

- Narrative RPG with a focus on "scenes" instead of encounters, without a specific "combat mode"
- Can be used with any genre
 - Best with either real world based (because then people innately know the limits) or no limits (like superheroes, holodeck, magic), anything in between is too hard to know what is/isn't possible
- Goal is to have a fun RPG that translates imagination and shared storytelling into a concrete and involved check, that scales well and cuts out a lot of crunchy mechanics
 - Need to keep action moving, not bog down with boring, non-check details. Quick scene descriptions with a clear goal/desired outcome
 - There could be individual/secret character goals for the story, sometimes at odds with each other
 - Characters have attributes (Mind, Body, Soul?) and Skills (not a list, depends on genre), and Stamina for each attribute (so your Mind can be attacked/damaged as an example)
 - Likely need enough attributes to have variety and cover enough situations without being TOO granular where it's hard to decide on which to use
 - Sheet is likely Attributes with Stamina directly under it, and below that a list of skills (written as +1 or just 1 or a total?)
 - When making a character you can increase 1 attribute and decrease 1 other (or maybe 2 of each?)
 - Mind/Body/Soul are probably 4 to start, Staminas are attribute+2, can have 1 or 2 skills?
 - Level up is called something else ("Advancement?") and let's you increase 1 attribute at a -1 Stamina cost to something else OR 2 Stamina OR 1 skill
 - Or maybe always +1 AND -1 attribute per level. Stamina is always attribute + level? Skills are awarded outside of level ups and are due to good play or consistent usage?
 - Skills need to be specific enough so they aren't always used (like "Fighting") but generic enough to have value (so "Single Target Sword Fighting" is okay compared to "Single Target Sword Fighting Against Zombies")
 - Maybe super specific skills get a double bonus? "Swimming" would be +1 but "Deep Water Cave Swimming" would be +2 because it comes up less often?
 - Need to provide an example list of Skills for the current genre being played
- Scenes are decided via dice pools that can be customized a bit
 - All D6 based
 - Looking for more successes than the opponent/target
 - Concept is dice pool from attribute, so let's say 4 Might = 4D6 available
 - Difficulty of check is Trivial (3+), Easy (4+), Normal (5+), Hard (6+), Impossible (7+)
 - Usually just the middle three are the basis, Trivial/Impossible are just for special circumstances
 - All checks are Opposed, to keep difficulty challenging/scaling
 - Compared to EoTE where vs 4 purple dice becomes super easy, but you can't artificially increase
 - Decide attribute and whether a skill applies, and the difficulty
 - So for a basic melee it might be "You have a Normal Body check vs enemy Normal Body"
 - Then if say the opponent is in cover your check goes to Hard Body
 - Or maybe you have the high ground, so your check goes to Easy Body
 - Once check is determined the player and GM decide how to allocate dice pool, Fickle or Flat
 - Fickle means your roll, Flat counts as 1 success IF a Fickle roll succeeds
 - Must have at least one Fickle from dice pool
 - Think of it like a survivalist prepper (having a lot of Flat successes in prep work) that needs a Fickle chance (say a storm or war) to use all their Flat successes

- Roll Fickle and decide total successes, whoever has more wins. On a tie whoever used more Fickle wins. If that still ties whoever had the SMALLER dice pool wins (underdog)
- Depending on situation the number of successes can be directly subtracted from Stamina of the target attribute
 - For example a sword wound reduces Body Stamina
 - A compelling argument might reduce Mind Stamina
- Equipment can maybe change difficulty? Or somehow factor in?
- Skills just boost the dice pool used. So if you're moving in water and have a Skill named Swimming the check might go from a 4 dice pool Hard Body to 5 dice pool (+1 from Swimming let's say) check
- Maybe there is a chance for the opponent to react/do something back if they win the check? Such as swinging a sword at each other the opponent can slice back?
 - Probably not necessary as play will be pretty fast. ie: attacker rolls, fails, turn order rotates to enemy and they might say "Well I'm going to try to stab him back"

