d6 RPG

Introduction

It's like this…

GE stands for Game Engine, RPG stands for Role-Playing Game, and d6 stands for a die 6 or a six-sided die.

Simple.

We give you some basic rules, lots of optional tables in different appendices to help with tweaking players' already taunt nerves, and you give us feedback—let us know how you like it and what you've come up with. No fees, no charges, and no strings.

All you need to bring to the table is a handful of six-sided dice (keep the colored gems at home or in your dice bag), some paper, and some pencils.

Feel free to share, make extra copies. . . whatever, just give us credit and don't try to sell it.

Conventions in the Manual

The following pictures (annotations) in the margins signify extras that may help, but are not required.

Mechanics: The *gears* Indicates a note to provide insight into an aspect of the games mechanics.

Advanced Rule: The *brain* will provide an advanced rule, i.e. a rule that is not required to play GE RPG but may make the experience more challenging.

Advice: The *ear* is a note on playing the game; not rules, but suggestions how to make the game go smoothly

Example: The *runner* provides an example of a particular rule for the reader to follow.

Background: The *scroll* provides an anecdotal piece that is purely for world building.

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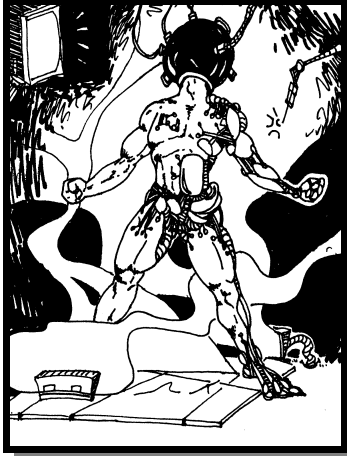*"Cheap and easy...like us after a couple of drinks."*

—Larry, Moe, & Bob

Where do you want to play today? *The d6 RPG system has been designed with four distinct modules that can be used separately or combined for truly bizarre games:*

- *d6 Hero: Truth, Justice and Men in Red Spandex (Super Hero-beta available)*

- *d6 Edge: Walking It or Falling In (Horror-beta available)*

- *d6 Void: In Space, No One Can Hear You Whimper (Space Opera—in review)*

- *d6 Myth: Kill One or Be One (Fantasy—in development)*

1.0.0. Character Creation

T he best part of most game systems is creating the character and imbuing them with a personality, a history, and a purpose. You can still do that, but all we give you here are the numbers you need to play the game. Each module has its own element that it adds to the process, but all of them use the following eight statistics, or stats:

Affective	Reactive	Fixed
Agility	Health	Initiative
Knowledge	Mind	Movement
Perception		
Body		
Size		

These are the eight statistics or attributes used in the d6 RPG system. The attributes are broken down into three categories: **affective attributes**, those that provide a modifier to a roll and are most often used; **reactive attributes**, those attributes that fluctuate during the game play; and **fixed attributes**, those that are used as rolled and do not modify other values.

Whenever dice are rolled, the result will be influenced by or will influence a character's attributes. Affective Attributes are often times a bonus modifier added to a roll (an Agility bonus added to roll to climb a rope) while Reactive Attributes are often manipulated as a result of a roll (Health for example).

Dice Rolling: d6 RPG only requires two six sided dice. Though fancy games require several different polyhedrons (which is fancy for dice), d6 RPG can be played with the castaways from an old Monopoly game. The number of dice a player needs to roll is often abbreviated #D6 which stands for the number of die sixes required. Other combinations include:

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1.0.1. Assigning Values to Active Attributes

F or all attributes (Agility, Knowledge, Perception, Body), roll 2D3. The resulting value provides the starting bonus for each attribute. If a player rolls snake-eyes (two ones), then they must roll again. If they roll (2) again, then they have a negative bonus equal to one more 2D3 roll, other wise, their bonus is 2. If a player rolls 6, then they must roll again; if they roll (3) again, then their bonus is equal to 6 plus 1D3.

