Avatar Pro Bending

A 2-6 Player Dice Game

WHAT YOU NEED

Sets of differently coloured six-sided dice (one set of three dice per player)
A different token for each bender
Pro bending ring

OBJECTIVE

To win a best of three rounds match by knocking your opponents out of the ring or securing more territory each round.

BENDING FORMS

AIRBENDING

"Air is the element of freedom." – Iroh

The difficulty of blocking an airbender's attacks forces their enemies to re-roll any blocks they hit.

EARTHBENDING

"Earth is the element of substance." - Iroh

The natural resilience of earthbenders allows them to re-roll misses once and use any blocks rolled.

FIREBENDING

"Fire is the element of power." - Iroh

Able to spontaneously produce fire, firebenders can re-roll misses once and use any hits rolled.

WATERBENDING

"Water is the element of change." - Iroh

Waterbender's use the power of their opponents attacks against them, forcing any attacks hitting a water block to be re-rolled.
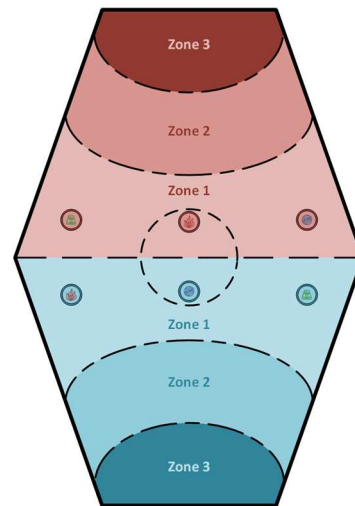
HOW TO PLAY

SET UP

Requires a minimum of two players, up to six.

Each player chooses a form for their bender.

There cannot be more than one type of bender per team.

No more than three people to a team.

Each player places their token in Zone 1.

ROLL AND ALLOCATE

All players roll their three dice.

On standard dice, a 1 or 2 is a miss, a 3 or 4 is a block and a 5 or 6 is a hit.

On fudge dice, blanks are misses, minuses are blocks and plusses are hits.

Firebenders may re-roll misses once and use any hits rolled, while earthbenders may re-roll misses once and use any blocks rolled.

	Miss		Block		Hit	
Custom Fire Dice			🔥	🔥	🔥	🔥
Standard Dice	1	2	3	4	5	6
Fudge Dice			-	-	+	+

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After all players have rolled, re-roll any misses and allocate hits and blocks.
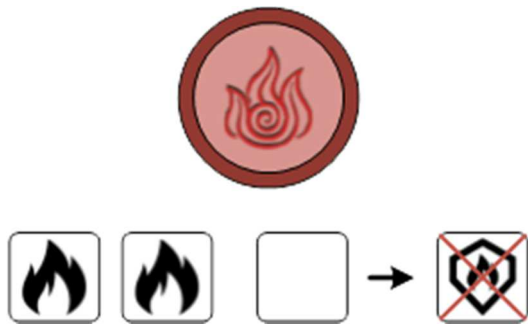
While there is no time limit on placement, it is suggested that no more than 10 seconds are taken between individual dice placements.

Once placed, hits and blocks may not be changed.

Hits may be placed against any opponent.

Blocks may be placed by a bender only in front of themselves or their adjacent allies.

Hits and blocks must be lined up in the order they are placed.

The red firebender rolls his dice. He gets two hits and a miss. As a firebender, he can and does re-roll his miss. Since the re-roll is not a hit, it is discarded until the next turn.

DETERMINE CLEAN HITS

A clean hit occurs under two conditions, either

1) A bender does not block an attack.

OR

2) A bender does not make an attack against a bender attacking them.

Waterbender blocks force other benders to re-roll hits, while airbender hits force other benders to re-roll blocks.
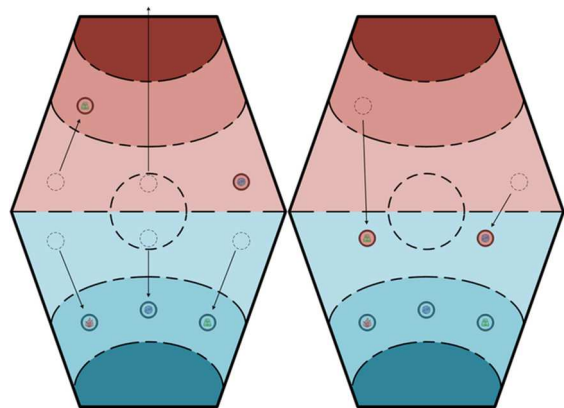
MOVE BENDERS

Benders are moved back a number of zones equal to the number of clean hits landed.

When all the benders on a team are pushed back one Zone, the other benders may all move into that Zone.

