

#SIMPLE SIX: TEST DRIVE

Simple Six (SS) is a member of the OpenD6 family, specifically following the D6 Legend mechanics (the core of this document is based on the D6 Legend and Conversion OGL). It designed as a simple, focused game, like its predecessors, but focuses on creating more depth in regards to character creation.

This brief document is the first version of the game is a test drive of these mechanics and owes much to the Mini Six game published by *AntiPaladin Games*.

THE BASICS

This game uses regular six-sided dice. To complete a task, the Game Master picks a difficulty number (a certain number of successes), and if you achieve that number or higher your character has successfully achieved their goal.

To determine how many dice you roll (i.e. the dice pool), your character has a value for each of his Traits (known as Attributes and Skills) that represents a number of six-sided dice (this is the number listed in front of the "D" on the Attribute or Skill on your character sheet). *Note, one of the dice rolled is always a **Wild Die** which can be represented by using a different colour die (see **Rolling The Dice – Successes** for more details).*

ROLLING THE DICE - SUCCESSES

On regular standard dice, each 1 or 2 counts as a failure and each 3, 4, 5, or 6 counts as a success; and on the **Wild Die** a 1 or 2 is a standard failure, 3, 4 or 5 count as successes and

Difficulties

Difficulty	Req No of Successes	Description
Very Easy	1	Anyone with slight skill should be able to do this most of the time.
Easy	2	Most characters should be able to do this most of the time, though there is still a change for failure.
Moderate	3	Requires a fair amount of skill and/or effort. Most unskilled characters will fail such an attempt.
Difficult	4	Only highly skilled characters succeed at these with any regularity.
Very Difficult	5	Even pros have a hard time pulling these attempts off.
Extremely Difficult	6	Only the luckiest and most skilled are successful.
Heroic	7	You'd better be skilled and lucky, and even then it's no guarantee
Unearthly	8	Only the most highly skilled, powered and/or cybernetically enhanced characters will succeed.
Legendary	9	A character must have powers, advanced cybernetics and godly skill levels to even think about accomplishing such a feat.
Impossible	10	If the character succeeds, it's clear to all observers that either the character is superhuman or that Divine intervention has occurred.

the 6 counts as a success and is then rerolled (or 'explodes'). The Wild Die can continue to explode as long as '6s' are rolled. *Note: A Wild Die is rolled with every set of dice thrown, including damage and other effects.*

Example: Jonathon has calculated that he has a dice pool of five (5) dice for his current task. As such, he gathers up 4 dice of the same colour, and one of a different colour (to represent the Wild Die). He then rolls these to reveal a result of – 4, 1, 2, 5 and a 6 on the Wild Die. This gives him three (3) successes and the chance of at least one more as a result of the Wild Die exploding. In this case the additional roll comes up a 5 and so Jonathon's total number of successes is four (4).

ROLLING THE DICE – TOTALLING

On occasion, the mechanics of the Simple Six system will state that you should total the dice rolled. This means rolling all the dice and combining the numbers rolled on each to get a total. When Totalling the **Wild Die** still explodes, adding 6 to the total and being rerolled, etc.

***Example:** Jonathon rolls the same dice pool the previous example (i.e. five (5) dice). This time, however, he looking to total the number rolled. Again, he gathers up 4 dice of the same colour, and one of a different colour (to represent the Wild Die). As luck would have it he then rolls the exact same numbers as before – 4, 1, 2, 5 and a 6 on the Wild Die. As he is totalling these numbers he comes up with an initial result of 18. The additional roll for the exploding Wild Die comes up a 5, and so Jonathon's final total is 23.*

CREATING A CHARACTER

To create a character the player should follow the steps below.

Note: This is a basic system designed to get players into the game as soon as possible, more complexity can be easily added to this process.

1. Distribute 12D between the four attributes.
2. Distribute 7D across the appropriate Skills.
3. Allocate 1D, plus any unspent Skill dice, to Perks.
4. Select any Complications.
5. Choose Equipment & Gear.

