

Miminal OpenD6 System Reference Document

Miminal OpenD6 is a [System Reference Document](#) based on *Mini Six*, from [AntiPaladin Games](#), used in accordance with the [Mini Six Standard Trademark License](#) and the [Open Game License](#) used with [OpenD6](#).

Definitions of Common Game Terms

Miminal OpenD6 wasn't written to be read from the standpoint of the novice gamer; someone who's never seen a roleplaying game before. So, if you're lost the following definitions might prove helpful.

Adventure: The story the player characters are taking part in. Rescue the princess, slay the dragon, blow up the space station, break up the car theft ring. It is like having one episode of a television show or a single movie. It might be finished in a single night or take several sessions to complete.

Campaign: Linked adventures that tell a larger story. For instance it could resemble a series of novels telling an epic quest or a television series where each adventure is episodic and the main common factor are the recurring characters.

Game Master (GM): The person in charge. They are sometimes called narrators. They run the adventure and act as impartial judge helping to keep the game moving.

Non-Player Character (NPC): All of the characters controlled by the Game Master. They are the heroes' allies, enemies, extras in the background, and everyone in between. If it's a character not controlled by a player, it's an NPC. These characters do not follow normal creation guidelines. They are built on the needs of the story and for the purpose the GM has in mind for them.

Player Character (PC): The protagonists, be they hero or antihero. These are the characters controlled by the players.

Round (rd or /r): Approximately ten seconds of time in the game world. How to track the speed of simple actions and combat.

Scene: An intense fight, a thrilling car chase, a meeting with NPC's, each extended moment of interaction with each other or others is a scene. Just like in a play or a story, when the action winds down it's the end of a scene.

Session: A single gathering of gamers. When you are done for the night and everyone is going home, it is the end of the session. Please respect your host by cleaning your area before you leave; it's just the nice thing to do.

Target Number (TN): This is the number you need to roll or higher to succeed at whatever you are attempting. General challenges are broken down into six levels of difficulty (see [General \(non-combat\) Challenges](#)). Combat target numbers are based on the target's defensive scores like block, dodge, etc. Sometimes you will attempt to affect another character through certain skills, such as *Seduce* or *Persuasion*, which can be resisted by the target's skill. In this case you must beat the defender's roll to succeed. The TN of a given action might be modified by the GM depending on circumstances.

About this Book

Minimal OpenD6 is a member of the [OpenD6](#) family of games. It's cinematic and flexible like its parent, but its goal is to be lighter and faster, keeping the heart of the system's mechanics but streamlining the rules.

[How to Make a Character](#) details character creation while [The Game Mechanics](#) and [Combat](#) provide all the needed mechanics to play a complete game. Beyond these short sections are additional rules and options to expand your game.

[Vehicles](#) and [The Simple Magic System](#) are rules that will only come up in some games. [Sample Characters by Genre](#) provide GMs with a ready list of NPCs and monsters to populate the game. [Optional Rules](#) provides rule variants to help change up the game to better fit the style of the campaign desired.

In [Making the Game Your Own](#) the GM will find a little advice on creating the campaign and adapting other OpenD6 materials to their *Minimal OpenD6* games. In [Sample Settings](#) you will find several sample settings that are nearly ready to go as is.

What you won't find in this book are a lot of detailed examples, exhaustive rules to cover every possible scenario, or a large list of modifiers. Instead, we are trusting GMs, with the help of their players, to apply common sense to make the game fun for everyone. Don't slow the game down by wasting time digging for rules that aren't there. And most importantly, when the rules conflict with fun, fun wins.

Dice Basics

This game uses regular six sided dice. The number before the “D” is how many to roll, and any number after a + is how much to add to the roll. For instance 2D+2 means roll two dice and add two to the resulting total.

One die rolled is always the Wild Die. Use a different color die to represent this or roll the dice one at a time making the last die rolled the wild die. If the wild die results in a six, then roll again adding the six and the new result together. If a six comes up on the reroll, then you add six and reroll again! Keep doing it until the wild die lands on something other than a 6.

How to Make a Character

1. Distribute 12 dice between the four attributes. No attribute may have less than one nor more than four dice assigned to it.
2. Distribute 7 dice to skills and perks. No skill may have more than two dice assigned to it at character creation.
3. Select Complications.
4. Choose gear.

Splitting Dice: skill and attribute dice may be split into “pips.” Each die is equal to three pips. An attribute must always have at least 1D. An attribute may have dice only (no bonus pips), +1 or +2. Going to “+3” advances the die code to the next largest die. Example progression is 1D, 1D+1, 1D+2, 2D, 2D+1, etc.

Attributes

Each character has four attributes which measure basic physical and mental abilities that are common to every creature. Characters distribute 12D among the four attributes. These are normally rated on a scale of 1D to 4D, although perks may change these limits. When putting dice into each attribute you can put whole dice in each or use a mixture of whole dice and pips.

- **Might** represents physical strength, toughness, and amount of damage dealt when striking unarmed.
- **Agility** represents aim and coordination.
- **Wit** represents mental creativity and intelligence.
- **Charm** represents charisma, resolve, and leadership.

Skills

Characters are further defined by skills. Players may allocate up 7D on skills to best represent the unique talents of their character. Unspent skill dice can be used to purchase Perks.

Skills are areas of expertise that represent focus and training. When putting dice into each skill you can put whole dice in each or use a mixture of whole dice and pips. No more than 2D may be spent in each skill during character creation. Each skill defaults to the level of the related attribute. For example, a character who has a Might of 3D has 3D in all skills under Might before allocating any dice. If two dice are added to *Brawling* it is recorded as 5D.

The following is an incomplete skill list designed to serve as an inspiration for what may be used in a game. Each game should have a tailored list of appropriate skills which might include new skills or modify examples given. For example a typical sword and sorcery game might use an expanded list of melee skills to further define its warriors while a science fiction game may lump them all into a unified skill named “Melee Combat.”

	Might Skills	Agility Skills	Wit Skills	Charm Skills
All Genres	Brawling† Knifet Lift Macet Stamina	Athletics Dodget Pickpocket Stealth Throwing†	Athletics Language Medicine Pick Locks Search Tracking Computer Navigation Repair Science	Command Courage Diplomacy Persuasion Seduce Streetwise
Modern or Sci-fi		BFG† Drive Pilot Pistol† Riflet		
Fantasy	Axet Pole Armt Smithing Sword†	Bow† Crossbow†	Magic	Ride

† = Combat skills are not allowed specializations

Skill Specializations

Specializations are focused aspects of a skill. For example, *Drive* specializations might include *Car* and *Motorcycle*. One skill die can be spent to gain three specialty dice. Combat skills don't have specializations. Example: A character with an Agility of 3D focuses on the *Running* Speciality of *Athletics*. He spends one skill die in it, but records it as Running 6D on his character sheet. He has an *Athletics* of only 3D. This is the only time the 2D skill limit can be exceeded during character creation.

Perks

During character creation, unspent skill dice may be spent to acquire Perks. The following perks are meant to serve as examples and inspiration. The cost listed next to each is in whole skill dice.

Racial Perks

Dwarf (1): You're long lived, you can see in the dark, you receive +2 to smithing or any other craft skill, Your maximum Might is 5D but your maximum Agility is 3D.

Elf (2): You're long lived, you can see in the dark, you receive a +1 on all ranged attacks, Your maximum Agility is 5D but your maximum Might is only 3D.

Reptoid (2): You're green and scaly, this gives a +1 Armor Value. You also have claw-tipped fingers which grant you +1 damage on unarmed attacks. You might also be asexual. Sorry.

Robot (4): You don't eat, breathe, or sleep. You can have your memory wiped. You don't heal but you can be repaired. As long as your memory core survives you may be rebuilt if destroyed.

General Perks

Attractive (1): Others find the character pleasing to look at. This can help reduce suspicions or distract others depending on the given situation. Once per session the character can double one roll for any action related to their appearance. Examples include seduction, a subtle bluff or simply distracting guards.

Daredevil (2): Once per session you may throw caution to the wind taking extremely reckless action that may result in your own death. Your dodge, block, and parry are reduced by half however all Might rolls are doubled when resisting damage for one round.

Destiny (2): Characters with Destiny feel they are fated to some grand purpose. Once per game session a character may declare a failed roll is not part of their Destiny and immediately reroll to get a different result.

Favors (1): People owe you. Once per session you can call in one of those debts. This can take the form of information, a temporary use of equipment (borrowing a truck, plow, pump action shotgun, etc.), a place to hide someone or something for a brief time, or any similar event.

Lucky (2): Once per session you can declare you are feeling lucky. Double the result of your next roll.

Perceptive (2): The GM may reveal small clues to you that others would miss. Once per session a character may announce they are studying an

object or situation and the GM may reveal something that would be impossible for a normal character to determine. If nothing is revealed this perk may be used again. “Elementary, my dear Watson.”

Recall (1): Any time the character chooses to recall anything he has experienced, the GM must tell him the truth in as much detail as the character would have been aware.

Sidekick (3): You have a boon companion willing to join in your adventures. This character only gets 10D to spend on attributes and 4D to spend on starting skills. They normally only receive 1 to 3 CP per session, but never as many as their fearless leader.

Esoteric Perks

Energy Blast (5): You can throw bolts of pure energy. These do 4D damage and use your *Throwing* skill.

ESP (3): You can read minds. Targets resist using their Charm vs. your Wits.

Flying (4): You can fly (at twice your move).

Regeneration (3): You heal 1 wound level/hour.

Sorcerer (3): You're magically sensitive. Magic spells actually work for you. See [The Simple Magic System](#).

Telekinesis (3): You can move stuff with your mind. Make a Wits roll and treat it like the *Lift* skill. People resist using their Might.

X-Ray Vision (3): you can see through 1 foot of material.

Complications

During character creation only, players may select up to two complications. These grant no additional skill dice during character creation; however, if one comes up in play the character earns one CP. Characters may not earn more than one CP per complication per session regardless of how often it comes up.

Age: You're either really old or really young. In addition to all the social issues caused by your age, the GM might choose to impose a penalty to an action based on your character's age. Grandpa throws a hip, a weird dude offers you candy on the street, and it's hard for either of you to seduce the supermodel at the bar. Whenever your age causes you great difficulty receive one CP.

Crazy: You have issues that are guaranteed to put the therapists' kids through college. Could be you're just really paranoid, or maybe just a touch too OCD. That fear of most everything could also be a problem.

Then again maybe you really are Napoleon and everyone else is wrong, good luck convincing anyone else since you're a lunatic. Hastur, Hastur, Hastur! Take your pills and earn one CP any time your psychosis really gets in the way.

Enemies: Someone doesn't like you at all. And they are a credible threat. Maybe they have more friends than you, maybe they're just bigger and meaner; either way you have your own personal bully. You earn the bonus CP when they complicate your life.

Gremlins: You have a special touch. Specifically the kind that breaks machines. You're no good with engines, electronics, magical gizmos, or any other trinket. If it's a device, you can't trust it. Earn one CP whenever the GM takes his one free shot on you this way.

Personal Code: You live by a creed and you will not cross that line. Maybe you won't fight an unarmed opponent and always make sure they know its coming or maybe you never tell a lie. No matter how you define it, your code has to mean something. Some caped crusaders won't kill, paladins won't resort to deception, and sometimes there is even honor among thieves. Earn one CP whenever your code complicates you or friends' success.

Skeletons in the Closet: You've been a naughty boy. Maybe you're a closet smoker. Maybe those hookers buried themselves. Maybe that enemy uniform in the closet really isn't yours. Maybe the bank really meant to let you take all that money out that day. Whatever, the universe doesn't judge. You earn the bonus CP whenever your past comes back to haunt you.

Unlucky in Love: Things just don't work out for some guys. Your love interest is always dying, being kidnapped, betraying you, or even worse dumping you. You earn bonus CP when your love life falls apart in a meaningful way.

Unlucky in Money: You have a hard time holding onto money. You earn the bonus CP when you lose a significant amount of cash through your own foolishness or bad luck and have nothing to show for it.

Gear

Some games may assume the character has the trappings of a middle class lifestyle, while others may take place in a world of fantasy where only those items in your pack mean the difference between life and death.

Characters might start with one piece of related gear for each skill they allocated dice to during character creation. For example a pistol for the *Pistol* skill, a medic bag for *Medicine*, etc. For anything else, beg the GM.

Low Tech Weapons

Weapon	Damage
Axe	+3D
Club	+1D+1
Hatchet	+1D+1
Halberd	+3D
Knife	+1D
Mace	+1D+1
Rapier	+2D
Staff	+1D+2
Spear	+2D
Sword	+2D+2
Sword, 2h	+3D+1
Warhammer	+3D
Bow	+2D+2
Crossbow	4D+1

Low Tech Armor

Armor	Value
Leather	+2
Chainmail	+6
Platemail	+9
Shield	+4

Modern Tech Weapons

Weapon	Damage
Light Pistol	3D+2
Heavy Pistol	4D
Rifle	5D
Shotgun	4D+2
BFG	6D

Sci-Fi Tech Weapons

Weapon	Damage
Plasma Pistol	5D
Plasma Rifle	6D
Plasma BFG	7D
Plasma Sword	+4D

Missile Weapon Ranges

Weapon	(S/M/L)†
Bow	30/100/300
Crossbow	50/150/400
All Pistols	30/100/350
All Rifles	100/350/500
Shotguns	50/150/400
BFG	100/400/700
Grenades	10/20/30

† Ranges in feet.

The Game Mechanics

General (non-combat) Challenges

Characters roll the appropriate attribute plus skill against a set target number based on the task attempted.

Difficulty	Target Number
Very Easy	2–5
Easy	6–10
Moderate	11–15
Difficult	16–20
Very Difficult	21–30
Heroic	31+

Very Easy: Nearly everyone can do it. These checks should only be made if a success is critical to the scenario at hand.

Easy: Characters will seldom have trouble with these tasks, but an untrained individual may find them challenging.

Moderate: Average characters have a reasonable chance of failing at this level. Consistent success often requires training in the skill or a high level of natural ability.

Difficult: Tasks at this level are truly challenging. To succeed a character needs to be well skilled or very lucky.

Very Difficult: Challenges of this level fall into the domain of masters in the skill being used; few others will succeed at them.

Heroic: These challenges are almost impossible. Only the very lucky or true masters can consistently succeed at them.

Order of Actions in a Round

(a round is considered to be approximately 10 seconds)

1. Declare all actions planned for the round.
2. Determine order of Initiative by rolling Agility for each character. Highest goes first.
3. Characters make rolls for all actions they are attempting. The target may get an opportunity to resist or avoid the action.

Multiple Actions

Characters may attempt to do more than one thing on a turn by withholding one die from every action they attempt for each action beyond the first. For instance, if a character tries to shoot twice, he will subtract one die from each attempt.

Scaling

Not all objects are on the same scale. Humans and horses may be close enough to be equals, but humans and dragons aren't. When dealing damage to a smaller scaled target or resisting damage inflicted by it, the larger adds the difference in modifiers to their die rolls or static defenses. Smaller scaled targets attempting to dodge attacks from or actually attempting to attack a larger scaled opponent add the difference to their dodge and attack rolls.

<i>Scale</i>	<i>Modifier</i>
Character, Animals	None
Air Cycle, Car, Little Dragon, Wagon	+2D/+6 to Dodge & Soak
Big Dragon, Galley, Mecha, Tank	+4D/+12 to Dodge & Soak
Fighter, Light Transport, Heavy Mecha	+6D/+18 to Dodge & Soak
Capital Ship, Elder God, Space Station	+12D/+36 to Dodge & Soak
Mega Space Station, Planets	+24D/+72 to Dodge & Soak

Movement

A character may move up to 15 feet as a free action or move 30 feet at the cost of one action. If a character wishes to run faster he rolls his *Athletics* skill and adds it to his movement. If the only action taken in a round is running, his total move is doubled.

Experience

At the end of each session the GM awards each character a number of character points. The number of points given per session typically varies from 3 to 7 depending on drama, danger, success, and fun!

Spending Character Points (CP)

Any skill may be increased one pip by spending a number of CPs equal to its current number of dice. No skill may be increased more than one pip per session. Skill specializations cost only half as much to raise, rounding up.

Character points are also used to improve attributes. This costs 10 times the number of dice a character has in the attribute to raise it one pip. All skills under this attribute also improve by one pip. For example, if a character had a Wit of 3D+1 and wanted to improve it to 3D+2 it would cost 30 CP.

