**The Last Airbender: Brink of War by Andrew McDivitt, Phill Torres, and Travis Cheng**

**Phases**

All phases are completed by both players simultaneously.  
1. Pooling

1. This phase is hidden from your opponent.
2. Select a *die tier*. **E.g.** d6, d8, d10, or d12
3. Spend your chi to buy dice of your die tier. The chi costs of each die corresponds with its highest die face d6 costs 6, d8 costs 8, d10 costs 10, and d12 costs 12.
4. Your total dice 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. A *set* will be any matching 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. Damage dealt is equal to your *attack total* minus your opponent’s *defense total*.
2. Lose all unused *action points*.
3. Gain *action points* equal to your damage dealt minus your opponent’s *defense magnitude*.
4. Restore your chi to its maximum value.

**Skills**

Minor skills cost 1 action point, Low skills cost 2 action points, medium skills cost 4 action points, and high skills cost 6 action 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. ***E.g.*** *this means you can use either medium ability but only one high ability per turn.*

Neutral Skills

* Neutral Minor 1: Gain 1 life.

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.

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: Only usable during shooting phase. You may move one die in your set from attack to defense or vice versa.
* 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: Only useable during the pooling phase. Your opponent’s chi is reduced by 20.

Firebending

* Fire Low 1: Only usable during the pooling phase. Add one die to your pool of the same dice tier.
* Fire Low 2: Must be used during rolling phase. 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: During the pooling phase you may select any die tier and keep the benefits of your waterbending passive.
* 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.

**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. You do not gain a bonus for being a bender instead your statistics will define the bender you are.

* Airbenders will have higher dexterity than their other statistics.
  + During the pooling phase when selecting d6 airbenders will gain plus two to their dice pool.
* Earthbenders will have higher constitution than their other statistics.
  + If during the rolling phase earthbenders have selected d10’s, they can can change one die’s magnitude by 1.
* Firebenders will have higher strength than their other statistics.
  + During the pooling phase when selecting d12 firebenders will gain plus one die to their dice pool.
* Waterbenders will have higher wisdom than their other statistics.
  + If during the rolling phase waterbenders have selected d8’s, they will choose 2/3 of their pool to keep (rounding up), then re-roll the remaining dice. This will be 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 resolution phase 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.

**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. Chi- The mastery 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, and D12.
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.

v.14- Clarified rules for shooting, rolling, and resolution phase. Modfied Fire low 1, Water low 2, Earth med 1, Earth high 2. Alphabetized. D20 removed as a die tier.

**Goals/Things to Work on/Tenative**

**Key Mechanics**

The key mechanics of this game compared to other tabletop games is a focus on dice tiers, dice pools, and dice sets. Dice are mechanically the most important thing in the game, but the story will be brought to life by the players and the narrator.

* Dice Pools
  + The collection of your die rolls at any given period.
* Dice Tiers
  + d6, d8, d10, and d12
  + These are used to represent the amount of finesse a bender has in manipulating their chi.
* Dice Sets
  + A dice set is the number of matching die in your dice pool.
  + These are used to determine the effectiveness of bending in and out of combat.

**Skill Checks**

For out of combat usages you draw chi to create dice pools. The difficulty will be represented as the target total. This can be used in combat to run away/manipulate the environment or otherwise. This can serve as the basis of skill checks in our system. Will allow for bending styles to be used in these periods.

* Magnitude confusing might need to re-word.
* Need to have a step for using skills. Or more defined usage.
* Firebending needs work. Earthbending too good at defending.
* Mystic points/Combo point system.
  + Tiebreaks?
  + Cumulative bonuses?
* Environmental changes/stages.
* Roleplaying elements.
* Non-duel combat. Multiple combatant fights.
* Elemental combos???
* Skills.
  + Timings and usage restrictions
  + Deck o’ skills/Decisions on skill usage
* Balancing character creation.
  + Neutral feats?
  + Constitution too strong?
  + More feats!
* Different schools of bending within the same element.
* Story Feat Idea: Seeing Spirits aka spiritually enlightened