Index

Chaos Gacha

By [Bronzdeck](#)

Hello and welcome to the first and official Chaos Gacha index, where we hopefully desire to answer all questions you may have about the Chaos Gacha and its peculiarities before you hopefully embark on an adventure with it yourself or just peruse it to your own liking.

Before we get started here are all the links for the current latest versions of the Gacha:

Github(Downloadable Version): https://github.com/Bronzdeck/ChaosGacha
Website(Online Version): https://chaosgachaweb.onrender.com
The Newer Cooler Website: chaosgacha.com

Now that that is out of the way here is the Index to use to reach whatever inquiries you might have.

Choose Your Own Start

Choose your own Start is the CYOA for the Chaos Gacha to choose your own start to use in your own story or quest. Definitely not mandatory.
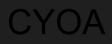
Reference Sheet

Reference sheet is the reference sheet for that gacha that explains the terms of the gacha and how everything inside of it works.

User's Manual

The users manual is for the technical user manual for the gacha about how to operate the interface of the gacha itself and explain the more technical terms.

FAQ & Common Fixes

The FAQ and Common Fixes exists to answer the most common questions people have about the Gacha and fixes for the common bugs that can occur. If you have questions or are looking for a fix for a bug I recommend you consult it first.

CYOA

Choose Your Own Start!

Hello and welcome to the official Chaos Gacha Choose Your Own Adventure (light edition).This exists to give you ideas about how to use your own iteration of the chaos gacha and how you could potentially start with it. For that reason we have provided you with several options to start your own adventure!

So you have decided to take on the infinite chaos of the multiverse against the world? Alright, now it is time to decide how you want to start your new lease on life with the Chaos Gacha. You have multiple preset options presented to your convenience.

Of course, you are completely free to decide your own path, this simply exists as a template to either use or take inspiration from. Feel free to get creative.

~Method of Acquisition~

Method of Acquisition is what it says it is, this is for you to pick how you stumbled upon the Chaos Gacha and managed to get a hold of its power.

1- Patron From Beyond

It seems like you were either found floating around in the wrong afterlife in the endless cosmos or attracted the simple attention of an outer god beyond the stars who chose to grant you the Chaos Gacha as a gift or for their own Amusement before sending you off to a world of their liking.

Who knows? If you prove entertaining enough or stumble upon a coincidence you may even meet your patron face to whatever they are using as a face that you can comprehend.

2- The Entertainer

You have been chosen as entertainment for beings far beyond your understanding and have been given the Chaos Gacha to sow Chaos and change the world. Do not worry too much about deadlines or responsibilities, they are not in a hurry, besides, with the Chaos Gacha there is no chance you won't bring entertainment.

3- Information Storm

You were linked to the Chaos Gacha after dying and slipping out of the road to the afterlife, instead of being confronted with a massive chaotic storm in the middle of space that looked like a game bug your existence was rewritten by the chaotic information, configuring itself as the Chaos Gacha.

4- Pure Chance

You awakened the Chaos Gacha, by real pure chance. By hitting a lottery coincidence with a less than ten to the power of two hundred chance to win, you managed to connect to the infinite ever-changing chaos that sits in the centre of everything and nothing. And gained the Chaos Gacha as a result.

5- Native Link

You awakened the chaos gacha through a link it had into your universe, whether that be a semblance that connected to it, a devil fruit that formed a connection, a sacred gear that channels its power you

have managed to get your hands on it. You were pretty lucky to get that considering a single one existed in all of reality and omniverse, so good job.

6- Mysterious Stranger

You got the Chaos Gacha after winning a small "harmless" bet against a stranger dressed in a formal suit wearing a fedora. Were they god or the devil? Who knows but you apparently passed some sort of test or they humoured you, regardless, you now have access to the infinite chaos of the cosmos.

~Starting Options~

Starting Options is how you ended up where you ended up, another world of fiction or perhaps you were in your own world without realizing it was a piece of fiction in the base world. Regardless, you've got options!

1- Transmigration:

You were transmigrated into the new world. You are still you in all of the ways. You are a baseline human with baseline human stats, you may have some backstory in this new world you are in and knowledge about it downloaded into your brain but generally you have only the clothes on your back and the gacha in your soul.

