

RAW SIX

THE SIMPLEST OF D6 SYSTEMS

VERSION 1.1 (FEBURARY 2020)

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Raw Six is a member of the OpenD6 family, specifically following the Open D6 OGL and owes much to the Mini Six game published by AntiPaladin Games

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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 5 or 6 with one 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+Y. Here X represents how many dice (D) are rolled, and Y notes any additions to the total rolled on these dice. For instance, 3D+1 means that three dice are rolled and added together, and then an additional one is added to that total.
- The Wild Die 'explodes' when a 6 is 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 player wishes 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 exceeds 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 character's (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, skills, knowledge, or background.

While no limiters are placed on what can be used as a Tag, general advice is that they fall under a one of the following categories.

- A Knowledge or Education: A training or set of skills a character might have acquired prior to play. This could be generic – doctor, mechanic, pilot – but could also be more specific such as Professor of Anthropology, 2008 Winner of Mastermind UK.
- A Unique Ability: Something that the character has naturally manifested. This could be some physical

or mental trait – Eagle Eye, Fitness Freak, Brawler – or something more esoteric – Spell Caster, Sixth Sense, Disarming Voice.

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 a 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
- Remove three (3) stress points after a short rest.

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.

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.

EXCEPTIONAL SUCCESS

If the total rolled ever exceeds the Target number of the task by 10 or more, an exceptional success occurs. In this event,

the player may immediately select one of the following bonuses:

- Recover 1 point of Stress
- Add 1D to the damage of the weapon used in the task roll.
- Move to the top of the Initiative order in the next round.
- Gain some non-mechanic bonus at the Game Master's discretion.

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.
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.

NON-COMBAT ACTIONS

Conflict isn't only about shoot and hitting each other, and characters may want to do one of the following instead of attacking.

- **Assist:** The character spends their action helping their fellows by pointing out enemies and weak spots or assisting with reloading weapons, etc. Each assisting character provides a +1D to all allies' dice pools until they next act.
- **Assess:** Spending an action looking down a scope at an enemy (as per the **Situational Modifier: Aiming**) or sizing up an opponent provide +2D on the next action against the target.
- **Full Defence:** Doing nothing else but actively dodging as an action they gain +10 to their Dodge until their next action.

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 weapon, 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 make 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, character 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 *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

Stress can be recovered in a number of ways:

- As an option as the result of an exceptional success (see above).

- As a reward for an outstanding action or milestone situation.
- After a full and restful night's sleep (or similar period of recovery).

NON-PLAYER CHARACTERS

For the most part Non-Player Characters of all types (friends, enemies, allies, or opponents) can be treated the same as the Characters. They will have Attributes, Tags and Equipment. They should not have access however to Fate or Stress points (these should remain unique to the Player Characters). When conflict occurs, however, the Game Master needs a simple way of tracking the effects and injuries inflicted on these individuals.

NPC DAMAGE & WOUNDS

Rather than using the Injuries table most NPCs/Creatures damage have a number of Wounds they can take and a number of Scratches they can absorb.

- **Scratches:** This represents a level of toughness the creature has before it starts to take any wounds. The number of Scratches an opponent can take varies, with minor NPCs have likely having none, and Dragons or Giants having many.
- **Wounds:** Most regular NPCs can only take one Wound before being incapacitated (such as Goblins or normal humans etc.), but some might be able to multiple before they are out of a fight.
- **Wound Thresholds:** For NPCs with multiple wounds this is the number they can take before have some mechanic effect on their dice pools (as occurs with Character Injuries).

NPC DAMAGE TABLE

When an NPC or creature is hit use the following table instead (rather than the injuries table used for Player Characters).

Difference	Effects
0 or less	No effect, the target is unharmed
1-3	1 Damage
4-8	2 Damage
9-12	3 Damage
13-15	4 Damage
16+	5 Damage

ALLOCATING DAMAGE

Damage is allocated to Scratches before Wounds. For each Damage noted a Scratch is taken by the NPC/creature when they can not take any more Scratches, Damage is allocated to Wounds. When an NPC/creature can take no more wounds they are unconscious, dead, or otherwise removed from play.

SCRATCHES

Scratches are used to absorb damage without any mechanical impact on the NPC or creature. Think of this as

luck, minor wounds or not having enough impact on a creature to substantively slow it down.

EFFECTS OF TAKING WOUNDS

Some NPCs/creatures are immediately removed as soon as they take a Wound, others have Wound Thresholds. When a Threshold is reached the NPC is at -ID for all actions until heal. Some creatures or threats might have multiple Wound Thresholds, each one reached, resulting in another ID being removed.