Hero Points

Characters start with 1 hero point and may spend it before any roll. Hero Points provide a variety of options, but once spent the point is lost:

- Gaining a +6 to any single roll (up to 3 points may be used at one time when using this effect).
- Just a flesh wound. Once per combat a hero point can be used to reduce the severity of a character's wounds one level.
- Make a small change to their location (locating an unlocked window, finding a can of WD40 and a roll of duct tape, etc).
- “Buy” a clue. Sometimes players are at a lost or think they might have missed something. This gives them the option to find that detail that they would have otherwise missed.

Hero Points are earned through superior play and given as an incentive by the GM to help encourage the style of action desired in a game. If playing a gritty western and the character makes a clever quip using the “in-game” jargon that makes everyone laugh without disrupting play that may be worth a Hero Point. Unless completely against the nature of the game played, extremely clever ideas and grand heroic deeds should always be rewarded.

Healing

Natural Healing: If a wounded character rests he is allowed a Might check and if successful heals a wound level. The frequency of the check depends on the severity of the character's wounds.

Assisted Healing: Characters with the *Medicine* skill can attempt to help others heal more quickly. A skill check may be made once per day for each patient treated. On a successful roll, the patient heals one wound level.

<i>Wound Level</i>	<i>Frequency (N. Healing)</i>	<i>Might Difficulty</i>	<i>Assisted Healing Difficulty</i>
Stunned	1 minute	automatic	Easy
Wounded	3 days	6	Moderate
Severely Wounded	3 days	6	Moderate
Incapacitated	2 weeks	8	Difficult
Mortally Wounded	5 weeks	9	Very Difficult

Combat

Why two rules?

The Fast Static Combat is the preferred method of combat resolution, while players familiar with OpenD6 may be more comfortable with Traditional OpenD6 Combat.

Fast Static Combat reduces the number of die rolls without significantly altering the results compared to Traditional OpenD6 Combat.

Minimal OpenD6 supports both flavors so you can easily use whichever method you prefer.

Fast Static Combat

Attacking a Target

The Target Number, or TN, is the number needed to successfully hit the target. The base target number on an attack is based on the target's static defense score.

Range: Add the range modifier to the Dodge score in all cases (Point Blank/Hand-to-Hand -5, Medium +5, Long +10). See the sample gear list for ranges.

Cover: If the target is behind at least 50% cover, add +5 to the Target Number. Add +10 for 75% cover. It's impossible to hit a target behind 100% cover. Darkness can also be considered as cover at the GM's whim.

Static Defenses

In the simplified combat system characters precalculate their Dodge, Block, Parry, and Soak prior to the game. This static number becomes the attacker's TN modified as noted above. To calculate each simply multiply the number of dice a character has in the relevant skill by 3 and add any pips to the total. Then note it down on the character sheet. For example, Sir Baelen has a *Sword* skill of 5D+1. His static Parry score

would become 16 $((5 \times 3)+1)$.

Block = (*Brawling* skill dice $\times 3$) + pips.

Dodge = (*Dodge* skill dice $\times 3$) + pips.

Parry = (Weapon skill dice $\times 3$) + pips.

Soak = (Might attribute dice $\times 3$) + pips plus armor value + any magical, super-tech, or other AV bonus.

Full Dodge: If the character does nothing except dodge until his next turn they will add 10 to their Dodge score, and apply range and cover as usual. This result is useful against any number of attacks.

Resisting Damage

When a target has been hit, the attacker rolls damage and the target's Soak score is subtracted from the damage. The player or GM then checks the "Wound Level" chart below to see how badly the target was wounded.

Traditional OpenD6 Combat

Attacking A Target

The Target Number, or TN is the number needed to successfully hit the target. The base target number on an attack is 10. This is modified by range, by cover, by block, by parry, or by dodging (see below).

Range: The ranged attack modifier applies to the base TN or defender's *Dodge* roll (Point Blank/Hand-to-Hand -5 , Medium $+5$, Long $+10$). See the sample gear list for ranges.

Cover: If the target is behind at least 50% cover, add $+5$ to the TN. Add $+10$ for 75% cover. It's impossible to hit a target behind 100% cover. Darkness can also be considered as cover at the GM's whim.

Defensive Options

The defender may optionally choose to Dodge, Block, or Parry when attacked, however if the defense was not stated when the character first declared their actions for the turn they suffer an additional $-1D$ penalty until their next turn.

Block/Parry: When attacked by a brawling or melee weapon, the defender may choose to Block or Parry, both incur a reflex penalty (see below). The defender rolls his *Brawling* skill, or weapon skill if armed, and this becomes the TN the attacker must score to hit the character. The result of this roll is used even if it is less than what the TN would have

been had the defender not blocked! If a weapon parries a brawling attack the attacker takes the damage of the weapon!

Reflexive Dodge: The character tries to get out of the way of the attack. Roll the defender's *Dodge* skill and use that instead of any other TN. (Range and Cover still apply.) The defender suffers a penalty of -1D to all actions until their next turn.

Full Dodge: The character does nothing except dodge until his next turn. Roll *Dodge*, add 10, and apply range and cover as usual. This result is useful against any number of attacks.

Resisting Damage

When a target has been hit, the attacker rolls damage while the target rolls their Might adding any armor value bonuses. The total of the target's Might roll is subtracted from the attacker's damage total. The player or GM then checks the Wound Level chart to see how badly the target was wounded.

Wounds

Wound Level Chart

Wound Level	Dmg Total* \geq Res Total by:
Unharmed	0 or less
Stunned	1-3
Wounded	4-8
Severely Wounded**	4-8
Incapacitated	9-12
Mortally Wounded	13-15
Dead	16+

* **Note:** Any additional damage less than or equal to the character's current level moves him up by one level.

** **Note:** A character is Severely Wounded if the result is between 4 and 8 and he already has the Wounded level.

Wound Level Effects

Stunned: -1D for all remaining actions this round and next round.

Wounded: -1D to all actions until healed.

Severely Wounded: -2D on all actions until healed.

Incapacitated: As a free action before losing consciousness, the character may try to stay up with a Moderate (15) *Stamina* roll. If successful, he may continue to act, but with a -3D penalty. If he fails, he is knocked out for 10D minutes.

Mortally Wounded: The character is near death and knocked unconscious with no chance to keep up. Roll the character's *Might* each round, the character finally dies if the roll is less than the number of minutes he's been at this level.

Dead: The character has perished.

Vehicles

All vehicles from ancient chariots to futuristic starships are defined by a common set of statistics. The following stats help the GM and players quickly resolve all actions related to vehicles.

Skill: What skill is used to drive/pilot it.

Scale: The size of the vehicle.

Body: Used to resist damage.

Maneuverability (MNV): How easy it is to handle. This gives a bonus on *Drive* and *Pilot* skill rolls.

Move: How fast it can travel.

Crew: The number needed to successfully operate the vehicle.

Passengers (Psg): Non-crew capacity.

Weapons: Any armaments mounted on the vehicle.

Cargo: How much stuff it can carry.

Vehicle Combat

Some vehicles have weapons. Unless specified in their descriptions they are considered to be the same scale as the vehicle. Attacks are resolved in the same manner as character vs. character combat with the only difference being the character uses their *Drive/Pilot* skill in place of *Dodge* to avoid being hit. If the hit was successful the character would roll the vehicle's *Body* to resist the damage and consult the following chart to determine how severe the damage is:

<i>Damage Rolled</i>	<i>Effect</i>
Damage Roll \geq Body Roll	Temporary Effect (one round)
Damage Roll $\geq 2 \times$ Body Roll	Permanent Effect (repair required)
Damage Roll $\geq 3 \times$ Body Roll	Permanent Effect (part destroyed)

Once the severity of the damage is determined the GM may roll randomly on the following chart or use common sense to determine which part is damaged.

<i>Roll 1D</i>	<i>Effect</i>
1	Lose 1D from Maneuverability
2–3	Random System Damaged
4–5	Structural Damage

Effects of Damage

Maneuverability: Each time this is affected the vehicle loses 1D. This can go negative becoming a penalty to the driver's skill roll.

System Damaged: Randomly select a vehicle's system and it either becomes broken or loses 1D from its rating (if applicable). Examples include communications/radio, sensors, shielding, sail, rigging, armor, etc.

Structural Damage: The vehicle receives one wound level. Treat these like character wound levels. Mortally wounded vehicles stop running and Dead vehicles are considered destroyed.

Ramming

When vehicles are at short range, a pursuer may try to ram. To successfully ram the pilot needs to roll higher than the target's *Pilot* skill check. If successful both vehicles take damage equal to to the body of attacking plus relative move dice.

Multiple Weapons on Vehicles

When vehicles have more than one weapon of a single type, they can be fired as a single salvo. This requires a successful *Command* skill roll with the difficulty based on the number of guns being combined. Each doubling of the number of weapons combined increases the damage by one pip.

Chases

When attempting to overtake or outrun an opponent the GM determines what range you are at (Short/Medium/Long). Each turn each vehicle

makes a *Drive/Pilot* check, with the vehicle's Move dice granting a bonus. The higher roll either closes or increases the distance 1 range as desired. If reduced below Short you catch up, if increased beyond Long you escape.

Repairing Vehicles

Characters may repair vehicles using their skills. The difficulty and cost is determined on the following chart. The cost is based on the price of a new vehicle.

<i>Dice Lost</i>	<i>Difficulty</i>	<i>Cost</i>	<i>Time Needed</i>
1D	Easy	10%	1 hour
2D	Moderate	15%	4 hours
3D+	Difficult	20%	1 day

Vehicle Movement

Move dice represent relative speed between vehicles of similar types. Vehicles are divided into four broad categories including Primitive Craft/Muscle Powered, Motorized Ground and Water Craft, Aircraft, and Spacecraft. If vehicles of different categories must compare speeds, such as a fighter chasing a tank, the faster vehicle is granted bonus move dice based on the difference in speed factors in the following chart:

<i>Speed Factor</i>	<i>Modifier</i>
Primitive Craft / Muscle Powered	0D
Motorized Ground / Water Craft	2D
Aircraft	5D
Spacecraft	10D

Weapon Ranges in Space

Space is big and empty. Guns shoot great distances and ships are extremely fast. The ranges given are abstract units that are defined by the needs of the individual game.

Vehicle Costs

Cost	Description
\$	Trivial cost.
\$\$	Affordable to most.
\$\$\$	Affordable to the very wealthy, governments, and corps.
\$\$\$\$	Only the richest individuals, most governments.
\$\$\$\$\$	Only large governments and megacorps can purchase.
\$\$\$\$\$\$	World governments and star empires only.

Sample Fantasy Vehicles

Air Ship

A magic flying ship.

Cost: \$\$\$\$

Scale: +4D

Skill: Pilot

Body: 2D

MNV: 0D

Move: 1D

Crew: 4

Psg: 12

Cargo: 2 tons

Skill: Sailing

Body: 4D

MNV: 0D

Move: 2D

Crew: 70

Psg: 30

Weapons: 16 cannons (4D/ea), 8 cannons (2D+2/ea) Range: 10/30/50. May only fire 50% of guns at one target once every three turns.

Cargo: 15 tons

Automaton

A steam powered golem.

Cost: \$\$\$\$

Scale: +2D

Skill: Command

Body: 5D

MNV: 0D

Move: 1D

Crew: 1

Psg: 0

Weapons: Mace (3D), Range: melee.

Cargo: None

Small Ship

A sloop or pinnace.

Cost: \$\$

Scale: +4D

Skill: Sailing

Body: 2D+2

MNV: 1D

Move: 2D+2

Crew: 12

Psg: 8

Weapons: 6 cannons (2d+2/ea), Range: 10/30/50. May only fire 50% of guns at one target once every three turns.

Cargo: 5 tons

Galleon

A pirate ship yoho.

Cost: \$\$

Scale: +4D

Sample Modern Vehicles

Car

Vroom, vroom.

Cost: \$\$

Scale: +2D

Skill: Driving

Body: 2D

MNV: 1D

Move: 2D+1

Crew: 1

Psg: 4

Cargo: 500 lbs.

Fighter Jet

Sate of the art killing machine.

Cost: \$\$\$\$\$

Scale: +6D

Skill: Pilot

Body: 2D

MNV: 3D

Move: 3D

Crew: 1 or 2

Psg: 0

Weapons: Weapons: Guns (2D), range: 30/50/100; 4 missiles (4D/ea), range: ½ mile/2 miles/5 miles.

Cargo: None

Motorcycle

Darling Heavyson Fatboy.

Cost: \$

Scale: +2D

Skill: Motorcycle

Body: 1D+2

MNV: 2D

Move: 2D+2

Crew: 1

Psg: 1

Cargo: None

Sports Car

The Lilith Novum.

Cost: \$\$\$\$

Scale: +2D

Skill: Driving

Body: 2D

MNV: 2D

Move: 3D

Crew: 1

Psg: 1

Cargo: 200 lbs

Tank

Adams Main Battle Tank.

Cost: \$\$\$\$

Scale: +4D

Skill: Driving

Body: 6D

MNV: 1D

Move: 2D

Crew: 3

Psg: 1

Weapons: BFG (character scale, see gear); Main Gun (6D), Range: ½ mile/1 mile/2 miles.

Cargo: 500 lbs

Sample Sci-Fi Vehicles

Air Cycle

The Elsner Skywing.

Cost: \$

Scale: +2D

Skill: Pilot

Body: 1D+2

MNV: 2D

Move: 3D

Crew: 1

Psg: 1

Cargo: None

Capital Ship

Galaxy Class Destroyer.

Cost: \$\$\$\$\$

Scale: +12D

Skill: Command

Body: 6D

MNV: 0D

Move: 1D

Crew: 5,000

Psg: 500

Weapons: Weapons: 100 AA Guns (3D, Fighter scale), Range 1/3/5; 32 Plasma Cannons (4D+1), Range 5/10/15; 6 100 Megaton Warheads (8D), Range 15. Only 50% of guns or cannons can be on one target at any time.

Cargo: 100 kilotons + 30 star fighters

Mecha

The Spartan 300.

Cost: \$\$\$\$

Scale: +4D

Skill: Mecha

Body: 5D+1

MNV: 1D

Move: 2D

Crew: 1

Psg: 0

Weapons: Weapons: Punch (5D, melee); Arm Gun (4D), Range: 400 yards/½ mile/1 mile.

Cargo: None

Star Fighter

The Adder Mk II.

Cost: \$\$\$

Scale: +6D

Skill: Pilot

Body: 2D+1

MNV: 3D+2

Move: 4D

Crew: 1 + 1 robot

Psg: 0

Weapons: Twin Guns (4D), Range: 1/3/5

Cargo: None

Star Yacht

The choice of beginner smugglers.

Cost: \$\$\$\$

Scale: +6D

Skill: Pilot

Body: 3D+1

MNV: 1D

Move: 3D

Crew: 2

Psg: 8

Cargo: 50 tons

The Simple Magic System

Call it Ki, Chi, Sorcery, Latent Psi, etc; it's all just different flavors of magic. Magic lets you break the rules of the universe in creative ways. Some games let you use flashy spells; others require you to use more subtle effects. Speak with your GM about the limits of magic in his game.

Access to Magic

In some games, none may use magic, in others everyone can. The most common option is a middle ground that requires the character to start the game with the Sorcerer esoteric perk.

Casting Spells

All spells have a target number (TN) listed in their description. Sorcerers roll *Magic* to determine success. Only one spell may be cast per turn. Success on the roll mean the spell is cast, see each spell description for the exact effect achieved. On a failed roll, the Sorcerer suffers a -1D penalty to their *Magic* skill. Further failures increase the penalty. One hour of rest with no interruption removes all penalties.

Spells Requiring Multiple Actions

Some spells require additional actions to be taken after casting. For example, thrown spells require the Sorcerer to cast the spell and then hit the target by making a *Throwing* skill check. The Sorcerer may wait until the next turn to throw the spell or they may opt to suffer the penalty for multiple actions and do them all in one turn.

Concentration (CONC)

Some spells require the Sorcerer to maintain concentration for the spell to remain in effect. Each spell maintained counts as one action.

Beginning Spells & Learning More

The character knows two spells for each die allocated to *Magic* at character creation. Learning a new spell costs 2 CP.

Magic Perks

Characters that are able to learn the *Magic* skill may also purchase the following Perks.

Familiar (1): The character has an imp for a companion. The familiar can fly at a rate of 60 ft each turn, can talk, and has 1D in each attribute. He also has 3D in skills. He can't cast spells, but he can turn into a black cat or other small animal at will.

