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| The Last Airbender: Brink of War |
| A roleplaying game for the Last Airbender world |
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# Table of Contents

1. Character Creation
   * Pages 2 through 6
2. The Classes
   * Airbender
     1. Pages 7 through 8
   * Earthbender
     1. Page 9
   * Firebender
     1. Page 10
   * Waterbender
     1. Pages 11 through 12
3. Feats
   * Pages 13 through 16
4. Combat Phases
   * Pages 17 through 18
5. Skills
   * Page 19
6. Finishing Moves
   * Page 20
7. Glossary
   * Pages 21 through 22
8. Change Logs
   * Pages 23 through 25

# Character Creation

**How To:**

1. Create a Background.
2. Determine Ability Scores
3. Choose a Class.
4. Select Feats.

To create a character in the world of The Last Airbender: Brink of War, follow these steps as they are described.

**Create a Background**

Everyone has to start somewhere. This is just as true as the people in Brink of War. Small Villages, Temples, Cities, and Capitols are all places that a character can be influenced by as they grow. No one stays at home forever though, for some reason your character left home. This reason is called the turning point and represents the reason why your character is doing what they are doing. Of course these are only options you can create your own background just as easily.

If you do not know what you feel like playing just let your die rolls make your decisions for you!

**Place of Origin**

The place of origin represents the home where your character began their life. This is probably where they learned their profession or bending arts as well.

|  |  |
| --- | --- |
| D10 Roll | Result |
| 1-2 | **Small Village:** You were raised in a small village. There is a good chance there weren’t many master benders in your village but you were still trained as well as any other novice. Small villagers tend to be in awe of bigger cities, and they tend to be very innocent about the harsher parts of life. |
| 3-5 | **Village:** A sizable group of people live in your village. Your village has some sort of trade they specialize in and because of that many people call this place home. You were trained by a seasoned bender. Normally villagers keep to themselves but are always hospitable to new people. |
| 6-9 | **City:** Being raised in a big city you were used to military parades, large buildings, and a more rigid way of life. However, living in close contact with so many different people leads city people to be well rounded. |
| 10 | **Capitol City:** Take a normal city and magnify the scale. Ba Sing Se is a good example of a capitol city. People from capitol cities tend to be a bit detached from normal troubles but they also have some of the best training. |

**Turning Point**

The turning point represents the reason why you left the comforts of home. If none of these suit your mood or character design feel free to create your own reasons.

|  |  |
| --- | --- |
| D10 Roll | Result |
| 1 | **Banished from home:** For some crime you may or may not have committed you were forced to leave your home. |
| 2-3 | **Village was destroyed:** Bandits overran your home, local war left home a dark stain, or perhaps the stirrings of the fire nation stealthily destroyed your home. At any rate home is not a place you can go back to. |
| 4-6 | **You left to seek training:** Home was always comfortable but you could never flex your skills. You outgrew your master and left home to find a new one. |
| 7-9 | **Left to explore the world:** After hearing stories about chimera-pigs, flying bison and dragons your whole life you finally decided to get out of your home and see these things for yourself. Little did you know what you were getting into. |
| 10 | **Joining the military:** One day you decided enough was enough and you joined the military. You traveled long and hard but when you were released you never could readjust to normal life. |

**Ability Scores**

In addition to ability scores all characters will begin with 40 base health, and 50 chi.

* Constitution (Con): A measure of your physical wellbeing along with how strong your body is. Earthbenders tend to have high constitution.
* Dexterity (Dex): A measure of how nimble and flexible your physical form is. Airbenders tend to have high dexterity.
* Strength (Str): A measure of your physical as well as mental strength. Firebenders tend to have high strength.
* Wisdom (Wis): A measure of how quick you think and how intelligent you are. Waterbenders tend to have high wisdom.

