**Avatar the Last Airbender: The years of Chaos**

**Character Creation**

All characters start with base stats of 1, a chi level of 50, and 25 base health. The type of bender you are will be determined by the highest of your 4 base statistics.

* Firebenders will have higher strength than their other statistics.
  + When rolling d12 firebenders will gain plus one to their die pool.
* Waterbenders will have higher wisdom than their other statistics.
  + When rolling d8 waterbenders will choose 2/3 of their pool to keep rounding up, then re-roll the remaining die. This will be their dice pool.
* Earthbenders will have higher constitution than their other statistics.
  + When rolling d10 earthbenders can shift one die up or down one magnitude.
* Airbenders will have higher dexterity than their other statistics.
  + When rolling d6 airbenders will gain plus two to their die pool.

You are given 8 points to spend on changing your starting statistics and 1 feat point. 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 phase 4 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 Feats:

* It’s getting hot in here
  + Requires 4 strength
  + Trigger: If you have no defense in your set when you shoot.
  + Effect: You next sets attack total will be increased by 1
* I can do anything better than you
  + Requires 3 strength and 2 dexterity
  + Trigger: During resolution if opponent gains 7 or more action points while you gain 3 or fewer action points.
  + Effect: gain 4 action points
* I got the magic in me
  + Requires 4 dexterity
  + Activation: spend (X) action points.
  + Effect: Increase the magnitude of two dice with (X) value by 1.
  + Restriction: Only usable once per turn.
* You’re gonna pay for that
  + Requires 3 dexterity and 2 wisdom
  + Trigger: You take 9 or more damage on a turn.
  + Effect: You may cast any low or med skill for free until the resolution phase next turn.
* Rain dance
  + Requires 4 wisdom
  + Trigger: You get 4 of the same number.
  + Effect: Your set magnitude is increased by 2.
* Cold stone reflection
  + Requires 3 wisdom and 2 constitution
  + Activation: reduce your defense set by 2 magnitude.
  + Effect: Re-roll up to 3 dice you or your opponent controls.
  + Restriction: You must have at least 2 dice in your set in defense.
* Iron fan
  + Requires 4 constitution
  + Passive: All damage dealt to you that is over 5 is reduced by 1.
* The core
  + Requires 3 constitution and 2 strength
  + Trigger: When you and your opponent show the same magnitude.
  + Effect: Add one dice of your magnitude to your defense.

**Phases**

All phases are completed by both players simultaneously.  
1. Pooling

1. This phase is hidden from your opponent.
2. Take your *power level* and choose your *dice* . Each die costs as much as its highest face. Therefore d6 costs 6, d8 costs 8, d10 costs 10, and d12 costs 12.
3. Your total *dice*  cost cannot exceed your *power level* (by over 9000).

There are 4 dice tiers for pooling; 6,8,10 and 12. When pooling, you may only choose die from only one tier per round.2. Rolling

1. This phase is hidden from your opponent.
2. Roll your *dice pool*.
3. Choose your *set* of die.
4. 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.
5. Any *skill* that modifies *magnitude* must be used in this phase.

3. Shooting

1. You reveal your dice set.

4. Resolution

1. Damage dealt is equal to your *attack total* minus your opponent’s *defense total*.
2. Lose all unused *action points*.
3. Gain *action points* equal to your damage dealt minus your opponent’s *defense magnitude*.

**Skills**

Firebending

* Fire Low 1: Add one die to your pool.
* Fire Low 2: Increase the attack magnitude of your set by 1.
* Fire Med 1: Squash.
* Fire Med 2: Roll d20, then roll a d6. If the d6 shows 3-6 add the d 20's magnitude to 2 of your set dice. If 1-2 add the d 20's magnitude to 2 of your opponents dice.
* Fire High 1: if you attack magnitude is higher than your opponents defense magnitude they cannot block you this turn.
* Fire High 2: This turn any action points gained during the resolution phase are also resolved as damage.

Waterbending

* Water Low 1: You may move 1 die that is at least lower than your magnitude by 3 into your set.
* Water Low 2: Increase your die size by 1. You maintain your passive.
* Water Med 1: Remove one of the dice in your set and one of your opponents set.
* Water Med2: You double your magnitude when reducing action points this turn.
* Water High 1: Before shooting, choose X of your dice not in your set. Until the end of combat you may reroll up to X dice that you or your opponent controls.
* Water High 2:
* Lower your opponent’s magnitude by 2. On the next turn, your opponent must reveal their pool before rolling and you may choose your set after your opponent shoots.

Earthbending

* Earth Low 1: Increase the defense magnitude of your set by 1.
* Earth Low 2: When choosing a set, add a die that is lower than your magnitude by at least 2 to your defense.
* Earth Med 1: you may slide any dice from you roll into either you attack or defense pools. Broken
* Earth Med 2: After shooting, you may remove a die from your opponent’s set until the set matches your set size.
* Earth High 1: if you have a higher magnitude in defense then their offense they cannot deal you damage.
* Earth High 2: Only useable during pooling. Your opponent’s power level is reduced by 20.
* ??? Only castable during pooling. Your opponent does not roll. Your chi is reduced to 12.

Airbending

* Air Low 1: You may re-roll your pool up to two times.
* Air Low 2: You take and deal no damage this turn.
* Air Med 1: set aside 2 dice rotate 1 up by one and the other down by 1.
* Air Med 2: Your opponent must have a higher defensive magnitude by 2 to deal you damage.
* Air High 1: for each dice roll past a pair you may increase you magnitude by 1 (things like three 3's would be 1 or four 2' would gain 2)
* Air High 2: You may roll any dice size with your airbender passive. Then you may re roll your dice up to two times.

**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. Dice pool- The pool of dice that you roll. After being rolled the pool of magnitudes that you create a set from.
5. Dice tier- The tier of your die. D6, D8, D10, D12, and D20.
6. Defense magnitude- The magnitude of the defense in your set.
7. Defense total- The total of the defense magnitudes in your set.
8. Magnitude- The number on your die face.
9. Power level- The power level of your bender. Represents the energy a bender can manipulate.
10. Set- A selection of dice with the same number; e.g. 4, 4, 4 will be a set of three fours.
11. Skill- A special skill used by a bender to assault, hinder, or defend.