- AGILITY: Measure of physical prowess and dexterity.
Used in all tests of physical prowess, i.e. climbing, jumping, wrestling, as well as control manipulation such as driving a vehicle or using a weapon, etc…

- KNOWLEDGE: Measure of mental aptitude and knowledge.
Used in all tests of mental prowess or deductive reasoning, i.e. deciphering a code, remembering a clue, using a device, etc... Knowledge can also be used for psychic abilities such as telepathy or spell casting.

- PERCEPTION: Measure of environmental awareness and affinity to events.
Used in all tests of perception (i.e. seeing, tasting, smelling, hearing, etc...), but also used in most tests of stealth, i.e. picking a lock, hiding in shadows, moving silently, etc…

- BODY: A measure of physical mass and resistance to damage.
Body is as a measure of weight, in contests of inertia or strength, and in determining size. Unlike the other active attribute, the Body can be damaged and require medical attention to repair (see 2.1.3.). However, when used in contests, the unmodified Body attribute is used.

- SIZE: A measure of dimensions, used to determine fit.
Size is simply a measure of volume or how big the character appears (how much water they displace). By comparing size and body, you can form an image of your character: a high body but small size may indicate a rotund dwarf, while a small body but large size may indicate someone who's slender

Body Points
Assigning body points to limbs. If a referee wishes, they can assign body points to each arm, leg, the torso, and the head of characters in order to spruce up the game. Each part of a body has separate strengths and resistance to damage, so use the following formula to calculate each:
- *Head = Body +1*
- *Torso = Body +2*
- *Legs = Body*
- *Arms = Body -1*

1.0.2. Assigning Value to Reactive Attributes

For Health and Mind, add 15 to a roll of 2D6 for each. When Health or Mind reach 0 or less, the character becomes unplayable.

- Health: Measure of fatigue and non-series injury/ blood loss.
All damage done to an entity reduces Health.

- Mind: Measure of mental resilience.
Mind points are reduced by psychic shocks, mental attacks, etc... Mind points can also be expended through mental efforts such as spell casting or the use of psionics.

Encumber.
Encumbrance refers to the amount of 'stuff' a person can carry. Encumbrance (ENC) is determined by a combination of size and body.

ENC. = 1D6 + (Body + Size)/2

1.0.3. Assigning Values to Fixed Attributes

For movement, roll 1D6; if the value was 6, then roll 1D3 and add that amount to 6. This gives a base movement. If the initial roll was 1, roll 1D3 and subtract that amount from 6. If a player rolls 2-5, then their base movement is simply 1D6. This provides the base movement.   Each time a character attempts to move, roll 1DX where x is the value of their movement potential. The character may move the number of spaces/ inches equal to their role.

For initiative, roll 1D6; if the value was 6, then roll 1D3. If the value was 1, then roll 1D3 and subtract the value from 0. This is the initiative bonus. If the roll was between 2-5, then the character receives no bonus and their base initiative is 1D6.

- MOVEMENT: Distance of actual movement during game actions.

- INITIATIVE: Measure of reaction time, quickness of intent, and action.

Initiative is used when comparing the relative speed of action of 2 characters. The higher the initiative, the faster they are at starting an action.

Hit Locations. *When rolling for a hit location (the part of the body that is damaged), roll 1D6 and consult the following:*

1 = Right Arm
2 = Left Arm
3 = Right Leg
4 = Left Leg
5 = Torso
6 = Head

How many times should a player get to attempt an action? Depends on the action. If a character is trying to climb a pole, then it seems reasonable that they should be able to try for several turns before giving up. The same can be said for attempting to solve a riddle or problem. Several turns attempting the action isn't necessarily wrong. Its best to decide which actions a ref will not allow second chances on before the game begins.

Ratboy is attempting to disembowel (or something) Prof. Medulla.

Ratboy is using his claws which allow him to use his Agility Bonus in the attack. He rolls a 9 and after adding his Agility Bonus of +4, he successfully hits Prof. Medulla for 3 points of damage (1D6).

Prof. Medulla has a force field with a level of 1D6. He rolls a 4 so blocks Ratboy's attack.