These are the 4 *ability scores* in Brink of War. At the first level you may customize them with 8 points. Each score begins at 0, with each point costing 1 extra for each point already put into it **e.g.** 1st point is 1, 2nd point is 2, 3rd point is 3. The table below shows the benefits up to an ability score of 4.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Ability Score | 1 | 2 | 3 | 4 |
| Constitution Bonus: You gain 2 times your ability score as max hit points. | +2 maximum hit points | +4 maximum hit points | +6 maximum hit points | +8 maximum hit points |
| Dexterity Bonus: Your skills will cost half as much as your ability score less to cast; this cannot reduce a skill cost to less than half. | No bonus | -1 to all skill costs | No Bonus | -2 to all skill costs |
| Strength Bonus: You gain your ability score as additional attack total during combat. | +1 to your attack total | +2 to your attack total | +3 to your attack total | +4 to your attack total |
| Wisdom Bonus: During resolution you will gain your ability score as extra action points. | +1 extra action point | +2 extra action point | +3 extra action point | +4 extra action points |

An ability score of 0 actually represents the average score for most non-player characters. After all most benders are not just average people, but instead people who are different from the average. The table below describes what ranges of ability score mean for story purposes.

|  |  |  |
| --- | --- | --- |
| Score | Meaning | Example |
| -2 to -1 | Weak | Tires easily. |
| 0 to 1 | Average | A normal guy. |
| 2 to 3 | Superior | Smarter than his peers. |
| 4 to 5 | Great | Can run on walls. |
| 6 to 7 | Super Human | Lifting boulders. |
| 8 to 9 | Seriously what? | Shrugging off firestorms. |

**Choose a Class**

The four core bending arts are available as different classes.

* Airbenders
  + To choose airbender as a class dexterity must be your highest ability score.
  + The key to Airbending is flexibility, finding and following the path of least resistance. Airbending is notable for being almost entirely defensive; however it is reputed to be the most dynamic of the four bending arts. Airbenders can overwhelm many opponents at once with large and powerful attacks that could prove fatal; however due to the pacifist nature of the [Air Nomads](http://avatar.wikia.com/wiki/Air_Nomads) such attacks are rarely used.
* Earthbenders
  + To choose earthbender as a class constitution must be your highest ability score.
  + The key to Earthbending is neutral *[jing](http://avatar.wikia.com/wiki/Jing" \o "Jing)*, which involves waiting and listening for the right moment to strike, and when that moment comes, acting decisively. In other words, Earthbenders generally endure their enemies' attacks until the right opportunity to counterattack reveals itself, then strike with unyielding force.
* Firebenders
  + To choose firebender as a class strength must be your highest ability score.
  + Fire is the element of power, consisting of overpowering force tempered by the unflinching will to accomplish tasks and desires. However, the recently militaristic Fire Nation twisted this into Firebending being fueled by rage, hate and anger. Firebending draws its power from the sun, and the first human Firebenders learned their techniques from the [dragons](http://avatar.wikia.com/wiki/Dragon).
* Waterbenders
  + To choose waterbender as a class wisdom must be your highest ability score.
  + Water is the element of change. The moon is the source of power in Waterbending, and the original Waterbenders learned from the moon by observing how the moon pushed and pulled the tides. The Water Tribes are the only people to not learn Bending from an animal. The fighting style of Waterbending is mostly flowing and graceful; acting in concert with their environment. Waterbenders deal with the flow of energy; they let their defense become their offense, turning their opponents' own forces against them.

**Select Feats**

During character creation you are allowed to take two feats for your first level. Take feats that you feel will benefit you and help create your characters play style. After you finish picking two feats then your character is ready to step into the world of The Last Airbender: Brink of War.

