**Avatar the Last Airbender: The years of Chaos**

**Die Roll Mechanics**

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: Plus two die. Only with d6

Earth: Roll normally but shift 1 die +1/-1. Only with d10

**Combat**

Dice shown simultaneously

Length (offensive), Width (defensive), Magnitude (# on dice face)

Defensive actions and Offensive actions granted on successful attack/defense

**Skills**

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 the defense magnitude of your set by 1.

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 size.

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: Add one die to your pool.

Fire Low 2: Increase the attack magnitude of your set by 1.

Fire Med 1: Squash.

Fire Med 2: Roll d20, then roll a d6. If the d6 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 pool 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.

**Mechanic**

Today I'd like to talk about my idea for a melee system based loosely on the one roll engine. You've got two characters with pointy objects and they want to hurt each other. They each roll a bunch of d10s keeping the results hidden from one another for now. The number of D10s rolled is based on skill, atribute, bonuses (balanced weapon, friends double teaming the target, high ground, etc) and penalties (bad footing, wounds, multiple opponents etc).

They are looking at their rolls for matches and sets sort of like poker. They will pick one of these sets to be their attack. These sets can be described as having width and height. Width is how many dice are in the set. Height is the number the dice in the set show. Height is a measure of agression and momentum. If one player has more height than the other he can use the difference to do things like push his oppenent back (like into a corner or fireplace, down the stairs) launch a secondary unarmed attack, or do something not directly related to the combat (close a door, cut a chandalier rope). The goal here being to impose penalties on the opponent next round. Width represents controlled technique, impregnable defence and an eye for openings in the opponents defence. Width is what puts the pointy end in the other man. A set of 2 10s is an incredibly agressive but reckless attack. A set of 5 2s is extremely conservative, giving up ground for that opportunity to pierce his opponent's heart.

As players gain skill they can spend xp on certain tricks with the dice instead of additional dice. One of these tricks is called squashing. Before the combatants show the dice to each other, a player may squash his set to make it wider or higher at the expense of the other. for instance, one might turn 2 10s into 3 9s, or 5 2s into 4 3s. Squashing after rolls are revealed is a more expensive (in xp to learn) trick.

Perhaps the most important trick, is the defensive margin. This trick basicly says that for a blow to land your opponent's width must beat your width by the margin of your levels in this trick + 1. Normally when two characters face off, whomever has the wider set stabs the one with the narrower set. With a defensive margin of 1, a set of 3 width can only be harmed by a set of 5 width or greater. If the opponent gets 3 or 4 width the result is a tie.

The fundamental idea behind all this is to have one system that allows for dealing with a continuum of opponents, from mooks to epic boss fights. Against mooks, one tends to choose their widest set, poke one and he dies. Against a skilled opponent there are several decisions to make generally centered around the question "Do I think this die roll is good enough to deal serious damage?" If the answer is yes, the player will choose a wide set, squash it to make it wider and thus sacrifice position and momentum for the kill shot. If he's right his enemy is slain, and if he is wrong he'll find himself in a terrible position next turn! If the player does not believe his roll is good enough for a kill shot he then needs to decide just how wide a set he need to keep from being skewered himself! His goal will be to maximize height without sacrificing too much width in order to cause penalties on his opponent's next roll. When two skilled fencers face off, it is a long, cinematic back and forth battle with each seeking to use the environment to their best advantage.

**Phases**  
1. Pooling

2. Rolling

3. Shooting

4. Resolution