Combat Round	
1	**Initiative**
2	Winner (highest initiative) chooses to go 1st or 2nd
3	Movement/ Actions
4	Next highest initiative

2.0.0. **Action**

The heart of all games is action, interaction, and conflict. In d6 RPG, the success of any action is determined by rolling 2D6 and comparing the result to the Success Level (SL) required by the action. Success levels are indicated by:

<u>Attribute to be Tested</u> [number required to hit or exceed]

So a success test for climbing a rope may read: A[10]. (A) stands for the attribute being tested (agility) and the SL of 10 Indicates that a roll of 10 or greater on 2d6 is required for success. An Agility bonus or bonuses derived from devices that improve on agility or climbing can be added to the roll as well.

Sometimes, the target SL is equal to another character's success test. In this instance, the success test is referred to as a challenge roll.

2.1. 0. **Combat Rounds:** "Beating up the bad guy"

Combat, or actions, in D6 RPG occur during a measured period known as the combat round. A combat round is a short measure of time in which a character can perform three actions: an automatic action (such as opening an unlocked door, standing up, or turning on a device), movement (moving), and an active action (those requiring a success roll such as attacking a bad guy, climbing a slope, or disarming a bomb). The combat round is structured so that all characters have an opportunity to perform actions relative to all other characters and time.

2.1.1. Initiative

A combat round begins with each active character rolling their initiative using 1d6. The highest combined roll (1D6 + any applicable bonuses) goes first.

Each character in succession (highest initiative to lowest) then goes; each may move, perform one or more automatic actions, and one Success test (or active action). Characters can opt to do all or none of these actions as the situation allows.

2.1.2. Movement

In d6 RPG, a character's base movement is 1D6. Meaning that in a given combat round, a character may move between one space (approximately 3 feet) to 6 spaces (18 feet). The random roll allows for possible hindrances such as tripping, stumbling, moving around objects, etc. A character can move all or some of their rolled movement in a given round.

Movement also includes climbing, flying, teleporting, or other non-traditional forms of movements. These other forms are taken instead of, not in addition to, traditional movement.

Each hex or space is measured as being 3 feet wide by 6 feet tall, movement along a vertical slope would be tailored to these dimensions.

2.2.1. Attacking Someone

A ttacking someone else is really just an active action with a high success level. The minimum success level for attacking something is SL 12 (providing there are no modifiers). Depending on the nature of the attack, an attribute bonus, or special skill or device bonus will be added to the roll of 2D6.

A natural roll of [2] is considered a fumble (see Appendix A-B: Fumble Tables) and results in detrimental experiences. A natural roll of [12] is considered a critical success and regardless of the SL, the character should be successful.

2.2.2. Defending

U nless the character specifically gives up their Active Action for a coming round, they may not defend against an attack unless they possess a specific ability or device. If they do defend, then they would roll 2D6 with all applicable bonuses as well. The result would then be compared with the attackers roll and the higher of the two would prevail.

Movement Option. If players prefer using elaborately designed terrain or do not have a segmented board available, a real world measurement of 1 inch is equal to 1 space and can be substituted using rulers or measuring tape. In such a case, the 1D6 movement would result in a real world movement between 1 inch and 6 inches.

Flying. Nephalios the Lame has procured a flying carpet. Climbing a board he immediately lifts into the air. The carpet has a movement rate of 2D6. Nephalios wishes to fly above the waddle huts of his village and so after rolling 8 on 2D6 he decides to use 5 movement going straight up (vertical rise of 30 feet) and 3 movement forward (horizontal move of 9 feet) in turn one.

Calling a shot. Sometimes a player wants to aim their shot. They can do this by sacrificing their initiative and going last. They can then attempt their action at half (1/2) its normal value. If they are successful, then they strike the targeted body area.

2.3.1. **Damaging Someone:** Making it Hurt

Action implies danger, which in turn implies injury. In d6 RPG, damage is absorbed by character through combat, falls, car crashes, fumbles, etc… damage is randomly determined by a dice roll and the amount is subtracted from a character's health, mind, or body as necessary. Damage is resolved immediately, if this means a character is incapacitated in a single round, then they will not be able to perform any actions until healed. A character's whose health or mind fall to zero become unplayable.