# The Classes

**Airbender**

Main Statistic: Dexterity

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

Creating an Airbender:

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

Style Features:

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

Airbending Skills:

* Dry Wound (1): Preparation. Heal 1 life.
* 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 1/2 damage this turn rounded down.
* Focus (4): Preparation. Choose 2 dice, for one die increase the value by one and for the other die decrease the value by one.
* Cyclone Shield (4): Bending Art. Your opponent must have a higher defensive magnitude than your 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 die in your set past 2, increase your dice values by 1. **E.g.** three 3's would be plus one value 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/Defense), Style 2 (Pit Fighter/Offense), Style 3 (Dai Li/Utility)

Creating an Earthbender:

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

Style Features:

|  |  |
| --- | --- |
| Style | Benefit |
| Military Earthbending | During the rolling phase you can raise or lower 1 die’s value by 1. |
| Pit Fighter’s Earthbending | Whenever your set is allocated to only attack or defense increase your dice values by 1. **E.g.** A set of 2 5’s is set in defense. Their values are now 6 giving you 2 6’s. |
| Dai Li Earthbending | During the pooling phase you may reduce your chi by 3/5s. Your set is automatically copied into attack and defense. **E.g.** You roll 2 d10 and the result is two 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:

* Mud in the Blood (1): Preparation. Heal 1 life.
* Harden (2): Preparation. Increase the value of your defense dice by 1.
* Earthen Shield (2): Preparation. Add a die that is lower than your set 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 defense magnitude than your opponent’s attack magnitude, they cannot deal you damage.
* Rock Prison (6): Channel. 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)

Creating a Firebender:

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

Style Features:

|  |  |
| --- | --- |
| Style | Benefit |
| Military Firebending | Your max chi is increased by 10. |
| Circus Firebending | During the pooling phase your opponent first reveals the die tier he is choosing then you choose a die tier. If you select a die tier 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. |
| Spirit Guide Firebending | During rolling phase you may make a set out of your highest and lowest dice values *(these do not need to match)*. |

Firebending Skills:

* Sear Wound (1): Preparation. Heal 1 life.
* Ignite (2): Channel. Add one die to your pool of the same dice tier.
* Wildfire (2): Preparation. Increase the value of your attack dice by 1.
* Leaping Flames (4): Preparation. You may *squash* you set this turn.
* Pyroclasm (4): Bending Art. Roll d12, and then roll a d8. If the d8 shows 3-8 add the d12's value to 2 of your set dice. If the d8 shows 1-2 add the d12's value to 2 of your opponents dice.
* Molten Fury (6): Bending Art. If your attack magnitude is higher than your opponents defense magnitude, lower their defense total to 0.
* Dragonflame(6): Bending Art. This turn if you gained action points you may also deal that much damage to target opponent.

**Waterbender**

Main Statistic: Wisdom

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

Creating a Waterbender:

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

Style Features:

|  |  |
| --- | --- |
| Style | Benefit |
| Northern Waterbending | 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. |
| Southern Waterbending | 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. |
| Swamp Waterbending | During the pooling you may *fuse* once and *split* once. |

Waterbending Skills:

* Clean Wounds (1): Preparation. Heal 1 life.
* Shifting Tide (2): Preparation. Add a die that has a lower value than your set magnitude by at least 3 into your attack or defense.
* Make Waves (2): Preparation. Increase your chi by 10 until the start of next turn’s resolution phase, next 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. Until the end of bending phase you may re-roll up to X dice that you or your opponent controls where X is the number of dice not in your set (the re-rolled dice remain in attack or defense).
* Hypothermia (6): Bending Art. Lower your opponent’s dice values by 2. On the next turn, your opponent must reveal their die tier during pooling phase. Your pooling phase does not end until after your opponent shoots, and your opponent does their shooting phase before you.

# Feats

**Neutral Feats:**

* Expanded Mind
  + Requirements: Wisdom 2
  + You may hold one more action point through resolution phase step C.
* Hardiness
  + Requirements: Constitution 2
  + You max health is increased by 5
* Quickness
  + Requirements: Dexterity 2
  + You first skill used during combat costs 1 action point less (This can make a skill cost 0).
* Strongness
  + Requirements: Strength 2
  + 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 1
  + 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 2
  + When drawing from your chi in non-combat style 1 airbenders use [4] less chi.
* Mocking Winds
  + Requirement: Style 2, Wisdom 1
  + 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 1
  + 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 1
  + When drawing chi for non-combat your dice cost 1 chi less.
* Weather the Storm
  + Requirements: Style 1, Constitution 2
  + When you take 5 or more damage you may reduce that damage by 1.