EXAMPLE OF NPC DAMAGE AND WOUNDS

Jon is amid combat with angry villager and his crazed cultist ally. The villager is a regular human, so has 2 Scratches and 1 Wound. The cultist however is driven by the power of his dark god (and more than a few drugs) with 4 Scratches and 2 Wounds. He also has a Wound Threshold of 1.

Early in the fight Jon hits the villager with his Axe and rolls a difference of 8 his Injury roll. Looking at NPC Damage Table this results in 2 Damage, which is absorbed by the villager's Scratches (resulting in no real effect outside of the narrative one of the villager leaping backwards at the last second as Jon's blade splits open his jerkin). The next round Jon hits again and only rolls a difference of 3. This however is 1 Damage, enough to do the single wound to the villager and take him out of the fight (The Game Master narrating a wrist being lopped off, and the screaming man collapsing to the ground grasping at the stump).

Later in the fight, facing the more dangerous cultist, Jon again hits, and – with a couple of exploding Wild Die 6s – roll 18 above the crazy's Toughness. This however only does 5 Damage, and the cultist's Scratches absorb the first 4. As he also has two Wounds the single remaining damage doesn't take the mad man out. However, as he does have a Wound Threshold at 1, the cultist will be at -ID for the result of the fight.

The Game Master describes the scene with the two combatants swirling past each other in a flurry of limbs and metal, with Jon's blade solidly connecting with the cultist's skull. The lunatic stumbles, and almost falls, but recovers at the last moment, swings around to face his attacker. Jon's character blanches as he sees the cultist's face is a bloody ruin of teeth, bone, and a loose hanging eye... but is unsurprised to see the 'man' lick the mess from his lips and half stagger, half run back into the fray!

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	
Light Pistol	4D	2	Medium	6/15/21	
Heavy Pistol	5D	3	Medium	6/15/21	
Hunting Rifle	5Dx2	4	Extreme	8	Aiming bonus doubled
Assault Rifle	6Dx2	3	Long	30	
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	
Laser Rifle	7Dx2	4	Extreme	50	

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

VERSION CHANGE NOTES

VERSION 1.0 – DEC 2020

- Initial release developed for running Summerland at a local convention

VERSION 1.1 – FEB 2021

- Removed reference to D6 Legend and other various hangovers from the copy & paste out of Simple Six
- Added a Table of Contents page and an introduction as to why this set of mechanics exists.
- Reworded dice rolling formula based on feedback from Michael W.
- Provided some examples of Attribute Tags and how they are used.
- Added Exceptional Success rules.
- Added some Non-Combat action options.
- Added detail to Recovering Stress
- Added in NPC Wounds and example.

WHY RAW SIX EXISTS

Raw Six began as I looked for a system to use for a one-off session of the Summerland RPG late in 2020. I needed something that was easily to teach but could also be adapted on the fly. These requirements soon extended as I found myself booking in to run a few games a local roleplaying convention to run a few games. The Open D6 mechanics seemed a logical option to these challenges, and as it is likely obvious, I've long been a fan of the Mini Six interpretation.

However, while the Open D6 (and its various family members) come with incredible light touch mechanics, I have always struggled with balancing a Task driven game that also allows the totals of its dice rolls to vary so wildly. To explain, in Open D6 character dice pools (Attributes and Skills) can range anything from a single D6 through to 6 or more. This makes it hard to determine a fair target number when one player might have only 2 dice to roll (resulting in a number from 2 to 12) and another might have 5 (giving them results from 5 to 30!). I realise that this is a pretty minor complaint to make, but to me it was one that I could never reconcile.

Raw Six, therefore, is my attempt to 'fix this problem'.

As this document lays out, my solution is threefold; a) limit the dice range being rolled b) remove the need for specific skills c) ensure that the players still maintained some control over their task actions (i.e. to empower and provide options on those important rolls). The first was easy, just reduce the number of dice the players had to distribute in character creation. The second was to get rid of 'traditional' skills, and instead provide ways that you could reflect the characters unique abilities, knowledge and talents in the game. This is where Tags come in, an open way of describing the above but ensuring that they provide a bonus that doesn't push the number of dice rolled out too far. Finally, I needed a way to provide the players with some in-game currency to allow them to have an advantage over non-player characters and opponents (although I was aware that it couldn't be unlimited resource, otherwise we'd be back at square one). This is where Stress dice (representing willpower, concentration, and determination) comes in, a pool that a player can spend to increase their chances of success. Stress is a balancing mechanic that allows the characters to be heroic but comes with risk and consequence if pushed too far (as a note I have some future ideas to make Stress a bit more interesting than just a pool of numbers).

With that all said, I'll leave it to you to decide whether I was successful or not...

Marcus Bone (February 2021)

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