**Character Creation**

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 and 1 feat point. 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.

The Feats:

* It’s getting hot in here
  + Requires 4 strength
  + Trigger: If you have no defense in your set when you shoot.
  + Effect: You next sets attack total will be increased by 1
* I can do anything better than you
  + Requires 3 strength and 2 dexterity
  + Trigger: During resolution if opponent gains 7 or more action points while you gain 3 or fewer action points.
  + Effect: gain 4 action points
* I got the magic in me
  + Requires 4 dexterity
  + Activation: spend (X) action points.
  + Effect: Increase the magnitude of 2(X) dice.
  + Restriction: Only usable once per turn.
* You gonna pay for that
  + Requires 3 dexterity and 2 wisdom
  + Trigger: You take 9 or more damage on a turn.
  + Effect: You may cast any low or med skill for free until the resolution phase next turn.
* Rain dance
  + Requires 4 wisdom
  + Trigger: You get 4 of the same number.
  + Effect: Your set magnitude is increased by 2.
* Cold stone reflection
  + Requires 3 wisdom and 2 constitution
  + Activation: reduce your defense set by 2 magnitude.
  + Effect: Re-roll up to 3 dice you or your opponent controls.
  + Restriction: You must have at least 2 dice in your set in defense.
* Iron fan
  + Requires 4 constitution
  + Passive: All damage dealt to you that is over 5 is reduced by 1.
* The core
  + Requires 3 constitution and 2 strength
  + Trigger: When you and your opponent show the same magnitude.
  + Effect: Add one dice of your magnitude to your defense.

**Phases**

All phases are completed simultaneously.  
1. Pooling

1. This phase is hidden from your opponent.
2. 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.
3. Your total *dice tier* cost cannot exceed your *power level* (by over 9000).

2. Rolling

1. This phase is hidden from your opponent.
2. Roll your *dice pool*.
3. Choose your *set* of numbers.
4. 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.
5. Any *skill* that modifies *magnitude* must be used in this phase.

3. Shooting

1. You reveal your dice set.

4. Resolution

1. Your *attack magnitude* is compared to your opponent’s *defense magnitude*.
2. Damage dealt is equal to your *attack total* minus your opponent’s *defense total*.
3. Lose all unused *action points*.
4. Gain *action points* equal to your damage dealt minus your opponent’s *defense magnitude*.

**Glossary**

1. Action points- Action points are used to cast skills.
2. Attack magnitude- The magnitude of the attack in your set.
3. Attack total- The total of the attack magnitudes in your set.
4. Dice pool- The pool of dice that you roll. After being rolled the pool of magnitudes that you create a set from.
5. Dice tier- The tier of your die. D6, D8, D10, D12, and D20.
6. Defense magnitude- The magnitude of the defense in your set.
7. Defense total- The total of the defense magnitudes in your set.
8. Magnitude- The number on your die face.
9. Power level- The power level of your bender. Represents the energy a bender can manipulate.
10. Set- A selection of dice with the same number; e.g. 4, 4, 4 will be a set of three fours.
11. Skill- A special skill used by a bender to assault, hinder, or defend.