

FateFlip™ d6 Dice Good vs Evil

Game Instructions



What Are FateFlip™ Dice?

FateFlip™ Dice are a pair of special six-sided dice designed to bring **fortune and misfortune** into your tabletop role-playing games.

- ○ **Good Die (white)** favors high numbers
- ● **Evil Die (red)** favors low numbers

Together, they create a powerful storytelling tool where **fate is never truly balanced**.

How to Use the Dice

1. Fate Rolls (Core Mechanic)

- ✨ Roll the **Good Die** when luck, skill, or hope is on your side
- 💀 Roll the **Evil Die** when danger or curses interfere

Example:

Blessed door → **Good Die**

Cursed door → **Evil Die**

2. Blessings vs Curses

- ✨ **Good Die** → blessings, inspiration, divine help
- 💀 **Evil Die** → curses, dark magic, bad omens

3. Advantage & Misfortune

-  Good Die = advantage
-  Evil Die = disadvantage

4. Hero vs Villain

-  Hero → Good Die
-  Villain → Evil Die

5. Story Events

Good:

- Help arrives
- Treasure found
- Clue revealed

Evil:

- Trap triggers
- Gear fails
- Enemies appear

Special Results

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The Great 6 (Good Die)

- Critical success
- Bonus reward
- Heroic moment

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The Terrible 1 (Evil Die)

- Critical failure
- Major danger
- Story complication

Balance of Fate

-  Good higher → heroes favored
-  Evil lower → darkness rises

Do You Need Probabilities?

-  Good Die rolls higher more often
-  Evil Die rolls lower more often

Final Thought

FateFlip™ Dice bring storytelling, tension, and unforgettable moments.

Will fate favor you... or turn against you?