Teams gain territory by moving forwards into a Zone and lose territory by moving backwards into a Zone.
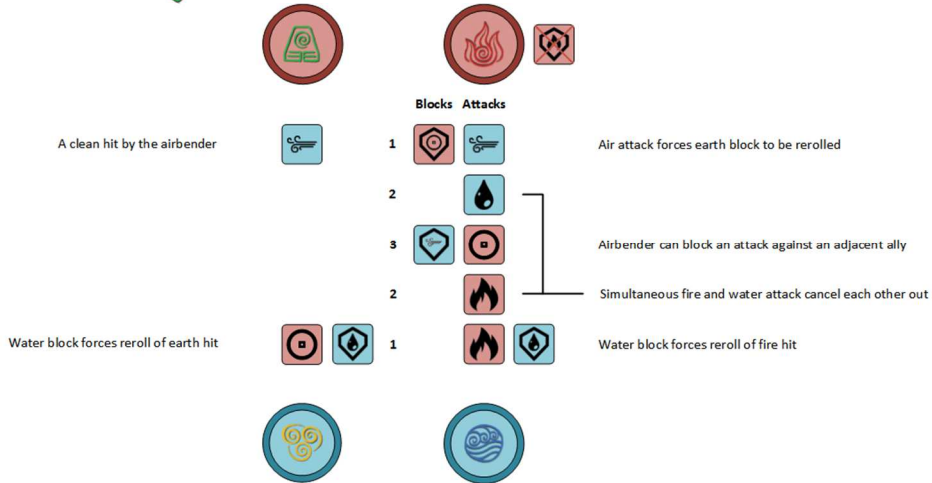
If any bender takes enough clean hits to push them past Zone 3, then they are knocked out of the ring until the next round.

Any bender that takes three clean hits in one turn is knocked out, regardless of the Zone they are in.

Red benders land one clean hit on each of the blue benders, pushing them each back one Zone. The blue benders land three clean hits (a knockout) on the red firebender and land one clean hit on the red earthbender. At the end of the turn, the red benders advance into blue Zone 1, since there are no longer any blue benders in that Zone.

AVATAR PRO BENDING

		Blocks	Attacks	
A clean hit by the airbender		1		Air attack forces earth block to be rerolled
		2		
		3		Airbender can block an attack against an adjacent ally
		2		Simultaneous fire and water attack cancel each other out
Water block forces reroll of earth hit		1		Water block forces reroll of fire hit

In this case, the airbender has made a clean heat against the earthbender.

ROLL TO SAVE AGAINST FALLING

Any bender in Zone 3 that takes only one clean hit may roll to save from being knocked out of the ring.

That bender rolls a single die and on a roll of a 5 or 6 (on a standard die) or plusses on a fudge die, they don't get knocked out of the ring.

Any other roll has no effect.

Korra and Mako hanging off the edge of the Pro-Bending Ring in Avatar: The Legend of Korra.

ENDING THE TURN

Players remove tokens of benders knocked out from play.

All players collect their dice.

Remaining players start the next turn.

TO WIN A ROUND

A round is composed of five turns.

The round ends when either:

1) All benders on one team have been knocked out of the ring.

The remaining benders' team wins the round.

OR

2) Five turns have been taken and one team has more territory than the other.

The team with more territory wins the round.

OR

3) Five turns have been taken, neither team has more territory, but one team has more benders in the ring.

The team with more benders wins the round.

OR

4) Five turns have been taken without meeting any of the other conditions.

The round is a draw.

Benders who were knocked out may reenter with the new round.

All benders start again in Zone 1.

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AVATAR PRO BENDING

The Golden Temple Tigerdillos after they have won Round 1 against the Fire Ferrets, in Avatar: The Legend of Korra.

TO WIN A MATCH

A match is composed of three rounds.

If a team wins two rounds, they win the match.

If there is a draw after three rounds, the game enters sudden death.

Fire Ferrets win a match in Avatar: Legend of Korra.

SUDDEN DEATH

In sudden death, flip a coin and whichever team calls heads or tails correctly may choose which bender from their team will fight.
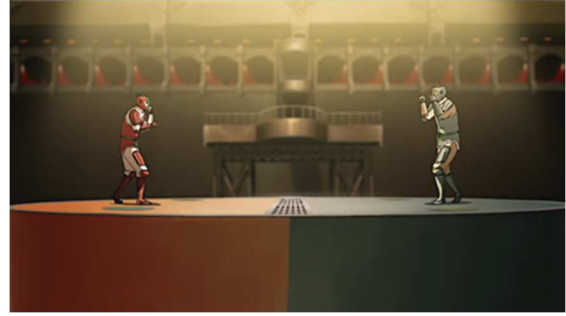
The same type of bender from the other team must fight.

The other team must have the same type of bender, otherwise a different bender will have to be chosen.

The tokens are placed in the middle ring.

Players roll, re-roll misses (as necessary), and allocate hits and blocks.

The first bender to land a clean hit, after all re-rolls are resolved, wins.

Bolin v. Chang in a tiebreaker.

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