

# RAW SIX

THE SIMPLEST OF D6 SYSTEMS

**DRAFT 1.0 (DECEMBER 2020)**

WRITTEN BY  
MARCUS D. BONE

*Raw Six* 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 an easy to play, quick to set-up game like its predecessors,

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

RAW SIX is an experiment to create a light, very simple implementation of the Open D6 game system. It is designed to 'get out of the way' of play at the table and allow the narrative story to continue without interruption.

## CONVENTIONS

- Raw Six uses only regular six-sided dice, with each player needing about 4 or 5 plus one other of a different colour or size to represent the 'Wild Die'.
- For ease of management, Raw Six use the following convention when noting numbers - XD+X. Here the number before the "D" is how many dice to roll, and any number after a + is how much to add to the roll. For instance, 2D+2 means roll two dice and add two to the resulting total.
- The Wild Die 'explodes' when a 6 rolled. Not only does this add 6 to the total but it can be rolled and added again. A Wild Die continues to explode until no further 6s are rolled!

## ROLLING DICE

The following process outlines the basic mechanics of all dice rolling in Raw Six.

## COMPLETING A TASK

1. *Determine Difficulty:* The Game Master picks which Attribute the activity falls under and its Difficulty. To succeed the player must roll a total equal or higher than the target number.
  - This target number can either be a set number (as noted in the Target Difficulties section) or a number noted on an opponent's character sheet (such as their defence or resistance to wounds).
2. *Build a Dice Pool.* A dice pool is made up of a number of dice equal to the appropriate Attributes plus:
  - An additional die for each applicable Tag the character has (see Tags on page XX).
  - An additional for each point of Stress the play which to gain (see Stress on page XX).
  - Any bonuses from equipment (see Equipment on page XX).
  - An additional die for each other character supporting the task attempt.
3. *Identify the Wild Die,* one of the dice in the pool is assigned the 'Wild Die' (and is usually a different colour from the rest for ease of identification).
4. *Roll the Dice.* The Dice Pool is rolled, and the total of all dice are added together (remembering the *Wild Die* explodes).
5. *Determine Success.* Compare the total rolled versus the Target Number. If this total equal or exceed the Target Number, then the task is a success. If not, the Task is a failure.

## TASK DIFFICULTIES

As noted above the total needed to succeed on a roll is set as a Difficulty. In most circumstances this is a set number (as noted in the table below), although for some tasks this can be based on a characters (or non-player character's) Defences (see later).

Difficulty	Target Number
Simple	7
Average	9
Hard	11
Very Hard	13
Formidable	15

# CHARACTERS

Every player has a character. All characters are defined with the four aspects: Attributes, Tags, Perks and Complications. To differentiate the Player Characters from the individuals and opponents they will encounter in play, they also have Fate Points and a Stress Pool.

To create a character the player should complete the following steps.

1. Distribute 13D between their five Attributes.
2. For each Attribute select a number of Tags.
3. Select a character Perk
4. Determine a character's Complications.
5. Note the character's Defences, Stress Threshold and Fate.
6. Select any equipment.

## ATTRIBUTES

Each Character has five attributes which measure the basic physical and mental abilities that are common to every creature. Characters distribute 13 Attribute Dice among these attributes. These are normally rated on a scale of 1D to 4D, although some factors may change this range.

- *Physique* represents physical strength and toughness.
- *Co-ordination* represents aim and manual dexterity
- *Agility* represents speed and responsiveness.
- *Wit* represents mental creativity and intelligence.
- *Will* represents charisma, resolve, and leadership.

Attribute dice may be split into "pips", with each die is equal to three pips. An Attribute may have dice only (no bonus pips), +1 or +2. Going to "+3" advances the die code to the next largest die.

## TAGS

Tags represent the unique skills, knowledge and training of the character. The Player should:

- Select 1 Tag for each of their Attributes. The only exception being if they only have 1D (with or without pips) assigned, in which case that Attribute does not get a Tag.
- Select an additional second Tag for their single highest Attribute.

Tags should be single word descriptive words that reflect the characters abilities or background.

## PERKS & COMPLICATIONS

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 to select. Perks should bend the core mechanics without breaking them (i.e. might provide the character with an additional Fate Point, or allow them to act as if one of their Static Defences is one D higher, etc.)

Complications represent the hindrances or difficulties in the character's life. A character may choose up to 2 Complications during character creation, these represent limitations or restrictions on the character and are used as a roleplaying aid. When a character acts based on their complication or are compelled to by the Game Master they receive an temporary Fate Point.

## STATIC DEFENCES

Each character has three static defence numbers:

- *Block* represents the character's ability to defend themselves in melee. This is calculated by multiplying their *Co-ordination* by 2 and adding any pips.
- *Dodge* represents their ability to avoid ranged or melee attacks. This is calculated by multiplying their *Agility* D by 3 and adding any pips.
- *Toughness* represents how resilient they are to wounds. This is calculated by multiplying their *Physique* by 3 and adding any pips.