Totem Spirit (1): The character has a spiritual advisor that speaks to him in his dreams or visions. This spirit will likely have a somewhat alien perspective on matters, and certainly won't always just tell the character everything he knows. Totem Spirits employ riddles, puzzles, and enjoy sending the character off on ridiculous quests; but they also have insight and know things man was never meant to know.

Magic Complications

The GM may also allow special complications for magic capable characters.

Demonic Pact: The character has allied himself with a demon. It tends to impress all the wrong people. You earn bonus CP any time this complicates your life.

White Wizard: You can't harm anyone with your magic. Ever. Earn 1 bonus CP every session.

Sorcerer's Tools

Some special enchanted items are of use only to those capable of using spells. Activating the bonus granted by an item does not count as an action. When found a sorcerer must attune the item before he can use it. This requires the passing of three days while keeping the item close.

The Cloak grants +2D to the *Magic* skill test required to use the Fly and Teleport spells.

The Crystal Ball grants +3D to the *Magic* skill test required to use the Clairvoyance and Divination spells.

The Magic Wand grants +1D to any *Magic* skill test when used for the spell the wand was designed for.

The Spell Staff grants +1D to *Magic* once each day.

Making Sorcerer's Tools

Sorcerers may construct their own tools; this requires time, money, and CP. During the construction of the item the sorcerer must work for twelve hours each day. If any days are skipped all effort is lost. At the end of the process he rolls a *Magic* check vs. the TN listed below. If he fails all effort and money is wasted but no CP were spent.

<i>Item</i>	<i>Cost</i>	<i>Time</i>	<i>CP</i>	<i>TN</i>
Cloak	\$\$\$	4 weeks	20	30
Crystal Ball	\$\$\$\$	8 weeks	30	35
Magic Wand	\$\$	2 weeks	10	25
Spell Staff	\$\$\$	4 weeks	15	30

Spell Books

When learning new spells accessing another sorcerer's spell book reduces the cost to 1 CP for any spell it contains. A spell can contain up to six spells. Sorcerers normally create when they are learning new spells. Afterwards they no longer need the spell book. Some keep them for apprentices, sentimental value, or fear of somehow forgetting the spells they have mastered. Others keep their books in case then need to sell them for money.

The Grimoire

Animal Growth

TN: 23, Duration: 1 hour, Range: 120 feet, Resisted: None

Increase the scale of a normal animal by one level.

Animate Dead

TN: 31, Duration: Permanent, Range: Touch, Resisted: None

The caster touches a dead humanoid giving it unlife as a zombie or skeleton depending the corpse's condition. Undead created this way can be controlled by

the caster's *Command* skill. When destroyed they crumble to dust.

Beast Tongue

TN: 19, Duration: Concentration, Range: Self, Resisted: None

The caster can talk to animals.

Bless

TN: 19, Duration: 1 hour, Range: 30 foot radius, Resisted: None

All allies within the area of effect receive a +2 bonus to all rolls.

Charm

TN: 15, Duration: Concentration, Range: Self, Resisted: None

This spell grants a +4D bonus to all Charm skills.

Clairvoyance

TN: 23, Duration: Concentration, Range: 300 feet, Resisted: None

The caster's senses leave his own body and project outward to any point within 300 feet. The caster may move the area he perceives at the rate of 10 feet per turn. While in this state, he cannot take any physical action and any damage done to him will end the spell.

Conjure Elemental

TN: 31, Duration: Permanent, Range: Zero, Resisted: None

Sorcerers may summon only one elemental per day by using this spell. The caster also needs a large quantity of the type of element on hand they wish to conjure. For example, a bonfire for a fire elemental or a well for a water elemental. Controlling the elemental requires use of the *Command* skill. Uncontrolled elementals will attack everyone, including the conjurer.

Control Weather

TN: 35, Duration: Concentration, Range: ½ mile radius

The caster dictates the weather in the area affected. He can make it hot, cold, snowy, rainy, foggy, or

calm as desired.

Curse

TN: 15 + Resist Roll, Duration: Permanent, Range: Touch, Resisted: Charm

The target of this spell suffers some negative effect determined by the caster. Examples include being struck mute until hearing a certain word, deafness or blindness, inability to run or cross running water. This spell is open ended but the GM has final say on all effects. *Dispel Magic* will remove any curse.

Dark Vision

TN: 23, Duration: 1 hour, Range: Touch, Resisted: None

The target can see 60 feet in the dark.

Death Spell

TN: 35, Duration: Instant, Range: 30 feet, Resisted: Special

If successfully cast, the Sorcerer rolls his *Magic* skill without his Wit attribute for damage. The target resists using only Might. For example, Melkot casts *Death Spell* on Tamore. Melkot has a Wit of 4D and 10D in *Magic*. Melkot would roll 6D for damage (10D – 4D) and Tamore would resist with his Might.

Dispel Magic

TN: Special, Duration: Permanent, Range: 30 feet, Resisted: None

The caster undoes any single spell or permanent magical effect. The target number is five higher than the spell or effect being targeted. Some things cannot be dispelled, such as healing and resurrection.

Divination

TN: Special, Duration: Concentration, Range: Self, Resisted: None

The Sorcerer can attempt to see the future or the past. The immediate future or past normally has a TN of 25 while more distant events have a higher TN. For instance, seeing a year into the future may have a TN of 45 while a year into the past is only 35. If attempting to divine about specific objects or people that are not present, the difficulty goes up by 10 or more depending on closeness of relationship to the Sorcerer.

Earthquake

TN: 39, Duration: 1 round, Range: 200 feet, Resisted: None

An intense tremor rips the ground in a 50 foot radius from the chosen epicenter. This collapses structures, opens cracks in the ground, and more. While the effect lasts creatures on the ground cannot move, attack, or cast spells. Any creature caught inside a collapsing structure must resist 6D damage.

ESP

TN: 15 + Resist Roll, Duration: Concentration, Range: 50 feet,

Resisted: Charm

When cast you can hear the thoughts of any one person; language is no barrier.

Fly

TN: 23 (or 15), Duration: Concentration, Range: Self, Resisted: None

While maintained the Sorcerer can fly at a rate of 90 feet per round. If the spell ends before landing the character will float to the ground. The character may hover and carry up to his own weight aloft. If the character only wishes to levitate vertically the TN of the spell is 15.

Growth

TN: 23 + Special, Duration: 10 Rounds, Range: Self, Resisted: None

The caster grows. Each scale increase adds +10 to the TN. For example, for a human sorcerer to grow to the size of a dragon would require 2 scale increases making the TN 43.

Hasten

TN: 23, Duration: 5 rounds, Range: touch, Resisted: None

Targets have their multiple action penalty reduced by 1D. The effects of multiple Hasten spells don't stack.

Heal

TN: Special, Duration: Instant, Range: Touch, Resisted: None

The Sorcerer must concentrate for 6 turns before casting this spell. The TN is 15 when attempting to heal anyone wounded or severely wounded, 19 for incapacitated characters, and 23 for the mortally wounded. Success reduces the wound level by one. If *Heal* is used more than once per day on a target, the target number of additional castings increases by +10.

Illusions

TN: Special + Resist Roll, Duration: Concentration, Range: 50 foot radius, Resisted: Wit

Illusions create false perceptions in the minds of the effected. The target number is 15 plus 2 per person after the first targeted plus their individual Resist Roll. Compare results for each person individually to see if they are affected. GMs may wish to roll for the highest Resist first and if they fail consider all to have failed.

Invisibility

TN: 27, Duration: 1 hour, Range: Touch, Resisted: None

This spell renders the target almost unseen granting a +5D bonus to *Stealth*.

Light

TN: 15, Duration: 1 hour, Range: 100 feet, Resisted: None

The targeted location or object glows as brightly as a torch.

Lightning Bolt

TN: 23, Duration: Instant, Range: 150 feet, Resisted: None

The caster throws lightning. This requires the use of the *Throwing* skill. If the caster attempts to throw it the same round it is cast the multiple action penalty applies to both the casting and throwing of the spell. The caster may also choose to throw the lightning the round after casting to avoid the penalty. However if he waits any longer the effect dissipates. Targets may make a *Dodge* roll to avoid being hit. A successful hit inflicts 5D damage. Armor does not protect against *Lightning Bolt*.

Paralysis

TN: 15 + Resist Roll, Duration: 1 hour, Range: 150, Resisted: Might

The target becomes paralyzed, freezing in place.

Petrify

TN: 25 + Resist Roll, Duration: Permanent, Range: 100 feet, Resisted: Might

Turns one creature into a statue include all gear and any items held. *Dispel Magic* will return the target to their normal state.

Possession

TN: 25 + Resist Roll, Duration: Concentration (special), Range:

500 feet, Resisted: Charm

The sorcerer takes control of the physical body of a single character or creature. The sorcerer may make the possessed being take any physical action it is capable of, but can't make it use *Magic* or any Perk. The possessed being uses its own Might and Agility, but skills depend on those of the sorcerer. The possessed may contest the sorcerer for control each round.

Resist Elements

TN: 19, Duration: 1 hour, Range: 30 feet, Resisted: None

When cast, the Sorcerer selects one element such as fire, cold, or electricity, and the target is granted a +1D bonus to resist damage from that source.

Resurrection

TN: 60, Duration: Permanent, Range: touch, Resisted: None

A body which has been dead for less than one month may be restored to life; but no one who has died from old age can be raised. Whether or not the casting of this spell is successful the Sorcerer's *Magic* skill is reduced by 3D for one day.

See Magic Aura

TN: 15, Duration: Concentration, Range: 30 feet, Resisted: None

The caster can see a magical glow on anything enchanted.

Shape Change

TN: 15, Duration: Concentration, Range: 30 feet, Resisted: None

The caster transforms into any creature (not specific individuals) gaining its physical attributes. Spells may not be cast while changed. The TN is increased by +10 per increase in scale.

Slumber

TN: 10 + Resist Roll, Duration: 1 hour, Range: 30 foot radius, Resisted: Wit

The Sorcerer can affect as many targets as he has dice in *Magic*. Targets resist individually, falling into a deep sleep on failure.

Still Mind

TN: 43, Duration: Concentration, Range: Self, Resisted: None

The Sorcerer is protected from all spells that influence, detect, or read emotions and thoughts.

Telekinesis

TN: 31 + Special, Duration: Concentration, Range: 150 Feet, Resisted: None / Might

The caster moves up to 50 lbs per die in *Magic* up to 30 feet per round. Living beings may resist using Might.

Teleport

TN: Special, Duration: Instant, Range: 10 foot radius, Resisted: None

Sorcerers instantly transport themselves or other beings to a designated destination at any distance. Unwilling subjects cannot be teleported. The base TN is 30 for one target, plus 5 more for each additional target. A caster may not teleport to any place he has not seen before.

Enchanted Items

Scrolls

These are written spells nearly ready to cast. They allow a caster who doesn't know a spell to use it once before it burns to ash. The character must be able to use spells to read a scroll.

Potions

Distilled arcane power. The magic is released when consumed.

A Potion of Healing automatically heals a single wound level.

A Potion of Skill grant's +2D to a selected skill for ten minutes. A different variant of the potion exists for each skill.

A Potion of Changing will *Shape Change* the character into any one predetermined form. The effect lasts one hour.

Enchanted Arms and Armor

These grant a bonus or have a unique effect when wielded.

The Axe of Dwarf Mercy deals an additional +1D damage when striking Goblins or Orcs.

The Valiant Sword grants its wielder an additional +1D to *Command* allied troops.

The Shield of Faith grants its wielder +1D to resist any magic.

Other Items

Cloak of Stealth (*Stealth* +1D)

Flying Carpet (moves 90 feet per round)

Ring of Slyness (*Persuasion* +1D)

Sample Characters by Genre

The characters presented below are sometimes less powerful than starting player characters, sometimes more. Here is a scale to help determine potency:

*	Not a threat usually.
**	Minor threat only in a group.
***	Credible threat.
****	Watch out, Heroes!
*****	Bold or foolish to even try.

Skills listed in each entry include the base attribute, but effects of character scale haven't been prefigured. All attributes, skills, and gear are just for typical or average characters. Superior and inferior individuals exist of every type.

Static defenses are precalculated with any skills listed. Soak is listed as $X(Y)$ where X is the base soak value and Y includes any armor or other bonus listed. If a bonus die is granted to *Brawling*, *Dodge*, or melee skills simply add 3 per die to the static score.

While listed by genre type, these are only rough guidelines. If you need a bloodthirsty alien race for a space opera campaign, take the orc template, change its name to Xargon, arm them with laser rifles and a 4D skill with them. Likewise, if you need a few brooding emo vampires, take the vampire template as written, give him hair product, eye makeup, a trendy wardrobe, a tattoo, an attitude, and go team Edgar.

Note: Animals have a Wit score of 0D due to their limited intelligence. Even very clever animals have this restriction.

All Genres

Average Human

"Everyman."

Potency: *, Scale: 0D

Might: 2D, Agility: 2D, Wit: 2D, Charm: 2D

Skills: Any three at +1D each.

Gear: As needed by profession.

Static: Dodge 6, Soak 6

Ape

The Great Ape or Yeti.

Potency: ***, Scale: 0D

Might: 4D+2, Agility: 2D+1, Wit: 0D, Charm: 1D

Skills: Acrobatics 3D+1, Brawling 6D+2, Stealth 4D+1

Static: Dodge 7, Block 20, Soak 14

Bear

Black, brown, or grizzly.

Potency: ***, Scale: 0D

Might: 5D+1, Wit: 0D, Agility: 2D, Charm: 1D

Skills: Brawling 6D (claws: 6D+1 damage)

Static: Dodge 6, Block 18, Soak 16

Dog

Man's best friend.

Potency: **, Scale: 0D

Might: 2D, Agility: 2D+1, Wit: 0D, Charm: 1D

Static: Dodge 7, Soak 6

Elk

Any large herbivore.

Potency: **, Scale: 0D

Might: 4D+2, Agility: 1D+2, Wit: 0D, Charm: 1D

Static: Dodge 5, Soak 14

Elephant

They never forget.

Potency: **, Scale: +2D

Might: 4D+1, Agility: 1D, Wit: 0D, Charm: 1D

Static: Dodge 3, Soak 13

Horse

Saddle up.

Potency: **, Scale: 0D

Might: 4D+2, Agility: 2D+2, Wit: 0D, Charm: 1D

Static: Dodge 8, Soak 14

Monkey

A pirate's best friend.

Potency: *, Scale: 0D

Might: 1D, Agility: 4D+2, Wit: 0D, Charm: 2D+1

Skills: Acrobatics 6D+2, Dodge 6D+2

Learns simple tricks more easily.

Static: Dodge 20, Soak 3

Snake

An archaeologist's nightmare.

Potency: *, Scale: 0D

Might: 1D+2, Agility: 3D+1, Wit: 0D, Charm: 1D

Skills: Brawling 3D, Stealth 4D

Special: Target's bitten by a snake must roll pass a Moderate Might roll or be poisoned. Poisoned victims suffer 2D to 4D damage on the species of snake.

Static: Dodge 10, Soak 5

Tiger

Jungle cats, ho!

Potency: **, Scale: 0D

Might: 3D+1, Agility: 3D+2, Wit: 0D, Charm: 1D

Skills: Brawling 5D+1, Stealth 4D+2

Static: Dodge 11, Block 16, Soak 10

Wolf

They hunt in packs.

Potency: **, Scale: 0D

Might: 3D+2, Agility: 2D+1, Wit: 0D, Charm: 1D

Skills: Brawling 4D+2, Dodge: 4D+1

Static: Dodge 13, Block 14, Soak 11

Modern Stock Characters

Confidence Man

"Have I got a deal for you."

Potency: ***, Scale: 0D

Might: 2D, Agility: 2D+1, Wit: 3D+1, Charm: 3D+1

Skills: Dodge 3D+1, Persuasion 5D+2, Seduce 5D

Gear: Counterfeit money, fake ID, stolen credit card.

Static: Dodge 10, Block 6, Parry 6, Soak 6

Criminal (Thug)

Mooks!

Might: 2D+2, Agility: 2D+1, Wit: 1D+2, Charm: 1D+1

Skills: Brawling 3D, Pistol 3D

Gear: Crowbar, heavy pistol, ski mask.

Static: Dodge 7, Block 9, Soak 8

Ninja

Agents of the shadows.

Potency: ****, Scale: 0D

Might: 3D+1, Agility: 4D, Wit: 2D+2, Charm: 2D

Skills: Brawling 5D, Dodge 5D, Stealth 5D, Sword 5D+1

Gear: Sword (6D).

Static: Dodge 15, Block 15, Parry 16, Soak 7

Policeman

To serve and protect.

