

Simple D6 3^{ed}

-SD6 3ed. by Mads "Shadowplay" Rønne

What is it all about?

Simple d6, or SD6, is a super-lite, free-form roleplaying system which can be used for all settings and is written for people who hate explaining advanced systems or just love simplicity in their games. It can be summarized by taking one dice for each skill which would help in the given situation and add one – then roll them and take the highest result and you are done.

Character Creation

To make a character, find a concept (a profession for instance) and a name you like. You start with 1 Quality, 5 Skills, 5 Hit Points and 1 Defense in all Aspects. You may give up 1 Skill to get either +2 Hit Points in a single Aspect or +1 Defense in a single Aspect per Skill you gave up.

Aspects are different areas of interaction and relevant Aspects will change from game to game. Common Aspects are Combat, Social, Magic or Sanity for instance. There is an theoretically an infinite number of aspects so make sure to ask your Game Master which Aspects will be used before the game.

Skills are free-form and entirely made up by the player. Skills may be as broad to cover a field of expertise but should never be usable outside a specific area. Skills like "Close Combat" is as broad as it should get but you can build on top of this with increasingly specific skills like Sword Fighting followed by Stabbing if you wish.

Qualities are very broad skills, jobs or stereotypes like Charismatic, Strong, Soldier, Diplomat, Ranger or Smart for instance. You can only have a single Quality.

Task Resolution

When rolling for task resolution, count how many Skills/Qualities you have which would reasonably help you doing the task at hand and add one. That is the number of dice you roll. After rolling, pick one dice which becomes your result and add 1 for every natural 6 remaining.

Interactions which are not actively resisted, like scenery or environment, use the "Success?" column on the Task Resolution Chart. Rolling a Critical Failure means that you fail and a single bad thing happens, a Partial Success means that you succeed but not completely (or something bad happens despite your success) and a Critical Success means that you succeed and a single good thing happens. 1 additional good thing happens per point the roll exceeded 6.

Character/NPC related interactions, are all considered a form of combat, be it social combat, physical combat or magical combat. You roll 1d6 plus a number of dice equal to the Skills/Qualities which would help you in the relevant situation, the opponent subtracts his Defense in that Aspect from your Degree of Success and the rest is lost in Hit Points from that Aspect. When a character reaches 0 or less hit points in the Aspect he loses that match. You got your information, got your discount or your opponent dropped unconscious. Remember to deduct the opponents Defense before resolving hit point loss.

Task Resolution Chart

Roll	Success?	Degree of Success	
1	No, and...	0	Critical Failure
2	No	0	Failure
3	Yes, but...	1	Partial Success
4	Yes	2	Success
5	Yes	3	Success
6	Yes, and...	4	Critical Success
7	Yes, and..., and...	5	Critical Success

If a task is hard but manageable without specialist knowledge, the Game Master may impose a penalty to the roll. The penalty is subtracted from the final result of the roll. This is called a *Point Penalty*.

Advanced Tasks are tasks which require specialist knowledge. When performing an advanced task, roll 1 dice fewer than normal – this may reduce you to 0 dice, making the task impossible. This is called a *Dice Penalty*.

Easy tasks are never rolled for. If a task is easy enough to confer a bonus to a roll, just assume it was a success.

Character progression

Every session the Game Master may choose to give all players 1-4 points of experience. For 2 points of experience, players may buy a new skill relevant to what happened in the session. One extra hit point costs 3 experience points and one extra Defense costs 4 experience points.

Special Powers

Special powers, which are abilities such as spell casting, psionics or special powers granted by mutations for instance, are performed like any other task resolution except that they are always considered Advanced Tasks. You must have specific permission from your Game Master to pick any magical or psionics related skill since not all settings treat such things equally.

When using a power, the Game Master decides the outcome as per normal task resolution rules. Attack powers deal damage as normal combat but may have additional effects at the Game Masters discretion. Duration and effect is determined by degree of success of the Task Resolution. Some Game Masters may rule that you can only use a power if you have a skill of the same name. For instance, you must have the Fireball skill to cast a fireball spell. Others may prefer more freeform and allow skills like "Psionics" to mean anything from telekinesis to mind reading or any other psionics related power. Depending on what kind of special powers your character has and how common they are in the setting, they may require a Quality to activate or even be a Quality in themselves. Ask your Game Master what approach will be used.

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Q&A and clarifications

Q: How does "and..." or "but" actually work? What, for instance, happens if someone rolls 8 on kicking in a door?

A: A roll of 8 gives 3 additional effects: One for rolling 6, one for rolling 7 and one for rolling 8. Examples could be that you manage to kick in the door AND it hits a guard in the room AND it stuns him AND his helmet flies off, hitting the other guard in the room, stunning him as well. "But" is the reverse and in the above case, the door would be kicked in BUT very loudly, alerting all nearby guards to the situation.

Q: How does combat work?

A: Exactly like any other Character/NPC related interactions action. Hit points are self-explanatory and Defense is damage reduction from dodge, armor, or what suits your fancy.

Q: How do various Defenses and kinds of Hit Points work?

A: Different Aspects (or situations if you will), have different Defenses and Hit Points. These can be social, combat or whatever else fits the setting. All Defenses and Hit Points start at 1 and 5 respectively but can be increased by sacrificing skills or getting experience. You only improve either Defense OR Hit Points and only in a single Aspect. Hit Points regenerate at a rate determined by the Game Master. Normally Combat Hit Points, for instance, will be regained over time whereas Social Hit Points will usually recover instantly after a conversation. Hit points do not affect each other between Aspects so getting beat in a debate does not hinder combat for instance.

Q: What do I do with different weapons and damage?

