times

Fire Med 1: Squash.

Fire Med 2: Roll d20 , then roll a d6 . If the d 6 shows 3-6 add the d 20's magnitude to 2 of your set dice. If 1-2 add the d 20's magnitude to 2 of your opponents dice.

Fire High 1: if you attack magnitude is higher than your opponents defense magnitude they cannot block you this turn.

Fire High 2: This turn any action points gained during the resolution phase are also resolved as damage.

Air Low 1: you may re roll your dice up to two times.

Air Low 2: You take and deal no damage this turn.

Air Med 1: set aside 2 dice rotate 1 up by one and the other down by 1.

Air Med 2: Your opponent must have a higher defensive magnitude by 2 to deal you damage.

Air High 1: for each dice roll past a pair you may increase you magnitude by 1 (things like three 3's would be 1 or four 2' would gain 2)

Air High 2: You may roll any dice size with your airbender passive. Then you may re roll your dice up to two times.

[12:09:43 AM] Travis Cheng: Fire Low 1: Add one die to your pool.

[12:13:00 AM] Travis Cheng: 9,7,9,5,10

Atk: 9, 9

Def: N.A

[12:13:00 AM] andrew-mcdivitt: 3,1,7,8,10: 7->8

A 8/D 8

[12:13:57 AM] Travis Cheng: Travis 17 Andrew 15

Travis 2 Andrew 8

[12:14:40 AM] Travis Cheng: Earth High 2

[12:15:04 AM] andrew-mcdivitt: 9,9,2

A 9,9

[12:17:15 AM] Travis Cheng: Fire Low 1

1,5,5

Atk: 5

Def: 5

[12:17:15 AM] andrew-mcdivitt: 10,3,3

earth low 2

A 10 / D 3

[12:19:19 AM] Travis Cheng: Travis 12 Andrew 13

Travis 0 Andrew 5

[12:20:35 AM] Travis Cheng: 12,5,11,9,4

Atk: 12

Def: N.A

[12:20:36 AM] andrew-mcdivitt: 9,8,3,3,2: 2-->3

3/3,3 +2

Med2

Low 1

[12:21:54 AM] andrew-mcdivitt: Earth Med 2: After shooting, you may remove a die from your opponent’s set until the set matches your set size.

[12:22:21 AM] Travis Cheng: Travis 9 Andrew 9

Travis 0 Andrew 3

[12:23:36 AM] Travis Cheng: 1,4,7,12,6

Atk: 12

Def: N.A

[12:23:36 AM] andrew-mcdivitt: 5,9,3,6,9

A 9,9 / D (6)

low 2

[12:28:23 AM] Travis Cheng: Fire Low 2: Increase your offensive magnitude by 1.

[12:28:55 AM] andrew-mcdivitt: Increase your attack magnitude by 1

[12:29:10 AM] Travis Cheng: Fire Low 2: Increase the attack magnitude of your set by 1.

[12:30:32 AM] Travis Cheng: Earth Low 1: Increase the defense magnitude of your set by 1.

[12:31:20 AM] andrew-mcdivitt: Increase the magnitude of your attack set by 1

[12:32:21 AM] andrew-mcdivitt: Increase the magnitude of all dice in your attack by 1?

[12:33:42 AM] andrew-mcdivitt: Increas the magnitude of your attack by 1

[12:33:58 AM] andrew-mcdivitt: Add 2 to your attack

[12:54:58 AM] Travis Cheng: • Take your power level and choose your dice tier. Each tier costs as much as its highest face. Therefore d6 costs 6, d8 costs 8, d10 costs 10, and d12 costs 12.

• Your total dice tier cost cannot exceed your power level (by over 9000)

[1:00:29 AM] Travis Cheng: • Roll your dice pool.

• Choose your set of numbers.

• Decide how many dice in your set will be attacking and how many will be defending. You cannot have any die be both attacking and defending.

[1:01:59 AM] Travis Cheng: • Decide how many dice in your set will be you attack and how many will be your defense. You cannot have any die be both attacking and defending.

[1:10:24 AM] Travis Cheng: 3. Shooting

• You reveal your dice set.

[1:13:16 AM] Travis Cheng: Fire: Strength

Water: Wisdom

Air: Dexterity

Earth: Constitution

[1:18:58 AM] Travis Cheng: • Your attack magnitudes are compared to your opponent’s defense magnitudes.

• Your damage dealt is equal to your attack total minus your opponent’s defense total.

[1:20:35 AM] Travis Cheng: • Action points gained are equal to your damage dealt minus your opponent’s defense magnitude.

[1:29:43 AM] Travis Cheng: Phases

All phases done simultaneously.

1. Pooling

• This phase is hidden from your opponent.

• Take your power level and choose your dice tier. Each tier costs as much as its highest face. Therefore d6 costs 6, d8 costs 8, d10 costs 10, and d12 costs 12.

• Your total dice tier cost cannot exceed your power level (by over 9000).

2. Rolling

• This phase is hidden from your opponent.

• Roll your dice pool.

