



FateFlip™ d20 - Game Rules

What If You Could Bend Fate?

What if your dice didn't just roll... but told a story?

FateFlip™ d20 transforms every roll into a moment of tension, drama, and surprise. Sometimes fate lifts you to greatness. Sometimes it drags you into chaos.

With two unique dice—one that favors heroes and one that tempts disaster—you are no longer just rolling... you are choosing your fate.

This set includes:

- ☐ Good Fate d20 – favors high numbers and heroic success
- ☒ Evil Fate d20 – favors low numbers and dangerous failure

How to Use

Use the Good Fate d20 when you have advantage or heroic momentum

Use the Evil Fate d20 when danger or dark forces are involved

The Game Master decides when needed

How Fate Is Shifted (Simple Explanation)

You do not need to remember any of this to enjoy the game 😊

FateFlip™ works behind the scenes to gently guide outcomes:

- ☐ The Good Fate d20 makes high numbers appear more often
- ☒ The Evil Fate d20 makes low numbers appear more often

For example:

On the Good die, 20 appears very frequently

On the Evil die, 1 appears very frequently

Rare legendary results also exist:

✧ Great 20 – about 1 in 60 rolls

💀 Terrible 1 – about 1 in 60 rolls

For those curious about the full breakdown:

Good Fate d20: high numbers dominate (20 appears most often, low numbers are rare)

Evil Fate d20: low numbers dominate (1 appears most often, high numbers are rare)

But again — just roll and enjoy the story. The dice handle the rest.

✧ Rare Legendary Faces

20

Great 20 – Legendary Triumph

Extremely rare (about 1 in 60 rolls)

More powerful than a normal 20

Gain bonus effects, extra impact, or story advantage

Create a cinematic heroic moment

1

Terrible 1 – Catastrophic Failure

Extremely rare (about 1 in 60 rolls)

Worse than a normal 1

Something goes terribly wrong

The GM introduces a major complication

✧ Special Faces



Radiant Star – Legendary Success (White die only)

Extraordinary success

Gain bonus advantage



Angel Wings – Divine Protection (White die only)

Reduce or avoid danger

Turn failure into success



Demon Skull – Catastrophic Failure (Red die only)

Major failure

New threat appears



Broken Sword – Setback (Red die only)

Partial failure

Complication introduced



Twist of Fate – Story Change (Both dice)

Ignore the number rolled

The GM changes the situation

Can be good, bad, or both

💡 Game Master Tip

Use FateFlip™ to reward creativity, increase tension, and create unforgettable moments.

FateFlip™ – Because sometimes destiny needs a little push.