http://dl.dropbox.com/u/34211629/Avatar%20Rules%20.14.docx

[7/28/2011 7:55:32 PM] Travis Cheng: http://dl.dropbox.com/u/34211629/Avatar%20Rules%20.14.docx

[7/28/2011 8:04:15 PM] Travis Cheng: http://a1.sphotos.ak.fbcdn.net/hphotos-ak-ash4/263820\_10150368582254152\_739939151\_10322792\_307776\_n.jpg

[7/28/2011 8:05:08 PM] andrew-mcdivitt: http://30.media.tumblr.com/tumblr\_lp2czoIHvv1qaxdybo1\_500.jpg

[7/28/2011 8:23:09 PM] Travis Cheng: Style resolution

[7/28/2011 8:23:12 PM] Travis Cheng: skill resolution

[7/28/2011 8:23:15 PM] Travis Cheng: "deck"

[7/28/2011 8:23:23 PM] Travis Cheng: goals for design

[7/28/2011 8:26:51 PM] Travis Cheng: mystic/combo points

[7/28/2011 8:42:34 PM] Travis Cheng: Neutral Minor 1

[7/28/2011 8:42:40 PM] Travis Cheng: Air Low 2

[7/28/2011 8:42:47 PM] Travis Cheng: Air Med 1

[7/28/2011 8:42:56 PM] Travis Cheng: Air Med 2

[7/28/2011 8:43:01 PM] Travis Cheng: Air High 1

[7/28/2011 8:43:23 PM] Travis Cheng: earth Low 1

[7/28/2011 8:43:39 PM] Travis Cheng: Earth Low 2

[7/28/2011 8:44:07 PM] Travis Cheng: Earth High 1

[7/28/2011 8:45:36 PM] Travis Cheng: Fire Med 1

[7/28/2011 8:45:40 PM] Travis Cheng: Fire Med 2

[7/28/2011 8:45:55 PM] Travis Cheng: Fire High 1

[7/28/2011 8:46:49 PM] Travis Cheng: Water Low 1

[7/28/2011 8:50:19 PM] Travis Cheng: Water Med 1

[7/28/2011 8:52:52 PM] Travis Cheng: Water Med 2

[7/28/2011 8:53:04 PM] Travis Cheng: Water High 2(kinda)

[7/28/2011 8:54:08 PM] Travis Cheng: Before Chi is use

[7/28/2011 8:54:23 PM] Travis Cheng: During Die tier selection

[7/28/2011 8:54:30 PM] Travis Cheng: During pooling whenever

[7/28/2011 8:54:35 PM] Travis Cheng: before shooting

[7/28/2011 8:54:42 PM] Travis Cheng: before actions are given

[7/28/2011 9:15:43 PM] Travis Cheng: 3. Shooting

a) You reveal your dice set.

b) Then you may use action points on skills.

[7/28/2011 9:23:43 PM] Travis Cheng: before shoot = stance

[7/28/2011 9:23:56 PM] Travis Cheng: after shoot = art

[7/28/2011 9:24:45 PM] Travis Cheng: aka after shoot = bending art

[7/28/2011 9:25:53 PM] Travis Cheng: before shoot = preparation

[7/28/2011 9:27:59 PM] Travis Cheng: attunements

[7/28/2011 9:45:36 PM] Travis Cheng: channel

[7/28/2011 9:45:49 PM] andrew-mcdivitt: CHANNEL YOUR CHI MOTHAFUCKA

[7/28/2011 9:51:39 PM] andrew-mcdivitt: http://images.wikia.com/avatar/images/e/e7/Iroh\_tonned.png

[7/28/2011 10:05:16 PM] Travis Cheng: Firebending

• Fire Low 1: Only usable during the pooling phase. Add one die to your pool of the same dice tier. Attunement.

• Fire Low 2: Must be used during rolling phase. Increase the attack magnitude of your set by 1. Preparation.

• Fire Med 1: You may squash you set this turn. Preparation.

• Fire Med 2: Roll d20, and then roll a d6. If the d6 shows 3-6 add the d20's magnitude to 2 of your set dice. If the d6 shows 1-2 add the d20's magnitude to 2 of your opponents dice. Bending Art.

• Fire High 1: if you attack magnitude is higher than your opponents defense magnitude they cannot block you this turn. Bending Art.

• Fire High 2: This turn any action points gained during the resolution phase are also resolved as damage. Bending Art.

