

This TRPG is D6 system.

## 1.character

**Basic attributes**÷ The basic score of the player's character ranges from 1 (super weak) to 6 (super strong)

Basic attributes	means
dexterity	quick reaction
strength	Physical quality and strength
leadership	Negotiation skills
wisdom	knowledge
perception	Acuteness of five senses

**Additional attributes**÷

additional attributes	relevance	means
Def	dexterity	Resistance to attack
Hp	strength	
speed	dexterity	
range of attack	none	

## Skills

Skills	relevance	Effects
fight	dexterity	fist,sword,knife
shoot	perception	guns,bow,cannon

<b>throw</b>	<b>strength</b>	<b>darts, grenades,stone</b>
<b>steel</b>	<b>dexterity,perception</b>	
<b>unlock</b>	<b>wisdom,perception</b>	<b>open chestes or door without key</b>
<b>negotiation</b>	<b>leadership</b>	<b>Negotiation, persuasion, bargaining</b>
<b>technology</b>	<b>wisdom</b>	<b>making items</b>
<b>stalk</b>	<b>dexterity</b>	<b>stalker</b>
<b>heal</b>	<b>wisdom,perception</b>	<b>Treatment, first aid</b>

### **how to make a charater:**

Players need to fill in the attributes of their character, there are five attributes, the highest attribute score is 6 points, the lowest is 1 point, the total score of five attributes can not exceed 15 points.

**dexterity strength**

**leadership**

**wisdom**

**perception**

When players complete the creation of characters, they need to calculate defense value, HP value and so on through their attribute values.

**Def:** 3+dexterity

**HP:** Strength+6

**speed:** dexterity +6(Moving range per round)

**Throwing range :** 7 meter

## **2. Skills:**

**Fight:** dexterity (how expert to using sticks, fists and knives)

**Shoot:** perception(guns,cannon,RPG)

**Throw:** strength(stones,grenades)

**steel:** (dexterity+perception)/2

**unlock:** (wisdom+perception)/2

**stalk:** dexterity

**heal:** (perception+wisdom)

**negotiation:** leadership

When you have filled in the above values, you have completed your role card. In the world you are going to have adventure, as long as things are reasonable, you have to listen to all the decisions of "God". "God" will determine how much money you have in your pocket when you start the game and where to have adventure.

**determination:**

**Always D6 + player's skills value**

In the game, you will encounter various obstacles, such as locked doors, boxes with passwords, and strangers who want to kill you. All of this requires using your skill values and dice to solve them. The judgement is always a 6-sided dice plus skill value. The result is compared with the difficulty value to solve the problem. If the value is greater than the difficulty value, the problem to be solved will be solved by your skill.

**How to use Skills?**

**Steel:** For example, The kidnapper locked you in the house. When the kidnapper napped, you saw that the key to saving your life was in his waist. You can declare steel.

If your stealing value is 3 and the result of throwing dice is 4, the added value is 7. The difficulty of stealing this key is known only by GOD. If the

difficulty of stealing a kidnapper's key is 6, 7 is greater than 6, then you have successfully stolen the key.

**Unlock:** Open the door in front of you, or lock the box. Anything locked can be tried with this skill.

According to the above example of kidnappers, If the value of your unlocking skill is 2, the result of throwing the dice is 3, then final value is 5, and the game story in the hands of GOD describes that the difficulty of unlocking the door is 6. Your unlocking result is obviously less than the difficulty of unlocking the door 6. GOD declares that you did not unlock the lock on the door.

**negotiation:** This skill allows you to get unknown information, persuade people with less IQ to do dangerous things for you, or bargain with sellers for bargains.

For example, if you break a neighbor's window, you declare the use of negotiation skills, your negotiation skills are 5, the dice value is 4, the total is 9, and the difficulty of persuading the neighbor is 7, then the neighbor will think nothing happens. You won't lose anything.

**Stalk:** For example, if you a pupil who wants to sneak past his mother's door with a football without finishing your homework. The difficulty value is 6, your dexterity skill value is 3, and the dice throwing value is 1. Then the value is only 4, which does not exceed the difficulty value 6. Then the God says, "You crunch on the floor, and your mother saw you sneaking around".