Attributes

Each character has four attributes which measure basic physical and mental abilities that are common to every creature. Characters distribute 12 Attribute Dice among the four attributes. These are normally rated on a scale of 2D to 4D, although perks may change these limits.

- **Physique** represents physical strength and toughness. Additionally it determines the base damage dealt in Melee combat.
- **Agility** represents aim and coordination.
- **Wit** represents mental creativity and intelligence.
- **Charm** represents charisma, resolve, and leadership.

Sample Skill List

The following is a sample skill list which is noted only as inspiration. Players and Game Masters alike are encouraged to create their own list of skills, depending on the genre or setting of their adventures.

Attribute	Skill Types
Physique	Brawling, Blade, Craft, Strength, Club, Endurance, Axe, Sword, Two-Handed Weapon, Shield
Agility	Athletics, Dodge, Sleight of Hand, Stealth, Accuracy, Pistol, Rifle, Drive/Pilot, Bow
Wit	History, Demolitions, Language, First Aid, Observation, Tracking, Computer Use, Navigation, Repair, Science, Humanities, Magic
Charm	Courage, Bargain, Command, Persuade, Seduce, Credit Rating, Streetwise, Animal Handling, Willpower

Skills

Characters are further defined by skills. Players may allocate up to 7D on skills to best represent the unique talents of their character. No more than 2D may be spent in each skill during character creation. Each skill defaults to the level of the related attribute. *Note: that Skill dice can also be saved to be used to purchase additional Perks.*

Skills are areas of expertise that represent focus and training beyond a character's natural ability. These are recorded as a total of the controlling Attribute plus the number of allocated dice.

***Example:** Jenna allocates 2D to her character's Brawling skill. As the character has a Physique of 3D her final Brawling Skill is recorded as 5D.*

Derived Static Statistics

To encourage faster play, especially in combat, a series of Derived Static Statistics can be calculated to minimise dice rolling. As with Skills, the number and names of Derived Statistics may vary depending on setting or scenario being used.

- **Reactions:** This is the character's ability to avoid being hit with ranged weapons, etc. It is calculated as half your Dodge skill (round up). *Note, if a character is actively attempting to avoid being hit (i.e. doing nothing else in the round), this number is doubled.*
- **Defence:** While most melee combat is simultaneous (see below), a character's ability to avoid being hit in Melee is determined by their Defence statistic. It is calculated as half your current Melee (or Shield, if equipped) skill (round up). *Note, if a character is actively attempting to avoid being hit (i.e. doing nothing else in the round), this number is doubled.*
- **Resilience:** If a character is hit in combat, their Resilience statistic determines how well they can resist the damage done by the blow or shot. It is calculated as half your Endurance skill (round up) plus any Armour (AV) they may be equipped with.
- **Scratch Boxes:** This represents the character's ability to shrug off minor wounds. Each character has 2 Scratch boxes. These may be increased through settings, perks or equipment, etc.

Perks

Perks are benefits innate to the character. This could represent their race in the setting, special skill or talent. Each character has 1 free Perk 'die' to spend, but may also allocate any unspent Skill 'dice' to Perks.

SAMPLE PERKS

The following are just a few Perks that could be available in a setting. The dice cost for each perk is listed below. *Note that sometimes a Package Perk can be created, with the bonuses and negative effects evening out to match the final Perk cost.*

- **Tough (1)**– The character gains an additional Scratch box (see *Damage* below)
- **Lucky (1)**–The character gains an extra Hero Point (see *Hero Points* below) per session.
- **Academic (1)** – Choose one academic *Wit* skill the character has spent at least one Skill dice in. Any time that skill is used, the character may reroll any number of dice (but must accept the second roll).
- **Inhuman Limits (1)** – The player may choose one Attribute and raise the maximum dice that can allocated to it to 5D. This additional Attribute must still be purchased with Attribute Dice.
- **Combat Reflexes (1)** – The character gains +2D for Initiative checks.
- **Magic User (1)** – Purchasing this perk allow the character access to Magic or other power based abilities.
- **Medically Trained (1)** – The character automatically doubles the number of successes rolled with the First Aid skill.
- **Elf (2 Package)** - You're long lived, you can see in the dark and you may reroll 1 die for any Accuracy skill roll. Your maximum *Agility* is 5D but your maximum *Physique* is only 3D.