Starts with:
3x Random Gold Gacha Tickets

2- Native:

You are a native to the world you are in, what do you mean you live in a world of fiction? This is all just normal to you. As a native, you have good knowledge of the world you are living in, allowing you access to prior training and an established backstory that may help you later down the line. But such a convenient life means that you won't need as much starting assistance from the gacha. You are a big boy/girl who can earn their own tickets.

Starts with:
1x Random Gold Gacha Ticket
or
2x Random Silver Gacha Tickets
or
3x Random Bronze Gacha Tickets

3- Take Over:

You have woken up in the body of a canon character with all of their backstory and all of their memories that you need. You likely already have some sort of training and powers already having prepared you for the original plot. Considering you already have powers and training you won't need a starter's pity. Go out and earn your own tickets.knows but you apparently passed some sort of test or they humoured you, regardless, you now have access to the infinite chaos of the cosmos.

Starts with:
No tickets

4- Changed Fate:

You were originally meant to be the protagonist, the fated child who would solve the world with their fate given cheat. Unfortunately, that seems to no longer be the case and the infinite chaos of the

multiverse seems to have replaced whatever cheat you were supposed to get. There is no canon to rely on, so pull yourself up by the bootstraps. At least, you get some starting tickets to ease the pain.

Starts with:
1x Platinum Random Gacha ticket
2x Gold Random Gacha ticket
or
1x Triple Advantage Platinum Random Gacha ticket

-Note: If you get unsuitable rolls you are free to reroll a few times to make sure the story can actually work with your rolls. Don't sweat it too much. And if you want to alter the starts and their tickets a little, feel free to.

Reference Sheet

FEATS & TICKETS

Arguably the most important part of the gacha and what allows the gambling in the first place. You roll the gacha by acquiring tickets that roll the corresponding gacha they align with. But to get Tickets you have to perform feats first. What are feats you may ask?

~FEATS~
A feat is, in essence, anything impressive you manage to accomplish. And the more impressive what you do is, the greater the ticket you get from it. Feats are judged off of several factors, such as how objectively impressive it is, and then the comparison of the feat to your current power level.

Killing a city-destroying Kaiju will be a great feat no matter what that will guarantee a good ticket. But depending on your power level the ticket may change. If you were massively stronger than the Kaiju you may only get a Platinum Ticket but if you were considerably weaker than it you may even get a Legendary Ticket.

It is all relative, simplest put, the more impressive what you do is the better the feat you get will be and by relation the better the ticket you get from it.

Usually, feats are only by the weight of the action itself without too many specifics, for example. You kill someone named Joe, he is the average man, blond with blue eyes without much training in fighting.

Killing him when it's your first time killing someone would give you the feat:

Feat Achieved! Take your first life
+1x Silver Ability Gacha ticket

But it won't give you tickets such as:
Feat Achieved! Kill a blond for the first time
Feat Achieved! Kill a blue-eyed person for the first time
Feat Achieved! Kill a man for the first time

Because killing Joe was a single action with a determined <u>Karma value</u>, all of those actions add up to the feat that is killing Joe. Gacha does not care much for semantics.

There is also the matter of a feat having several tiers. Pickpocketing 10 people may give you a bronze skill gacha ticket, but pickpocketing 50 may give a silver skill ticket. But beyond that, you won't get any more tickets from simple pickpocketing because the action of pickpocketing regular people simply is not impressive enough for a gold ticket unless you reach an absurd number of people.

And here are the usually ways what feats align with what gacha category you are going to get.

Ability: Ability tickets usually come from displays of power or defeating an enemy

Trait: Trait tickets usually come from displays of resilience, survival, or changing a status quo. Like joining a hard to join faction or come out of a situation you had no right to come out of.

Skill: Skill tickets usually come from displays of expertise and finesse like pickpocketing a king or impressing a dragon with your culinary skills.

Item: Item tickets are usually obtained by displaying feats relating to items or acquiring things. For example robbing a bank, being given a great treasure or acquiring something valuable.

Familiar: Familiars tickets are usually obtained through feats relating to companionship, taming and diplomacy. Such as starting a romantic relationship, getting your own army, doing something that warrants a companion, taming a beast etc.

Ways to get categories can have overlap so it usually depends on the author's discretion. You could also choose to just give whatever ticket your mc feels like they lack at the moment or what you feel would be more entertaining. After all, writing the story is more important than adhering to the rules.

Here is an example feat for each category assuming the user is roughly on the same power level as their adversary.

