Basic system outline

* Dice traits mechanic.
  + Stats are expressed as a die type + modifier
  + Higher sided dice used to show higher skill level.
* Action test
  + Successes on 4+
  + Number of success dictate the level of success.
  + Difficulty set by number of success required.
* Character stats:
  + Melee
  + Ranged
  + Strength
  + Agility/reflexes
  + Intelligence
* Character Creation
  + Background system to determine starting point for skills
  + Points system for die increase or modifier increase.
* RolePlay reward
  + Some kind of reward system for players who describe character actions in detail or roleplay the character well(appropriate actions even if it is nto ooptimal, talk in character voice ect.).