**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
2. This phase is hidden from your opponent.
3. Select a *die tier*. **E.g.** d6, d8, d10, or d12
4. You may *cast channel* skills.
5. 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.
6. Rolling
7. This phase is hidden from your opponent.
8. Roll your *dice pool*.
9. Choose a group of matching dice; these will be your *set*.
10. 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.
11. You may *cast preparation* skills.
12. Shooting
13. You reveal your dice set.
14. Bending
15. You may *cast* *bending art* skills.
16. Resolution
17. No skills can be cast during this phase.
18. Damage dealt is equal to your *attack total* minus your opponent’s *defense total*.
19. Lose all unused *action points*.
20. Gain *action points* equal to your damage dealt minus your opponent’s *defense magnitude*.
21. 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.*

**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.

You are given 8 points to spend on changing your starting statistics and 1 feat. 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 Benders**

**Airbender**

Main Statistic: Dexterity

Airbending Styles: Style 1 (Traditional), Style 2 (Soundbending), Style 3 (Nomadic)

Suggested Feats:

Creating an Airbender:

1. During character creation Dexterity must be your highest statistic.
2. Choose one of the three airbending styles.

Style Features:

1. Style 1- You may re-roll during the pooling phase up to 2 times.
2. Style 2- During the rolling phase if you roll the maximum or minimum on a die, re-roll that die. **E.g.** A style 2 airbender cannot roll a 1 or a 12 on a d12 if they did they would re-roll all 1’s and 12’s *(repeat as needed)*.
3. Style 3- You may shift offense to defense and vice versa in your set. **E.g.** If you roll two 5’s you may show your opponent 3 offense magnitude and 7 defense magnitude *(or any combination of 10 total)*.

Airbending Skills:

* Quick Focus (2): Preparation. If your set size is smaller by at least 2 than your magnitude increase your chi by 10 until the start of next turn’s resolution phase.
* Gust (2): Preparation. You take and deal no damage this turn.
* Focus (4): Preparation. Set aside 2 dice, increase the magnitude by one and for the other die decrease the magnitude by one.
* Cyclone Shield (4): Bending Art. 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.
* Squall (6): Bending Art. 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.
* Hurricane Force (6): Channel. Reduce the cost of each die tier by 1/3 rounded up. If your set size doubles your opponent’s you deal double damage this turn *(this does not increase your attack total)*.

**Earthbender**

Main Statistic: Constitution

Earthbending Styles: Style 1 (Military), Style 2 (Pit Fighter), Style 3 (Dai Li)

Suggested Feats:

Creating an Earthbender:

1. During character creation Constitution must be your highest statistic.
2. Choose one of the three earthbending styles.

Style Features:

1. Style 1- During the rolling phase they can change one die’s magnitude by 1.
2. Style 2- During rolling phase if you have no matching die, you may make a set out of your 3 lowest dice magnitudes *(these do not need to match).*
3. Style 3- During the pooling phase you may reduce your chi by half. Your set is automatically copied into attack and defense. **E.g.** You roll 2 d12 and roll 2 5’s. Your attack total will be 10 and your defense total will be 10 *(attack magnitude is 5 and defense magnitude is 5)*.

Earthbending Skills:

* Harden (2): Preparation. Increase the defense magnitude of your set by 1.
* Earthen Shield (2): Preparation. Add a die that is lower than your magnitude by at least 2 to your defense.
* Feint (4): Bending Art. You may move one die in your set from attack to defense or vice versa.
* Drawing Defense(4): Bending Art. You may remove die from your opponent’s set until the set matches your *set’s size.*
* Superior Defense (6): Bending Art. If you have a higher magnitude in defense then your opponents offense they cannot deal you damage.
* Rock Prison (6): Attunement. Done at the start of pooling. Your opponent’s chi is reduced by 20.

**Firebender**

Main Statistic: Strength

Firebending Styles: Style 1 (Military/Offense), Style 2 (Circus/Dexterous), Style 3 (Spirit Guides/Protected)

Suggested Feats:

Creating a Firebender:

1. During character creation Strength must be your highest statistic.
2. Choose one of the three firebending styles.

Style Features:

1. Style 1- Your max chi is increased by 10.
2. Style 2- During the pooling phase your opponent reveals the die tier he is choosing. If you select a die smaller than your opponent’s die tier you will gain plus 2 die to your dice pool. If you select the same die tier as your opponent’s die tier you will gain plus 1 die to your dice pool.
3. Style 3- During rolling phase if you have no matching die, you may make a set out of your highest and lowest dice *(these do not need to match)*.