Potency: **, Scale: 0D

Might: 2D+2, Agility: 2D+1, Wit: 2D, Charm: 2D

Skills: Brawling 3D, Pistol 3D, Search 3D

Gear: Armor vest, pistol, handcuffs.

Static: Dodge 7, Block 9, Soak 8(11)

Soldier

The few, the proud.

Potency: ***, Scale: 0D

Might: 3D+1, Agility: 2D+1, Wit: 2D, Charm: 2D

Skills: Dodge 3D+1, Rifle 4D+1

Gear: Armor jack (+6), rifle.

Static: Dodge 10, Block 10, Soak 10(16)

Spy

Licensed to kill.

Potency: ****, Scale: 0D

Might: 2D+2, Agility: 3D+1, Wit: 3D, Charm: 3D

Skills: Dodge 5D+1, Pistol 5D+1, Stealth 4D

Gear: Camera, passport, pistol, secret phone, sports car, suicide pill.

Static: Dodge 16, Block 9, Soak 8

Sci-Fi Stock Characters

Apprentice-Mystic

Devoted Pupil.

Potency: ***, Scale: 0D

Might: 3D, Agility: 3D+2, Wit: 3D, Charm: 2D+1

Skills: Dodge 4D+2, Magic 5D, Sword 4D

Perks: Sorcerer.

Spells: Charm, ESP, Hasten, See Magic Aura.

Gear: Plasma sword.

Static: Dodge 14, Block 9, Parry 12, Soak 9

Cybercop

Stand down citizen.

Potency: ***, Scale: 0D

Might: 4D, Agility: 3D+1, Wit: 2D+1, Charm: 2D+1

Skills: Brawling 5D, Dodge 4D+1, Pistol 5D+1, Rifle 4D+1

Perks: Cybernetics (dermal armor +3), cyber holster in leg).

Gear: Armor jack (+6), heavy pistol, rifle.

Static: Dodge 13, Block 15, Parry 12, Soak 12(21)

Kid Genius

You didn't know that?! Hah!

Potency: **, Scale: 0D

Might: 1D+1, Agility: 3D, Wit: 3D+2, Charm: 2D

Skills: Dodge 5D, Science 4D+2, Throwing 4D

Gear: Baseball, pocket knife, galaxy guide.

Static: Dodge 15, Block 4, Parry 4, Soak 4

Knight-Mystic

Monastic warriors of truth.

Potency: ****, Scale: 0D

Might: 3D, Agility: 3D+2, Wit: 3D, Charm: 2D+1

Skills: Courage 5D, Diplomacy 5D+1, Dodge 6D+1, Magic 8D, Sword 6D+2

Perks: Sorcerer.

Spells: Charm, Clairvoyance, Dark Vision, Divination, ESP, Hasten, Resist Elements, See Magic Aura, Telekinesis.

Gear: Plasma sword.

Static: Dodge 19, Block 9, Parry 20, Soak 9

Reptoid Pilot

Smuggler with 2 hearts of gold.

Potency: ***, Scale: 0D

Might: 4D, Agility: 3D+1, Wit: 2D+1, Charm: 2D+1

Skills: Dodge 5D+1, Stealth 4D, Pistol 4D, Pilot 5D

Perks: Reptoid

Comp: Unlucky in Money (huge debt)

Gear: Plasma pistol, star yacht.

Static: Dodge 16, Block 12, Parry 12, Soak 12(13)

Robot Mechanic

Beep. I mean yes sir.

Potency: *, Scale: 0D

Might: 3D, Agility: 1D+2, Wit: 4D, Charm: 1D+1

Skills: Navigation 5D, Pick Lock 5D, Repair 6D

Perks: Robot, Built-In Tools (drill, extinguisher, oiler, saw, spanner, spot welder, magnetic feet)

Comp: Personal Code (pacifist)

Static: Dodge 16, Block 12, Parry 12, Soak 12(13)

Pulp Stock Characters

Cultist

We're not worthy.

Potency: **, Scale: 0D

Might: 2D, Agility: 2D, Wit: 2D+1, Charm: 1D+2

Skills: Brawling 3D, Stealth 3D, Magic 3D

Gear: Hooded robe, knife.

Static: Dodge 6, Block 9, Parry 6, Soak 6

Dame in Distress

Anything goes

Potency: **, Scale: 0D

Might: 1D+2, Agility: 2D, Wit: 2D+1, Charm: 3D

Skills: Brawling 2D+2, Dodge 4D, Seduce 5D

Gear: Compact mirror, hair pin, lip stick.

Static: Dodge 12, Block 8, Parry 5, Soak 5

Elder God

Klatu Barada Nikto.

Potency: *****, Scale: +12D

Might: 5D, Agility: 3D+2, Wit: 10D, Charm: 10D

Skills: Magic 17D

Spells: All.

Perks: Maddening Visage (any character that sees the Elder God must make a Heroic Charm roll or gain Crazy complication). Cosmic Appetite (It will eat D6 characters before returning to its home dimension). Dimensional Shift (can return to its home dimension at will). Sorcerer.

Complication: Must be summoned.

Static: Dodge 11, Block 15, Soak 15

Mad Scientist

1.21 jigawatts should do the it!

Potency: **, Scale: 0D

Might: 2D, Agility: 2D, Wit: 4D, Charm: 2D

Skills: Dodge 4D, Repair 6D, Science 7D

Complication: Crazy.

Static: Dodge 12, Block 6, Parry 6, Soak 6

Scaly Kin

Survivors out of time.

Potency: ***, Scale: 0D

Might: 2D+1, Agility: 2D+2, Wit: 2D, Charm: 3D

Skills: Dodge 3D+2, Pole Arm 3D+1, Stealth: 4D

Perk: ESP

Static: Dodge 11, Block 7, Parry 10, Soak 7

Fantasy Stock Characters

Barbarian

Savage from the north hills.

Potency: **, Scale: 0D

Might: 3D+2, Agility: 2D+1, Wit: 1D+2, Charm: 2D+1

Skills: Brawling 4D+2, Dodge 4D+1, Sword 5D+2, Track 3D+2

Gear: Leather armor (+2), two-handed sword.

Static: Dodge 13, Block 14, Parry 17, Soak 11(13)

Dwarf Warrior

Clansman of the Great Hall.

Potency: ***

Might: 4D, Agility: 2D, Wit: 2D, Charm: 2D

Skills: Axe 5D, Brawling 5D, Dodge 3D

Perks: Dwarf

Gear: Axe, chain mail (+6).

Static: Dodge 9, Block 15, Parry 15, Soak 8(14)

Elf Bowman

Guardian of the forest.

Potency: ***, Scale: 0D

Might: 2D, Agility: 4D, Wit: 2D, Charm: 2D

Skills: Bow 5D, Dodge 5D, Sword 3D

Perks: Elf

Gear: Bow & arrows, leather armor (+2), sword.

Static: Dodge 15, Block 6, Parry 9, Soak 6(8)

Guard

Guard, gladiator, or soldier.

Potency: **, Scale: 0D

Might: 3D, Agility: 2D, Wit: 2D, Charm: 2D

Skills: Brawling 4D, Dodge 3D, Sword or Mace 4D

Gear: Leather armor (+2), sword or mace.

Static: Dodge 9, Block 12, Parry 12, Soak 9(11)

Knight

For King and country!

Potency: ***, Scale: 0D

Might: 3D+1, Agility: 2D+2, Wit: 2D, Charm: 2D

Skills: Dodge 3D+2, Sword 4D+2, Riding 3D

Gear: Horse, plate mail (+9), shield (+4), sword.

Static: Dodge 11, Block 10, Parry 14, Soak 10(23)

Priest

Righteous defender.

Potency: ***, Scale: 0D

Might: 2D+1, Agility: 2D, Wit: 2D+2, Charm: 3D

Skills: Dodge 3D, Magic 4D+2.

Perks: Sorcerer.

Spells: Heal, Bless, +2 more

Gear: Chain mail (+3), staff.

Static: Dodge 9, Block 7, Parry 7, Soak 7(13)

Pirate

Yoho!

Potency: ***, Scale: 0D

Might: 2D, Agility: 4D, Wit: 2D, Charm: 2D

Skills: Brawling 3D, Dodge 5D, Navigation 3D, Sailing 5D, Sword 4D

Gear: Compass or spy glass, sword.

Static: Dodge 15, Block 9, Parry 12, Soak 6

Thief

What's yours is mine.

Potency: **, Scale: 0D

Might: 2D, Agility: 3D+1, Wit: 2D, Charm: 2D+2

Skills: Pick Locks 3D, Pickpocket 4D, Stealth 5D

Gear: Leather armor (+2), lock picks, knife.

Static: Dodge 9, Block 12, Parry 12, Soak 9(11)

Wizard

Sorcerer or necromancer.

Potency: ****, Scale: 0D

Might: 1D+2, Agility: 2D+1, Wit: 4D, Charm: 2D

Perks: Sorcerer.

Skills: Dodge 3D+1, Magic 6D

Gear: Knife

Spells: ESP, Lightning Bolt, Paralysis, +3 more

Static: Dodge 10, Block 4, Parry 4, Soak 5

Fantasy Bestiary

Centaur

Can you ride me? I say nay.

Potency: **, Scale: 0D

Might: 4D, Agility: 2D+1, Wit: 1D+2, Charm: 2D

Skills: Bow 4D+1, Dodge 3D+1, Stamina 5D

Gear: Bow & arrows.

Static: Dodge 10, Block 12, Parry 12, Soak 12

Devil (Minor)

I'm the best there's ever been.

Potency: ****, Scale: 0D

Might: 3D, Agility: 2D+2, Wit: 3D+1, Charm: 5D

Skills: Brawling 5D, Dodge 4D+2, Persuasion 7D, Seduce 6D

Perks: Regeneration, Speaks All Languages.

Static: Dodge 14, Block 15, Soak 9

Dragon

Master of all he surveys.

Potency: ****, Scale: +4D

Might: 4D, Agility: 2D, Wit: 4D, Charm: 3D

Skills: Brawling 5D, Breath Attack 5D

Attacks: Bite (character scale, 8D damage) or Bite (dragon scale, 4D damage) Tail Bash (character scale, 4D damage), Breath Fire (3D damage, range 60 ft)

Perks: Scales (+3 armor), Fly 90 ft/round

Static: Dodge 6, Block 15, Soak 12(15)

Elemental (Fire)

Body of living flame.

Potency: ***, Scale: 0D

Might: 4D+1, Agility: 4D+2, Wit: 1D, Charm: 1D

Skills: Brawling 5D+1, Dodge 5D+2

Perks: Ignite by Touch, Targets hit by brawling attack must make a Moderate Might check or catch fire (4D damage/round until extinguished).

Comp: Weakness to Water (1D damage/gallon).

Static: Dodge 17, Block 16, Soak 13

Fairie

Third star to the right...

Potency: *, Scale: 0D

Might: 1D, Agility: 4D+1, Wit: 2D, Charm: 2D+2

Skills: Athletics 3D, Dodge 6D+1, Magic 4D

Perks: Sorcerer, Fly 60 ft/round

Spells: Charm, Illusions, Light, Slumber

Static: Dodge 19, Block 3, Soak 3

Gargoyle

Stone guardian.

Potency: ***, Scale: 0D

Might: 2D, Agility: 2D+2, Wit: 1D, Charm: 1D

Skills: Brawling 4D+1, Dodge 4D, Search 3D+2, Stamina 4D, Stealth 4D+1

Perk: Fly 60 ft/round, Armor Skin (+9)

Static: Dodge 12, Block 13, Soak 6(15)

Ghost

Doomed spirit.

Potency: ****, Scale: 0D

Might: 0D, Agility: 4D, Wit: 3D+2, Charm: 3D+1

Skills: Brawling 4D+2, Dodge 5D, Stealth 6D

Perks: Insubstantial (can only be harmed by magic or enchanted weapons; uses Wit in place of Might to resist and deal damage); Mournful Wail (any who hear the wail must make a Moderate Courage check or flee).

Static: Dodge 15, Block 14, Soak 11

Giant

Grind your bones to paste.

Potency: *****, Scale: +4D

Might: 5D, Agility: 2D, Wit: 2D, Charm: 3D

Skills: Brawling 7D, Mace 7D, Throwing 4D

Gear: Mace (tree trunk). Boulders: 3D damage, range 20/40/60

Static: Dodge 6, Block 21, Parry 21, Soak 15

Goblin

Vermin from below.

Potency: **, Scale: 0D

Might: 1D+1, Agility: 2D+1, Wit: 1D+1, Charm: 1D

Skills: Bow 3D, Dodge 3D+1, Stealth 2D+2

Gear: Bow & arrows, knife, shield (+4)

Static: Dodge 10, Block 4, Parry 4, Soak 4(8)

Golem

Automatons of destruction.

Potency: ****, Scale: +2D

Might: 4D+1, Agility: 2D, Wit: 1D, Charm: 1D

Skills: Brawling 6D+1, Dodge 4D, Lift 6D+1

Perks: Armor Skin (+3)

Static: Dodge 12, Block 19, Soak 13(16)

Gorgon

With baited breath.

Potency: ***, Scale: 0D

Might: 5D+1, Agility: 1D+2, Wit: 0D, Charm: 1D

Skills: Brawling 6D+2, Breath Attack 3D+2

Perks: Armor Skin (+5), Petrifying Breath (60 ft range, any creature caught in its breath must make a Moderate Stamina check or be paralyzed for 1d6 rounds).

Static: Dodge 5, Block 20, Soak 16(21)

Griffon

Hunters of the sky.

Potency: ***, Scale: 0D

Might: 3D+2, Agility: 3D+1, Wit: 1D, Charm: 1D

Skills: Brawling 5D, Dodge 5D+1, Stamina 6D

Perks: Fly (60 ft/round), Talons (+1D damage)

Static: Dodge 16, Block 15, Soak 11

Harpy

She's a maneater.

Potency: ***, Scale: 0D

Might: 2D+2, Agility: 3D+1, Wit: 2D, Charm: 1D

Skills: Brawling 4D+2, Dodge 5D, Stealth 5D

Perk: Fly (60 ft/round), Talons (+1D damage)

Static: Dodge 15, Block 14, Soak 8

Hell Hound

The devil's lapdog.

Potency: ***, Scale: 0D

Might: 3D+2, Agility: 2D+1, Wit: 1D, Charm: 1D

Skills: Breath Attack 4D+1, Brawling 4D+2, Dodge 3D+1, Tracking 5D

Perks: Fire Breathing (20 ft range, 3D damage)

Static: Dodge 10, Block 14, Soak 11

Hydra

Many-headed terror.

Potency: ****, Scale: +4D

Might: 3D, Agility: 2D, Wit: 1D, Charm: 1D

Skills: Brawling 5D, Search 4D

Perks: Hydra Heads (A Hydra starts with three heads and has one Wounded level for each head but has no Severely Wounded level. A head is destroyed if it takes a Wounded damage level. Three rounds after a head is destroyed two new ones take its place. These heads provide extra Wounded levels.) Extra Attacks (make one unpenalized attack for each head.)

Static: Dodge 6, Block 15, Soak 9

Medusa

Stone cold killer.

Potency: ****, Scale: 0D

Might: 2D+2, Agility: 2D+2, Wit: 2D+2, Charm: 1D

Skills: Bow 4D+2, Dodge 4D+2, Stealth 4D

Gear: Bow & arrows.

Perks: Petrifying Visage (setting eyes upon a medusa will turn a character to stone if they fail a Difficult Stamina check. To avoid looking at her while targeting her requires a Moderate Wit check or closing one's eyes. Closed eyes incur a -20 penalty to the attack.)

Static: Dodge 14, Block 8, Soak 10

Minotaur

Master of the maze.

Potency: ***, Scale 0D

Might: 5D+2, Agility: 2D+1, Wit: 1D+2, Charm: 1D+1

Skills: Pole Arm 6D+2, Dodge 3D+1, Tracking 5D+2

Gear: Spear.

Static: Dodge 10, Block 17, Parry 20, Soak 17

Ogre

Mercenaries and brigands.

Potency: ****, Scale: +2D

Might: 4D, Agility: 1D+1, Wit: 1D+1, Charm: 1D+1

Skills: Axe 6D, Brawling 5D+2, Dodge 3D+1

Gear: Axe, leather armor (+2).

Static: Dodge 10, Block 17, Parry 18, Soak 12(14)

Orc

Scourge of civilization.

Potency: ***, Scale: 0D

Might: 3D+1, Agility: 2D, Wit: 1D+2, Charm: 1D

Skills: Dodge 3D, Stealth 3D, Sword 4D+1

Gear: Sword, shield (+4).