Waterbending

• Water Low 1: You may move 1 die that is at least lower than your magnitude by 3 into your set. Preparation.

• Water Low 2: During the pooling phase you may select any die tier and keep the benefits of your waterbending passive. Preparation

• Water Med 1: Remove one of the die in your set and one die of your opponents set. Bending Art.

• Water Med2: You double your defense magnitude when reducing action points gained by your opponent this turn. Bending Art

• 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. Preparation

• Water High 2: 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. Bending Art.

[7/28/2011 10:13:08 PM] Travis Cheng: http://fuckyeahdifferentplumbing.tumblr.com/post/8192636969/it-unscrews-the-other-way-killerhuggbees

[7/28/2011 10:21:17 PM] \*\*\* andrew-mcdivitt added mcdivitt.allen \*\*\*

[7/28/2011 10:22:33 PM] \*\*\* Travis Cheng added Juno \*\*\*

[7/28/2011 10:37:13 PM] Travis Cheng: Air low 1

[7/28/2011 10:37:16 PM] Travis Cheng: ari high 2

[7/28/2011 10:37:18 PM] Travis Cheng: water low 2

[7/28/2011 10:41:05 PM] joe man: Air style 1-You may re-roll during pooling phase up to two times.

[7/28/2011 10:45:55 PM] joe man: air style 3 You may shift offsense and defense totals in the rolling phase EG. If you roll two 5's you may show your oppenet 3 offense and 7 defense or any combination of 10 total scaling 0-10 or 10-0

Earth style 2 durring your rolling phase you make make a set out of your 3 lowest dice magnitudes.

earth style 3

durring you polling phase reduce you chi by half. Your set is atomaticly in offense. your defese total is equal to your offense total.

Fire style 1

your chi is increased by 10

fire style 3

If you have zero pairs you may take you highest and lowest roll as your set

water style : one split 1 fuse. EG you may add the die magnitued of 2 die together to create 1die of that value. You may also dvide a dies magnitude into 2 sperate die(if an odd number round down)

[7/28/2011 10:47:45 PM] Travis Cheng: http://www.youtube.com/watch?v=ddaamg5zdkE

[7/28/2011 10:52:53 PM] mcdivitt.allen: <http://www.youtube.com/watch?v=Yet9DZ5SZ0g>

[7/27/2011 11:44:47 PM] Travis Cheng: hows the comp?

[7/28/2011 12:09:19 AM] joe man: in the shop

[7/28/2011 12:09:42 AM] joe man: btw the game i was talking about was dragon nest

[7/28/2011 12:17:13 AM] Travis Cheng: ?

[7/28/2011 12:17:14 AM] Travis Cheng: hrmmmm?

[7/28/2011 12:18:16 AM] joe man: when u said bs new game to me in lol

[7/28/2011 12:18:25 AM] joe man: the new game is dragon nest

[7/28/2011 12:18:31 AM] joe man: we were takin a break

[7/28/2011 12:19:40 AM] Travis Cheng: ah

[7/28/2011 12:19:43 AM] Travis Cheng: no idea what it is :P

[7/28/2011 12:20:44 AM] joe man: its a mmo curently in beta its prty different

[7/28/2011 12:20:59 AM] \*\*\* Missed call from joe man. \*\*\*

[7/28/2011 12:41:36 AM] \*\*\* Travis Cheng sent Bending Types (To be added into main doc).docx \*\*\*

[7/28/2011 12:41:41 AM] \*\*\* Travis Cheng sent Feats (To be added into main doc).docx \*\*\*

[7/28/2011 12:42:08 AM] joe man: done

[7/28/2011 12:42:17 AM] Travis Cheng: cooliio

[7/28/2011 12:42:19 AM] Travis Cheng: take a look whenever

[7/28/2011 1:17:50 AM] joe man: KK

[7/28/2011 2:15:34 AM] Travis Cheng: have fun with dragon's nest :P

[7/28/2011 10:47:31 AM] Travis Cheng: \*poke\*

[7/28/2011 10:56:25 AM] joe man: I DONT WANA GO TO SCHOOL.... wha...

[7/28/2011 10:56:56 AM] Travis Cheng: lol

[7/28/2011 10:57:01 AM] Travis Cheng: did you even sleep?

[7/28/2011 3:49:53 PM] joe man: wow i slept for hella long

[7/28/2011 3:50:05 PM] joe man: i woke up again at 3

[7/28/2011 3:50:10 PM] joe man: fml

[7/28/2011 7:45:07 PM] Travis Cheng: loool

[7/28/2011 7:45:11 PM] Travis Cheng: you take a look at stuff?