Firebending Skills:

* Ignite (2): Channel. Add one die to your pool of the same dice tier.
* Wildfire (2): Preparation. Increase the attack magnitude of your set by 1.
* Leaping Flames (4): Preparation. You may *squash* you set this turn.
* Pyroclasm (4): Bending Art. Roll d20, and then roll a d8. If the d8 shows 3-8 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.
* Molten Fury (6): Bending Art. If you attack magnitude is higher than your opponents defense magnitude they cannot block you this turn.
* Dragonflame(6): Bending Art. This turn any action points gained during the resolution phase are also resolved as damage.

**Waterbender**

Main Statistic: Wisdom

Waterbending [Styles]: Style 1 (Northern/Defense), Style 2 (Southern/Offense), Style 3 (Swamp/Accurate)

Suggested Feats:

Creating a Waterbender:

1. During character creation Wisdom must be your highest statistic.
2. Choose one of the 3 waterbending styles.

Style Features:

1. Style 1- 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.
2. Style 2- If during the shooting phase a style 2 waterbender has a set size equal to their opponent they will gain +2 action points in addition to any normally generated action points during the resolution phase. **E.g.** A set of 3 4’s and a set of 3 2’s have the same set size so the style 2 waterbender will gain an extra +2 action points.
3. Style 3- During the rolling phase you may *fuse* once and *split* once.

Waterbending Skills:

* Shifting Tide (2): Preparation. You may move 1 die that is at least lower than your magnitude by 3 into your set.
* Make Waves (2): Channel. Increase your chi by 10 until the start of next turn’s resolution phase, this turn if you would roll the maximum value on a die, re-roll that die.
* Whirlpool (4): Bending Art. Remove one of the die in your set and one die in your opponent’s set.
* Freeze (4): Bending Art. You double your defense magnitude when reducing action points gained by your opponent this turn.
* Typhoon (6): Preparation. Choose X of your dice not in your set. Until the end of bending phase you may reroll up to X dice that you or your opponent controls (they remain in offense or defense).
* Hypothermia (6): Bending Art. Lower your opponent’s magnitude by 2 (applies to all of your opponent’s dice). On the next turn, your opponent must reveal their die tier during pooling phase. Your opponent does shooting phase before you.

**Feats**

Neutral Feats:

* Expanded Mind
  + Requirements: Wisdom 3
  + You may hold one more action point through resolution phase step C.
* Hardiness
  + Requirements: Constitution 3
  + You max health is increased by 5
* Quickness
  + Requirements: Dexterity 3
  + You first skill used during combat costs 1 action point less (This can make a skill cost 0).
* Strongness
  + Requirements: Strength 3
  + During your first resolution phase add two to your attack total

Airbender Feats:

* Breath of Wind
  + Requirements: Style 1 or Style 2
  + When you exceed your opponents set size by 2 or more you may reduce their chi size by 2 until their next resolution phase.
* Drafting Winds
  + Requirement: Style 3, Strength 2
  + When you deal damage to an opponent your next attack against that opponent gains +1 to its attack total during resolution phase.
* Enhanced Agility
  + Requirement: Style 1, Dexterity 3
  + When drawing from your chi in non-combat style 1 airbenders use [4] less chi.
* Mocking Winds
  + Requirement: Style 2, Wisdom 2
  + If your set size matches your opponents you may decrease your opponent’s defense magnitude by 1.
* Pacifist
  + Requirement: All styles
  + On a turn where you deal no damage gain 1 action point (these points cannot be reduced by your opponent’s defense magnitude).
* Sweeping Hand
  + Requirements: Style 1 or Style 3
  + During the shooting phase you can spend 2 chi to add an extra target to your attack (you can only target someone once per shooting phase).

