1 Odd6 Lite Edition

Odd6 Lite Edition is a simple d6 dice pool based ttprg in the tradition of the 80s and 90s.

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In the hopes that it is not wasteful!

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2 General Rules

The system uses die codes to represent a character's proficiency in certain areas, the effectiveness of weapons, and the usefulness of equipment. These codes, represented by a number of six-sided dice, are used in rolling to determine success or failure in actions and mechanics within the game. The higher the die code, the better skilled or equipped the character is in that area. The core mechanics of the game revolves around these rolls.

2.1 Dice Rolls

Skill rolls are determined by rolling a set of dice that includes a combination of attribute and skill dice. The number of dice in the pool depends on the attribute and skill ratings of the character, and the roll is modified by any relevant bonuses or penalties. The total of the roll will determine the success or failure of the action.

A dice pool is expressed as a combination of dice codes and pips. The dice code indicates the number of six-sided dice that are rolled when attempting an action, such as 1d, 2d, 3d, 4d, 5d, etc. Pips, represented by "+1" or "+2," are added to the total result of the dice roll.

2.2 Difficulty Levels

Difficulty levels are used to determine the degree of difficulty of a task or action that a character attempts. The GM will determine the difficulty level of a task based on a variety of factors, such as the character's skill level, the complexity of the task, and any external factors that may affect the task.

There are generally a few different levels of difficulty used:

- Easy – Tasks that are easy to accomplish, with a low risk of failure, such as simple physical tasks, basic mathematical calculations, or other routine activities.

- Moderate – Tasks that require some skill or effort, but are still relatively straightforward, such as basic repair work, climbing a short wall, or simple lock-picking.

- Difficult – Tasks that are challenging and require a significant level of skill, effort, or experience to accomplish, such as complex repairs, open complex locks, or persuading a hostile adversary.

- Hard – Tasks that are extremely challenging and require a high level of skill, effort, or experience to accomplish, such as defusing a bomb, escaping from a maximum-security prison, or performing a complex surgery.

- Heroic – Tasks that are almost impossible to accomplish without extraordinary skill, effort, or experience, such as lifting a car, defying gravity, or performing a dangerous stunt.

Difficulty	D	DC	TN	TX	TY	TZ
Automatic	0	0	0	0	0	0
Easy	2	1	5	4	3	3
Moderate	4	2	10	8	6	5
Difficult	6	3	15	12	9	8
Hard	8	4	20	16	12	10
Heroic	10	5	25	20	15	13
Epic	12	6	30	24	18	15

2.3 Advantage/Disadvantage Rolls

When a dice pool is rolled at advantage or disadvantage the following steps are taken:

- If the roll is at advantage, any dice that show a result of 1 will be rolled again and ignored, then add the second roll.

- If the roll is at disadvantage, any dice that show a result of 6 will be rolled again and ignored, then add the second roll.

If multiple levels of advantage or disadvantage apply, they will cancel each other out until only one advantage, disadvantage, or none remains.

2.4 Expert Skill Rolls

Expert skills have a special rule called "exploding dice" which allows a player to roll again and add it to the previous roll if they roll the maximum value on the die. This can be repeated as long as maximum value is rolled.

When using expert skills, if a roll is made at Disadvantage, the dice still follow the exploding rule and any dice that roll the maximum value must be rerolled and added to the total, but it does not change the need to roll again as per normal Disadvantage.

2.5 Target Number and Penalty Dice

To determine the final result of a roll, the following steps are taken:

- If there is a target number (TN), subtract it from the roll result to obtain the final result.
- If there are penalty dice, roll them and subtract the sum from the roll result to obtain the final result.

2.6 Success Level

The success level is calculated by taking the final result of the roll and dividing it by 5, then rounding down.

2.7 Taking the Average (ie. Defaulting)

Characters have the option to "default" on a dice roll if they have enough dice in their pool to automatically meet or exceed the target number (reference "TN" vs "D" columns) without rolling.

To be able to default on a roll, a character's dice pool must have at least the same number of dice as the TN and the penalty dice must be subtracted from the pool before defaulting can be considered. If a roll is made at disadvantage, defaulting is not possible, the character needs to roll the dice.

