

RP6

This game:

- Uses a single six-sided dice.
- Has as few rules as possible.
- Is great for one-shots.
- Would work well on a livestream or stage.

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WHAT IS THIS?

This is a roleplaying or storytelling game. You and a group of friends will play characters in a fictional world of your own making who'll attempt to overcome difficult challenges. One of you will be the Gamesmaster - or GM - who illustrates and adjudicates the shared world, and plays every *other* character in the game.

You can play for as long as you like; sessions usually last for a couple of hours or until the story reaches a satisfying end point.

FIRST: WHERE ARE WE?

Pick a genre that everyone at the table knows. (Fantasy, Sci-Fi, Modern Horror, Swashbuckling, Action Thriller, etc.) Your game abides by this genre.

Each player states something obvious about the world that everyone can agree on, then notes it down. Some tropes:

- "You can cast spells by speaking magic words aloud."
- "Ships can use warp speed to traverse space instantly."
- "Vampires stalk the midnight streets of the city."
- "You can swing from ropes, chandeliers etc. with ease."
- "If you get shot, you'll often die within the hour unless you receive medical attention."

Once everyone has something, go around the table again, and each player adds a twist to the trope suggested by the player on their right. For example:

- "Every spellcaster is eventually possessed by a demon."
- "Warp speed creates extradimensional copies of travellers."
- "Vampires hunt other monsters to protect their food source."
- "Villains have developed a variety of traps and defences against attackers moving in a parabola."
- "Most operatives wear concealed body armour that can stop a rifle round. Killers use knives or aim for the head."

Alternatively: just play in a setting you all already know. Or have the GM do the hard work and make it up themselves.

SECOND: WHO ARE YOU?

As a group, answer as your characters:

Who are we?

What are we doing?

What do we seek to gain by doing it?

Who's trying to stop us doing it?

What's the next step?

Update, modify or invert
your answers at
any point if it feels
right to do so.

Individually, answer as your character:

What happened in my past to put me here?

What can I do that no-one else in the group can do?

What am I scared of?

What do I want right now?

Who am I closest to in the group?

What do I look like?

What do people call me?

HOW TO PLAY

Most of the time, you state your character's actions, and the GM states what happens as a result. When you attempt something risky, exciting or crucial, tell the GM what you want to happen, and they'll tell you what's at stake if you fail. Before you roll the dice, you need to...

1: PERSUADE THE GM.

Before you roll the dice, tell the GM why you should succeed. (Other players can help.)

For each reason they accept, add 1 to your result.

If you'd add 3 or more, **you succeed automatically**.

Some example reasons you might try:

- "My character is good at this sort of thing."
- "I'm exploiting my opponent's weakness."
- "I'm taking advantage of the environment."
- "We rigged it so I would have an easier time."
- "My character is carrying equipment that would help."
- "I have the element of surprise."
- "This aligns with my character's deeply-held moral code."
- "This is a really clever idea and I want to be rewarded."
- "The witches decreed that this would occur."
- "I've failed a bunch of times this session."
- "It's my birthday and I deserve this."
- "I shared my biscuits with everyone else."
- "I'll give you some money from my wallet."

The GM is encouraged to suggest, counteract, ban, or refuse reasons as they see fit, or ask for clarification or more detail.

If the GM accepts the same reason twice in a scene, write it down. It can't be used again until the scene is over (or the characters get a chance to catch their breath). Then...

2: ROLL THE DICE.

Add 1 for each reason the GM accepted.

If the result is **6** or more, you succeed cleanly.

If it's **5**, you succeed but at steep cost.

If it's **4** or less, you fail and things go badly for you.

GETTING HURT (AND OTHER BAD THINGS)

This is an optional rule. Why not try making up your own?

Sometimes characters will get hurt. (Or cursed, or compromised, or suffer some other form of cumulative misfortune.) When this happens, the GM should roll the dice:

If the result is **6** or more, the character is out of action.

If it's **5**, their player must choose between going out of action or giving up something important.

If it's **4** or less, they take a Condition - write it down.

Each condition adds 1 to future GM rolls like this one. If it's a particularly nasty Condition, it can add 2 or 3.

Remove conditions with suitable actions in the game.