Static: Dodge 9, Block 10, Parry 13, Soak 10(14)

Pegasus

Sky mount of the elves.

Potency: ***, Scale: 0D

Might: 4D+1, Agility: 2D+2, Wit: 1D, Charm: 2D

Skills: Athletics 3D, Dodge 4D+2

Perks: Fly (60 ft/round).

Static: Dodge 14, Block 13, Soak 13

Phoenix

The eternal bird.

Potency: ****, Scale: +2D

Might: 2D+1, Agility: 3D+2, Wit: 2D, Charm: 2D

Skills: Brawling 6D, Dodge 6D+2

Perks: Fly (60 ft/round)

Explosive Death (when killed a 20 ft radius 5D fireball erupts from its body). Resurrection (at the next sunrise a new phoenix rises from the ashes.)

Static: Dodge 20, Block 18, Soak 7

Rat of Unusual Size

Most dispute they exists.

Potency: **, Scale: 0D

Might: 3D, Agility: 2D, Wit: 0D, Charm: 1D

Skills: Athletics 4D, Brawling 4D, Dodge 3D

Static: Dodge 9, Block 12, Soak 9

Skeleton

Fleshless undead.

Potency: **, Scale: 0D

Might: 2D, Agility: 3D, Wit: 0D, Charm: 0D

Static: Dodge 9, Block 6, Parry 6, Soak 6

Troll

Nearly mindless killers.

Potency: ****, Scale: 0D

Might: 6D, Agility: 2D, Wit: 1D, Charm: 1D

Perks: Regeneration

Comp: Weakness to fire (+2D damage)

Gear: Club.

Static: Dodge 6, Block 18, Parry 18, Soak 18

Vampire

Cursed to feed on the living.

Potency: *****, Scale: 0D

Might: 3D+1, Agility: 4D+1, Wit: 3D+1, Charm: 4D

Skills: Athletics 5D, Brawling 5D, Dodge 6D+1, History 5D, Seduce 6D, Stealth 5D

Perks: ESP, Bite (the vampire heals a wound level when inflicting at least a serious wound by brawling. Anyone killed this way rises as a vampire the next night.)

Comp: Weakness to Sunlight (the vampire suffers a -2D to all rolls and -6 to all Static combat scores while in direct sunlight.) Stake through the heart (targeting a vampire's heart with a wooden stake adds 25 to the TN to hit but kills it instantly.)

Static: Dodge 19, Block 15, Parry 10, Soak 10

Werewolf

He's the hairy hairy gent.

Potency: ***, Scale: 0D

Might: 4D, Agility: 3D+2, Wit: 1D+2, Charm: 2D

Skills: Brawling 5D, Dodge 5D+2, Stealth 5D

Perks: Regeneration, Damage Immunity (can only be harmed by silver, magic, and enchanted weapons.) Infectious Attack (anyone who is Severely Wounded or worse by a werewolf must make a Moderate Charm roll or transforms into a werewolf during the full moon).

Static: Dodge 17, Block 15, Soak 12

Zombie

Freshly risen undead.

Potency: **, Scale: 0D

Might: 3D, Agility: 2D, Wit: 0D, Charm: 0D

Static: Dodge 6, Block 9, Parry 9, Soak 9

Optional Rules

By its nature *Minimal OpenD6* is highly customizable. With just a few choices you can change it from a light hearted game of keystone cops to gritty survival horror. While it is always good to remember that all rules are optional when preparing for the game the following ideas are meant to help give you further inspiration in adjusting the game to best fit your needs. In the end the only hard and fast rule is to play the game the way your group enjoys.

Renaming Attributes

By changing attribute names GMs can influence how a game feels. For Swashbuckling games the four attributes could be called Power, Grace, Reason, and Poise. If set in 70's Grindhouse they could transform into Muscles, Moves, Brains, and Cool.

Varying the Number of Attribute Dice

Default starting player characters have 12 dice to spend on attributes. This makes them heroic in nature and generally competent in everything. By changing the number of attribute dice the feel of play is altered. The following chart provides guidelines for total attribute dice to use based on the power scale of the game:

- 8 dice = The common man.
- 9 dice = Experienced. Well trained in their specialty.
- 10 dice = Competent. A cut above John Q Public.
- 11 dice = Veteran. Easily stands out from the rest.
- 12 dice = Heroic. The default level of play.
- 13 dice = World Class. Has an edge in most everything.
- 14+ dice = Legendary characters. Herculean in nature.

Expanded Number of Attributes

The default four attributes cover most situations a character might come across. This also makes them fairly broad. If a greater division is desired extra attributes can be added. Examples include Perception (separated from Wit), Mechanical (from Agility and Wit), Courage (from Charm) and Toughness (from Might).

Beginning Attribute Dice: When adding extra attributes each player receives three additional dice per attribute added for heroic level games. If

6 attributes are used in place of 4, players would divide 18D among them.

Effects on Skills: If your GM has increased the number of attributes he will provide you with a breakdown of where each skill now defaults.

Increasing the Attribute Range

Characters are normally limited to 4D in an attribute unless a perk modifies this. Some GMs may wish to offer an upper maximum of 5D, 6D, or higher. When using this option the dice are spent as normal. Other GMs may not be so comfortable with such casually powerful characters. They may choose a more costly option instead.

Higher Attributes at a Price

Under this rule characters can select attributes above 4D or whatever limits the GM sets, but they cost twice as much as normal beyond that limit. For example, a GM declares attributes are purchased as normal up to 4D but he allows higher attributes at a price up to 5D. A character who spends 6D in Might would record 5D as their Might attribute. Another character wants an Agility of 4D+2. This would cost him 5D+1 attribute dice.

No Attributes

All skills default to a base 2D and at character creation players receive 16D to spend on skills. Up to 4D can be spent in any one skill. For example, if playing a Gunslinger, the player may spend 4D in *Pistol*, 1D in *Rifle*, 3D in *Toughness* (to resist damage) 4D in *Dodge*, 3D in *Brawling*, and 1D in *Gamble*; recording it like this:

Gunslinger: 5D Brawl, 6D Dodge, 3D Gamble, 6D Pistol, 3D Rifle, 5D Toughness.

Adding Paranormal Abilities

Paranormal Abilities are special for two reasons; first it is possible to have 0D in them, representing mundane characters. The second is that those who do have them gain access to restricted powers. For example in a vampire game characters might use Blood Potency, Dominate, Foretelling, Spirit, and Transformation; during character creation the player could spend attribute dice to gain some access to one or more them.

No extra attribute dice are given for Paranormal Abilities at character creation. This reduces a character's mundane attributes but the powers granted by their paranormal gifts make up for it. GMs will define which, if any, are used in their games and how they work in the setting.

Characters who begin with 0D in a Paranormal Ability may be allowed to purchase it later with GM permission. We suggest the first die cost 10 or 20 CP.

Quasi Skills

These are purchased as attributes at character creation but afterwards are raised with CP like skills and don't have any skills under them. GMs might increase the cost to raise these skills based on a character's access to teachers or suitable training material. For example, a game focused on Angels might include the quasi skills of *Spiritual*, *Etheric*, and *Corporeal*. A starting character may have *Spiritual* 2D *Etheric* 1D, and *Corporeal* 0D. Later, studying under one of his elder's the angel would spend 2 CP to improve *Spiritual* to 2D+1.

Paranormal Attributes with Skills

These are the same as any other attributes except that characters can have 0D in the attribute and no access to their related skills. In a game focused on werewolf naturists the GM might create the attributes Elemental and Spiritual. Under the Elemental attribute the skills may be *Air*, *Earth*, *Fire*, and *Water*; while Spiritual includes *Communing*, *Summoning*, and *Channeling*.

Varying Starting Skill Dice

Default starting player characters receive 7 dice to spend on skills and perks and can't spend more than 2D on any one skill. This represents fledgling heroic level characters. The GM might grant them additional dice for a more difficult campaign. He may also allow them to spend more than 2D in any single skill. The number of dice and maximum allocations should be weighed carefully to fit the desires of the campaign.

High Skills Rolls Increasing Damage

When using this rule damage is boosted by 1 point for every 5 points you exceeded the target number to hit. If a warrior needed to beat a Parry of 14 and rolled a 26 on his attack, this would increase the damage by +2 since the target was beaten by 12.

For increased deadliness, simply reduce the number needed to exceed the roll by to increase damage. If every 3 points of success translates to 1 point of damage skilled characters are deadly.

Independent Skills

Skills normally always default to one particular attribute, for example *Sword* always defaults to Might. In a more freewheeling campaign skills may be detached from attributes allowing more fluid definition of how their used. When skills are purchased they don't get the benefit of any default attribute. If using a broad skill list then the typical 7D may be used. If opting for many more narrowly focused skills then 12D to 18D may be appropriate.

It is suggested that raising skills with CP should cost double the normal price for skill advancement. This sounds more costly but isn't because the skills start so much lower.

A sample knight might look like this:

Knight: Might 4D, Agility 3D, Wit 2D, Charm 3D
Dodge 1D, History 1D, Ride 2D, Seduce 1D, Sword 2D

When attacking an enemy our knight will typically roll Might + *Sword* for a total of 6D. Later when attempting to purchase a quality sword in the market the knight would roll his Wit + *Sword* for a total of 4D. That evening while practicing his swordsmanship a group of ladies watches from afar. To impress them he rolls his Charm + *Sword* for a total of 5D.

Rolling Limit

Some dislike rolling large numbers of dice, feeling the math slows down the game. GMs may impose a limit on the number of dice rolled at any time. We suggest the cut-off be 5 dice. If a character has more than 5D on a roll, each die beyond the rolling limit is converted to a +3 bonus. For example a GM has imposed a 5D rolling limit at his table. A character with 7D+1 in *Rifle* shoots at bad guy. He rolls 5 dice and adds 7 to the result.

Halfway There

To help speed up the game, if the number of skill dice in any skill is equal to half the Target Number, the GM may consider it an automatic success.

Traditional OpenD6 Hero Points

In traditional OpenD6, Hero Points work differently. Instead of giving a static +6 to a roll and allowing for other options such as Flesh Wounds, etc. they double the number of dice on any single roll. For example a spy has 4D+1 in *Security* and must disable a bomb. To help ensure success the player spends 1 HP doubling his roll to 8D+2.

Traditional OpenD6 Character Points

In traditional OpenD6 Character Points may be spent to improve individual rolls during play. These points can be spent after the character has rolled but only before the GM has let the player know if the roll was successful. Each CP spent grants additional Wild Die to the roll. The GM may impose a limit on how many CP may be used on a single roll in his game. Players cannot spend character points to improve a roll that they also spent a Hero Point on.

Traditional OpenD6 Might Damage

In traditional OpenD6 the base amount of damage dealt in unarmed and melee combat is calculated differently. Characters use half their dice in their *Lift* skill ignoring pips and rounding down the result. For example, a character with a *Lift* skill of 3D+2 would deal 1D damage in unarmed combat or 1D+weapon damage when using a melee weapon.

Buying New Perks

If you have a good reason and the GM agrees you may buy a perk after play has begun for 10 CP times the standard cost. Some perks make no sense; you don't wake up an elf.

Buying Off Complications

To get rid of a complication the GM will impose a price of at least 20 CP if he allows it at all and you need a really good story, possibly even a quest or adventure to justify it. Alternatively, as the story progresses player and GM might agree to exchange old complications for new one.

Body Points (alternative to Wound Levels)

In place of using Wound Levels GMs may elect to use Body Points (BP). Under this variant, players roll their character's Might and add this to 20.

This is the amount of damage they can take before death. If less variability is desired the GM may give 4 BP per die in Might instead.

Damage Resistance Under Fast Static Combat: Under this combat system, the Static Soak is replaced with Static Damage Resistance (DR). Static Damage Resistance is equal to the Armor Value of the target. As a rule of thumb any creature or stock character with no number in parenthesis next to their Soak has a Damage Resistance of 0; those that do subtract their Soak from the number in parenthesis and use the difference. The GM might define special abilities that also grant a bonus to this total. Hero points can be spent to gain a +6 bonus to DR.

Damage Resistance Traditional OpenD6 Combat: The damage resistance total equals a roll of the target character's die codes from armor or Special Abilities. Hero points can be spent to gain a +6 bonus to DR.

Taking Damage Under Both Systems: When a character is hit they subtract their DR from the damage total. If the remaining total is one or more it is subtracted from the character's current BP total. If reduced to 0 or fewer BP, the character is dead.

Natural Healing

To heal, the character needs complete rest. After resting one full day a Might check is made and the level of success achieved determines how many BP are recovered. Healing: BP are recovered as follows:

Healing Difficulty	BP Recovered
Very Easy	2
Easy	1D
Moderate	2D
Difficult	3D
Very Difficult	4D
Heroic	5D

Assisted Healing (Medicine)

Once per day a character can assist another by making a *Medicine* skill check. The number of BP healed is based on the level of success achieved and uses the same chart as the character's Might check.

Adjusting Deadliness

By increasing or decreasing the base number of BP the lethality of the game is changed. For extremely cinematic games the GM may allow players to double the Might total or roll twice and take the higher number.

Making the Game Your Own

Its possible to sit down and play a game with *Minimal OpenD6* on the fly using just what has been provided. However, the game is much more enjoyable when some advance thought is put into the world the characters will adventure in. For repeated campaign style play this is practically a requirement.

Developing Your Own Setting (or stealing from the Great Ones)

The first thing you need is an idea. If you don't already have one try asking your players what they want to do. Between talking with them and your own dreams one is likely to form. It might be based off a comic book, a show on TV, a recent hit movie, or any other source of mass media. Or it might be invented whole cloth from your imagination. Before we get all touchy feely and start sharing emotions let's crawl out of your head and get on to the next step.

Now that you have a golden gem of an idea, you need to write down a short description. Imagine that your audience has never heard of anything similar before while also limiting yourself to just a couple of paragraphs at most. Don't worry about being Shakespeare, just write down the way you would explain it to the players. Think of it as the movie trailer for your setting. If fail to hit the high points no one will be interested or possibly even understand it. At this point though, do not bog yourself down in detail.

Who are the Characters?

Think about it your game from the players' perspective. What kind of characters do they often like to play and what kind of characters do you see them playing in your game? You will need to be able to explain to them what kind of characters they can make and how they fit into the world. This must be followed up by the very important question what do they do? What kind of adventures will they go on? How can their characters fit into the adventure easily without you having to invent the flimsiest of reasons to include them. The easier you make it on them at this point, the less work it is going to be on you to bring them in and keep them all together.

Some players get a sadistic joy out of playing against type. You might be casting a supers team made up of mutants that all work together and one person who declares himself to be the feral loner. These characters can complicate things quite a bit. We aren't saying not to allow them,

although that is your call. You will need to speak with this player to make sure you are both on the same page. Maybe the crazy professor that pulled them together also gave them all radios to stay in constant communication. If all else fails gently remind them this is a group oriented game.

What are the Rules?

We think we have a pretty good set here with *Minimal OpenD6*, but some might call us biased. You might be happy with the default rules, but maybe you want something a little different. Okay Mr. Picky, write down which optional rules you are going to use. Which combat system are you going to use? Hint, hint, we think Static is Faster, but maybe you're a traditionalist at heart. That's okay, we still love you. You might have your own ideas for another magic system if your game uses that or you decide to run with the Body Points system instead of Wound Levels.

The optional rules you can use though are not just limited to the choices we give in this rule book, it includes your own ideas and editions, those special flourishes that make the game your own. But whatever you do, be sure to write it down for consistency later and tell your players before they make characters. It is only the nice thing to do.

What are the Skills?

Start by writing down the attributes in separate columns. Then place the skills under them that you think will be useful in the game you plan to run. Some skills may be broader than others depending on how useful they are in your opinion. For example, in many games there is just a skill called *Science* which covers Biology, Chemistry, Math, and many more boring subjects except for Medicine. But, if you are playing a game where the characters are scientists exploring the galaxy through star-gates, you might need several different, more specific, Science skills.

New Perks or Complications?

This is your chance to help reinforce the game through new racial perks you make, codes of honor, etc. Players love new stuff. It also serves to further develop any archetypes you dreamed up.

How are Money and Gear Handled?

Most players are going to want to know how much stuff they can get their hands on. If your game is one where they count their dollars and spend specific amounts be sure to let them know and even prepare a price list and basic monetary notation. You might take a more laid back

approach and say that a knight owns armor, a sword, and a horse; while his wizard companion has a pointed hat, musty books, and a stout walking stick. However you decide to do this, just try and be consistent and fair.