**Firebender Feats:**

* Blue Flame
  + Requirements: Style 1, Strength 3
  + 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 1
  + You may re-roll one die that has a value of one during any rolling phase.
* Frustration
  + Requirements: All styles, Constitution 1
  + 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 2
  + 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 3
  + 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 1 and Wisdom 2
  + 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 1 and Dexterity 1
  + 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 1
  + You may roll 1 less die during the rolling phase to target an additional target during the shooting phase.

# Combat

When combat begins select your seven skills. Then follow the phase order for each turn of combat.

**Combat Phases**

All phases are completed by both players simultaneously.

1. Pooling Phase
2. This phase is hidden from your opponent.
3. You may *cast channel* skills during this phase.
4. Select a *die tier*. **E.g.** d6, d8, d10, or d12
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 Phase
7. This phase is hidden from your opponent.
8. You may *cast preparation* skills during this phase.
9. Roll your *dice pool*.
10. Choose a group of matching dice value; these will be your *set*.
11. Allocate each die of your set to either attack or defense. You cannot have any die be both attack and defense.
12. Shooting Phase
13. You reveal your dice set.
14. Bending Phase
15. You may *cast* *bending art* skills during this phase.
16. Resolution Phase
17. No skills can be cast during this phase.
18. You deal damage equal to your *attack total* minus your opponent’s *defense total*.
19. Lose all unused *action points*.
20. Gain *action points* equal to damage you dealt minus your opponent’s *defense magnitude*.
21. Restore your chi to its maximum value.
22. If you had a larger matched set than your opponent you gain one combo point.

# Skills

*“Staying on your toes and shifting for the situation. That is what makes a bender  
so powerful compared to other warriors.”- Wandering Mercenary*

Skill usage is what makes the fights between two benders so amazing. A firebender can create a wildfire only to have it stifled by a dirt storm from an earthbender. The clash of elemental powers is what makes bender fights so spectacular.

Each skill has a tier and a type. There are four tiers of skills and three types of skills.

**Tiers**

* Minor skills cost 1 action point to cast.
* Low skills cost 2 action points to cast.
* Medium skills cost 4 action points to cast.
* High skills cost 6 or more action points to cast.

**Types**

* Channel skills can only be cast during the pooling phase. These represent the ways benders will channel their chi to maximize their bending efficiency.
* Preparation skills can only be cast during the rolling phase. Preparation skills help benders maximize their attacks or defenses during combat.
* Bending Art skills can only be cast during the bending phase. Bending Arts are the skills that people know most bender for. Incredible displays of elemental control these are the skills that turn the tides of combat.

**Selecting Skills for Combat**

At the beginning of each fight bender may select seven skills. You can select the same skill multiple times and there are no tiers restrictions. The only limitation is that you select seven skills. On any given turn you can cast only these seven skills. This limitation represents the mindset of a bender when going into a fight, you can’t plan everything but you can be ready for certain things.

**E.g.** A firebender can select five uses of Ignite, and two uses Dragonflame. During a fight if the firebender has 10 action points he can cast Ignite five times, of course with 22 action points the firebender could cast all seven of his skills in one turn.

# Finishing Moves

*“You spend a fight getting to know your opponent and when the time is right  
you’ll know.”- Wandering Mercenary*

During each round of combat the player with a larger *matched set* will gain a combo point. When a player has accumulated enough combo points they are allowed come out ahead in dangerous situations or use powerful finishing moves.

1. If the player has more combo points than their opponents in the event of a tie the player with more combo points will be the victor.
2. When the amount of combo points you have doubled is more than your opponents health you may end combat. If you do, gain narrative control to perform an execution, disabling blow, or something similar.