**Heal:** If you are injured and your life value is reduced, you must use your healing skills and medical supplies to restore your life. Each medical device has its own operating difficulty value,

If you are injured and lose 3 points of life, your heal skills are 1, and you have a "small first aid kit" (small first aid kit attribute is: operation difficulty value 6, treatment life 1D6, number 3), declare the treatment of yourself and then throw dice, the value is 6, the total result is 7, compared with the "small first aid kit" operation difficulty value 6, indicating that you have successfully used it. The medicine in the small first aid kit heals itself. But don't worry, how can the treatment effect be treated? You have to throw 6 dice again (because healing life 1D6). The result of throwing again is 4, because you only lose 3 points of life, so you can only recover 3 points of life.

## Judgment of Behaviors Beyond Skills

For example, if a player wants to climb a 4-meter high wall, it is obvious that this is not an ordinary action. At this point, "GOD" can take the Dexterity attribute value as the reference skill value, plus the value of throwing dice. High walls should also be set a random climbing difficulty value, pass the announcement that players over the high wall, not pass the announcement that players are blocked by the high wall outside.

This random set of difficulty values will generally depend on the difficulty, in the range of 6 to 12. For example, the high wall is up to 6 meters, the surface is smooth, must take the difficulty value of 12, the player can pass miraculously under the level of super agility and super play. Most of the events can be based on five attributes (dexterity, strength, intelligence, wisdom, leadership) to obtain reference skill values.

Suppose the player eats a chicken head that is one month overdue, if you are god ,you should know how to do it? Tip:hopefully that player's strength is high enough.

## 3. Campaign

### game map:

The map was drawn on A4 paper with a pen. Normally, each grid represents a 1 square metre range. In different scenarios, God can define the scope of the grid representation as required

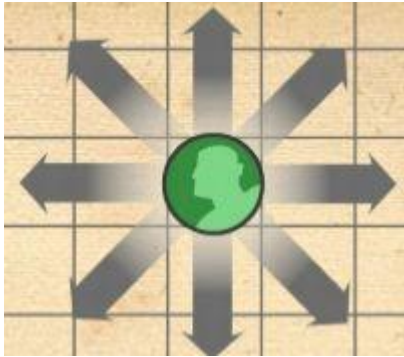
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### Attack first&move:

Because the battle of desktop role-playing game adopts round-based battle mode, that is, according to the action sequence of the roles, the role that can take the first action at the beginning of a battle will have a great advantage. In order to be fair, each character uses its own "dexterity" attribute plus dice value to determine the order of action of each person, who gets the bigger value, who acts first. The way to determine the order is to decide "attack first"

For example, a player's dexterity is 4, the value of throwing dice is 3, and the value of the first attack is 7. The enemy character decides the first attack in the same way. If the value exceeds 7, the enemy will act first, and if the value is less than 7, the enemy will act later.

Characters can move in eight directions, either straight or diagonal.



In battle, you can fight the enemy close to you, or attack the enemy with non-melee weapons such as guns or stones. If it's close combat, you have to move into the enemy's adjacent grid and attack the targets around you.



If non-melee weapons such as guns, knives and grenades are used, the hit damage can be judged by referring to the range and other attributes of each weapon.

You can do up to two actions per turn, perhaps by running a distance and then attacking, or by attacking in situ twice.

### **Judgment of battle:**

Whether it's close combat or long-range weapon attack, the first step is to judge the hit.

If a throw fails, the result is that your fist deals 0 damage, and the bullet or grenade is flying somewhere else, and the other party will not be affected.

If the judgment of throwing hits is passed, then the damage can be judged. Each weapon has its own way to get the damage value. The default of fist damage is 1, that is to say, as long as the player hits the opponent, opponent will reduce his HP by 1 point. The flying knife

damage is the value of throwing a D6 dice, while the rocket launcher damage is the value of throwing three D6 dices, the smallest result is 3, the largest result is 18.

If after throwing dice get 6 points, add up with your fighting skills (such as fighting, shooting, throwing) value, and the result can not hit the opponent, you can throw another 6 dice to make a judgment, and add up with the previous result, if the final result is greater than the opponent's defense value, then hit opponent successfully . If you throw twice dice and still cannot hit enemy then there is no third dice that you can throw, try to thinking about run away.