What are You Going to do When You Run Out of Ideas?

Well, you're having ideas right now, so start writing these adventures seeds and save them for a rainy day. Just a paragraph or two is all you need to do. It will help keep it in your mind and when you are too busy with life or suffering from writer's block these morsels will be sitting there on your plate. A handy formula is a basic scenario plus one complication. Now have at it!

Campaigning the TV Way

Think of the campaign as a television series. You can “cast” the characters and NPCs from celebrities instead of describing what your character looks like just name the actor that plays him. Keep in mind how dramatic and action oriented shows are structured. They have plot arcs that stretch many “episodes” and there is always a season finale. After the season is over take a break from that game and play something else. Even if everyone wants to dive back into it immediately take at least a short break. Run a game in a different setting, break out that \$100 board game you bought, whatever. Think of this time off as a palette cleanser. And when the game is started again that's a new season and everyone will be looking forward to it.

One of the fun things about this style of play is the ability to use cinematic techniques like a director does. If your players enjoy this style there are some tricks to further spice things up. Research is easy, plop down in front of your favorite show and start watching, making mental notes about the things you like. With practice you could run a game like a Tarantino flick.

Flash Forwards

Write down a few vague lines of dialogue on index cards and number them. Then hand them out but don't let your players look at them until their number comes up. The player with card number one reads their line, then two responds by reading his, and so on. You don't want to give the plot away or make anything too specific; it is more to tease them. Keep in mind that at some point they should catch up to the flash

forward and will hopefully cooperate with what has already been established. This might be in the same session, or several later depending on how you plan the campaign.

A second flash forward technique would start the adventure at some dramatic point between the middle and end of the episode. By describing what the characters are doing, how they look, and where they are, you can surprise them. Keep in mind though not to give too much away or nail down so many details they have no say in the path that brought them to this point. The characters should still have free will. For example, at the beginning of the session the GM narrates, "The three of you are standing before a pillar made of human skulls. Baelendor seems to have lost his old armor; all the troupe's provisions are also missing. You are hot, tired, and bloody..." at some point one of the players will challenge how they got there. Then the GM says, "Two days previously..." and then start the adventure from the beginning. With luck they will eventually stand in that moment and the players will enjoy returning to that point in the story.

When using flash forwards don't take away the players' free will. If they don't end up where the flash forward happened, that must have been some alternative future. If the players won't let go of their metagame knowledge of the flash forward don't use them again.

Flash Backs

Another popular TV device is looking into the past. During the game it's possible to run an adventure from before the first episode. You will have to give some thought to how powerful the characters should be at that point in their development and it should tie to the current storyline. Some players may grumble that they earned skills they can't use because the character doesn't know them yet. Tell them to stop whining and remind them that they can still use the points they earned from the past they just played through on those skills they couldn't use. Of course if your players don't enjoy these occasional forays then don't use them. Because even if you enjoy them, you will not enjoy five people whining for three hours.

Converting Between Minimal OpenD6 & Traditional OpenD6

Even though *Minimal OpenD6* is part of the OpenD6 family, it has been tweaked in several ways. By making the following changes and applying the noted optional rules you can make *Minimal OpenD6* resemble its

more recognized parent.

Character Creation

Player characters start with six attributes and distribute 18D among them. There are three common sets of attributes depending on the genre played. The following chart may help convert characters between the systems. Once dice have been distributed check your math. If you have more than 18D in traditional OpenD6, or 12D in *Minimal OpenD6*, adjust for balance using common sense. If you have too few dice spent, then spend the remaining dice as best fits the character concept.

Minimal OpenD6 Equivalent	OpenD6 Fantasy	OpenD6 Adventure	OpenD6 Sci-Fi
Might	Physique	Physique	Strength
Agility	Agility	Reflexes	Dexterity
Agility	Coordination	Coordination	
Wit	Intellect	Knowledge	Knowledge
Charm	Charm	Presence	
(Wit+Charm)/2	Acumen	Perception	Perception
(Agility+Wit)/2			Mechanical
Wit			Technical

Skills may move to new attributes. Simply review the skill list provided by the GM and note accordingly.

Extranormal Skills

OpenD6 Fantasy has *Miracles* and *Magic*. OpenD6 Adventure has *Magic* and *Psionics*. OpenD6 Science Fiction has *Channel*, *Sense*, and *Transform*. All of these are considered Paranormal Abilities that use the Quasi Skills optional rule.

The Wild Die

When a 1 is rolled on the Wild Die in traditional OpenD6 it can have three possible effects based on GM fiat:

1. It can be treated normally and added to the roll.
2. It is ignored along with the highest normal die rolled.
3. It causes a complication to the action taken.

Options Used by Traditional OpenD6

- Traditional OpenD6 Combat
- Traditional OpenD6 Hero Points
- Traditional OpenD6 Character Points
- Traditional OpenD6 Might Damage
- Perks are called Advantages
- Complications are called Disadvantages

Sample Settings

Perdition: Tales of Damned Fool Heroes

"Your great-grandpa's great-grandpa came here in a big ship. It was so big that whole cities of people were inside. Here was so far away from Earth that everyone slept the whole way. They turned the ships into factories on the nicest worlds, and but nobody else ever came from Earth. Maybe they went to another system. Strange that we never heard anything. The first worlds filled up and they changed the ones that weren't so nice, the frontier worlds like ours, into better ones so that we could live here too. Folk being as they are, they fell to squabblin' soon enough. The First Worlds have it easy compared to us frontiersmen, but we've got something they'll never understand. You can't put it in a box, or put it in a book, or put a price on it even if they did win the war. It's still ours." – Old man to his grandson

Humanity came to Vega because of war, pollution, limited resources, and overpopulation. The pioneers travelled the 25 light years in cryonic sleep on a voyage that took over 300 years. When they arrived they founded a new civilization, called the League, which is parliamentary in nature. As more worlds are colonized, the power of the League grew, but rifts began to develop between the older heavily industrialized worlds and the younger thinly populated frontier worlds of Lantos and Leton.

The war lasted for six years, and hundreds of thousands died in battles both on the ground and in space. The frontier rebels were eventually defeated and Lantos and Leton rejoined the League, although their voices are weak in parliament.

The player characters of Perdition take the roles of scavengers, honorable scoundrels, and thieves with conscience. They share a dislike, possibly even a hatred for the League, but they're not part of a rebel military. Those days are gone forever. They're not terrorists or single-minded lunatics bent on revenge. They operate outside of League law, but they're not sociopaths. They will defend themselves, their friends, and their families, but they aren't murderers or pirates. They're people out on the edge of a frontier. They rob banks, they steal stuff, they swindle League stooges, they smuggle contraband, they raid League outposts, and above all else, they get paid.

But they don't steal from the poor. They don't extort the virtuous. They always keep their word. They don't kill the innocent or leave them to die, 'cause deep down they're damned fool heroes.

Character Creation Guidelines

Higher Attributes at a Price, up to 5D (See [Higher Attributes at a Price](#)).

Skill List

- **Might:** Brawling, Melee Weapons, Lift, Stamina
- **Agility:** Athletics, BFG, Bow, Dodge, Drive, Pickpocket, Pilot, Pistol, Rifle, Stealth, Throwing
- **Wit:** Computer, History, Language, Medicine, Navigation, Repair, Science, Security, Tracking
- **Charm:** Command, Diplomacy, Persuasion, Riding, Seduce, Street-wise

New Complications

Bull in a China Shop: The character is a klutz. Choose one Agility skill that the character can use without penalty. Increase the difficulty of all other Agility rolls by +5. *Dodge* skill isn't penalized. Earn one bonus CP each session.

Damned Fool Hero: The character follows the code of Robin Hood as described previously. (Except for the giving to the needy part. A Hero's got to eat.) This is really just a Personal Code, so earn one CP whenever acting like a Damned Fool Hero complicates your life. (It's suggested that most of the player characters in the game have this complication, if not all.)

Not Pretty Cunning: The character is uncouth and or unattractive. Choose one Charm skill that the character can use without penalty. Increase the difficulty of all other Charm skill rolls by +5. Earn one bonus CP each session.

No Book Learning: The character didn't benefit from a League education. Choose one Wit skill that the character can use without penalty. Increase the difficulty of all other Wit skill rolls by +5. Earn one bonus CP each session.

Weak: The character is less powerful than his build would imply. Choose one Might skill that the character can use without penalty. Increase the difficulty of all other Might skill rolls by +5. Resisting damage and healing checks aren't penalized. Earn one bonus CP each session.

Advice for the GM

Perdition is a space-western. There are no ray guns, no aliens, no faster-than-light travel, and no artificial intelligences. The miracle technologies available are limited to spaceships, artificial gravity inside spaceships, terraforming, and cryonic sleep – but the latter has few applications in

the Worlds of Vega nowadays.

The industrialized worlds are little different from modern day Earth aside from these miracle techs. The League is strong there, but there are good folk on every world.

The frontier worlds are rougher and more homespun. People have had to be self sufficient to survive and there's little to no infrastructure in most places. That means that horses are often more reliable than cars and trucks. (You can grow and feed horses locally, but you have to import complex machines and fuel.) Justice tends to be more about the spirit of the law than the letter, but most folks can only expect whatever justice they create.

The Paranormal

Psychics are rare, and most educated people don't believe they exist. For every real psychic, there are a hundred charlatans conning people out of their money. No other special abilities are known to exist aside from ESP.

Adventure Seeds

The Eosian Job: Another gang wants to team up to rob the Safety Society Bank on Eos, which handles the payroll for nearby Fort Temperance. The leader of the gang suspects that one of his crew is a traitor after finding a League transmitting device, and wants the heroes to figure out who it is.

Strange Bedfellows: The town of Baggs on Silenus asks for help against a cult who follow a supposed psychic. The leader of the gang is also wanted by the League for her crimes. The problem is that she's the eighteen year old daughter of a League minister.

The Worlds of the Vega System

There are eleven true planets and another 78 moons in the Vega system. Of those, one planet is inhabited and three additional planets host a total of 37 moons that have been terraformed to human tolerance.

Vega is a blue star, much larger and hotter than Earth's sun. It has four small, rocky inner planets, and seven outer gas giants. Inside the orbit of the innermost three planets (Pallas, Perses, and Asteria) is the Typhon Asteroid Belt, which is usually just called the Belt by veteran spacers. Mining outfits large and small work the rocks for silver, gold, and other precious ores.

Standard Travel Times

From	To	Time
Nomos	Belt	1D6 + 1 Days
Nomos or Belt	Ophion Worlds	1 Week + 1D6 Days
Nomos or Belt	Lelantosian Worlds	2 Weeks + 1D6 Days
Nomos or Belt	Leton Worlds	3 Weeks + 1D6 Days
Ophion Worlds	Ophion Worlds	1D6 Weeks
Ophion Worlds	Lelantosian Worlds	1 Week + 2D6 Days
Ophion Worlds	Leton Worlds	2 Weeks + 2D6 Days
Lelantosian Worlds	Lelantosian Worlds	1D6 Days
Lelantosian Worlds	Leton Worlds	1 Week + 3D6 Days
Leton Worlds	Leton Worlds	1D6 Days

Navigation Bonus

A pilot or another crewman can try to speed up the journey by making a special check. Roll the character's *Navigation* skill plus the Move of the vessel. Compare the result to the following:

10 or less: 200% Standard Time

11–20: Standard Time

21–40: 90% of Standard Time

41+: 75% of Standard Time

A Mechanic's Work is Never Done

Someone must spend time keeping every ship running. For small ships (scale +6D or less), a mechanic must make a repair roll with a TN equal to the 1/2 the trip's standard travel time (in days) + 10. This check is made at the midway point of the voyage. If he fails the check, roll on the vehicle damage chart to see what's broke.

Scarab Class Transport

Cost: \$\$\$\$

Scale: +6D

Skill: Pilot

Body: 3D+1

MNV: 2D

Move: 3D

Crew: 2

Psg: 12

Weapons: None

Cargo: 2 Shuttles + 100 Tons

Shuttle: \$\$\$, Scale +4D, Skill: Pilot, MNV: 1D, Body: 2D+2, Move: 2D, Crew 1, Psg: 6, Cargo: 2 Tons

The Scarab is an older generation of ship but well loved for its reliability and ruggedness. Its hold is adaptable to suit many types of cargo or can be converted for additional passenger berths.

Character Templates

Space Cowboy

I might be aiming to raise a ruckus.

Might: 3D — Brawling 4D

Agility: 3D+1 — Dodge 5D+1, Pistol 5D+1

Wit: 2D+1

Charm: 3D+1 — Bluff 4D+1, Command 4D+1

Static: Dodge 16, Block 12, Parry 9, Soak 9

Perks & Comps: None

Gear: Pistol

First Mate

Captain your plan is, well, not good.

Might: 3D — Brawling 4D

Agility: 3D — Dodge 5D, Rifle 5D

Wit: 3D+1

Charm: 2D+2 — Streetwise 4D+2

Static: Dodge 15, Block 12, Parry 9, Soak 9

Perks & Comps: None

Gear: Shotgun

City Slicker Doc

Could you be any cruder? I doubt it.

Might: 2D

Agility: 3D — Dodge 4D, Stealth 4D

Wit: 4D — Computer 5D, Medicine 6D, Science 5D

Charm: 4D — Diplomacy 4D

Static: Dodge 12, Block 6, Parry 6, Soak 6

Perks & Comps: None

Gear: Medical Bag, Pocket Computer

Pilot

Watch how I soar!

Might: 2D+1

Agility: 3D+2 — Dodge 5D+1, Pilot 5D+2

Wit: 3D+1 — Computer 4D, Navigation 5D+1, Repair 4D+1

Charm: 2D+2 — Diplomacy 4D

Static: Dodge 16, Block 7, Parry 7, Soak 7

Perks & Comps: None

Gear: Light Pistol

Mechanic

What did you call our ship?!

Might: 2D+1

Agility: 3D+2 — Dodge 5D+1, Pilot 5D+2

Wit: 3D+1 — Computer 4D, Navigation 5D+1, Repair 4D+1

Charm: 2D+2 — Diplomacy 4D

Static: Dodge 16, Block 7, Parry 7, Soak 7

Perks & Comps: None

Gear: Light Pistol

Brute

I get 10% AND my own bunk?!

Might: 5D — Brawling 5D+1

Agility: 2D+2 — BFG 4D+2, Dodge 4D+1, Rifle 4D+2, Throwing 3D+2

Wit: 1D+2

Charm: 2D+2

Perks & Comps: None

Static: Dodge 13, Block 16, Parry 15, Soak 15

Gear: BFG ("I call 'er Betty. She's the only lady I trust."), rifle, knife

Outlaw Preacher

The Good Book's vague on kneecaping.

Might: 3D — Brawling 5D

Agility: 3D — Dodge 5D, Rifle 4D

Wit: 1D+2 — History 4D

Charm: 2D+2 — Persuasion 4D

Static: Dodge 15, Block 15, Parry 9, Soak 9

Perks & Comps: Age, Skeletons in the closet.

Gear: Holy Book

Noble

We're all running from something.

Might: 1D+2

Agility: 3D — Bow 4D, Dodge 4D

Wit: 3D+1

Charm: 4D — Diplomacy 5D, Persuasion 5D, Seduce 6D

Static: Dodge 12, Block 5, Parry 9, Soak 5

Perks & Comps: Attractive

Gear: Fancy clothes, jewelry, bow.

Psychic

Lost my happy thought, can I have yours?

Might: 2D

Agility: 3D+2 — Athletics 4D+2, Dodge 5D+2

Wit: 3D+1

Charm: 4D

Static: Dodge 17, Block 6, Parry 6, Soak 6

Perks & Comps: ESP, Crazy

Gear:

Rust Moon of Castia

They say the moon turned red when the Radiant Queen was born. Sages across the land studied the portent's meaning, but the skalds of Kauleshan knew that destiny was on their side. As she grew she united the northern tribes into a mighty force. Still this did not sate her thirst for power. She turned her covetous eye to the ancient throne of Castia. The war was harsh and swift. In the end only the four Elons stood against her horde but even they could not hold out in the face of her magic. In plundering our libraries she uncovered the Prophecy of the Marks of Radiance. Now she is obsessed with hunting our daughters. Her ambition is now twisted with her lust for eternal life. Now that we have learned to hide the vessel children things have gotten worse for the people. Rumors claim she has begun to grow old, she has grown desperate. — Mardegant the Wise, Secret Sage of Etain.

