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.

Neutral Skills

* Preparation. Gain 1 life.

Airbending

* Air Low 1: You may re-roll during pooling phase up to two times. Preparation
* Preparation. You may re-roll your entire dice pool up to two times.
* 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.
* Air High 2: You may roll any dice size with your airbender passive. You may re-roll during pooling phase up to two times. Attunement

Earthbending

* 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.

Firebending

* Ignite (2): Attunement. 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.

Waterbending

* Shifting Tide (2): Preparation. 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. Preparation
* Preparation. You may select any die tier and keep the benefits of your waterbending style.
* 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.

Fuse

Split

Preparation

Channel

Bending Art

Copy