For example, Players are holding an iron rod with damage (2 D6)/2, Players swing iron rods, throw D6 dice, the result is 5, because it is a close combat weapon, the player's fighting skills value is 2, combined with the result of 7. The kidnapper's defense value is only 6, and the player successfully uses the iron bar. Then calculate the damage done by the iron bar to the kidnappers.

Players throw dice 2 times, the first time is 3 points, the second time is 4 points, then  $(3 + 4) / 2 = 3.5$ , the value is 3 points.

When the life value is 0, the character is incapable of action and must wait for his teammates to rescue him. If a character dies completely, he must lose twice his life value. For example, a character's life value is 6. If he dies, he needs to lose his life value to - 6. Otherwise, the character can be saved forever. But roles with below-zero HP need surgery to revive.

### **Recover HP:**

In battle, you can use medical supplies for a whole round of time to heal yourself. If you heal a partner, you need to move to the partner's side, and then spend a whole round of action to heal your partner.

But if the player's life value decreases to 0 or lower in battle, unless there are special items, the player can't restore the injured person's life value above 0 in battle. Only after the battle is over, the player can recover his life by surgery and other means.

### **Weapon damage:**

[ Fist: damage 1D6]

[Steel Tube/Baseball Ball: damage (2D6)/2]

[Flying Knife: Range 30 meters, damage 1D6]

[Self-made pistol: Range 42 meters, damage (3D6)/2, clip bullet 2]

[Incendiary bullet: Range 12 meters, Injury 1D6, Range radius 3 meters]

**Medical supplies:**

[Analgesics: direct use, treatment of life 1D6+1]

[Small first aid kit: operation difficulty value 6, treatment life 1D6, number 3]

[Medical suitcase: operation difficulty 10, treatment life 2D6, quantity 5]

[adrenaline: direct use, Increase dexterity by 2 points in 24 hours]

**clothing:**

[Bullet jacket: 1 point defensive value added after wearing it]

[Armor: Increases defense by 5 points and decreases 1 point dexterity attributes after wearing it.]

**Common role parameters:**

The five attributes of an ordinary person add up to 15, And the most common creatures in the world are not likely to have higher attribute values than ordinary people, such as our common rats, cats, dogs and so on, so those creatures five attributes should be lowered appropriately. Soldiers and aliens or space creatures are stronger than humans, and their attributes add up can reach a maximum of 30 points. As GOD, you can arrange different difficult "roles" in some scenarios to welcome players.

**4. Race**

1. human

There is no need to modify attributes

2. Dwarf:





HP+ 5. dexterity +1

3. spirit



strength-2, Negotiation Skills+1, Stalk Skills+1

4. Orcs



HP+3, Fight or use any melee weapon damage + 1, Negotiation - 1

5. Goblin:



Goblins can't add up to more than 10 points of all attributes, unlocking skills + 1, stalk skills + 1

## **5. Class**

### **1. warrior**

Good at using swords and fists  
Strength +2, wisdom -1.

### **2. Thieves**

Choose this profession and you will get a 1-coin burglar costume, a special tool kit for burglars, which includes a master key of "unlock" skill + 1 and "steal" + 1.

3. Mage wisdom +1, preception +1,  
strength -1.

## **6. The “God”**

First of all, you are welcome to choose the "GOD" position, describe the game story for the players, fairly review each action of the player, and draw a simple map. Firstly, "God" has a good understanding of the above chapters, I think this is not difficult. Secondly, after the player gets a game story, he should carefully read the game story and clarify the creator's intention and the sequence of event development. At the same

time, GOD must also have flexible thinking, because Players will suddenly announce that they want to do something you are unprepared for.

## 7. Character Sheet

Character Sheet	
Name: _____	Gender:   _____
Race: _____	Class: _____
Dexterity:	DEF 3+dexterity :
Strength:	HP Strength+6 :
Wisdom:	Speed dexterity*1 meter (turn) :
Perception:	Throw range: 5 meters
Leadership:	
<b>Skills</b>	<b>Weapon</b> default is fist damage 1
Fight dexterity:	<div>Weapon name: Damage: Properties:</div>
Shoot perception:	
Throw strength:	
Steal (dexterity+perception)/2 :	
Unlock (perception+wisdom)/2 :	
Negotiation leadership:	
Stalk dexterity:	
Heal (perception+wisdom)/2 :	
Items:	