Blades in the dark

Critical foundation

Salvage Union

GURPS

Players want challenges, don’t allow player to succeed by themselves in dire conditions

Core rules to focus around

How do I want my players to feel

Playing with turn-based or round-based

Archetype spells

Special background to alter stats

Worlds beyond number

Playtests need to be a bit longer to see how mechanics play out in long terms

Mechanic with time would need considerations

Action economy could be good to make player feel more powerful