2.8 Improving Rolls

Characters have access to special points called Karma and Resources in addition to their attribute and skill scores. These points can be spent to gain an advantage or achieve success in particularly challenging or heroic situations.

2.8.1 Resources

Resources can be spent to gain an advantage in task resolution by adding an extra die to the roll. These resources can also be spent after a roll has been made to attempt to improve the result.

2.8.2 Karma Points

Karma can be spent by a character to focus their efforts on a specific task. This can only be done before any dice rolls are made and doubles the number of dice the character would normally roll for that round and action, allowing the character to perform that action to the best of their ability.

The GM may permit more Karma to be spent in particularly challenging situations.

2.9 Sizes

Size	Modifier	Size Min	Size Max	Wgt Min	Wgt Max	Comment
Minuscle	±5	–	3in	–	4dr	
Fine	±4	3in	6in	4dr	2oz	
Diminutive	±3	6in	1ft	2oz	1lb	
Tiny	±2	1ft	2ft	1lb	8lb	
Small	±1	2ft	4ft	8lb	64lb	
Medium	±0	4ft	8ft	64lb	512lb	standard size for humans.
Large	±1	8ft	16ft	512lb	4klb	
Huge	±2	16ft	32ft	4klb	32klb	

Gargantuan	±3	32ft	64ft	32klb	256klb
Colossal	±4	64ft	128ft	256klb	2Mlb
Titanic	±5	128ft	–	2Mlb	–

2.10 Movement

The "Move" attribute represents a character's speed and mobility, and is used to determine how far they can move in a round of combat or how quickly they can cover distance.

Each 1 point of Move represents 1 pace (or 5 feet) of non-combat movement when making a full move action.

Movement variations reflects different speeds of movement, or different ways in which a character can move.

- Creep – This is used for slow, stealthy movement, and is typically used for sneaking or crawling.
- Combat – This is used for quick and precise movements in combat, such as dodging or closing in on an enemy.
- Walk – This is the standard pace for most characters and is used for normal, non-combative movement.
- Brisk – This is a faster pace than walking, but not as fast as a run. It can be used for when a character needs to cover ground quickly without drawing attention to themselves.
- Jog – This is a moderate-speed run, used for covering moderate distances quickly.
- Run – This is used for covering long distances quickly, it can be used to outrun an enemy or to quickly reach a specific location.
- Sprint – This is used for short, fast bursts of movement, typically used for fleeing or chasing.
- Dash – This is used for very short and sudden bursts of movement, beyond even sprinting.

Movement	Speed	Typical Difficulty	In-Combat Difficulty
Creep or Combat	×0.5	Easy	Moderate
Walk	×1	Automatic	Easy
Brisk	×3/2	Easy	Moderate
Jog	×2	Moderate	Difficult
Run	×3	Difficult	Hard
Sprint	×4	Hard	Heroic
Dash	×5	Heroic	Epic

3 Characters

Player characters are the characters that are created and controlled by the players, These characters will have abilities, skills, and other attributes that can be customized by the players and these characters are meant to be used to interact with the game world and NPCs (non-playable characters) to complete missions, overcome challenges and drive the story forward.

Player characters can come from different backgrounds, races, classes, and alignments, this will reflect their personality, motivations, and goals. Players are responsible for their characters' actions, so they need to make decisions that align with the character's personality and motivations. The player's task is to bring to life the character and make it interact with the world.

3.1 Traits

3.1.1 Attributes

Player characters (PCs) have a set of attributes that represent the characters' physical and mental abilities. These attributes are determined by the player and GM during character creation and can be increased or decreased through the course of the game.

The specific attributes use the following attributes as standard:

- Physique (PHY) – Represents the character's physical strength and power, used for determining damage dealt with melee weapons and physical tasks that rely on brute strength.

- Agility (AGL) – Represents the character's physical agility, speed and dexterity, used for determining success in actions that rely on quick movements and coordination, like dodging, sneaking, and balancing.

- Toughness (TOU) – Represents the character's physical stamina, used for determining how much damage a character can take before falling unconscious, and how much effort a character can put into a physical task before becoming exhausted.

