

1 Goal

- Replicate the feeling of an anime-like series
- roll a handful of dice without slowing down the game
- tangible power levels
- tangible ends to "campaigns" to create a legacy of pantheons
- "battles" have more to do with clever use of unique abilities (i.e. RP)
- an ability (and, by extension, a character) creation system that can be generated and expanded upon

2 Mechanics to be combined

2.1 Uses for fudge dice

- Chance: standard F roll
- Competitive: $x\text{dF}$ vs $x\text{dF}$
- Challenge: $x+$ needed to pass
- Cumulative challenge: $x+$ to be accumulated to pass. Bank all $+$ result dice until the requirement is met
- Fully commit: Reroll blanks
- Advantage: bank $1+$ for your next roll
- Handicap: no negatives counted
- Cooperative challenge: multiple people combine their rolls

2.2 bonus for statistical anomaly

- Plot token to player upon any nat $4+$
- Plot token to GM upon any nat $4-$

2.3 Ways to count

- As intended: $+-$ is 0
- Only one type counted: typically plus
- Ignore one type: typically either $-$ to handicap or $_$ as unforgiving
- Dual fates: No $+-$ negation
- Banking: set all dice with the same result off to the side, they may not be used until they are spent

3 characters

3.1 creation

- Relevant profession/hobby (aka archetype)
- Tools of the trade
- ONLY 1 major
- Up to 3 minor
- Motivation
- Why adventure?
- Goals
- 1 major: sticks with you for a while
- 1-3 minor: path to acquire major

4 how to compete/fight

4.1 melee

4.1.1 clash

- xdF vs xdF
- Whoever rolls higher has their full attack go through
- If no one wins no damage is done
- Invoke a dual fated 4dF roll to decide next turn advantage

4.1.2 dirty

- xdF vs xdF-1
- If you win, your full attack goes through
- If you lose, there is no damage, you gain disadvantage for your next roll

4.1.3 ranged

- Roll xdF to aim
- Roll XdF for destruction, even upon a miss

5 ability creation

5.1 conditions

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5.2 effect

- Meaty: level+ to roll
- Supernatural advantage: unnatural 4+
- Super assist: level+ to another's roll