Complications

Complications represent the hindrances or difficulties in the character's life. A character may choose up to 2 Complications during character creation, each providing them with an additional Skill or Perk 'die' (i.e. up to 2), to spend (following the appropriate rules noted

above). During play Complications allow the Player (or GM) to give the character additional Hero Points (see below), when they become a hindrance during play.

SAMPLE COMPLICATIONS

The following is a few sample complications that a player can choose for their character. Each setting will likely have additional distinct Complications.

- **Honourable** – You live by a Code of Honour, which is difficult to betray.
- **Wanted** – Someone, or something, is out to get you. And they will stop at nothing until you are in their clutches.
- **Unlucky** – If it happens to anyone in the party, it is bound to be you!
- **Poor Social Standing** – Perhaps you are poor, or from the wrong family. Whatever the reason you are up against it amongst your peers.
- **Secret** – You have a horrible secret that is going to get out. When it does, it is going to hurt.

Hero Points

Hero Points are the special something that separates the Characters from regular 'joes' in their world. Each characters starts each session with a minimum of 3 Hero Points which can be spent to:

- Reroll a failed Skill roll.
- Double a single Derived Statistic for the turn.
- Reduce the severity of a character's wounds by one level (see below).
- Double the Dice rolled for damage with one successful hit (see below).

During play a character can gain additional Hero Points when:

- A Complication impacts their actions (as initiated by either the Player or GM).

- The Player adds something to the game through good roleplaying, humour or anything else appropriate to the situation.

Equipment & Gear

Equipment comes in a number of forms. In general they either:

- Allow a character to undertake an action (i.e. lock picks to unlock a door). In this case, the task could not be attempted if the gear wasn't available.
- Provide a benefit to the character in their task (i.e. medical supplies when attempting to first aid someone). Generally this will provide an additional Die (or 2) to the character when they attempt the task at hand.
- Provide specific statistics or mechanics that detail a particular rule in the game. For example, weapons are used to define damage and effects of hitting with a weapon, while armour increases a character's Resilience Statistic.

WEAPON AND ARMOUR STATISTICS

All weapons and armour have a number of statistics that that used to determine how effective they are. These are:

- **Damage:** This is the number of dice rolled on a successful hit to calculate damage.
- **Penetration (Pen):** How effective the weapon is against armour. Minus this number from any armour the target is wearing to determine their Resilience to the hit.
- **Range:** Range in Yards before the Range modifier is applied. A weapon can effectively fire 4 times this range, but for each range step the Range modifier is applied.
- **Armour Rating (AV):** The effectiveness of the armour. This is added to the characters base Resilience.

- **Era:** A note on what period the weapon or armour comes from. All armour has its armour rating (AV) halved (round down) vs weapons from a later era (i.e. verse a pistol Plate is AV 1).
- **Rounds (Rnds):** The possible number of rounds in the weapon's magazine or clip.
- **Notes:** Any additional information or special mechanics for the weapon or armour.

GAME MECHANICS

The following details the core mechanics of the Simple Six system, building and simplifying the D6 Legend rules for ease of use and flexibility. It should be noted that all the rules are simply a foundation for a more 'complete' game system, and should be adapted to best represent your game worlds.

Active vs Passive Tasks

At its core Simple Six provides two types of tasks; Active & Passive.

