System is meant to be played with paper scraps or over a computer program which allows private messages to the GM

REA	Tier 1 Level 1	Tier 1 Level 2	T1L3	T1L4	T1L5	Tier 2 Level 1
S1	0	0	1	1	1	1
S2	0	0	0	0	1	1
S3	0	1	1	1	1	1
S4	0	0	0	1	1	1
S5	1	1	1	1	1	2

Can continue to increase via this pattern.
Each level costs 10x it's "Tier" value. Ie, T1L4 to T1L5 costs 10, but T1L5 to T2L1 costs 20

REA or Reaction Score is your ability to react to changing situations.

Dodge is based on this score and modified by DEX.

You can take the given number of Actions during each second.

Any number of actions allows one simultaneous movement action.

5 1 second Turns in a full round of turns, or a phase.

Actions in a Turn are given in order of DEX, and then REA.

If two players have the same DEX and REA, Hidden actions are given to the GM, and then executed simultaneously.

REA: Reaction, How fast you can react to a changing environment.

STR: Strength, Raw physical force that you can muster.
5x as much health as STR?
DEX: Dexterity, Agility and precision of movement.
INT: Intelligence, A measure of how much information you can comprehend and retain
CHA: Charisma, The little something in the way you act that makes others want to obey you.
RES: Resolve, The part of you that holds onto what you want to do in the face of adversity.

Attack rolls: Attackers DEX+Weapon Proficiency Vs Defenders Dex+Total REA Levels

4 Example levels:

Level	0	5	10	20
~STR	Corpse	Man 40kg	Body Builder 80kg	SuperHuman 160kg
~DEX	Corpse	Man Normal Movements	Spec Ops Complex, Difficult Movements	SuperHuman Movements Humans are typically incapable of.
~INT	Corpse	Man Multiple instructions, Typical questions	Genius Complex, multi-step instructions, Complex puzzles and questions	Super genius, Extremely complex instructions, Multilevel, many dimension questions
~CHA	Corpse	Man Average Charisma, could probably convince 50% of people he actually needed change	Bear Just give it what it wants	Otherworldly being Could probably lead all people
~RES	Corpse	Man If you bribed him, he might do what you want	Zealot	Donald Trump He only does what he wants.

Dice Rolls allowed Levels and Costs

Level	0	1	2	3	4	5	6	7	8	9	10
Cost	0	1	2	3	4	5	6	7	8	9	10
Cumulative Cost	0	1	3	6	10	15	21	28	36	45	55
D6 Dice	0	1	2	3	4	5	6	7	8	9	10

Non-Combat Rolls
Higher Number Wins
STR roll always opposes another STR Roll
DEX Roll Typically opposes a Difficulty roll defined by the DM
INT Roll Typically Opposes a Complexity roll defined by the DM
CHA Roll always opposes a RES Roll
RES Roll Typically Opposes a CHA Roll

Strength of static objects needs to be based on health

Abilities should be bought in the same way, up to a max of the level of the marked stat.

Generic non combat ability: acted upon object makes a roll, this roll is set during this scene. The actor then rolls his opposing roll.

I want detriments and bonuses that add or remove dice in certain situations, or add negative or positive dice maybe d4s.

50% more than needed is a critical success, and the DM gives the player a valuable bonus.
More than equal but less than 50% more is a regular success
Less, but half or more is a failure, but it can be tried again.
Less than half of needed results in a crit fall of some kind that results in it being impossible to continue.
Some worse than others, up to GM

Example:
INT ability computer hacking value of 6.
Complexity value of 4
The complexity roll is 18 (4,5,4,6) ah, this system must be programmed in an unfamiliar way to the player. (Even if the complexity of the program itself is lower than the players value)
If the player rolls 18-27 he has successfully broken into the system.

If the player rolls 27 or more it's a critical success, the DM may give him information he may have otherwise not noticed, or a bonus on the next related problem.

If the player rolls a 9-17 he needs more time to try.

If the player rolls less than nine he locks himself out of the system and can no longer make attempts.