Feat Tiers:

Bronze: Bronze feats are feats that are usually possible to accomplish by mundane people but are still impressive. Like pickpocketing 10 people in a row without being caught, hunting some animals, landing a backflip first try with Savoir Faire etc.

Silver: Silver feats are feats that actually enter into the realm of supernatural or peak human, or less depending on how far along you are. For example, putting on a show that impresses a large crowd, earning 10,000 dollars in one day, taking down a gang in their own hideout, killing a bear without using ability slots, taking down an adversary capable of breaking down walls and slaughtering a crowd etc.

Gold: Gold feats are feats that are firmly in the impressive category. If you can do these it must mean you are pretty impressive yourself. Such as pulling off a giant heist at a guarded bank, escaping likely death sentence, seducing a very notable person, or winning against an enemy capable of causing a lot of destruction like the Bat Devil(Chainsaw Man)

Platinum: Platinum feats are not just impressive anymore, they are true accomplishments. Such as breaking a record that you had no right to break, escaping almost certain death, pacifying a being massively stronger than you are, defeating formidable foes who can level entire city blocks with their attacks like a skyrim dragon.

Diamond: Diamond feats are truly extraordinary and rare, being feats that are truly beyond the ordinary. These are feats like seducing Satan's wife, helping fend off the chitauri invasion, contract a truly powerful dragon as a familiar, save a city from doom, slay an opponent like the Nomu(MHA). These are feats that are truly epic.

Legendary: Legendary feats are as their names say, Legendary feats, things that would put a legend on your name, something no normal person can accomplish. These are feats like steal Thanos' gauntlet off of his hands, slay a legendary dragon, tear the wings off of an arch angels back, save an entire country or even the planet from a legendary threat, seduce a real god, kill a being like full power Shigaraki Tomura(MHA), win the Holy Grail War(Fate). These are feats only stuff of legends can do.

Mythical: Mythical feats are feats that puts you shoulder to shoulder with divine beings. You accomplish feats only godlike beings could hope to achieve, most lower worlds cannot even reach such a height. These are feats like saving the entire planet from a prophecy, besting the Sword Saint(Re:Zero), seducing Lady Death(Marvel), conquering a high rank world, defeating the Dragon King(Acnologia), stealing Gilgamesh's Treasury(Fate), pacifying Scion(Worm). Mythical feats are those that shake the universe at their foundation.

Divine: Divine feats are finality, feats that cannot be compared and cannot even be accomplished under normal circumstances. Feats that put you on part with even the strongest of beings in existence. Feats such as defeating Scion(Worm), defeating Goetia by yourself(Fate), conquering an entire high tier world/universe, defeat the Justice League, rob Darkseid blind, seduce Darkseid, Conquer Earth(Marvel/DC). In general, Divine Feats are proof of your absolute supremacy.

Now of course, do not take these classifications as gospel, adjust the feats according the world your character is in and their circumstances. This is just a guideline or a reference for you to use.

Now then, enough about the feats, it's time to get into the meat of it and what the feats provide to you.

~TICKETS~

Tickets are the tickets that allow you the Chaos Gacha according to the categories they align with and are earned from performing feats, finishing quests or other means. A ticket has three parts to it.

Let's take an **Advantage Gold Random Gacha Ticket** Ticket for example.

Prefix:

[Advantage](#) Gold Random Gacha Ticket

The first and usually uncommon part of a ticket is the prefix. A ticket with an Advantage prefix means you roll the ticket twice and pick between the two results you get. If it says 3x Advantage it means you roll it thrice and pick the result out of the bunch etc. So far Advantage is the only prefix there is to tickets. At least officially that is.

Rarity:

Advantage [Gold](#) Random Gacha Ticket

Rarity or class of the ticket represents which rarity pool it is pulling from. A Gold rarity ticket means its pulling from the Gold gacha, meaning it is likely to give a Rare result but has a rarer chance of giving out an Elite or Uncommon result and a super rare chance of giving an Epic or Common.

Category:

Advantage Gold [Random](#) Gacha Ticket

The category of a ticket represents which of the gachas it aligns with. An item ticket pulls from the item pool and an ability ticket pulls from the ability pool. A random ticket on the other hand randomly picks one of the gachas to pull from.

So Gold Random together means the ticket pulls from the random pool with the Gold tier of ticket.

ABILITIES

Abilities are supernatural abilities that occupy ability slots to use and energy to activate. Abilities can range from anything from creating a spark of lightning from your fingertips to manipulating the fabric of all spacetime.