Castia was once a proud kingdom, its boundaries stretching from the Northern Forest south to the farmlands surrounding Lake Tarsis and east to the Teerna Sea. Legends claim that for centuries it was ruled by a line of wise kings who sought only safety for their subjects and peace with their neighbors. Bards still sing of this golden age, reminding all of what life was like in a land of joy deep in their memories. Because memories seldom whisper of anything other than beauty when waking eyes see only the mark of evil upon the land.

Dark times fell across the land when the moon turned red. Each night when the Rusting Eye passed over, strife would spread by leagues. Sydra and Nehar began to bite at the borders while the Syndics of Westron encroached on the forest. When raiders of Kauleshan invaded, none saw the true threat offered by the ill-organized barbarians. Only after the Scarlet Horde stood at the gates of Devmora did the king see the fate awaiting him. It took only three more summers for the once proud kingdom to fall. During the plundering of Etain the new royal's sages unearthed the Prophecy of the Marks of Radiance. Few speak of it openly but all well travelled folk now know how it reads,

"Into each generation there will be born 13 daughters, one for each moon that passes over the sky. They share a common mark, a common spirit. From each the Radiant Light may burn, into each the Radiant Light may flow. May this Immortal Dynast guide us wisely, for guide us she will as long her line remains unbroken."

Devmora: once a prosperous trade city, the Scarlet Horde seized it for their dark mistress. The Radiant Queen claimed the town as her own. In the hundred years since she claimed the throne, the Radiant Queen has

transformed the city into a mighty, many tiered and sectioned, fortress. The various city quarters all divided into compact wards. Great walls and loyal fanatics ensure their queen is safe from the outside world she chooses to rule so harshly.

Kauleshan: the name of both the greatest northern city and the barbarian lands surrounding it. It is a brooding, cold land filled with harsh myths, dark cults, and berserker warriors. Not all of the northern clans joined the Radiant Queen's cause. Those who resisted were cursed or publicly put to death. Still some clans chose exile or retreat into more remote places instead of surrendering their freedom for her promises of glory.

Etain: Once the capital of Castia, it still bears the scars of the savage plundering inflicted upon it. Here the Radiant Queen struck hardest of all cities that still have life in them. After a hundred years many citizens of Etain still look hollow, carrying a broken spirit for the horrors they are always reminded of.

Engalt: The largest Hannedyn population near the Castian Realms, it is their common city ruled by a council of elders and a High Judge chosen from among the council to barter treaties with the larger lands of humans. The larger folk seldom take the smaller ones seriously, and even in their own towns and villages the phrase "Out of the way Speck!" can easily be heard. Few humans give the smaller race's great city much thought, but within its stunted rooms and narrow alleys many secrets still linger.

Tarsis Elon: The last of the four fortresses to fall, it suffered the worst of the four curses. All who once lived there are now encased in translucent stone, alive but entombed. For each year that passes in the outside world, these poor souls age a single day. If any are chiseled free time comes rushing upon them bringing immediate death by old age. Still, more than a curse was left to watch Tarsis. Monsters, minions, and shadows without name haunt this doomed sanctuary. Rumors abound about what is still kept here. Some claim a great vault filled with gold, others speak of lost magics. Even if only a cache of ancient weapons, it would be a great fortune to those foolhardy enough to try and claim them.

Character Creation Guidelines

Skill List

- **Might:** Axe/Mace, Brawling, Knife, Lift, Smithing, Stamina, Pole Arm, Sword
- **Agility:** Athletics, Bow, Dodge, Pickpocket, Stealth, Throwing
- **Wit:** Crafts, Lore, Magic, Medicine, Pick Locks, Search, Tracking

- **Charm:** Command, Diplomacy, Persuasion, Riding, Seduce, Street-wise

New Perks

Brownie (4): A small race standing only 12 to 15 inches tall. They normally live apart from humans, preferring the deep woodlands and hills. Only rarely do they meddle in the affairs of men. Brownies naturally speak with animals and birds while their tiny size gives them a bonus to *Stealth* (+2D) and *Dodge* (+2D) when fighting creatures man-sized or bigger. Unfortunately it also hinders them with the Tiny complication. The Brownie's maximum Might is limited to 3D while Agility may be up to 5D.

Hannedyn (2): A short race standing half the size of men, they live in Engelt and the surrounding region. Humans tend to call them by their slang name Halfling or the popular insult Speck. While not technically subjects of the Castian throne they do pay tribute in exchange for continued peace.

Their small stature grants a bonus to *Stealth* (+1D) and *Dodge* (+1D) when fighting creatures man-sized or larger. All Hannedyn must take the Small complication while their Might is limited to 3D+1.

New Complications

Small: This is a Racial Complication. Player Characters gain this only by the associated racial perk. Small characters receive a -5 penalty on all Might skill checks, Might based damage rolls, Block, and Parry. This penalty doesn't apply to *Stamina*, healing, and resisting damage. This penalty doesn't apply when fighting a Small or Tiny creature. Earn 1 bonus CP each session.

Tiny: This is a Racial Complication. Player Characters gain this only by the associated racial perk. Tiny characters receive a -10 penalty on all Might skill checks, Might based damage rolls, Block, and Parry. This penalty doesn't apply to *Stamina*, healing, and resisting damage. This penalty doesn't apply when fighting another Tiny creature. Earn 1 bonus CP each session.

Vessel: Available only to female characters. You were born with the Mark of Radiance. The Radiant Queen will hunt you all your days. Earn 1 bonus CP per session when you face her minions.

Gear for Brownies and Hannedyn

Any item can be made for tiny or small characters. The statistics are the same as their normal sized counterparts. Simply apply the Tiny or Small penalty as appropriate. Characters that try to use items too big for their size suffer double normal penalties.

Advice for the GM

Rust Moon of Castia is classic fantasy adventure; a world of heroes and adventurers fighting for fortune and glory under the dangerous gaze of an evil overlord and bickering nations. They can be heroes, mercenaries for hire, or free wheeling adventurers just trying to find the next lost treasure horde. It is always best to work with players when deciding on what kind of fantasy campaign to run because tastes can vary wildly.

Adventure Seeds

The Golden Key: The player characters have found the key to the Vault of Lorna Fields. Legends tell of a hidden treasure horde to the east of Lorna Elon. When the key is held at the Crossroads under the light of the full moon the entrance will be revealed. Some legends speak of great wealth; others though make it less glamorous. Whispering of dark monsters held fast until the ancient line of kings would offer mercy and freedom if the beasts accepted a geas. Those still held refused such a punishment.

Down the Fairie Ring: While travelling through the deep forest the player characters stumble into a Fairie Ring. These magical doorways are normally closed, but sadly this fairie keep has fallen under a curse and now they seek to bring others into their madness. The players must find their way out or break the curse before madness captures them as well.

Character Templates

Mad Mercenary

Your leg? I would love to break it.

Might: 3D+2 — Athletics 4D+1, Brawling 4D+2, Sword 5D+2

Agility: 3D+1 — Dodge 5D+1, Riding 4D

Wit: 2D

Charm: 3D

Static: Dodge 16, Block 14, Parry 17, Soak 11(17)

Perks & Comps: None

Gear: Chain mail (+6), horse, and long sword.

Hannedyn Apprentice

My finger is more powerful than you know.

Might: 2D

Agility: 3D — Dodge 4D

Wit: 4D — Magic 5D

Charm: 3D

Static: Dodge 12 (15), Block 6, Parry 6, Soak 6

Perks & Comps: Hannedyn, Small, Sorcerer

Spells: Choose 2 spells.

Gear: Spell book and walking stick.

Warrior Maiden

Did my beauty or my axe strike you helpless?

Might: 3D — Axe/Mace 5D

Agility: 3D+2 — Dodge 5D+2

Wit: 2D — Lore 3D

Charm: 3D+1 — Command 4D+1

Static: Dodge 17, Block 9, Parry 15, Soak 9(21)

Perks & Comps: Attractive, Vessel.

Gear: Axe, chain mail (+6), shield (+4).

Brownie Scout

This way! No... That way!

Might: 2D

Agility: 5D — Bow 6D

Wit: 2D+1 — Tracking 4D+1

Charm: 2D+2

Static: Dodge 15 (21), Block 6, Parry 6, Soak 6

Perks & Comps: Brownie, Tiny

Gear: Brownie bow and ugly hat.

Bestiary

Arnax

Leviathan of terror.

Potency: *****, Scale: +4D

Might: 3D+1, Agility: 2D+2, Wit: 1D+2, Charm: 2D

Skills: Brawling 6D, Breath Attack 6D Attacks: Bite (character scale, 7D)

Breath Fire (5D, range 30 ft)

Perks: Two Heads (makes 2 bites with no penalty)

Static: Dodge 10, Block 19, Parry 16, Soak 16

Fairie

Tinkling lights in the forest.

Potency: *, Scale: 0D

Might: 1D+1, Agility: 5D+2, Wit: 2D, Charm: 3D

Skills: Bow 6D+2, Dodge 8D+2, Stealth 8D+2

Perks: ESP, Faint Glow (like a candle), Fly (60 ft/round), Mute, Tiny

Static: Dodge 26, Block 4, Parry 4, Soak 4
Gear: Fairie Bow, Fairie Dust

Troll Ape

Smells worse than it looks.

Potency: ***, Scale: 0D

Might: 5D+1, Agility: 3D+1 Wit: 1D+1, Charm: 1D

Skills: Athletics 4D+1, Brawling 6D+1, Tracking 4D+1

Perks: Regeneration, Scale any Surface

Static: Dodge 10, Block 19, Parry 16, Soak 16

Gear: None

Imperium in Revolt

It is a dark time across the galaxy. Forces of the Grand Imperium have crushed the last vestiges of the once great Galactic Commonwealth. As tyranny spreads a few brave and desperate souls have dared to stand against the Sovereign's power. Rebels attempting to show the galaxy that freedom can be claimed if people are willing to stand up for what they believe in. The future is uncertain, but it will be forged by the spirit of heroes.

Player characters take the role of rebels, smugglers, knights, and others who stand against the Imperium. They are fighting for freedom; even if only their own.

For 5,000 years the Galactic Commonwealth grew, stretching across the galaxy. Starting from the Founding Systems who mastered the secrets of hyperspace travel, they explored and expanded bringing thousands of races together under a common banner of prosperity. What felt like an eternity of good fortune bred its own peculiar evil. At first none noticed the corruption taking seed in the honored halls of galactic power.

Factions formed in the Senate, each coveting what others had amassed. Many senators viewed the systems they represented more as personal fiefdoms than states within the galactic body. Bickering replaced diplomacy. Trade blockades and strikes were common threats. The Senate was paralyzed. Systems starved as trade stagnated denying them goods they needed for survival.

The Galactic Navy, reduced in strength after so long a peace, was ordered to act as a barrier between individual system Militia Fleets but the military power was not up to the task. Skirmishes erupted between factions. The final blow came when the President of the Senate was murdered in the Grand Hall by rivals who feared his measured words.

It was the Taurani senator who took center stage in the ensuing madness. Gathering the still loyal factions of the Commonwealth together, convincing them to merge individual Militia Fleets with the Galactic Navy. Factories producing critical goods were seized by the government to save dying worlds. Blockades were shattered and trade forcefully reestablished. Media was silenced to protect galactic security as order was restored.

In only a dozen years the senator concentrated enough power to declare himself Sovereign. At his fiery self-coronation the new dictator promised a new golden age in a Grand Imperium. Yet not all hope was lost.

Character Creation Guidelines

Characters may purchase the Sorcerer perk. The Star Paladins section explains how magic is treated in the game universe and the complications related to selecting it.

Skill List

- **Might:** Athletics, Brawling, Lift, Melee, Plasma Sword, Stamina, Swimming
- **Agility:** BFG, Dodge, Drive, Pilot, Pistol, Rifle, Stealth, Throwing
- **Wit:** Computers/Androids, Cultures, Demolitions, Gunnery, Languages, History, Magic, Medicine, Navigation, Repair, Science, Search, Security, Star Systems, Tracking
- **Charm:** Command, Courage, Diplomacy, Gambling, Seduce, Street-wise

New Perks

Alien Races (varies): Sample aliens provided include Avari, Kaishee, and Telmek but GMs are encouraged to create additional alien races to further flesh out the many races found within the Imperium. Just be reasonable and cautious when determining how much a race should cost (if anything) as a perk.

Avari (1): Natives of Varos, the Avari stand only 5 to 5½ feet and have an oddly uniform appearance. Their hair is always white and their complexion is a dusk-toned pale gray. Avari have the ability to compartmentalize their mind. If using only Wit skills, they can take two actions with no multi-action penalty; but their Might is limited to 3D.

Cyborg (2): A significant portion of your body has been replaced with artificial components. You require half the sustenance others need and can override electronic pain receptors. You suffer 1D less wound penalties than others when injured to Wounded or worse. However the TN of all healing rolls is increased by +5.

Kaishee (1): Indigenous to the Kavel system. Kaishee are a large hairless people. They stand a full foot taller than the average human. Kaishee skin tones range from a deep golden bronze to a faint pale orange while their eyes are a single solid color with black and deep green being most common. Kaishee have an intuitive understanding of spatial relationships that gives them a +2 bonus on *Navigation*, *Search* and *Tracking*. Their eyes also provide them with natural light amplification and filtering reducing all penalties for darkness by half. Kaishee have a maximum Might of 5D but their maximum Wit is 3D and their maximum Agility is 3D+1.

Telmek (2): Natives of Telmera, they have a build similar to humans but with decidedly reptilian features. Their skin is a tough serpent hide and their hair is both thick and slick. Primarily carnivores, their teeth are composed mainly of incisors which unsettles many humans when they choose to smile. Telmek metabolic and mental cycles allow them to function with only four to five hours sleep per night. Because of their tough skin Telmek receive a +2 armor bonus.

New Complications

Hunted: All rebels are sought by the Imperium, but some are more sought after than others. This is most often found among the Star Paladins and those who studied their ways. The Imperium has a standing bounty of 10,000 credits for information leading to the capture of any Star Paladin. Some paladins have additional bounties attached to them. Hunted characters receive an additional CP when this becomes an active issue in the adventure.

Large Debt: You owe someone a lot. Maybe one of your deals went bad, maybe you borrowed to buy that ship you always wanted. No matter how it came about you are in debt. Most of your spare money is going to go to pay this off and whoever you owe will likely call on you from time to time to perform extra favors for them as a “friendly” form of interest. Gain 1 CP for any adventure where your debtor gets involved in your business.

Total Pacifist: This complication is frequently hard programmed into civilian androids to keep them from turning on their masters.

Order of the Star Paladins

Since the first days of the Commonwealth the Star Paladins acted as defenders of the peace; traveling across the galaxy offering aid to any in need. Possessing mystical powers that seemingly defy science, they were viewed with both reverence and a small amount of fear. With the power at their command temptation to wickedness was always a danger. To combat this, the masters who founded the order developed a code all paladins must abide by. Over time it was distilled down to four simple statements:

Justice tempered by mercy.

Passion tempered by virtue.

Honor tempered by humility.

Knowledge tempered by Wisdom.

Because Rogue Paladins were always a danger, the order formed a special faction called the Shadow Guard. They were charged with watching for signs of paladins that might fall to evil and either counsel them back

to the path of honor or bring them to the High Council for judgment.

A young master was given leadership of the Shadow Guard when the Sovereign was rising to power. Unknown to the High Council, this master had sworn allegiance to the Sovereign. His position let him keep the Star Paladins blind to the Sovereign's ultimate goal until it was too late. On Coronation Day, the ancient order was outlawed. The Shadow Guard became the Inquisition and now hunt for their former brothers in arms.

Using Magic in the Imperium

In the universe of the Imperium there is a supernatural force at work. Characters with the perk Sorcerer can access this power. Not all spells listed in the magic section are appropriate though. By selecting the spells allowed the GM's helps reinforce the way magic works in their universe. It is suggested that Star Paladins select from the following: *Beast Tongue, Bless, Charm, Curse, Dark Vision, Death Spell, Dispel Magic, Divination, ESP, Levitate* (see Fly), *Hasten, Illusions, Paralysis, Resist Elements, See Magic Aura, Slumber, Still Mind, and Telekinesis.*

Additional powers can also be created to help showcase the unique powers of the Star Paladins. For Example:

Sense Danger

TN: 19, Duration: Concentration, Range: Self, Resisted: None

The caster attunes himself to any threats within 60 feet. This gives a +2D bonus to dodge, parry and block. The Paladin may also use his plasma sword to parry ranged attacks.

