**The Last Airbender: Brink of War**

**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. Needs to be slightly clearer, you gain no bonus in stats for being a bender.

These are dice tiers. Separate the dice tier needed and the ability.

* 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. Select a die size.
3. 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.
4. Needs to be clarified. Buying dice tier is not intuitively spending your chi to buy maximum dice.
5. Your total *dice tier* cost cannot exceed your *chi*.

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*.
5. Chi is restored now.

**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.)*

Specify action points used not chi.

Neutral Skills

* Neutral Minor 1: Gain 1 life.

Firebending (Needs to have some back up)

* Fire Low 1: Add one die to your pool. Of your current die tier.
* Fire Low 2: Increase the attack magnitude of your set by 1. Must be used during rolling phase.
* 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. Needs re-wording.
* Water Med 1: Remove one of the die in your set and one die of your opponents set.
* Water Med2: You double your defense magnitude when reducing action points gained by your opponent 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. Its broke.
* 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. You may re-roll during pooling phase up to two times.Reword to include pooling phase

**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.

Magnitude confusing.

Need to have a step for using skills.