Most, if not all abilities scale with the user's basic stats. But rather obviously, higher-rank abilities scale way more than lower-rank abilities. And even if they aren't specified, the power of a feat, trait, item, etc. is implied by their rarity. So don't expect a rare dispel to win against a legendary fireball unless you yourself are above legendary rank in strength.

One thing to note is that despite some abilities coming from other native universes, they are not one to one, not requiring the use of their native energy source nor granting the user the ability access to their native world's energy. Instead accepting any form of energy native to the user themselves.

~Ability Classifications~

Ability classifications are pretty similar to Worm classifications since they were used as the base of the classes but over time I changed what classifications there would be to more accurately describe abilities.

1-Enhancer: An ability that enhances the physical capabilities or attributes of the user in any way like Super Strength or Super Soldier

2-Emitter: An ability that produces or emits something, usually natural elements or projectiles like Heat-Vision.

3-Thinker: An ability that is related to mental or perception such as Thought Acceleration or Hawk Eyes.

4-Tinker: An ability that is related to interfacing, manipulating, building or creating technology such as Technopathy or Tinker Specialties from Worm. Tinker abilities can take inspiration from your existing abilities, traits and skills. If you have Cryogenics and Enhanced Vitality maybe you would get inspired to make ice that preserves vitality. By default your technology is blackboxed by the Gacha and cannot be reserve engineered without your consent.

5-Alteration/Alter: An ability that grants, alters or changes the properties of a target or reality. Usually, reality-bending abilities fall into this category. Examples are Time Stopping and Flight

6-Manipulation/Kinesis: An ability that involves manipulation or control of a pre-existing force of nature or substance. Examples include Pyrokinesis and Gravity Manipulation

7-Recovery: An ability that heals or recovers an entity to a better state. Examples include Regeneration and Purification

8-Mover: An ability that is related to movement or transportation of an entity. Examples include Super Speed and Teleportation

9-Changer: An ability that allows the user to change their body. Examples include Wings and Horns

10-Stranger: An ability that grants its user hiding and stealth capabilities. Examples include disguise and invisibility

11-Master: An ability that involves commanding and controlling or creating minions or targets. Examples include Summon Earth Elemental or Mind Control

12-Passive: An ability is a passive effect that is not triggered consciously by the user and is either permanently active or activates automatically under certain conditions. Examples include Superhuman Physique and Sixth Sense

Ability Classification Example:

Here is an example of how an ability is classified, for example, let's take Escanor's Sunshine.

[Sunshine]
[Class: Passive, Enhancer, Emitter]
Passive: Sunshine works without Escanor's input when he is under sunlight and in the daytime.
Enhancer: Sunshine enhances Escanor's physical abilities
Emitter: Escanor is capable of emitting flames when Sunshine is active
Changer: Escanor changes to a more muscular state when Sunshine activates

~Ability Slots~

By default, you start with one Ability Slot, Ability Slots dictate how many abilities you can have active and use at once, every ability occupies a single ability slot and switching out an ability from an Ability Slot makes it go into a 5-minute cooldown before you can switch that specific slot again. By default you start with a single ability slot and gain a new ability slot every 5 abilities you have by default but you can decide to do it some other way.

TRAITS

Unlike abilities, traits do not require energy to use in almost all cases, in addition, Traits do not have active functions and work almost exclusively passively or reactively. Traits do not occupy ability slots and any amount can be possessed at a time. They can however be toggled if their effects are undesired.

Traits largely act as modifiers on the world, like making you more attractive to a certain graphic, enhancing the effects of some aspects, increasing resistance to an aspect or just generally changing something. There are exceptions but they aren't common.

-Race Change-

Among the Traits there are a subset that are tagged with (Race), the moment you toggle these Traits you permanently turn into that race or that race hybridized with your current race. If undesired, race traits can be rerolled(with the ticket they came from) if you have not turned them on.

ITEMS

Items are what aren't Abilities, Traits, Familiars or Skills. They usually take the form of physical items separate from the user such as weapons, armour,

consumables, potions etc. but they can also take the form of structures that are placed according to your wishes when you take them out.

Terms

Cooldown: A cooldown represents the amount of time it takes to invoke the active effect of an item between its uses. before a cooldown expires the active effect cannot be used again. This cooldown can be decreased by some abilities, traits and even items.