- **Active Tasks** are those where the player is rolling dice to determine whether or not they can equal or exceed the number of success required (as determined by the Game Master). The pool of dice used in the task is usually equal to the appropriate skill (which will default to the controlling Attribute where the character doesn't have any dice allocated to it) plus/minus any bonus or penalty dice. For example, a character is attempting to pick a lock would roll dice equal to their Sleight of Hand skill, plus any dice for equipment, minus dice for the quality of the lock.
- **Passive Tasks** are those based on a character's Derived Statistics, and do not normally require the player to roll dice (they are simply comparing the successes rolled by another character. Passive tasks rarely have any modifiers placed on them (these are usually reflected in the Active characters dice pool). For example, when a character is being shoot at, their Reaction statistic determines the minimum number of successes the attacker needs to roll to hit them.

SKILLS BEING USED ACTIVELY AND PASSIVELY

A Skill like *Dodge* or *Endurance* can be used either actively or passively. For example, a character's *Dodge* skill determines the Reaction Derived Statistic, but could also be used actively in a situation where they are attempting to avoid falling debris etc. (i.e. when a specific number of successes are need to avoid being hit).

Complex Tasks

Some tasks need more than a single roll to complete, for example trying to deactivate a bomb during a firefight. In such cases the Game Master simply determines the total number of 'overall successes' needed to complete the task. When the players rolls their dice pool, they gain overall successes equal to the number of 'successes' rolled above the Target Number.

Example: To deactivate a bomb, the Game Master says that 5 overall successes are needed and the Target Number of the task is 3). In the first round, the character attempting to defuse the explosive fails (only rolls two success on their Skill roll). On the next turn they roll the required three successes on their Task roll, which is equal to the target number and contributes 1 to the overall successes needed. On the Third turn, the character gets lucky and rolls 6 successes on the Task roll. As this is three above the Target Number they gain 3 additional overall successes, resulting in the total number of overall successes now being 4 (1 from the second round, and 3 from this). Only one more success needed!

Scaling

Not all objects are on the same scale. Humans and horses may be close enough to be equals, but humans and dragons aren't. When dealing damage to a smaller scaled target or resisting damage inflicted by it, the larger adds the difference in modifiers to their die rolls or static defences. Smaller scaled targets attempting to dodge attacks from or actually attempting to attack a larger scaled opponent add the difference to their dodge and attack rolls.

When targeting:

- larger targets, the attacker adds +1D to their Active skill for each scale size difference. Depending on the weapon used, the defender may add +1 to their Resilience Static Statistic for each scale size difference (i.e. attacking a spaceship with a blaster is less likely to do any real damage).
- smaller targets, the defender may add +1 to their Dodge Static Statistic for each scale size difference. Depending on the weapon used, the attacker may add +1D to their weapon's Damage for each scale size difference (i.e. a starship blaster is more powerful than a regular weapon, etc.).

Initiative and Round Sequence

In a conflict situation, the action is played out over a number of rounds. At the beginning of the 'fight', the combatants determine the order by rolling their *Agility* attribute Dice and totalling the number rolled (i.e. total of the dice combined, not successes).

For example: Both Jenna and Jonathon need to determine their initiative. Jenna as 4D in Agility and Jonathon has 3D. Jenna rolls a 4, 2, 6 and a 3 on the Wild Die for an Initiative total of 15. While Jonathon rolls as 3, 4 and a 6 on the Wild Die. The Wild Die explodes to another 6 and then a 4. This gives him a final Initiative of 23. In the upcoming conflict Jonathon will be acting first

Once the initiative order is determined each round of the conflict is divided into three phases.

1. **Declare:** In reverse order (from lowest to highest initiative), each character declares their actions for the round.
2. **Act:** In the order of Initiative the character act out their actions. If a different action from that declared is required, the Multiple Actions penalty is applied.
3. **Recover:** As required, the players and Game Master complete any 'house-keeping' of statistics, effects or other mechanics.

MULTIPLE ACTIONS

Characters may attempt to do more than one action a turn by withholding one die from every action they attempt for each action beyond the first. For instance, if a character tries to shoot twice, he will subtract one die from each attempt.

