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

**Character Creation**

All characters start with base stats of 1, a chi 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.
  + When rolling d12 firebenders will gain plus one to their dice pool.
* Waterbenders will have higher wisdom than their other statistics.
  + When rolling d8 waterbenders will choose 2/3 of their pool to keep rounding up, then re-roll the remaining dice. This will be their dice pool.
* Earthbenders will have higher constitution than their other statistics.
  + When rolling d10 earthbenders can shift one dice up or down one magnitude.
* Airbenders will have higher dexterity than their other statistics.
  + When rolling d6 airbenders will gain plus two to their dice pool.

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 by 1.
  + 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 *chi* 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 *chi* (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*.

**Skills**

Minor skills cost 1 point, Low skills cost 2 points, medium skills cost 4 points, and high skills cost 6 points. Minor and Low abilities can be used up to three times per turn. Medium abilities can be used twice per turn. High abilities can be used only once per turn. *(This means you can use either medium ability but only one high ability per turn.)*

Neutral Skills

* Neutral Minor 1: Gain 1 life.

Firebending

* Fire Low 1: Add one die to your pool.
* Fire Low 2: Increase the attack magnitude of your set by 1.
* Fire Med 1: You may *squash* you set this turn.
* 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.
* 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.

Waterbending

* 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 tier by 1. You maintain your passive.
* Water Med 1: Remove one of the die in your set and one die 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: 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.

Earthbending

* 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 your dice pool into either your attack or defense pools.
* Earth Med 2: After shooting, you may remove die from your opponent’s set until the set matches your *set’s size*.
* Earth High 1: If you have a higher magnitude in defense then your opponents offense they cannot deal you damage.
* Earth High 2: Your opponent’s chi is reduced by 20.

Airbending

* Air Low 1: You may re-roll during pooling phase up to two times.
* Air Low 2: You take and deal no damage this turn.
* Air Med 1: Set aside 2 dice, increase the magnitude by one and for the other die decrease the magnitude by one.
* Air Med 2: Your opponent must have a higher defensive magnitude by at least 2 to deal you damage. E.g. An airbender with 6 defensive magnitude will take 0 damage from a bender with 7 defensive magnitude, but would take damage from a 8 or higher defensive magnitude.
* Air High 1: For each dice roll past a pair you may increase you magnitude by 1. E.g. three 3's would be plus one magnitude making your set 3 4’s.
* Air High 2: You may roll any dice size with your airbender passive. Then you may re roll your dice up to two times.

**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. Power level- The power level of your bender. Represents the energy a bender can manipulate.
5. Dice pool- The pool of dice that you roll. After being rolled the pool of magnitudes that you create a set from.
6. Dice tier- The tier of your die. D6, D8, D10, D12, and D20.
7. Defense magnitude- The magnitude of the defense in your set.
8. Defense total- The total of the defense magnitudes in your set.
9. Magnitude- The number on your die face.
10. Set- A selection of dice with the same number; e.g. 4, 4, 4 will be a set of three fours.
11. Set Size- The number of dice in your set.
12. Skill- A special skills used by a bender to assault, hinder, or defend.
13. Squash- You may lower the magnitude of a set by 1 and increase the number of die in the pool by 1. Alternatively you may increase the magnitude of a set by 1 and decrease the number of die in the pool by 1.

Changelog  
v.13b- Added Squash rules. Modified wordings on Fire Med 1. Fixed die/dice terminology. Added 2 new terms to glossary. Reworded air med 2 and air high 1. Reworded fire med 2. Changed power level to chi. Deleted over 9000 joke. Added neutral minor 1. Added skill costs. Added skill restrictions.