Restock Timer: A restock timer usually exists for items that are consumables or items that are meant to be expended. Once you take the item out of storage the restock timer represents how long you have left until you can extract another copy of the item.

For example, an iron bar with a 1-hour restock timer. You can take out the iron bar and it will start the timer, after the timer ends you can take out yet another iron bar. The restock will not start until you take out the item.

FAMILIARS

Familiars are living(sometimes) beings that can act independently (sometimes) from the user. For a being to qualify as a familiar, they have to be distinctly inhuman or have very obvious inhuman characteristics.

Creatures like Elves, Devils(DxD), or Dwarves do not count as a human could cosplay as one with relative ease. But a creature like a kitsune or a spiritual lifeform that otherwise resembles a human does qualify as a familiar.

Familiars can restore their own energy reserves by drawing on the user's energy with their consent. They exist in a familiar storage that they can be summoned to and from at any time. They also receive sustenance and slowly heal inside familiar space.

If you manage to completely tame a non-human being/creature, they can be added to the familiar list and get the same benefits as regular familiars.

SKILLS

Skills are completely intangible and act purely as knowledge inside of the user's brain. The moment a skill is pulled and confirmed, the user gets all of the information and experience downloaded inside of their brain. The knowledge is comfortable and only needs getting used to. The downloading process can cause a small headache.

Levels generally go as:

~Basic~

You have little knowledge and experience in the subject. You are a rookie in this skill. This is roughly equivalent to about a year of dedicated training on the subject.

~Intermediate~

You are experienced and knowledgeable in the subject. If this were swordsmanship, you would be on the level of the average experienced soldier. This is roughly equivalent to about five years of dedicated training on the subject.

~Adept~

You are truly experienced and knowledable in the subject, enough to be considered generally very skilled by most people. If this were swordsmanship you would be as skilled as a veteran. This is roughly equivalent to about 10 years of dedicated training on the subject.

~Expert~

You are an expert at whatever subject this is in. You are more skilled than most people will ever be in the subject. If this were swordsmanship you would be on the level of a veteran knight or a royal guard. This is roughly equivalent to about 25 years of dedicated training on the subject.

~Master~

You are an absolute master at whatever subject this is in. You are at the absolute peak of what a normal could achieve in this subject, no normal human can reach the same level of mastery on this subject. If this were swordsmanship, you would be revered as a legendary master swordsman. This is roughly equivalent to about 100 years of dedicated training on the subject. You are on the level of a talent who has dedicated their entire life from their birth to their death solely to this craft.

~Grandmaster~

You are a grandmaster at whatever subject this is. You are beyond the peak of what a human can achieve, you are what happens when a one-in-one-billion talent meets hard work. If this were swordsmanship, you would be Sasaki Kojiro from Fate, you are a true anomaly and legend.

~Divine~

You have reached the realm of a god in this skill, if this were blacksmithing you could surpass Hephaestus in skill. It isn't an exaggeration to call you a god in whatever area of expertise this is in.

User's Manual

Users Manual

Welcome to the Chaos Gacha users manual to help you understand the technical side of the Chaos Gacha and help you navigate the website and downloadable version.

Explanation: Categories

Categories show you which part of the gacha you are pulling from, abilities pull you abilities, items pull items etc. And Random pulls from a random gacha(1 in 5 randomly chosen). Just click on a category and it will be selected.

Explanation: Rarities and Parameters

Those numbers you see called minimum, average and maximum allow you to set the parameters for the gacha, minimum and maximum show the minimum and maximum values the gacha can pull. So if you set the minimum as 1.7, the lowest number your roll can pull is a 1.7

Minimum = The lowest value your roll can pull, if you set this to 1.5 you cannot roll anything below 1.5 when you press roll

Average = This is the average of what your roll will get you, for example, if you put the average as 2.0 and roll 1000 times, the number that comes up the most will be in the 1.9 - 2.1 range.

Maximum = This is the maximum your roll can pull when you press roll. If you put this to 5.0, whatever you roll when you press roll will not go above 5.0 except in very rare circumstances.