- Intelligence (INT) – Represents the character's mental sharpness and learning ability, used for determining success in tasks that require knowledge, memory, or problem-solving.

- Awareness (AWA) – Represents a character's perception and ability to notice things in their environment with all their available senses.

- Determination (DET) – Represents the character's mental strength and determination, used for determining success in tasks that require mental fortitude, such as resisting manipulation or maintaining focus.

- Influence (INF) – Represents a character's ability to sway or control the actions of others, through persuasion, negotiation, or manipulation. It is used to determine success in actions that involve convincing NPCs to provide information, perform a task, or change their behavior.

- Fellowship (FEL) – Represents a character's ability to connect with and understand others, both NPCs and PCs alike. It is used to determine success in social interactions, such as negotiation, persuasion, or networking. It can also be used to determine how other characters react to the character.

- Tranquility (TRA) – Represents a character's ability to remain calm and composed under pressure, it can be used to determine success in actions that require focus and self-control, such as meditation, resisting fear or maintaining a disguise.

3.1.2 Passive Attributes

There are attributes that are considered passive, meaning they are not actively used to perform actions or make rolls, but they reflect the character's general level of ability in that area. These attributes can be used by the GM as a reference point to determine how a character might react or behave in certain situations, rather than requiring a roll.

- Reaction (RE = AGL ÷ 2) – Representing a character's reflexes and readiness in sudden events.

- Stamina (ST = TOU ÷ 2) – Representing a character's ability to endure and recuperate from physical efforts and injuries.

- Alertness (AL = AWA ÷ 2) – Reflecting the character's ability to stay aware and vigilant of their surroundings. (aka Passive Perception)
- Willpower (WP = DET ÷ 2) – Reflecting the character's strength of mind, to resist outside influence or maintain focus.
- Empathy (EM = FEL ÷ 2) – Reflecting a character's skill in understanding and relating to the feelings and point of view of others.
- Composure (CO = TRA ÷ 2) – Reflecting a character's self-control, level-headedness and ability to remain calm under pressure.

When calculating Passive Attributes always round up.

3.1.3 Secondary Attributes

Secondary attributes are additional attributes that are used to represent a character's active physical or mechanical abilities. These attributes may not be as central to a character's concept or role, but still are important for gameplay and determining success in certain actions.

- Size (SIZ) – Represents a character's physical size, which can affect things like their reach in combat and their ability to fit into small spaces.
- Move (MOV = PHY + AGL) – Represents a character's speed and mobility, it can be used to determine how far a character can move in a round of combat or how quickly they can cover distance in the game world.
- Perception (PER = RE + AL) – Represents a character's ability to perceive their environment and any potential threats or opportunities, in a more general sense than the awareness attribute, it can affect a character's ability to spot hidden objects or notice subtle changes in their environment. (aka Conflict Perception)
- Initiative (INI = RE + AWA) – Represents a character's ability to react quickly and make the first move in combat, It can be used to determine the order of turns in combat and who goes first.
- Defense (DEF = PER ÷ 2) – Represents a character's ability to evade or block incoming attacks, it can be used to determine how well a character can dodge, block or parry a blow in combat

When calculating Defense always round down.

3.1.4 Resource/Threshold Tracks

Player characters (PCs) have resources that represent the character's physical and mental well-being. These resources can be affected by the character's actions and the events of the game, and can have a direct impact on the character's ability to perform certain actions or make certain rolls.

- Health – Represents a character's physical well-being and ability to withstand damage. Characters who take damage will have their health reduced, and if their health reaches zero, they become unconscious.
- Fatigue – Represents a character's physical exhaustion and ability to perform strenuous tasks. Characters who become fatigued may suffer penalties to their rolls and become less effective in combat.
- Stress – Represents a character's mental well-being and ability to handle stressful situations. Characters who suffer from high levels of stress may suffer penalties to their rolls and become less effective in social interactions or problem-solving tasks.
- Doubt – Represents a character's ability to trust and rely on their own abilities. Characters who suffer from doubt may suffer penalties to their rolls and become less effective in decision making.

3.2 Character Backgrounds

A character's background refers to the backstory and history of the character that defines who they are and where they come from. This can include a variety of elements and can shape a character's personality, motivations, and abilities.

