The Current System

The Current System uses Fudge dice (also known as Fate Dice) to make +- combinations, or currents. Each current counts as one success.

+ − +

THIS ROLL PRODUCES ONE +- COMBO, OR ONE SUCCESS

Each stat's score is the number of dice in that pool. An attack stat of 4 has 4 dice in its pool. Use different color dice to tell them apart after rolling. Currents can only be made with dice from the same pool.

PERFORMING ACTIONS

To perform an action, you state what it is your character is doing and they do it. You can determine how successful they are by making an action roll. If the action is proactive (your character takes initiative) roll your attack and pluck dice; if reactive roll defense and pluck.

An action using secret identity skills, regardless of type, rolls secret identity and pluck dice.

- 0 successes – desired outcome didn't happen
- 1 success – desired outcome happened, but was somehow limited
- 2 successes – desired outcome happened exactly as hoped for
- 3+ successes – desired outcome happened and also had an unforseen extra benefit

COMBAT AGAINST VILLAINS

Villains have attack and defense stats, but no pluck. They attack and use their powers as the heroes do. Combat is always between one hero and one villain.

When combat starts, the hero and villain both declare how they enter the combat but not the attacks they make. "I drag the tip of my sword across the ground as I charge!" is good, but not, "I swing my sword at his head!"

Both sides roll all of their attack, defense, and pluck dice. Attack dice make currents only with other attack dice, defense with defense. Pluck dice can be added to attack or defense, but not other pluck dice.

Each attack succes does 1 point of damage to your opponent. Each defense success blocks one of your opponent's attack successes.

ASSISTED COMBAT

There are times multiple heroes go up against a single villain. They may choose to –

1. Attack in Tandem – Each player makes a round of combat against the villain. As one round finishes the next hero attacks and both the new player and villain roll combat dice. This continues until the villain or the heroes Fall.

2. Attack Concurrently – One hero uses powers or other means to help another during combat. The main attacking character and the villain roll normal combat dice, but the assisting hero rolls only pluck. The helping hero neither inflicts nor takes damage, but their pluck dice rolls can be added to the attacking hero's rolls to increase attack and defense successes.

COMBAT AGAINST MINIONS

Minions attack (and Fall) in groups. But no matter how many Fall, there will always be more. Minions only have two stats – Drive, their ability and willingness to continue attacking, and Fight, the number of dice they roll against each character not already in a fight with a villain (minions never get involved when the boss is fighting).

As in villain fights, players narrate how their characters are entering the current round of combat. Heroes roll attack and defense dice, minions only roll to make attacks with their Fight dice.

Each hit against the minions reduces their drive by 1 point (minions have no defense). When drive reaches zero, the minions have either all Fallen or run away.

Players may also give their characters goals – things such as running for an object or shutting down a reactor. While heroes roll no combat, the minions do.

COMBAT WITHOUT POWERS

When attacking without using powers, heroes still roll their pluck and defense dice, but only 3 attack dice for firearms or 2 attack dice for any other attack.

INJURY

Each hit forces a heroe to lose 1 die from the pool of their choice. If you lose dice from your secret identity, that loss is permanent – if you lose all secret identity points, your secret identity is blown!

IN BETWEEN ROUNDS

When a round is over, the side that does the most damage (ties go to the players) narrates how that round of fighting ends.

You may only leave a combat if you have the narrative and dice left. You may not narrate an injury, trap, or other restriction that prevents an opponent with dice left from continuing to fight at full capacity.

If your narrative adds story tension (a speeding train in the distance is heading right toward the combatants, etc.) you recover one free die of any pool. You may even give this extra die to another hero. Added elements must make sense in the context of the story and the other players may vote against it.

CHARACTER DEFEAT

A hero with zero dice left in attack, defense, and pluck is defeated and out of the fight.

RECOVERING DICE

At the end of Fight, all characters who were not defeated recover 5 dice in any pools if they fought a villain and 3 dice if they only fought minions. Heroes recover 1 die of any pool for every 10 minutes, as long as they are not fighting.