## STRESS THRESHOLD

Stress represents mental damage taken by the character either through encounters or their actions. The character's *Stress Threshold* is equal to their *Will* plus *Physique* dice (ignoring any pips) expressed as a number.

Additionally, Stress can be gained to allocate additional dice (at a rate of 1D per point of Stress) when attempting a Task. Note that characters taking enough Stress to reach their Stress Threshold may be seriously impaired.

## FATE POINTS

Each character starts each game session with 3 Fate Points. These are used to represent the special nature of player characters. Fate points can be used to:

- Reroll any number of dice non-Wild Dice in a task
- Remove one (1) level of Wounds immediately after it is taken
- Double a single Static Defence for
- Remove three (3) stress points.

Fate can be gained by:

- Invoking a Complication
- As the result of good roleplaying

## EQUIPMENT & GEAR

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

- Allows 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.
- Provides a benefit to the character in their task (i.e. undertaking an operation in a well-equipped surgery). Generally, this will provide an additional Die (or 2) to the character when they attempt the task at hand.
- Provides 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 Toughness. See page XX for a list of sample weapons.

# MECHANICS

The following expands on the base process detailed in the **Completing a Task** on page 2.

## MODIFIERS

There are various circumstances that may modify the number of dice a character or Non-Player Character might roll.

### SCALING

To reflect a difference in size, when targeting:

- larger targets, the attacker adds +1D to their Attribute for each scale size difference.
- smaller targets, the defender may add +1 to their Dodge Static Statistic for each scale size difference.

### RANGES

Range in RAW SIX is generally abstract with an object or target said to be at one of the five ranges steps from the character (Melee, Short, Medium, Long, Extreme).

- Melee weapons can only be used in Melee range step.
- Range weapons can fire at any range but incur a -1D modifier for each range step beyond that listed on the weapon.

### SITUATIONAL MODIFIERS

The following modifiers reflect an increase or decrease in the character's chance of success in a task.

Type	Modifier
Ganging-up	+1D for each ally currently attacking an enemy in melee
Aiming	+2D per action spent aiming at a target
Wounded	See Wounds below.
Cover	-1D to -5D depending on the type and impact of cover.
Called Shot	-1D to -5D depending on the size of the target.
Unsuspecting Target	+3D to strike at a target not suspecting an attack.

### CRITICAL FAILURES

Critical failures occur when, in a task roll, more than half the dice in the Dice Pool roll a '1'. I.e. if 2 or 3 dice are in the Dice Pool, 2 roll '1s'. When 4 are in the Dice pool 3 must roll 1s.

If a critical failure occurs the worst possible outcome of the task is applied.

## RESOLVING CONFLICT

In a conflict situation, the action is played out over a number of rounds. These rounds continue until the conflict is resolved.

## ORDER OF CONFLICT

Each Round the following steps are completed.

1. *Determine initiative.* Each character rolls their Initiative for the round.
2. *Declare.* In reverse order (from lowest to highest initiative), each character declares their actions for the round.
3. *Act.* In the order of Initiative, the character act out their actions. As detailed below each turn a character will have a specific number of Action Points to perform the tasks they wish to achieve.
4. *Recover.* As required, the players and Game Master complete any 'house-keeping' of statistics, effects, or other mechanics.

### INITIATIVE

At the beginning of each Round, the combatants determine the order by rolling their **Wit** Dice and Totalling the number rolled. In the case that two characters tie in Initiative, a D6 should be rolled to determine who goes first.

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

## ACTIONS

There isn't any set timeframe or limit to what a character can do in a Round. The Game Master remains the final arbiter of any actions. Some specific actions are detailed below.

### MELEE COMBAT

The action of striking at an opponent with a hand or close combat weapon.

1. The attacking character selects a target that is within Melee range.
2. The attacking character makes a *Physique* task roll versus using the defending character's Block Defence or Dodge Defence as the Target Number (the defender may choose which to use).
3. If the roll equals or exceed the selected defence, then the defender is hit (see Wounding a Target below).
4. If defender opted to Dodge and the roll is less than that defence then the attack misses.
5. If defender opted to Block and the roll is less than that defence then the attack misses, **and** the defender gets a free melee attack back versus the attacker's Block defence.

### RANGED COMBAT

The action of shooting or throwing a weapon.

1. The attacking character selects a target and checks its range.
2. The attacking character makes a *Co-ordination* task roll using the defending character's Dodge Defence as the Target Number.
3. If the roll equals or exceed their Dodge, then the defender is hit (see Wounding a Target below).

## WOUNDING A TARGET

When hit the attacker must determine the extent of the injury.

1. The attacking character rolls the damage for the weapon they have successfully hit with. For ranged weapons, this is a set number of D, while for melee weapons this is equal to the character's *Physique* attribute plus additional D.
2. Compare the total rolled for damage versus the defender's *Toughness* and consult the injuries table.