Movement

In general, Movement is an abstract concept that can be managed in play between the Game Master and Players. If more tactical movements is required, it is recommended that a character may move up to 15 feet as a free action. If a character wishes to run faster, at the cost of an action they may roll their *Athletics* skill roll and add the total number rolled to their movement in feet. If the only action taken in a round is running, i.e. they do not attempt any other act, the total movement (after the *Athletics* roll) is doubled.

Attacking a Target

Combat is a key part of any roleplaying game. In Simple Six, it is managed like any other Active task where the target number is equal to the appropriate Static Statistic (Reactions or Defence) of the Defender. The skill roll for an attack depends on the weapon being used and may be modified by the situation or other effects (see Modifiers below).

Some special rules and options apply depending on the type of combat taking place and these are also noted below.

MELEE COMBAT

Unlike other attacks, the combatants in a melee all attack at the same time (i.e. a character will get to strike in melee even if it is not their turn to act). To manage this process:

1. Each combatant should select a target in the melee.

2. The active character (i.e. the character who's initiative action it current is), determines their Active Skill dice based on the weapon/unarmed ability (including any modifiers).
3. The active character rolls their attack versus the target's Defence. If the attack hit, any resulting damaged is calculated (see below).
4. If the target survives the attack, they can retaliate. Determine their Active Skill dice based on the weapon/unarmed ability (including any modifiers, such as damage just taken).
5. The target rolls their attack versus the target's Defence. If the attack hits, any resulting damaged is calculated (see **Damaging a Target** below).

Note that the target in this process will still get to act on their own Initiative turn.

RANGED COMBAT

Ranged combat occurs in Initiative order. When it is a character's turn they can undertake a ranged attacked as noted earlier, using the modifiers listed.

Firearms do have some specific mechanics that can be used to better reflect their effectiveness and these are listed in the modifiers.

- **Double Tap:** The act of firing two shots in rapid succession to increase accuracy of the attack.
- **Burst Fire:** The firing of three round bursts to increase the weapon's effective damage, at the cost of accuracy.

Example Modifiers

The following modifiers can be used on task rolls as required.

Type	Modifier	Effect
Range	-1D	For each Range step beyond the base (see Range above)
Cover	-1D	For each level of cover (light, dense, full)
Aiming	+2D	Per full action spent aiming
Unaware Target	+3D	
Supporting Attackers	+1D	For each other attacker striking at a target.
Additional Retaliations	-1D	For each addition Retaliation attack a character has in one action.
Double Tap	+1D	Expend two rounds of ammunition.
Burst Fire	-1D	Expend three rounds of ammunition but allows for a second (additional) damage roll to be made.
Fully Automatic	-2D	Expend 10 rounds of ammunition, but makes all damage dice Wild .

- **Fully Automatic:** Allows multiple targets to be attacked. The attacker can select up to 3 nearby targets, and increases damage potential.

Damaging a Target

If an attack successfully hits its target, the next step is to determine if it does enough damage to cause a Wound. This is done by rolling a Damage Active Task vs the target's *Resilience* Statistic.

The number of dice rolled for Damage is calculated by adding:

- The base damage dice of the weapon being used
- Any situational modifiers (vulnerabilities, etc.)
- (Optional) Effect Fire bonus of 1 Dice for every two levels of success of the Active Skill roll above the target's Statistic (i.e. *Reactions* for range combat, or *Defence* for Melee).

This total of dice is then rolled and the Wound level is determined.

WOUND LEVELS

When a damage roll does more successes than the character's total *Resilience* (i.e. base Resilience plus any armour etc.) they take a wound. The effect of the wound depends on the difference between the number of successes gained in the Damage roll vs the character's current *Resilience*.

If the Wound level is already marked off, then the next highest wound is inflicted instead (i.e. if the damage roll outcome indicates that the result of the attack is a *Scratch* and defender has no Scratch boxes unmarked, then the damage rolls up to the *Injured* effect).

Healing

Characters can be healed in a number of ways. The base Difficulty in healing is equal the injured character's Wound Level.

