Shitty First Draft
Proposal for Basic Dice Mechanics
Neon Arcana

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Dice and Pools
This dice mechanic uses six-sided dice. Pools of dice will be created for each test.

Example Roll	Successes		
	Disadvantage	Regular	Advantage
	1	2	3

Edge
Edge is a pool of points. Edge can be used to do **one** of the following:
Change Disadvantage to Regular
Change Regular to Advantage
Add an Extra Success

Example Roll	Successes with Edge		
	Regular	Advantage	Extra
	2	3	4

Glitch
Glitch is a pool of points. Glitch can be taken to gain an extra success.

Example Roll	Successes with Glitch		
	Disadvantage	Regular	Advantage
	2	3	4

Example Roll	Successes with Edge and Glitch		
	Regular	Advantage	Extra
	3	4	5

Test Outcome
Success requires at least 1 success. Each additional success adds to the **Level of Success**.

Game Master and Glitch
On a later test, the Game Master can use Glitch to do **one** of the following:
Change Advantage to Regular
Change Regular to Disadvantage
Character Loses Action