Open D6 Simple Legend System

The goal of the Open D6 Simple Legend System is to provide a minimally intrusive way to convert Mini Six (or any Open D6) to a Legend System (one that tests actions by rolling dice for successes instead of adding up the dice and comparing it to a Target Number).

The Dice
The dice are rolled based on attributes and skills as usual. Regular Dice have a success on 4-6
.
Pips indicate an extra dice to be rolled:
+1 (Weak Die): a die with a success on 6
+2 (Medium Die): a die with a success is 5-6

So, if you were rolling 3D+2, you would roll 3 regular dice and 1 medium die, and count up your successes.

Skill Difficulties
- Easy: 1 success (~TN 6 to 10)
- Standard: 2 successes (~TN 11 to 15)
- Difficult: 3 successes (~TN 16 to 20)
- Very Difficult: 4 successes (~TN 21 to 30)
- Heroic: 5 successes (~TN 31+)

Modifiers
- Every 5 or 6 TN ~ 1 success

Combat Range Modifiers
- Point Blank: -1 success needed
- Short: 0
- Medium: +1 success needed
- Long: +2 successes needed

Combat Cover Modifiers
- 50% cover: +1 success
- 75% cover: +2 successes
- 100% cover: +5 successes

Traditional Combat
Players just roll their appropriate attributes or skills and compare successes.

Static Combat
The Open Legend static defenses are the same as the Mini Six static defenses, but divided by 6.

- Block = ((Brawling skill dice x 3) + pips) / 6
- Dodge = ((Dodge skill dice x 3) + pips) / 6
- Parry = ((Weapon skill dice x 3) + pips) / 6
- Soak = ((Might attribute dice x 3) + pips plus armor value + any magical, super-tech, or other AV bonus) / 6

The static value is the whole number part after being divided. So, if a player who has 5D+1 of dodge would have a value of 2.66 from the formula, giving a static dodge value of 2.

Static Defense Checks
A check is rolled when a player takes the corresponding action. If a player rolls the check value, then their static value is increased by one.

To find the Using the same formula you used to to find the static values. You get the check number from part after the decimal:
- 1/6 or .16 has a check value of of 6.
- 2/6 or .33 has a check values of 5+.
- 3/6 or .5 has check values of 4+.
- 4/6 or .66 has check values of 3+.
- 5/6 or .83 has check values of 2+.

So, if a player who has a brawl skill of 4D+2 of dodge would have a value of 2.33 from the formula, giving a static block value of 2 with a check value of 5+, which can be written as 2 (c5+). If that player were blocking, they would roll a check, and if they rolled a 4 or less, their block score would be 2, but if they make their check by rolling a 5 or higher, then their block score would be 3.

If you hate the check system, you can ignore it and just use the static values, but if you ignore the check values, then a large range of attribute values end up having the exact same static values. For example, someone with a dodge of 2D and someone with a doge of 3D+2 end up having the same static dodge score. The check system is slightly convoluted, but makes sure each players advantage proportional to their dice scores.

Damage with Wound Levels

Wound levels are progressed along with each successful damage, as opposed to having a damage range for each wound level.

To take damage, players just roll the damage dice and count successes, minus whatever is soaked. Each success moves the players up a wound level (Stunned, Wounded, Severely Wounded, Incapacitated, Mortally Wounded, Dead).

Damage with Body Points

If you are using Body Points, the weapons do damage as normal, and any damage soak is rolled as in traditional Open D6, or the regular static values from Mini Six can be used.

House Rules

While I've tried to keep the Simple Legend System as house rule free as possible, there is a collection of house rules for Open D6 that I have included below that address some issues I've had with the D6 system.

Preparation Action Modifier

Preparing for an action doubles the amount of time the action takes, but but adds one die.

Cumulative Actions

Some actions require a certain number of successes over a given amount of time. So, for example, a thief cracking a safe might need 15 cumulative successes. Normally, actions take a specific amount of time, but cumulative actions can offer a dramatic way to represent actions that take an extended amount of time.

Mini Six Magic

Spells have quite a high TN, so we have adapted spells be cumulative actions, and when enough successes have been accumulated, then the spell is cast. Actions affecting the player can interrupt the casting of the spell.

To find the number of successes needed from the Mini Six TN value, divide the TN number by 5.

Combat Options

At the start of a round, each combatant selects a fighting strategy:
- **Aiming / Aggressive Combat**: The character may attack with a +1D. Their defense value is 1.
- **Balanced Combat**: The character may attack. Their defense value is their static block, dodge, or parry value (depending on the situation).
- **Full Defense**: The character may not attack. They defend with +2 to their static block, dodge, or parry value (depending on the situation).

Successful Attacks Modifying Damage

For every success beyond what is needed to hit a target, the attacker does one additional damage (or, alternatively, for a less powerful modification, the attacker may roll extra damage dice).

Stun Levels

Characters may become stunned and suffer a -1D on all actions for the remainder of this round, and for all of the next. This also affects static combat values.

Lethal Damage

Players take at least one level of damage (1D of damage if using Body Points), regardless of soak if they take lethal damage without the appropriate armor.

Alternate Wound Levels

To give players a little more survivability, the following wound levels can be used:
- Light Injury (heals after 1 day)
- Light Injury (heals after 2 days)
- Light Injury (heals after 3 days)
- Medium Injury: -1D (heals after 4 days)
- Medium Injury: -1D (heals after 5 days)
- Severe Injury: -2D (heals after 6 days*)
- Severe Injury: -2D (heals after 7 days*)
- Critical Injury: -3D (heals of 1 month*)
- Incapacitated (heals of 1 month)
- Dead

Note:
-1D of the penalty can be negated with treatment.
* Will not heal without medical intervention; advanced intervention may offer faster healing.