

*Playtesting is always needed, nothing is in stone

Design problems with other systems that we want to solve:

- 5% crit success/fail chance in D20
- Too much math/dice in Shadowrun
- Too many rules in Shadowrun
- Reward for high skill ranks
- Reduce punishment at high skill ranks
- Prioritize party balance rather than individual character balance
- We're inspired by the WOD Magic System
- Create with only stuff found around the house

Current Agreeances:

Truths:

- Using D6
- Numbers small enough to do head math
- Numbers big enough to balance
- Combat + Skill systems more streamlined than shadowrun
- No adding/subtracting negatives
- Balance is for babies in a non-PVP game

Current Needs:

Character Abilities: Done (Feats, Skills)

Leveling/Progression: Done

Movement: Done

Combat: Done

Creating Enemies: Have not looked at yet (Should be simplified implementation of PC)

Crafting: Later Implementation

Loot:

Add + To skill = more dice for skill

Affix/Prefix for various effects

Affix/Prefix effects scale based on weapon quality (maybe)

ID difficulty from weapon quality (Is no ID system yet, maybe later for flavour)

Weapons Rarity 1-5 (Done +1-+5)

Skill 1-5 needed to ID rarity of item (not yet)

ID instant (rarity < skill) (not yet)

Stats:

Likes:

Influencing rolls++

Stat modification

Dislikes:

Limiting options/removing agency

Maintenance System
No - Maybe later