- At the start of each session each player puts 1D12 into a "Fate Pool". These can be spent once per check (by any player) during the game as Fickle
 - Basically turns a Hard check (normally 1/6 chance) into Easy (50% success), or makes the Impossible checks possible

- All scenes are abstract (no board/squares)
- Play is narrative in the sense players describe what they want to do and the GM converts that to a check
- Scenes have some kind of Turn Order decided at the start, probably everyone rolling a Normal check with the target attribute varying based on the encounter focus
 - For example combat would have a Normal Body, social a Normal Mind, etc.
 - Whoever has most successes goes first, then play clockwise from there
 - Maybe enemies go after each player?
 - Maybe don't have any turn order at all, and just alternate back and forth, with who goes first based on who wants to act first
- When a player describes an action it can include movement, repositioning, talking, etc.
- Anything that is too crazy is deemed Impossible (but Fate could be spent to achieve it)
- Generally players try to include what they expect to happen on success
- Some players might start to do the same "move" over and over (especially during combat). They can write these down and the check can be fairly consistent for it
- Deciding the difficulty of the check isn't based on the character attempting it, in the sense of their specialization, but instead on their situation. Basically "checks are based on the situation, not the specialization"
 - ie: Climbing a rock face is Normal for everyone. It becomes Hard if it's raining, or Easy if there is a rope. The actual "ease" of the check itself comes from a good climber having 6 dice, and a bad climber having 2
- Normal checks have a simple outcome with no real special effects. Hard checks normally have attached special effects, like affecting multiple people, maybe making the enemy miss a turn, etc.

- Example: I want to rush up to the two zombies and do a massive swing with my hammer to hit them both. This would be a Hard Body check
- Example: I want to magically summon a pit of lava behind the target. Hard Soul, but the player has +1 Skill in Fire Magic so they use that dice pool
- Example: I want to sneak up on the guard and shove them into the pit of lava. Hard Body.
- Specific Example: I want to move forward and hit the enemy with my weapon. Level playing field. Normal Body check for both. Player has 5 Body, no skills. Enemy has 4 Body, no skills. GM takes 4D6, puts 1 in his right hand to roll as Fickle, and 3

in his left hand as Flat...quite risky but with a big payoff. Player puts 2 in each hand for a balanced approach. Both reveal and then roll. GM rolls 1D6 getting 5, so 1 success + 3 flat = 4. Player rolls 2D6 and gets 2 and 4, so 1 success + 2 flat = 3. GM wins.

TEST

- Should the Fickle dice explode? Still counts as 1 success but you get to roll another D6. Too swingy?
- Without exploding if you're a 6 dice pool against a 2 dice pool you can pretty much guarantee a win by rolling 4 Fickle. That kind of disparity isn't unlikely either
- Maybe instead of exploding rolling a 1 = Fumble and counts as -1 success? Except I think people need to be motivated to use Fickle, not punished
- Could have multiple people involved in a check? Like "you two roll Hard Body from an avalanche, the other three are outside the area. The avalanche is rolling Normal Body"
- Could have a set success target? For the above example rolling is a bit wonky, instead you could say "you need to beat 4 successes to survive"

NEW

- Could have Fate dice do something bad on a roll of 1. Basically call it "tempting Fate".
- Reduce ALL players current Stamina for ALL categories by 1 on a roll of 1? Basically karma fatigue
- Travel time should matter, especially for real world genres
- Walking speed is roughly 1.5 meters per second, or 5km/h
- Running or "combat" speed is twice that at 3 meters per second, or 30 meters in a 10 second action
- Recover 1 Stamina per hour, or 2 if resting, can try to recover extra but a failure means losing more
- Upside is resting for 8 hours recovers 16 Stamina which is the cap basically
- Generally march 8 hours a day, sleep 8, camp and explore for 8