3.2.1 Ancestries

This refers to the character's race or species, it can define the character's physical characteristics, abilities, and potential social status.

3.2.1.1 Generic/Human

The human ancestry is the most common and widespread of all the races, and is characterized by its versatility and adaptability.

Humans are typically described as being physically similar to real-world humans, with the standard range of body types, skin colors, and facial features. They are depicted as being average in terms of physical strength and endurance, but they are known for their intelligence, creativity, and determination.

- receive two attribute raises freely choosen by the player.
- receive one skill raise freely choosen by the player.
- receive fluency in their native language.

3.2.2 Lineage

This refers to the character's bloodline or family line, it can define the character's place within their family and any special abilities or traits that they might have inherited.

3.2.3 Heritage

This refers to the character's family background and upbringing, it can define the character's upbringing and family history, and can influence their personality and motivations.

3.2.4 Culture

This refers to the character's cultural background, it can define the character's customs, beliefs, and way of life.

3.3 Archetypes

A character archetype refers to a specific role or set of abilities that a character is built around. These archetypes are used as a framework for creating a character, and used to define the character's strengths and weaknesses.

3.3.1 Warrior

This archetype represents a character who is skilled in combat and physical activities. They should have high scores physical attributes, and may have specialized skills in weapons or hand-to-hand combat.

3.3.2 Adept

This archetype represents a character who is skilled in magic or other supernatural abilities. They should have high scores in mental attributes, and may have specialized skills in spellcasting or other supernatural abilities.

3.3.3 Expert

This archetype represents a character who is skilled in a specific area of knowledge or expertise. They may have high scores in a broad range of attributes, and have specialized skills in a specific area of expertise, such as engineering, medicine, or law.

3.4 Occupations

An occupation refers to a character's profession or chosen career. Occupation can reflect the character's background, skills, and experiences. It can also provide a character with certain abilities, knowledge, or equipment that is appropriate to the occupation.

3.4.1 Soldier

This occupation represents someone who has been trained in combat, weapons, and tactics. They have specialized skills in firearms, heavy weapons, or hand-to-hand combat. They also have access to military equipment and have a strong sense of discipline and loyalty.

3.4.2 Savant

This occupation represents someone who has excelled in a specific field of study or knowledge. They have specialized skills in mathematics, science, art, or history. They also have access to specialized libraries or resources, and be able to provide valuable information or insights.

3.4.3 Merchant

This occupation represents someone who is involved in trade and commerce. They have specialized skills in negotiation, accounting, or appraisal. They also have access to trade routes, business connections and financial resources.

3.4.4 Criminal

This occupation represents someone who has a background in illegal activities, they have specialized skills in stealth, deception or lockpicking. They also have access to illegal goods, weapons or information.

3.4.5 Priest

This occupation represents someone who is dedicated to a specific faith or religion. They have specialized skills in theology, rituals or healing. They also have access to divine powers or blessings, and be able to provide spiritual guidance and support.

3.4.6 Sorcerer

This occupation represents someone who has studied and gained knowledge in the arcane arts. They have specialized skills in spellcasting, divination or alchemy. They may also have access to powerful magic and arcane knowledge.

3.5 Skills

3.5.1 Basic Skills

Basic skills represent a character's proficiency in a broad range of abilities and knowledge that are useful in everyday life. These skills can provide characters with specialized knowledge, abilities, or resources that can be useful in most basic situations.

Characters can attempt to use basic skills without prior training or experience.

- Animals Ken – This skill represents proficiency in dealing with animals, including training, riding and caring for them.
- Athletics – This skill represents proficiency in physical activities such as running, jumping, swimming, and climbing.
- Crafting – This skill represents proficiency in creating and repairing items such as weapons, armor, and tools.
- Deception – This skill represents proficiency in lying, hiding the truth and disguising oneself.
- Finesse – This skill represents proficiency in using small, precise tools such as lockpicks, needles, and artist's tools.
- Healing – This skill represents proficiency in treating injuries and illnesses, and restoring health.
- Horsemanship – This skill represents proficiency in riding, training and caring for horses.
- Investigation – This skill represents proficiency in gathering information, tracking down leads, and uncovering secrets.