# Glossary

1. Ability Score- A representation of your characters stats.
2. Action points- Action points are used to cast skills.
3. Attack magnitude- The average of the attack in your set rounded down.
4. Attack total- The total value of the attack die in your set.
5. Bending Art- A display of elemental bending prowess. Usable only during the bending phase.
6. Cast- Spending action points to use skills.
7. Channel- A skill that is used to manipulate chi. Usable only during the pooling phase.
8. Chi- The mastery of your bender. Represents the energy a bender can manipulate.
9. 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.
10. Dice pool- The pool of dice that you roll. After being rolled the pool of values that you create a set from.
11. Dice tier- The tier of your die. D6, D8, D10, and D12.
12. Defense magnitude- The average of the defense in your set rounded down.
13. Defense total- The total value of the defense die in your set.
14. Feat- A special training or attribute of your character.
15. 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.
16. Matched Set- A set where all your dice have the same value.
17. Preparation- A skill that is used to ready your attacks and defenses. Usable only during the rolling phase.
18. Set- A selection of dice normally with the same value; **e.g**. 4, 4, 4 will be a set of three fours.
19. Set magnitude- The average of the values in your set rounded down.
20. Set Size- The number of dice in your set.
21. Skill- A special skills used by a bender to assault, hinder, or defend.
22. Squash- You may lower the values of a set by 1 and increase the set size by 1. Alternatively you may increase the values of a set by 1 and decrease the set size by 1.
23. Split- Take a die and divide it into two smaller die (rounded down). **E.g.** Split a 5 die into two 2 die.
24. Value- The number on your die face.

Change Logs  
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.

v.16

* Changing attack and defense magnitude to reflect new non-matching sets.
* Magnitude is now Value.
* Changed gust to ½ damage dealt/dealing rounded down.
* Air Style 3 is being changed to only stop lowest die (d6 OP).
* Earth Style 3 chi reduction changed to 3/5s from ½.
* Harden wording changed to reflect new terminology.
* Shifting Tide changed to reflect new terminology.
* Old definition of magnitude is now value.
* Focus wording changed to reflect new terminology.
* Squall wording changed to reflect new terminology.
* Make waves has now been changed to a preparation from channel.
* Pyroclasm d8 roll reduced to d6 and percentage reduced to 33% fail rate, also changed to reflect new terminology.
* Squash wording changed to reflect new terminology.
* Strength statistic now changed to reflect new terminology, you now gain extra attack total.
* Each bending has a healing minor.
* Set wording changed to reflect new terminology.
* Attack/Defense magnitude wording changed to reflect new terminology.

v.16b

* Rolling phase step (E) wording changed to allocating.
* Focus wording has been cleaned of older terminology.
* Earthbending Style 1 wording slightly changed, “raise or lower” over “change”
* Fire Style 2 has added words to make the order of its activation clearer.
* Fire Style 3 has had “if you have no matching die,” removed.
* Molten Fury changed to reflect new terminology and cleaned wording.
* Dragonflame changed to reflect new terminology and buffed to allow targetable damage.
* Typhoon has been reworded. Slight change in functionality.

v.17

* Redone character creation section.
  + Create a Background.
  + Determine Ability Scores
  + Choose a Class.
  + Select Feats.
* Added tables for styles to each bending type.
* Added table of contents.
* Re-organized document. Character creation now begins the document after table of contents.
* Ability Score added to glossary.

v.17b

* Wisdom bonus increased to 1 extra action per ability score.
* Added page breaks.
  + Now for all classes too!
* Re-numbered table of contents.
* Added title page.

v.17c

* Took out mention of metal, blood, lightning, and energy bending. It’s no fun to tell people what they cannot do that early!
* Air Style 3 has been clarified (hopefully).
* Typhoon has had offense changed to attack in its reminder text.
* Rewrote part of creating your background.
* Completely changed Earth Style 2.
  + Added “Whenever your set is allocated to only attack or defense increase your dice values by 1. **E.g.** A set of 2 5’s is set in defense. Their values are now 6 giving you 2 6’s.”
  + Removed “During rolling phase if you have no matching die, you may make a set out of your 3 lowest dice value *(these do not need to match).*”

v.18

* Added in a redone skill system along with explanations.
* Added in combo points and the Finishing Moves section.
* Resolution phase has a step for gaining combo points.
* Added matched set to the glossary.
* Combat Phases renamed to combat.