**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