- Larceny – This skill represents proficiency in thievery, pickpocketing, and other illegal means of acquiring money or goods.

- Leadership – This skill represents proficiency in inspiring and directing others, and making quick decisions.

- Observation – This skill represents proficiency in noticing details, patterns and spotting potential dangers.

- Performance – This skill represents proficiency in entertaining others through singing, dancing, acting, or storytelling.

- Persuasion – This skill represents proficiency in convincing others to see things their way through reasoning or charm.

- Socialize – This skill represents proficiency in interacting with others, including communication, persuasion, and negotiation.

- Stealth – This skill represents proficiency in avoiding detection, including sneaking, hiding, and disguise.

- Streetwise – This skill represents proficiency in understanding and navigating the criminal underworld or the urban environment.

- Subterfuge – This skill represents proficiency in deception and trickery, including lying, disguising, and misdirection.

- Survival – This skill represents proficiency in surviving in wild or inhospitable environments, including finding food and shelter, and navigating the wilderness.

- Trade – This skill represents proficiency in buying and selling goods, including negotiation, appraisal, and accounting.

3.5.2 Weapon Skills

Weapon skills represent a character's proficiency in using a specific type of weapon. Each skill corresponds to a particular category of weapons, and different levels of proficiency can be achieved.

Without training, characters can still use weapon skills but with Disadvantage.

- Archery – This skill represents the character's ability to use bows and other ranged weapons, such as crossbows, with more accuracy and power.

- Axes – This skill represents proficiency in using axes and hafted weapons, such as battle-axes or hatchets, with more speed and accuracy.

- Bludgeons – This skill represents proficiency in using blunt weapons, such as maces, hammers, and clubs, with more power and ability to bypass armor or shields.

- Blades – This skill represents proficiency in using swords, knives and other cutting weapons with more speed, precision and accuracy.

- Brawling – This skill represents proficiency in using fists and other unarmed combat techniques with more power and ability to avoid or parry strikes.

- Staves – This skill represents proficiency in using staffs, poles, and other long weapons with more speed, precision, and accuracy.

- Thrown – This skill represents proficiency in throwing different objects, such as knives, spears, and throwing axes with more accuracy, power, and range.

3.5.3 Specific Skills & Knowledges

Characters cannot use advanced skills without proper training or experience.

Advanced skills represent a character's proficiency in a specific field of knowledge or expertise that goes beyond the general abilities represented by basic skills.

- Academics – This skill represents proficiency in academic fields of study, such as mathematics, science, history, or literature.

- Education – This skill represents a character's exposure to basic scholarship and teaching, the ability to read and write, as well as basic math and algebra.

- Law – This skill represents proficiency in legal matters, such as laws, regulations, and court procedures.

- Politics – This skill represents proficiency in political matters, such as government, diplomacy, and public relations.

- Religion – This skill represents proficiency in religious matters, such as theology, doctrine, and rituals.

- Stewardship – This skill represents proficiency in managing resources and assets, such as land, goods, and money.

3.6 Talents

TODO

3.7 Creating a Character

TODO

3.8 Experience and Advancement

TODO

4 Combat

4.1 Initiative

Initiative is determined by rolling a d6 for each participant in combat, and adding any relevant bonuses or penalties. The participant with the highest roll goes first, followed by the participant with the next highest roll and so on.

During combat, players and adversaries take turns in order of their initiative roll. Each character can take a set of actions, such as movement, attacking, or spell casting.

The GM is responsible for keeping track of initiative order and any ties between participants. Some abilities may also affect a character's initiative roll, but the specifics of these cases are left to the GM's discretion.

4.2 Combat Actions

The specific combat actions that are possible can vary depending on the GM's discretion and the actual situation at hand, but will include the following types of combat actions:

- Attack – Characters can make physical attacks using a weapon, such as a sword or bow. The character will roll their combat skill and add any relevant bonuses or penalties to determine the success of the attack.

- Defend – Characters can take actions to defend themselves, such as using a shield or dodging, which can increase their defense against incoming attacks.

- Move – Characters can move around the area to position themselves better in combat.