And for those of you wondering what these numbers range from 0.1 to 9.9 correspond to. Those are the rarities of the items of the gacha, the closer to 9.9 an entry is, the better it is. And as for what the rarities actually are:

0.1 - 0.9 = Trash
1.0 - 1.9 = Common
2.0 - 2.9 = Uncommon
3.0 - 3.9 = Rare
4.0 - 4.9 = Elite
5.0 - 5.9 = Epic
6.0 - 6.9 = Legendary
7.0 - 7.9 = Mythical
8.0 - 8.9 = Divine
9.0 - 9.9 = Transcendant

Explanation: Presets

Presets are the chosen presets based on the ticket system I use in my works, bronze is a bronze ticket, silver is a silver ticket etc. The tickets are ordered according to which rarities they correspond to, such as Bronze usually giving commons and gold usually giving rares etc.

For example: A Gold Item Gacha Ticket is a ticket that allows you to roll the Item Gacha in the Gold preset with an average rarity of 3.3.

Explanation: Buttons

Here are what those buttons on the screen(For downloadable version) do in detail.

Edit & Making Your Own Entry
Allows you to edit the text file containing the items, for example, you could delete an ability you do not like for it to not appear any more or add your own item to the list. Beware that if you do not format the item you add correctly it will cause the gacha to stop working. To add an item you must follow this format.

(Ability Number).(Ability Name),(Rating)
#(Description)

Ability number can be any number you can put, just don't try to add characters other than 1 through 9. But be careful to make it not overlap with other numbers or else the gacha will freak out.

Ability names can be anything as long as you don't add emojis or special characters. And definitely no (,) or (.) can be added or else the gacha will not run.

Rating must be written as (Number.Number), for example, 0.2 4.2   5.3   5.6   8.0 etc.

You must also add a description under the item for it to be counted, if you do not want to add a description just put a # but there needs to be at least something under the ability for it to not break.

—Copy—
The copy button copies the current ability or item you have on your screen alongside its rarity and description to your clipboard for you to be able to copy and paste it with ease.

—Options—
Toggle Logs: This allows you to toggle the console which will show you the history of what items you pulled in order in case you clicked twice or just want to see your averages or something. Opening and closing the log resets it.

Fonts: For those of you who do not like the default Courier font I prefer there are several presets for you to choose from ranging from Comic Sans to Arial.

—Roll—
Starts up the gacha and rolls it according to your chosen category and parameters.

—PG Mode—
The PG mode disables the more… Nsfw entries on the Chaos Gacha for those who want to write more Safe For Work things.

—Classic Familiars—
The Classic Familiars filter allows you to enable and disable the more character familiars for Authors that want a more Classic Familiars experience that does not include familiars that can speak or are closer to people than traditional familiars for those who are worried about character bloat or simply do want a more traditional familiar experience.

—Sci-Fi Filter—
The Sci-Fi filter is for those that are writing about less advanced worlds that abilities such as Tinker abilities or High Tech items like a blaster do not fit in or work with. By turning on Sci-Fi filter it will exclude all entries that contain elements that are beyond the usual technological level of a pre-modern world.

—Patreon—
This button allows you to access my Patreon if you feel like supporting me and my works as well as the Chaos Gacha.

FAQ

FAQ

Here is some of the questions that are frequently asked about the Gacha both about its web version and downloadable version. Including some fixes to common bugs.

Q: Chaos Gacha Web Version doesn't work properly on my laptop/mobile, how do I fix it?
A: This is caused by the ui of the web version getting compressed and ui items overlapping due to small screen sizes. As long as you adjust your zoom it should work properly, usually 50% works.

Q: Can I use the downloadable version on my mobile?
A: Not yet.

Q: I found some spelling mistakes/bugs about the gacha, how do I report them?
A: You can report such things on any of my accounts that have a DM function or preferably using the issues on my [Github Page](#)

Q: When I download the downloadable version my antivirus flags it, what's up with that?
A: Unfortunately, due to the gacha being compiled with Pyinstaller which is infamous for being used to compile malware most antiviruses flag it as potentially dangerous.But I can assure you it is virus and malware free, you can view the entire code freely on Github where you can download it. And if you are still worried about the possibility of a virus/malware you can download the raw code and compile it yourself.

Q: I rolled above/below the maximum minimum/maximum, how did that happen?
A: Due to how the rolling mechanism works to prevent crashes it can rarely exceed the maximum threshold of a ticket by a few margins. If that happened to you either got exceedingly lucky or unlucky.

Q: What are the terms of use/conditions to using the Chaos Gacha in my story?
A: Nothing much really, I'd appreciate it if you credited me for my work and put a link to my account and/or the Chaos Gacha itself.