- **Natural Healing:** If a wounded character rests a full day he is allowed a *Physique* check and if successful heals a wound level. Note, that medical supplies, skilled staff and facilities should provide bonus dice to the dice pool.
- **Assisted Healing:** Characters with the First Aid skill can attempt to patch up injuries. A skill check may be made once per conflict, and on a successful roll, the patient heals one wound level.

Character Points

Each session of play the characters will receive a number of Character Points (CPs) representing the experience, knowledge and training they have accumulated over their

Wound Levels

Note: Derived Statistics do not change due to Wound Effects.

Wound Level	Dmg Total vs Res	Effects
Unharmed	Less than zero	Nothing
Scratched	0 or 1	Mark off a Scratch box (i.e. near miss/nasty cut/dazed/etc.).
Injured	2	Character is -1D to all actions until healed
Severely Injured	3	Character is -2D to all actions until healed
Incapacitated	4	As a free action before losing consciousness, the character may try to stay up with a Difficult (3 Successes required) <i>Endurance</i> skill check. If successful, he may continue to act, but with a -3D penalty. If he fails, he is knocked out for 10D minutes.
Critical	5	The character is dying and will expire in <i>Physique</i> dice rounds unless successfully treated with first aid. If the character's life is saved, their wound level decreases to Incapacitated .
Dead	6+	The massive damage kills the character outright. Only a Hero Point can save them.

adventures. In general, a Game Master will reward each player 3 to 5 Character Points (based on the success of their character's action, roleplaying around the table, and other factors) after each scenario is completed. These points are accumulated and then spent by the players to improve their characters.

- **Improving Skills:** Any skill may be increased by one die by spending a number of CPs equal to twice the current number of dice plus one (i.e. increasing a skill from 2 dice to 3 dice costs 5 CPs. No skill may be increased more than one dice per session.
- **Improving Attributes:** Character points are also used to improve attributes. This costs 10 times the number of the attribute the character is increasing to in dice (i.e. character is paying to increase an attribute from 2 Dice to 3 Dice costs 30 CPs).

SAMPLE WEAPONS

Sample Melee Weapons

Weapon	Damage	Pen	Notes
Axe	Physique+3D	1	-
Club	Physique+2D	0	-
Blackjack	Physique	0	Doing any damage will knockout a surprised characters
Knife/Knuckle Dusters	Physique+1D	0	-
Sword	Physique+3D	2	-
Two Handed Sword	Physique+5D	2	Strikes last in combat
Warhammer	Physique+3D	0/3	Pen is 0 for any non-metal armour/3 for metal armour
Spear	Physique+3D	1	Strikes first in Melee combat, +2D damage vs Mounted
Plasma Blade	Physique+3D	4	This weapon is from the Future Era

Sample Ranged Weapons

Weapon	Damage	Pen	Range	Rnds	Notes
Blunt Object	4D	0	10	-	Covers any improvised throwing weapon
Knife	5D	0	10	-	-
Bow	6D	2	30	1	-
Crossbow	8D	3	50	1	Reloading a crossbow takes one full action
Light Pistol	4D	2	30	6/15/21	Can Double Tap
Heavy Pistol	5D	3	30	6/15/21	Can Double Tap
Hunting Rifle	5Dx2	4	150	8	Aiming bonus doubled
Assault Rifle	6Dx2	3	100	30	Can Burst fire
Shotgun	8D/5D	0	50	2/6	Slug rounds do 8D, With Shot rounds All dice are Wild
Laser Pistol	5Dx2	4	100	20	Can Double Tap
Laser Rifle	7Dx2	4	150	50	Can Double Tap

Sample Armour

Type	Armour Rating (AV)	Era	Notes
Leather	1	Archaic	
Chain	2	Archaic	
Plate	3	Archaic	
Stab Vest	2	Modern	
Ballistic Vest	4	Modern	
Body Armour	5	Modern	When worn, provides an additional Scratch box
Space Suit	4	Future	
Combat Survival Suit	5	Future	When worn, provides an additional Scratch box
Exo-Suit	6	Future	When worn, provides 2 additional Scratch boxes

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