## INJURIES TABLE

This table details the effects of injuries. If a character takes the same injury twice, the effect moves up one level of effect.

Difference	Effects
0 or less	No effect, the target is unharmed
1-3	<i>Stunned</i> : Either, take 1 Stress Point or -1D on the next action the character attempts.
4-8	<i>Wounded</i> : -1D to all actions until healed. If a second wound is taken the character becomes <i>Severely Wounded</i> : -2D on all actions until healed.
9-12	<i>Critically Wounded</i> : The character barely remains in the fight. -2D on all actions until healed, but every turn the character must make a Simple <i>Physique</i> test or become incapacitated.
13-15	<i>Mortally Wounded</i> : The force of the attack renders the character unconscious and near death. The character makes a Simple <i>Physique</i> test each turn or die.
16+	<i>Dead</i> : The character has perished. The Game Master may allow a First Aid roll to save the character.

## TAKING STRESS

A character accumulating enough Stress to reach their Stress Threshold, they are immediately rendered unconscious (unless the event pushing them over the Threshold states differently).

Characters can take Stress voluntarily (i.e. to gain additional dice or to avoid Stunned effects) or as the result of an event or encounter.

## STRESS THRESHOLD

If a character takes enough stress to reach their Stress Threshold, they are immediately rendered incapacitated and take one level of injury.

## HEALING

As time passes, characters heal from their wounds and recover from Stress.

## FIRST AID

Characters can attempt to immediately heal a character one level of injury. This is done as a *Wit* task with the following difficulty.

Injury	Target Number
Wounded	7
Severely Wounded	9
Critically Wounded	11
Mortally Wounded	13
Dead	15

Only one level of injury can be healed by First Aid each day.

## NATURALLY HEALING WOUNDS

If a wounded character rests he is allowed a *Physique* test and if successful heals an injury level. The frequency of the check depends on the severity of the character's wounds.

Injury	Frequency	Target Number
Wounded	1 Day	7
Severely Wounded	3 Days	7
Critically Wounded	1 Week	9
Mortally Wounded	3 Weeks	11

## RECOVERING STRESS

Each character recovers 1D Stress each period of rest.

# WEAPONS AND ARMOUR

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

Statistic	Description
Damage	This is the number of Base Damage dice rolled on a successful hit to calculate the weapons effect.
Penetration (Pen)	The effectiveness of the weapon against armour. The target's Armour Rating (AV) – if they are wearing any - is reduced by this number when successfully 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 Toughness.
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 rules for the weapon or armour.

## 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 character
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	Short	-	Covers any improvised throwing weapon
Knife	5D	0	Short	-	-
Bow	6D	2	Long	1	-
Crossbow	8D	3	Long	1	Reloading a crossbow takes 2 Action Points
Light Pistol	4D	2	Medium	6/15/21	Can Double Tap
Heavy Pistol	5D	3	Medium	6/15/21	Can Double Tap
Hunting Rifle	5Dx2	4	Extreme	8	Aiming bonus doubled
Assault Rifle	6Dx2	3	Long	30	Can Burst fire
Shotgun	8D/5D	0	Short	2/6	Slug rounds do 8D, With Shot rounds (5D) additional free attacks can be made on other nearby targets
Laser Pistol	5Dx2	4	Long	20	Can Double Tap
Laser Rifle	7Dx2	4	Extreme	50	Can Double Tap

## SAMPLE ARMOUR

Type	AV	Era	Notes
Leather	1	Archaic	
Chain	2	Archaic	
Plate	3	Archaic	
Stab Vest	2	Modern	
Ballistic Vest	3	Modern	Reduce Weapon Pen by 1
Body Armour	5	Modern	Reduce Weapon Pen by 2
Space Suit	4	Future	
Combat Survival Suit	5	Future	Reduce Weapon Pen by 1
Exo-Suit	6	Future	Reduce Weapon Pen by 2

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

D6 Adventure (WEG51011), Copyright 2004, Purgatory Publishing Inc.

D6 Legend, Copyright 2009, Purgatory Publishing Inc

West End Games, WEG, and D6 System are trademarks and properties of Purgatory Publishing Inc.

Mini Six Bare Bones Edition, Copyright 2010, AntiPaladin Games.

Mini Six, and APG are trademarks and properties of AntiPaladin Games.

RAW SIX is Copyright 2020, Mini Six Fanatic.

#### PRODUCT IDENTIFICATION:

Product Identity: The D6 System; the D6 trademarks, the D6 and related logos and any derivative trademarks not specified as Open Game Content are designated as Product Identity (PI) and are properties of Purgatory Publishing Inc. All rights reserved.

Open Game Content: All game mechanics and material not covered under Product Identity (PI) above; OpenD6 trademark and OpenD6 logo.

This is the end of the Open Game License.