- Cast spell – Some characters may have access to spells and can cast them to attack or help allies in combat.

- Use special abilities – Some characters may have special abilities, such as spells or abilities that can be used in combat to gain an advantage.

- Use items – Characters can use consumable items such as potions or other objects that can affect the area or characters' status.

- Aiding Others – Characters can take actions to help their allies, such as healing or buffing.

4.3 Attacking at Range

The difficulty of an attack can be affected by the distance or range to the target. For example, when making an attack roll, the difficulty of hitting a target at close range may be less than hitting a target at long range.

As the range to the target increases, the difficulty of hitting the target may increase. For example, hitting a target at point-blank range (very close) may be considered easy, hitting a target at close range may be considered moderate, hitting a target at medium range may be considered difficult, and hitting a target at long range may be considered very difficult or even heroic.

It's worth noting that the exact correlation between range and difficulty levels can vary depending on the GM's discretion and the specific setting. For example, In a fantasy setting with magic, a spell that allows ranged attack may have a longer range than a typical ranged weapon and the difficulty to hit a target may be different.

- Point-blank range – This is the range at which the target is very close to the attacker, often within melee weapon range. At this range, the difficulty of hitting the target is typically considered easy.

- Close range – This is the range at which the target is within short range of the attacker, often within the range of short-range weapons such as short swords or hand axes. At this range, the difficulty of hitting the target is typically considered moderate.

- Medium range – This is the range at which the target is within a moderate distance from the attacker, often within the range of medium-range weapons such as long swords or bows. At this range, the difficulty of hitting the target is typically considered difficult.

- Long range – This is the range at which the target is at a considerable distance from the attacker, often beyond the range of most melee weapons, but within the range of long-range weapons such as bows or crossbows. At this range, the difficulty of hitting the target is typically considered very difficult.

- Extreme range – This range is further away than long range and the difficulty to hit the target is considered heroic. This level of range is usually used for spells or other special abilities that can hit a target at far distances.

4.4 Generic Weapons

Fantasy weapons are categorized based on their weight and the level of skill required to use them effectively. Here is a general description of fantasy weapons that would fall into the categories of light, medium, and heavy:

- Light weapons – These are typically small and easy to wield, such as daggers, short swords, and hand axes. They are typically fast, but don't deal as much damage as heavier weapons. Characters who are agile and fast, such as thieves or rogue, may prefer these weapons.

- Medium weapons – These are weapons that are larger and heavier than light weapons, but still relatively easy to wield, such as long swords, maces, and battle axes. They are a balance of speed and damage, and are popular among many different types of fantasy characters. Characters who are well-rounded, such as warriors and rangers, may prefer these weapons.

- Heavy weapons – These are large, heavy weapons that require significant strength and skill to wield effectively, such as great swords, war hammers, and halberds. They deal a lot of damage, but are slower to use. Characters who specialize in brute force, such as barbarians and paladins, may prefer these weapons.

Category	Damage
Light	1d6
Medium	2d6
Heavy	3d6

4.5 Generic Armor

When it comes to fantasy armor, it is categorized by the level of protection it offers and the amount of mobility it allows. Here is a revised explanation of fantasy armor that would fall under the categories of light, medium, and heavy:

- Light armor – Typically made of materials such as leather or padded cloth, these types of armor provide minimal protection from attacks. They prioritize speed and mobility, making them popular among characters that rely on agility to avoid attacks, such as thieves, rangers, and rogue characters. They offer less defense in exchange for more freedom of movement.

- Medium armor – Constructed from materials like chain mail or studded leather, medium armor provides moderate protection against attacks. They balance mobility and defense well, making them suitable for characters who depend on a mix of speed and durability, like warriors, fighters, paladins, etc. They are versatile and provide good balance between protection and freedom of movement.

- Heavy armor – Constructed from materials such as plate mail or full plate, heavy armor provides maximum protection from attacks. Although they prioritize defense over mobility, they are popular among characters who rely on brute strength and toughness to survive, such as barbarians and tanks. These types of armors offer the best defense but at the cost of reduced mobility, and usually require a significant amount of strength to wear.

Category	Armor
Light	1d6
Medium	2d6
Heavy	4d6

5 Magic