- HEALTH & MIND DAMAGE

Health is reduced anytime a successful attack results in damage above and beyond any protection the character possesses (such as armor). The points of damage are immediately subtracted from the Health points of the Character. Anytime a character is successfully attacked mentally, the damage is registered the same as when attacked physically.

- BODY DAMAGE

Body Damage occurs when the amount of damage suffered in a single round exceeds the body points in the location hit. In that instance, the player subtracts the amount of damage above the body points of the location and subtracts them from the body points of the location. If a body location falls to zero, that location is incapacitated if a limb, unconscious if head, dead if chest.

First Aid. *Any character can attempt first aid on a recently wounded character. Their Knowledge Attribute provides the bonus versus the level of damage done (SL). Successful first aid restores 1D3 Health and can be administered to each separately wounded body areas.*

2.3.2. **Armor**

Unless otherwise stated, the value of a piece of armor is subtracted from the damage done to a character before the damage is registered to the character's health , body, or mind. If the armor value is higher than the damage done by a single attack, then the weapon did not penetrate the defender's armor.

Final Damage = Armor Value — Damage

2.3.3. **Healing**

A character's health and mind return through rest and recuperation at a rate of 1d3 points per hour. However, this is a resting rate—characters involved in action will not heal. Special salves, administering first aid, etc… gives a single, one time improvement in health, mind, or body and cannot be re-administered. Body points, however, return at a rate of 1d3 per week with medical treatment. Body points will not return without professional care.

Poisons and disease require special care and points caused by each will only be healed by the delivery of the curative.

Holding Your Breath. *A character can initially hold their breath for a number of turns equal to their initial body value. Once that number of rounds has passed, the char. must make a* Success Test *where the SL is 10 + (the number of rounds they have been holding their breath). Their current body value is their bonus for the roll.*

3.0.0. Being the Referee: Ultimate Power

Many players shy away from ever becoming the referee, the top dog of any role playing game. This may be because of the incredible work that being a referee requires with other game systems. With other games, an enormous amount of preparatory work (like creating maps, monsters, traps, statistics, deciding on intervening variables, etc...). Being a referee should be the most enjoyable job, not the hardest, and d6 RPG makes that happen.

How? By providing a simple system that relies on few variables and by providing detailed modules. Modules are simply pre-made location sheets that list all pertinent information. If you don't possess any modules, no problem, a couple of simple rules and you can instantly be a referee.

To be a referee, a person must know the basic rules to d6 RPG and be creative. Since the rules have all ready been covered, the referee section will focus on combining creativity and rules.

3.1.0. Assigning Success Levels

All actions performed have the possibility of success or the possibility of failure. Setting a success level appropriate to the task is usually based on what chance should people have to succeed. Climbing a ladder is easy, climbing a greased pole is difficult. Table 2.1 provides a quick reference for referees:

	SL	Description	Example	Percent Chance
A	5	Easy	Climbing stairs	83%
B	8	Have to work	Climbing a ladder	42%
C	10	Strenuous	Climbing a tree	17%
D	12	Difficult	Climbing a pole	3%
E	14	Earn It	Climbing a greased pole	+2
F	16	Call Someone	Climbing a greased pole with one arm	+4
G	18	Herculean	Climbing upside down on a greased pole with one arm	+6
H	20	Very Funny	Climbing with no pole	+8

*For rolls with (SL) < 7 means catastrophic results.
**Values indicate a 3% chance for success with the indicated bonus.

Damage Bonus. How hard does someone hit without a weapon? Sometimes, characters get into bar room brawls and they need to know how hard they hit. Take the sum of Body plus Size, then divide by 6. The resulting number is the 1DX damage where [X] equals the result.

$$(Body + Size)/ 6 = X$$

$$1DX = damage bonus$$

Character's with a damage bonus less than 1, do 1 point of damage.

Using the table, a referee can quickly assign values to every task set before their adventurers. However, referees need to remember that the chances for success in the table are based on an attribute bonus of (0); most players have attribute bonuses ranging from 2 to 6.