The Galaxy

The Imperium stretches from the Founding Systems to the most distant arms of the galaxy. Thousands of inhabited worlds and countless more colonies fall under its sphere of authority. Still space is vast and the number of planets with life on them is seemingly endless. New worlds in remote locations are still found. Sometimes Rebel Command is able to work out treaties and use them as secret bases. Other times Imperium scouts discover the world and log it in detail for later inclusion and harvesting.

Because of the Imperium's strength, few systems dare openly fly the Rebel banner. Still, some planets have chosen to take that desperate stand even in the face of harsh marshal law. What follows are a few of the systems that have taken a stand in the civil war.

Ajada: One of the old Commonwealth's Founding Systems. They suffered greatly during the collapse of the old government and greatly benefited from the Sovereign's ascension. This makes them extremely loyal. Many of the finest officers in the Galactic Navy hail from Ajada. Its system is also the location of the largest Imperium shipyards.

Kalavel: Homeworld of the Kaishee, it was a system full of great natural resources, it was also the first to rebel against the Imperium. The Navy struck at them hard and fast. Many of the natives were forced into slavery as punishment for rebellion and the once lush world is now a blasted shell of its former self.

Petron: This system holds the seat of galactic power. Once home to the Grand Hall of the Senate, it now acts as host to the Sovereign's throne. A planet of bureaucrats and royal sycophants, it's extremely dangerous to be a rebel sympathizer here.

Tauran: For millennia the noble houses of this Founding System were little more than figureheads. How the Sovereign converted an ancient honorific into a powerbase is unknown, but many Taurani hold their heads in shame at the terror they let loose from their world in a moment of weakness. Many in the Rebel Command claim Taurani heritage.

Hyperdrive Technology

Uniting the Founding Systems and creating galactic trade, the hyperdrive (HD) works by passing through a dimension called hyperspace. This allows cosmic distances to be travelled in a matter of days instead of a dozen millennia, but while in hyperspace ships can't send or receive any transmissions or sensor data.

All ships built with HD's are given a rating. This acts as a multiplier applied to their travel time. It is against Imperium Law for any civilian craft to be equipped with a drive rated better than $\times 2$.

Sub-Light Travel Times

Travel within a solar system is normally a fairly simple affair. Ships lock their sensors onto a series of planetary beacons and follow them to the desired destination. Travel time between inner worlds is only 1d6 hours, but when attempting to cross the outer planets it takes 2d6 hours.

Ships can choose to hide their approach by not using the beacons, network but this requires a Moderate *Navigation* roll. On a failure the ship goes off course doubling the travel time. Pilots can also attempt to speed up the travel time by rolling their *Pilot* skill adding the Move dice of the ship. If the pilot rolls a Moderate level of success the travel time is reduced 10%. A Difficult roll reduces travel time by 20%, a Very Difficult roll reduces travel time by 30% and a Heroic roll reduces the time by 50%.

Travel Time Between Systems

The times listed below are the average amount of time needed to travel directly between two systems. To make the trip successfully a *Moderate Navigation* roll is required. Because of possible obstacles between two systems it is often faster to travel indirectly. By flying to an intermediary spaceport ships can save time.

If the pilot plots their own coordinates they can attempt to reduce the time needed and avoid Imperium entanglements often found on the more common trade routes. If the pilot makes a *Difficult Navigation* roll the time needed is reduced 10%, a *Very Difficult* roll reduces the time by 25%, and a *Heroic* roll reduces the time by 50%. These “shortcuts” take advantage of the celestial movement and cannot be reused. If the roll is a failure the jump fails causing one wound level of damage to the ship, and increases the travel time required by 1d6 days if the normal time needed is over one day or 1d6 hours if less than a day.

	Chahnae	Drougayn	Helmar	Kalavel	Lesdin	Peles	Pettrion	Seljan	Tauran	Telmera	Varos
Ajada	11h	19d 11h	6d 3h	5d 16h	2d 1h	4d 23h	3h	12d 16h	9h	1d 3h	14h
Chahnae	—	12d 16h	8d 12h	4d 19h	2d 17h	6d 20h	22h	7d 22h	12h	8h	16h
Drougayn	—	—	5d 17h	4d 6h	12d 6h	2d 19h	11d 2h	6d 21h	9d 10h	11d 11h	7d 13h
Helmar	—	—	—	9d 20h	3d 18h	5d 6h	9d 3h	3d 22h	7d 2h	5d 21h	10d 15h
Kalavel	—	—	—	—	7d 4h	9d 6h	10d 7h	3d 5h	12d 15h	7d 14h	10d 19h
Lesdin	—	—	—	—	—	9d 11h	11d 16h	1d 23h	10d 2h	6d 8h	7d 11h
Peles	—	—	—	—	—	—	9d 19h	2d 14h	3d 6h	10d 20h	4d 6h
Pettrion	—	—	—	—	—	—	—	4d 11h	7d 18h	3d 9h	7h
Seljan	—	—	—	—	—	—	—	—	6d 1h	9d 5h	13h
Tauran	—	—	—	—	—	—	—	—	—	20h	5h
Telmera	—	—	—	—	—	—	—	—	—	—	9h

d = Days, h = Hours

Money and Gear

The coin of the galaxy is called the Imperial Credit. Several local systems and small independent worlds also issue their own currency, but they are seldom worth anything beyond the issuing region's border.

The Imperium tracks large (in excess of 20,000) credit transfers between individuals, but while the law dictates strict enforcement many bankers and civil servants have a streak of laziness and corruption. This works to the advantage of both organized crime, independent grifters, smugglers, and stalwart rebels.

Imperium law also forbids civilians from owning unregistered weapons, assault rifles, and body armor. Papers are issued locally. Fortunately forgeries are easy to come by and the data cores holding the information easily hacked.

It is recommended that the GM let the players have a spaceship to use in their travels. This ship could be borrowed from the Rebel Command or one of the players might be in debt to a loan shark for the hefty cost of a heavily customized vessel. Civilian ships are not allowed armaments, so any weapons placed on a ship will need either forged documents granting permission or be somehow concealable from casual scanning. GMs

should use the plot device that best serves the needs of their individual games.

Personal weapons include a variety of energy weapons ranging from holdout lasers to heavy disrupter pistols. Those going into heavy combat also try to get their hands on laser rifles and blaster carbines. Body armor ranges from reinforced clothing to bulky fully body armor favored by mercenaries.

Advice for the GM

Imperium in Revolt is classic space opera. Laser weapons, energy shields, thousands of alien races, and a universe where a few brave souls can change the fates of entire worlds. It is larger than life featuring daring deeds that are breathtaking in scope. The most civilized planets are covered in mega-cities while remote worlds are home to ancient trees standing a half mile tall. Desert worlds and ocean planets can be found along with alien landscapes of liquid metal seas and fiery vistas.

Adventures often take place on a single world but they need not stay confined to only one. By incorporating world spanning adventures you can help reinforce how interconnected the Imperium is. Part of what gave the Sovereign his opportunity was the stories of worlds that starved to death because they depended on galactic trade for basic necessities. Playing on both the careful deceptions of imperial propaganda and the discovering ruins of dead worlds can heighten the desperation felt across the galaxy as it struggles for freedom.

As for the Imperium itself, it works hard to put on a friendly protective face for the public but in truth its officers are frequently cruel, ambitious men who cannot be trusted. Despite this stereotype of casual evil, the major imperial characters can still be complex people with likes, loves, and secrets of their own. It can be fun to play to the maniacal villains trying to destroy the PC's but if you give that recurring villain a bit of depth and history there can be more potential to draw on later. These complex recurring villains can add depth to your game, but if the players are clever enough to take one down you should let them succeed.

Adventure Seeds

The Salvage Yard: A damaged rebel frigate took refuge in an abandoned asteroid mining operation. The ship's life support failed leaving only a drifting hulk. Imperium forces are now looking for the ship and the secret transmissions it holds. The players need to locate and retrieve the ship's computer core before the Imperium does.

Unknown to both sides, hidden among the drifting ships and abandoned equipment are the aliens that destroyed the mining operation and they

are getting hungry again.

Our New Hope: Rebel Command has discovered that a master from the Order of Star Paladins has been living in seclusion on a remote world, hidden from the Inquisition. The rebels also realize that if they have learned of his whereabouts, the Inquisition might have too. Someone needs to try and get word to the once great knight about the danger he is in.

The GM may have the paladin be alive, fallen into wickedness, or already dead leaving only a few scraps of cryptic knowledge and a journal or maybe someone claiming to be his apprentice.

Character Templates

Minor Paladin

Focus, honor, humility.

Might: 3D — Plasma Sword 4D

Agility: 3D — Dodge 4D

Wit: 4D — Magic 6D

Charm: 2D

Static: Dodge 12, Block 9, Parry 12, Soak 9

Perks & Comps: Sorcerer, Hunted

Spells: Charm, ESP, Sense Danger

Gear: Plasma Sword

Scruffy Smuggler

I can get ya there, no questions asked.

Might: 3D — Brawling 4D

Agility: 3D+2 — Dodge 5D, Pilot 4D+2, Pistol 5D

Wit: 2D+1 — Navigation 3D+1

Charm: 3D — Streetwise 4D+1

Static: Dodge 15, Block 12, Parry 9, Soak 9

Perks & Comp: Large Debt

Gear: Heavy Blaster, Light Transport

Exiled Royal

Do you KNOW who I am?

Might: 2D+1 — Melee 3D

Agility: 3D+2 — Dodge 5D, Pistol 3D,

Wit: 3D+1 — History 4D

Charm: 3D+1 — Command 5D+1, Diplomacy 4D+2

Static: Dodge 15, Block 7, Parry 9, Soak 7

Perks: Favors

Gear: hold-out pistol, wardrobe.

Kaishee Pilot

You don't want to make me mad.

Might: 4D+2

Agility: 3D+1 — Dodge 4D+1, Pilot 5D+1

Wit: 2D — Navigation 3D+2

Charm: 2D — Streetwise 4D

Static: Dodge 13, Block 14, Parry 14, Soak 14

Perks: Kaishee (1)

Gear: Plasma bolter, bandoliers.

Android Companion

As you command.

Might: 2D

Agility: 3D — Dodge 4D

Wit: 5D — Languages 6D, Repair 6D

Charm: 2D

Static: Dodge 12, Block 6, Parry 6, Soak 6

Perks & Comps: Robot, Total Pacifist

Gear: Systems link, toolkit.

Failed Apprentice

Honor? It 'n 2 creds buys a drink.

Might: 2D+2 — Plasma Sword 4D

Agility: 3D+1 — Dodge 4D, Stealth 3D+2

Wit: 3D+2 — Magic 4D+2

Charm: 2D+1 — Courage 3D

Static: Dodge 12, Block 8, Parry 12, Soak 8

Perks & Comps: Sorcerer, Hunted

Gear: Plasma sword, whiskey.

Ex-Imperium Officer

I swore to defend. Not enslave.

Might: 3D — Athletics 3D+2

Agility: 3D — Dodge 4D, Pistol 4D

Wit: 3D — Computer 4D, Navigation 4D

Charm: 3D — Command 5D, Courage 3D+1

Static: Dodge 12, Block 9, Parry 9, Soak 9

Gear: Laser Pistol. Naval Uniform.

High Inquisitor

You will submit.

Might: 3D — Brawling 4D+2, Plasma Sword 8D, Stamina 6D

Agility: 2D+2 — Dodge 6D+2, Pistol 5D, Stealth 5D+1

Wit: 4D — Computer 5D, History 6D+1, Language 6D, Magic 9D+2, Tracking 7D

Charm: 2D+1 — Command 7D+1, Courage 6D+2, Diplomacy 6D

Static: Dodge 20, Block 14, Parry 24, Soak 9(18)

Perks: Cyborg, Favors, Sorcerer

Gear: Custom body armor (+9), plasma sword, pistol

Centurion

For the Imperium!

Might: 3D+1 — Brawling 4D+1, Stamina 4D

Agility: 2D+2 — Dodge 3D+2, Pistol 4D, Rifle 4D+1

Wit: 2D — Search 3D

Charm: 2D — Command 2D+1

****Static:** Dodge 11, Block 13, Parry 10, Soak 10(16)

Gear: Body Armor (+6), Rifle

Bounty Hunter

Everyone has a price on them.

Might: 3D+1 — Brawling 4D, Melee 4D

Agility: 3D+1 — Dodge 4D, Pistol 4D, Rifle 4D

Wit: 3D — Computer 4D, Search 4D, Tracking 4D

Charm: 2D+1 — Diplomacy 3D

Static: Dodge 12, Block 12, Parry 12, Soak 10(13)

Gear: Body armor (+6), rifle, taser manacles, tracking beacons

Telmek Gangster

Of course I can help you out.

Might: 3D — Brawling 4D+1, Melee 4D

Agility: 2D+1 — Dodge 4D+2, Pilot 3D+2, Pistol 5D

Wit: 3D — Computer 5D, Languages 5D, Star Systems 6D, Search 4D

Charm: 3D+2 — Command 5D+1, Courage 5D, Diplomacy 6D, Seduce 4D+1, Streetwise 7D

Static: Dodge 14, Block 13, Parry 12, Soak 9

Perks: Favors, Telmek

Gear: Pistol, pocket computer.

Vehicles

The following are examples of the ships used in the galactic struggle. There are many more used by the various factions, both aligned and unaligned.

Imperial Dreadnaught

Galaxy Class Dreadnaught

Cost: \$\$\$\$\$

Scale: +12D

Skill: Command

Body: 6D

MNV: 1D

Move: 4D

Hyperdrive: ×2

Crew: 29,000

Psg: 2,500

Cargo: 50ktn

Troops: 6,000 Centurions w/landing craft

Fighters: 64 Talon-ImPC

Assault Bombers: 16 Razor-ImAC

Shields: 3D

Weapons: 60 Quad-Laser Batteries (6D), 40 Ion Pulse Cannon Batteries (4D+1), 8 Tractor Beam Projectors (capture target), 24 Heavy Nova Torpedoes (8D), 120 AA Gun Batteries (4D, Fighter scale)

Talon-ImPC

Space Superiority Fighter

Cost: \$\$

Scale: +6D

Skill: Pilot

Body: 2D

MNV: 2D

Move: 5D

Hyperdrive: none

Crew: 1

Psg: 0

Cargo: none

Shields: none

Weapons: Weapons: Laser Cannon (5D)

Razor-ImaAC

Heavy Bomber

Cost: \$\$\$\$\$

Scale: +6D

Skill: Pilot

Body: 3D

MNV: 1D

Move: 3D+1

Hyperdrive: none

Crew: 2

Psg: 2

Cargo: none

Shields: 1D

Weapons: Laser Cannon (5D), 2 Nova Torpedo Tubes (9D), 2 EM Pulse Bombs (8D, if targets in area are Wounded all energized systems are disabled)

Avari Frigate

Retrofitted Rebel Ship of the Line

Cost: \$\$\$\$\$

Scale: +12D

Skill: Command

Body: 4D

MNV: 1D

Move: 3D+2

Hyperdrive: ×1

Crew: 4,750

Psg: 400

Cargo: 20ktn

Troops: 1,000 marines w/ landing craft

Shields: 2D

Weapons: 24 Quad Laser

Batteries (6D), 10 Ion Pulse Cannon Batteries (3D+2), 12 Heavy Nova Torpedo Tubes (8D), 60 AA Gun Batteries (4D, Fighter scale)

The Starhawk

Customized Taurani Light Freighter

Cost: \$\$\$\$

Scale: +6D

Skill: Pilot

Body: 5D

MNV: 1D

Move: 4D

Hyperdrive: $\times\frac{1}{2}$

Crew: 2

Psg: 6

Cargo: 100tn

Shields: 2D

Weapons: 1 Nova Torpedo Tube (9D), 2 Twin Barrel Laser Cannons (5D+1/ea), Ion Pulse Cannon (4D)

Enigma Mk II

Rebel Attack Fighter

Cost: \$\$\$

Scale: +6D

Skill: Pilot

Body: 4D

MNV: 3D

Move: 4D

Hyperdrive: $\times 2$

Crew: 1

Psg: 0

Cargo: none

Shields: 1D

Weapons: Quad Laser Cannon (6D), 4 Micro-Pulse Missiles (8D+1)

K-90

In-System Interceptor

Cost: \$\$

Scale: +6D

Skill: Pilot

Body: 2D+1

MNV: 3D

Move: 5D

Hyperdrive: none

Crew: 1

Psg: 0

Cargo: none

Shields: 1D

Weapons: Twin Barrel Ion Cannon (4D+1), Laser Cannon (5D)

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