[7/28/2011 7:45:25 PM] joe man: nope but i am right now

[7/28/2011 7:45:36 PM] Travis Cheng: what time did you sleep at foo?

[7/28/2011 7:45:43 PM] joe man: 4

[7/28/2011 7:45:49 PM] Travis Cheng: lol

[7/28/2011 7:45:50 PM] Travis Cheng: ouch

[7/28/2011 7:45:52 PM] joe man: dont know why i slept so long

[7/28/2011 7:46:01 PM] joe man: weird shit oh well gonna be a bad day tommorrow

[7/28/2011 7:46:13 PM] Travis Cheng: whu

[7/28/2011 7:46:15 PM] Travis Cheng: why?

[7/28/2011 7:46:30 PM] joe man: kus i have to get up at like 10-40

[7/28/2011 7:46:35 PM] joe man: 10 30

[7/28/2011 7:46:48 PM] Travis Cheng: i have ot be up at like 9

[7/28/2011 7:46:48 PM] Travis Cheng: xD

[7/28/2011 7:46:54 PM] joe man: digginthe word strongness

[7/28/2011 7:47:12 PM] Travis Cheng: lol

[7/28/2011 7:47:34 PM] joe man: clean it up tho it says During your first resolution phase add two to your attack total add of an encounter or battle to the end of it

[7/28/2011 7:49:01 PM] joe man: in which doc do you explain what chi is?

[7/28/2011 7:49:20 PM] Travis Cheng: ah

[7/28/2011 7:49:22 PM] Travis Cheng: uhhh

[7/28/2011 7:49:25 PM] Travis Cheng: its in character creation

[7/28/2011 7:49:36 PM] Travis Cheng: i need to write something more comprehensive as a headliner to the whole game soon

[7/28/2011 7:49:42 PM] Travis Cheng: since i'm spreading it out slowly

[7/28/2011 7:49:43 PM] Travis Cheng: lol

[7/28/2011 7:50:06 PM] joe man: is that specific doc or lik av rules.14

[7/28/2011 7:50:45 PM] Travis Cheng: rules .14

[7/28/2011 7:50:52 PM] Travis Cheng: but if these things look good

[7/28/2011 7:50:55 PM] Travis Cheng: the feats

[7/28/2011 7:50:59 PM] Travis Cheng: condesnesd benders

[7/28/2011 7:51:06 PM] Travis Cheng: i will add them to the main rule set

[7/28/2011 7:51:14 PM] Travis Cheng: and then start working on the more intro-y stuff

[7/28/2011 7:51:37 PM] joe man: i cant find the wording of chi in here

[7/28/2011 7:52:26 PM] joe man: ya i searched the word chi it is not in here

[7/28/2011 7:52:35 PM] Travis Cheng: in the main rules?

[7/28/2011 7:52:39 PM] joe man: yup

[7/28/2011 7:52:48 PM] joe man: avatar rules.14.docx

[7/28/2011 7:53:51 PM] \*\*\* Travis Cheng sent Avatar Rules .14.docx \*\*\*

[7/28/2011 11:24:37 PM] \*\*\* Call to joe man \*\*\*

[7/28/2011 11:39:10 PM] Travis Cheng: 3. Style 3- During the pooling phase reduce your chi by half. You may select 1 die during the rolling phase and copy that die into attack and defense. E.g. You roll 2 d12 and get a 12 and a 4. You choose 12 and get it as 12 attack and 12 defense (a set size of 2).

[7/28/2011 11:44:02 PM] Travis Cheng: 3. Style 3- During the pooling phase reduce your chi by half. Your set is automatically put in offense. Your defense total is equal to your attack total.

[7/28/2011 11:48:41 PM] Travis Cheng: 3. Style 3- During the pooling phase you may reduce your chi by half. Your set is automatically copied into attack and defense. E.g. I roll 2 d12 and roll 2 5’s. My attack total will be 10 and your defense total will be 10 (attack magnitude is 5 and defense magnitude is 5).

[7/28/2011 11:51:30 PM] Travis Cheng: http://dl.dropbox.com/u/34211629/Avatar%20Rules%20.15.docx

[12:03:52 AM] Travis Cheng: http://dl.dropbox.com/u/34211629/Avatar%20Rules%20.15.docx