• Choose your set of numbers.

• Decide how many dice in your set will be your attack and how many will be your defense. You cannot have any die be both attacking and defending.

• Any skill that modifies magnitude must be used in this phase.

3. Shooting

• You reveal your dice set.

4. Resolution

• Your attack magnitude is compared to your opponent’s defense magnitude.

• Damage dealt is equal to your attack total minus your opponent’s defense total.

• Lose all unused action points.

• Gain action points equal to your damage dealt minus your opponent’s defense magnitude.

[1:31:35 AM] joe man: cons – you gain 2 max health for every point past 3

str – for every 2 lvs past 3 yo gain one offense magnitude

dex – for every 3 points into this stat past 3 reduce all skills costs by 1(skills cannot be reduced by more than half)

wis holding action points per lv past 3

[1:35:01 AM] joe man:

base number of all stats is 1. you are given 8 points to augment you starting stats. Every point added into a skill during creation costs 1 + the number of points put into that stat so far.

cons – you gain 2 max health for every point past 3

str – for every 2 lvs past 3 yo gain one offense magnitude

dex – for every 3 points into this stat past 3 reduce all skills costs by 1(skills cannot be reduced by more than half)

wis holding action points per lv past 3

[1:38:37 AM] Travis Cheng: 8. Magnitude- The number on your die face.

[1:40:17 AM] Travis Cheng: 3. Attack total- The total of the attack magnitudes in your set.

[1:52:39 AM] Travis Cheng: All characters start with base stats of 1. You are given 8 points to spend on changing your starting statistics. Increasing a statistic during creation costs 1 + the number of points already put into that statistic e.g. Constitution will be 1 point, then 2 points, then 3 points to get to 4 constitution.

[1:54:15 AM] Travis Cheng: http://www.youtube.com/watch?v=k1zAhC5aeQs&feature=feedu

[2:02:36 AM] Travis Cheng: http://na.leagueoflegends.com/board/showthread.php?p=11980639#post11980639

[2:12:59 AM] joe man:

its getting hot in here

req 6 str

trigger cause: do not put any of your set into defense this turn.

You next sets attack will be increased by 1

I can do anything better than you

req: str 5. dex 4.

trigger cause: your opponent gaining more than 7 action points this turn while you gained under 3

gain 4 action points

I got the magic in me

req 6 dex

trigger cause : activation-cost is x actions.

Roll 2x dice up 1

you gonna pay for that

req: 5 dex. 4 wis.

Trigger cause: take over 9 dmg in a turn.

You may cast any low or med skill for free until the resolution phase next turn

rain dance

req: 6 wis

trigger cause: you get 4 of the same number: you set magnitude is increased by 2

cold stone reflection

req:5 wis. 4cons.

Trigger cause: activation – reduce you defense set by 2 magnitude

re roll up to 3 dice you or your oppnenet controls ( max 1 time per game )

iron fan

req: 6 cons

passive : all dmg that is greater than 5 delt to your character I reduced by 1

the core

req: 5 cos 4 str

trigger: when you and you opponent show the same magnitudes :

add one dice of your magnitude to your defense.

[2:14:49 AM] Travis Cheng: All characters start with base stats of 1, a power level of 50, and 25 base health. The type of bender you are will be determined by the highest of your 4 base statistics.

• Firebenders will have higher strength than their other statistics.

• Waterbenders will have higher wisdom than their other statistics.

• Earthbenders will have higher constitution than their other statistics.

• Airbenders will have higher dexterity than their other statistics.

You are given 8 points to spend on changing your starting statistics. Increasing a statistic during creation costs 1 + the number of points already put into that statistic e.g. Constitution will be 1 point, then 2 points, then 3 points to get to 4 constitution.

The Statistics:

• Constitution (Con) - You gain 2 max health for every stat point past the first.

• Strength (Str) - For every 2 stat points past the first you gain 1 attack magnitude. E.g. a bender with 3 strength points would gain 1 attack magnitude to dice in his set.

• Dexterity (Dex) - for every 3 stat point past the first reduce all skills costs by 1 (skills cannot be reduced by more than half). E.g. a bender with 4 dexterity points would have a high skill cost 5 point instead of 6.

• Wisdom (Wis) - During phase 4 step C, you keep 1 action point per stat point past the first. E.g. a bender with 2 wisdom would hold 1 action point through phase 4 step c.

[2:31:08 AM] Travis Cheng: • It’s getting hot in here

o Requires 4 strength

o Trigger: If you have no defense in your set when you shoot.

o Effect: You next sets attack total will be increased by 1

• I can do anything better than you

o Requires 3 strength and 2 dexterity

o Trigger: During resolution if opponent gains 7 or more action points while you gain 3 or fewer action points.

o Effect: gain 4 action points

[2:44:55 AM] joe man: ssbmvsmvc3@yahoo.com

[2:46:42 AM] joe man: http://sports.yahoo.com/nfl/blog/shutdown\_corner/post/This-isn-8217-t-legal-in-the-NFL-but-it-would-?urn=nfl-wp3844