Fire. *To set fire to something,, a character must make a Success test with the minimum damage value of the fire as the bonus and the SL equal to 10+ the body of the material. If the material is labeled flammable, then the target SL is an unmodified 10. For each turn of continual contact, the character receives a + to their attempt.*

3.1.2. Using the Environment

C haracters do not exist in a static world, things are always happening around them and the best referees keep this in mind. With Table 2.1 in hand, referees can set (SL)s, but the environment must be fleshed out for the players to enjoy the experience. Adding touches for daylight versus nighttime encounters or throwing weather into the fray can create a richer experience. Tables 2.2 and 2.3 give referees two tables from which they can create their environment.

Description	Perception Modifiers	Agility Modifiers	Random Chance*
Sunny	0	0	2 to 6
Rain (Thunderstorm)/ Snow (Snow Storm)	+2 (+4)	+1 (+2)	7 to 8
Fog	0	+4	9 to 10
Wind (Wind Storm)	+1	+1	11
Tornado or hurricane	+6	+4	12

The values in columns 2 and 3 represent the amount by which the Success Level is raised due to the weather conditions. If a referee chooses, the values could be subtracted from a player's roll rather than adding to the (SL).

Description	Perception Modifiers	Agility Modifiers	Random Chance*
Daylight	0	0	2 to 6
Darkness (Night time)	+4	+1	7 to 8
Poor Artificial Light	+1	+1	9 to 11
Absolute Darkness	+8	+6	12

3.1.3. Miscellaneous Damage

Want to poison someone? Giv'em a disease? Disease and poison both work the same way: by attacking the existing health of a character. When a character comes into contact with a disease they make a success roll with an SL equal to the maximum damage of the poison in a single exposure. The character receives no bonuses unless one has been specifically indicated. For each turn of exposure, the target SL increases by +1.

For each round of exposure, the poisoned character receives damage equal to a random roll based on the value of the poison (such as 1D6, 2D3, etc…). Each round, the character may attempt to stop the spread of the poison by making a success test. If successful, the disease attacks at a rate of last damage value –1 per turn until depleted.

Disease rarely acts as quickly as poison and so a given disease will specify the actions and time frame as a result of the exposure.

Falling. *The perilous life of the adventure often requires climbing, but results in falling. For every two spaces (12') a character falls, they receive an additional 1D6 in damage. For those who make a successful [A] roll, up to 1D6 points of damage can be removed because they landed 'softly'.*

3.2.0. Making the Bad Guys

So you've got some greased poles for your heroes to climb, big deal. What about the bad guys? The monsters? The villains? Those people who make an adventurer's life miserable.

In d6 RPG, villains come in three flavors: Big Boss, Mini Boss, and Grunts, or Cannon Fodder. As the name implies, the Big Boss is the villain controlling all the others. He's not always the toughest, but he's probably the nastiest. Most Big Bosses have several Mini Bosses who control the day to day operations and who most often provide the most obstacles for our adventurers. Lowest on the pole are the hordes of grunts trying to meek out a living as cannon fodder.

3.2.1. Big Meanies, Bosses, and ArchVillans

In creating the villains, most time should be spent on the Big Boss and Mini-Bosses; these characters should be fleshed out since the adventurers will have the most varied interaction with them. The bosses are also the most interesting, they define the story. The muses recommend doing a full character creation for each boss.

3.2.2. Mini-meanies

In terms of abilities and attributes, Mini Bosses should be able to stand toe to toe with any adventurer in the party while the Big Boss should have abilities equal to every adventurer in the party.

3.2.2. Cannon Fodder

Grunts: Grunts are one-dimensional characters who attack in vast numbers, are fairly weak individually, and have an incredibly short life span. Grunts do not require every attribute and statistics. Only the special characteristic or attack of the grunt should be specified (for example, chance to hit with a weapon and type of weapon). Rather than using any other attributes, it's easiest to simply assign a number of 'hits' the grunt can sustain before being stopped. Each time an adventurer successfully attacks a grunt, it takes 1 hit (unless the damage is over whelming). After two or three hits, the grunt is incapacitated.