# 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.

# 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.