Earthbender Feats:

* Falcon Punch
  + Requirements: Style 1 or Style 2
  + If you have a set size of 1 and you have no defense during resolution phase add two to your attack total.
* Rooted Stance
  + Requirements: All styles
  + When you have a smaller set size than an opponent you take 1 less damage during the resolution phase.
* Stone Fists
  + Requirements: Style 1 or Style 3
  + When your set size is two you may choose to deal 1 more damage or take 1 less damage during resolution phase.
* Stone Rush
  + Requirements: Style 2, Strength 2
  + When your attack magnitude is equal to your opponents you gain 1 action point at the end of the resolution phase.
* Smooth Stone
  + Requirements: Style 3, Dexterity 2
  + When drawing chi for non-combat your dice cost 1 chi less.
* Weather the Storm
  + Requirements: Style 1, Constitution 3
  + When you take 5 or more damage you may reduce that damage by 1.

Firebender Feats:

* Blue Flame
  + Requirements: Style 1, Strength 4
  + During resolution phase add one to your attack total.
* Incredible Flourish
  + Requirements: Style 2
  + If you deal no damage on a turn gain 1 action point.
* Inner Drive
  + Requirements: Style 1 or Style 3, Wisdom 2
  + You may re-roll one die that has a magnitude of one during any rolling phase.
* Frustration
  + Requirements: All styles, Constitution 2
  + When you and your opponent have the same set size you may increase your max chi by 10 until the end of your next pooling phase.
* Flame Jets
  + Requirements: Style 2, Dexterity 3
  + When pooling for non-combat style 2 firebenders will gain plus one die to their dice pool.
* Rage Bending
  + Requirements: Style 1
  + If you rolled d12 and your set size is 2 or higher you may add 2 to your attack total.

Waterbender Feats:

* Calm Emotions
  + Requirements: Style 1 or Style 3, Wisdom 4
  + Whenever you would re-roll just one die you may re-roll that one die up to two times.
* Calming Tides
  + Requirements: Style 1
  + You may spend 5 chi to gain 1 health.
* Icy Cool
  + Requirements: Style 1 or Style 2
  + During the pooling phase you may sacrifice 4 chi to have your opponent shoot before you do during the next shooting phase.
* Liquid Defenses
  + Requirements: Style 1 or Style 3, Dex 2 and Wisdom 3
  + If your defensive magnitude is lower than your opponents attack magnitude by 3 you may increase your defensive magnitude by 1.
* Sharpened Water
  + Requirements: All styles, Strength 2 and Dexterity 2
  + When your set size is larger than your opponents you may gain 1 action point at the end of the resolution phase.
* Tsunami Strikes
  + Requirements: Style 2, Strength 2
  + You may roll 1 less die during the rolling phase to target an additional target during the shooting 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. Bending Art- A display of elemental bending prowess. Usable only during the bending phase.
5. Cast- Spending action points to use skills.
6. Channel- A skill that is used to manipulate chi. Usable only during the pooling phase.
7. Chi- The mastery of your bender. Represents the energy a bender can manipulate.
8. Copy- Effectively creates an object of the same value. **E.g.** a die with a 10 can by copied to make another die with a 10.
9. Dice pool- The pool of dice that you roll. After being rolled the pool of magnitudes that you create a set from.
10. Dice tier- The tier of your die. D6, D8, D10, and D12.
11. Defense magnitude- The magnitude of the defense in your set.
12. Defense total- The total of the defense magnitudes in your set.
13. Fuse- Add the values of any two die to create a new die. **E.g.** Fuse a 1 and a 6 die to get a 7 die.
14. Magnitude- The number on your die face.
15. Preparation- A skill that is used to ready your attacks and defenses. Usable only during the rolling phase.
16. Set- A selection of dice with the same number; **e.g**. 4, 4, 4 will be a set of three fours.
17. Set Size- The number of dice in your set.
18. Skill- A special skills used by a bender to assault, hinder, or defend.
19. 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.
20. Split- Take a die and divide it into two smaller die (rounded down). **E.g.** Split a 5 die into two 2 die.

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.

v.15- Bending styles condensed. Added skill restrictions. Changed air low 1, air high 2, water low 2. Working test names. Added/Removed feats. Added fuse, split, copy, etc to glossary.

**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