MICRO BORG

D6

A LITE SOLO TTRPG

Rejoice not against me, O mine Enemy! when I fall, I shall arise.

MICRO BORG D6

CHARACTER CREATION

d6 HP, d6 class, choose one stat to +1 and one to -1, decide starting equipment.

CLASSES
1. Deserter:
   +(current level) damage with weapons. May hit multiple targets.
2. Scvm:
   x2 damage on sneak attacks.
3. Hermit:
   Start with a random spell.
   +(current level) damage for spells.
4. Royalty:
   Start with 1 armor and 60g.
5. Priest:
   Start with a random spell
   +(current level) damage with weapons.
6. Herbmaster:
   Start with 2 random potions
   Potions use d3 for effects.
   Gain 2 random potions every time you find a new item.

EQUIPMENT
Common 1-30g. Deadly 25-65g. Rare 50+g.

LEVEL UP
Kill (4 x current level) monsters then:
Gain +d6 HP, choose one stat to +1, increase current level by 1.

SAMPLE CHARACTER
Lar the Priest
HP 4 | STR 0 | AGI -1 | PRE +1
Gear: Torn robes, sack, crucifix, cudgel
Spells: Rot Chariot

SKILL CHECKS

STRENGTH	Crush, strike, grapple
AGILITY	Defend, dodge, flee
PRESENCE	Sense, aim, channel

roll d6 + relevant skill:

1-3	fail
4-5	yes, but...
6	success

DUNGEON

Roll d6 for each dungeon encounter, starting from the GOLD square. To advance, roll again and you count from the last result that came up(moving right along the row then wrapping down to the one below). You decide what each square means.

REST
3 times per dungeon level you may regain d6 HP.

WINNING
All dungeons are two floors, you go to the next floor by landing on a VICTORY square. The first time you arrive you receive a magical item. The next time you arrive it means you have completed the dungeon.

ENCOUNTER

1-3	Hostile
4-5	Indifferent
6	Unaware

COMBAT

You act first.
1. STR for melee or PRE for ranged/spell attack check to hit, then deal d6 damage(minus any armor)
2. AGI check to dodge enemy, or take d6 damage(minus any armor)
3. Skill check if enemy is below 1/3 it's max HP to see if it flees
4. Repeat until either side dies/runs away

ARMOR
Flat reduction to damage.
Hits always deal a minimum of 1 damage regardless of armor unless that would bring a character to 0 HP.

SPELLS
Cost 1 HP to use. d3 HP on failed cast.

DUNGEONS

MINI

GOLD	MONSTER	LOST
ITEM	MOB	DISEASE
VICTORY	BOSS	MERCHANT

CLASSIC

GOLD	WARRIOR	LOST
SWORD	BRIGANDS	PLAGUE
PEGASUS	DRAGON	CURSED
WIZARD	VICTORY	BAZAAR

MEDIUM

GOLD	INFECTION	ABBERATION	MONSTER
BOSS	TRAP	VICTORY	WANDERER
LOST	MOB	MONSTER	ITEM
MERCHANT	ITEM	LOST	BLESSING

LARGE

GOLD	WIZARD	WANDERER	MOB	LOST
ITEM	LOST	ITEM	MONSTER	WARRIOR
VICTORY	BOSS	TRAP	DEBT	LOST
ROGUE	DISEASE	VICTORY	INFECTION	MONSTER
MERCHANT	ABBERATION	BOSS	CLERIC	BLESSING

EXTRAS

CONVERTING CONTENT TO USE WITH MICRO BORG D6
You may use any monsters, items, spells, classes from any system.To convert content
reduce any dice rolls to single d6 and any flat modifiers to a range of +/- 1 to 3.
Avoid long boring descriptions and aim for concise, quick/direct damage and effects,

SAMPLE SPELLS
Wind Hook
        deal damage and drag enemy towards you(forces flee check)
Attracting Fungus
        fungus pushes its way through cracks in the walls. Harvest to gain +d3 HP.
Thorn Swarm
        deal damage and distract enemy(+1 any next skill check to avoid enemy)
Wearying Dream
        reroll your next dungeon encounter
Sinew Shard
        lose 2HP but gain +2 damage for the next 2 attacks
Binding Bone
        summon a minion (HP 2, d3 damage)

SAMPLE MONSTERS
bullywug
        (HP 3, ARMOR 1, SPECIAL -1 to your skill check when trying to hit it)
skeleton
        (HP 3, SPECIAL they move silently, always surprise you and always act first
         in combat)
brigand
        (HP 4, SPECIAL will attack twice if you roll 1 on your dodge check)
manticore
        (HP 8, SPECIAL gets an attack for each person in your party. lower max HP by
         2 if you roll 1 on your dodge check)
lich
        (HP 10, ARMOR 2, SPECIAL you cannot use spells against the creature but it
         may use your own spells against you)
nidhogg
        (HP 20, ARMOR 1, SPECIAL stunned for 1 round if you roll 1 on your dodge
         check, swallowed whole if you roll 1 on your dodge check)

RANDOM SPELLS/POTIONS - https://perchance.org/liminal-horror-spells

RANDOM MONSTERS   - https://monster.makedatanotlore.dev

RANDOM NPCS   - https://goatmansgoblet.itch.io/denizens-of-the-dying-world

RANDOM DUNGEONS   - https://silentbunny.itch.io/micro-borg-d6