A: It depends on the game you want to play. If you want to play gritty and dangerous games, let small weapons deal 1 extra damage, hand weapons 2 extra damage and double handed weapons deal 3 extra damage. If you want more relaxed and survivable games, reduce damage for not using weapons for instance and do not give any bonus to damage for using weapons. If you want more detail, give heavy weapons a -1 point penalty to hit and balance it out adding bonus damage if they actually hit, and vice versa with smaller weapons. For instance, a two-handed battle axe could give -1 to-hit but +4 damage (effectively, +3 damage but harder to actually hit with) while a rapier could give +1 to-hit and no bonus damage (effectively +1 damage total while being easier to hit with)

Q: How do I handle combat initiative?

A: Roll 1 dice plus a number of dice equal to the relevant Skills/Qualities. Pick any 1 dice and add 1 to that dice for each natural 6 remaining of the dice you rolled. The player rolling highest goes first, then the next in line etc.

Q: How should I handle Armor in the rules?

A: Let it be the players reason for having 1 damage reduction in the first place or give 1-2 more Defense in combat situations and possibly some drawbacks for heavy armor as well. Remember that 1 more defense means that opponents must roll at least 5 to even wound the player and that is assuming the character has the standard defense of 1 so if you make armor give more Defense it will be very hard to damage characters in normal combat situations

Q: How many spells can I cast and what do they do?

A: It is up to the setting and the Game Master but it would be a good idea to run through some basic spells you want and agree on the effect of them with your Game Master. Some will want to run free form mages able to bend space and time while others will prefer to run classical DnD wizards who have to learn every spell individually. Just make sure Game Master and player agree what kind of spells are available.

Q: How do I play this with a Lovecraftian horror theme?

A: Do what feels right for your style of play – that is the most important thing. Streamlining it with the rest of the system, treat Sanity as another Aspect and have arcane horrors deal Sanity damage when they attack and when characters cast spells (if applicable). Psychologists can only "heal" the last batch of Sanity lost by characters, ensuring that the ultimate end for any character is retirement or insanity.

Q: I still don't get those skills. How do I pick skills?

A: You make up your own skills. If more skills feels like they could help you in a given task then they add a d6 to your roll. Generally you can go with whatever the setting and your Game Master allows but make sure not to confuse "Skills" with Qualities or super powers unless you are playing a super hero game and/or your Game Master approves. Remember that more than a few overlapping skills are generally not it – partly because you get a boring paper cut-out of a character and partly because the statistical increase in effect from even 2 to 3 dice in the same task is relatively minor and increases very slowly as you can see on the Probability Chart below:

Probability Chart										
Result	1	2	3	4	5	6	7	8	"hit"	"crit"
DoS	0	0	1	2	3	4	5	6	66.6%	-
1 dice	16.7%	16.7%	16.7%	16.7%	16.7%	16.7%	-	-	66.6%	17%
2 dice	2.8%	8.3%	13.9%	19.4%	25%	27.8%	2.8%	-	75%	31%
3 dice	0.5%	3.2%	8.8%	17.1%	28.2%	34.7%	6.9%	0.5%	88%	42%

Q: Where can I see sample characters or this game online?

A: Sample characters the original Simple d6 can be found at: http://1d4chan.org/wiki/Simple_D6_-_Third_Edition

About: First edition was made on /tg/ June 23rd 2011. Second edition is made and maintained on 1d4chan. The author of all three editions is the same. Probability Chart is made by NotBradX. 3x5 character sheet below made by Minty

Player Name				EXP
Concept				Powers
Aspect	Defense	HP		
Items			Quality	
			Skills	

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Puck, the Apprentice

- sample fantasy character for Simple D6

Well, he isn't the sturdiest of apprentices, but he is determined. Not particularly likable, or strong-willed. Capable of studying but not at delivering anything insightful or creative. Like most petitioners to the wizard's tower on the outskirts of the village, he is turned away after the most basic of training is completed.

Puck knew just enough to realize how little he could contribute to society. For weeks after his ejection from the care of Athatos, he laid on the straw mat in his parent's hut, picking at his boils and sobbing into the wizard's cap he had saved for. It turns out being the smartest son of the smartest potato farmer doesn't get you very far.

The innkeeper hired him though, as he wasn't a man for words himself, much less the foreign tongues he had to deal with as adventurers passed through. Puck was eager to prove his worth.

Things became progressively worse for the inn though, as the King's Road was constructed. Bypassing the village entirely, the most excitement that could be seen in the once bustling common room was when the blacksmith would pass out in his warm, watered down ale and sputter back awake. Puck realized he had to move on.

Having been rejected by every family whose daughter he attempted to court, much less the daughters themselves, he had no attachments to the village. His mother and father were more than willing to hand him a sack of potatoes, and send him on his way. His sticky, straw bed was summarily burned.

After a few hours of trudging down the now desolate road, he was exhausted, his sack full of potatoes and broken dreams. The ruts of wagon wheels and clods of hardened horse shit were constant obstacles to his slow and plodding steps.

He had to get away from here. Far away to a better life.

Hit Points: 5

Defense: 1

Quality: Can get back on the feet after any failure

Skills: Petty Magic, Running, Herbalism, History, Sign Language

Dmetriev Hemlov, Government Fugitive

- sample science fiction character for Simple D6

Educated in one of the thousands of 'Guidance Facilities' spread across the planet, Dmetriev was just another number in the system. Average in nearly every respect, he lived just as any other unexceptional child would until the age of fourteen, when he discovered the handwritten family logs. A recording of history dating well before the Revolution, the papers had been arranged into a tome by his great grandfather, hand bound and hidden in the subcellar of the home his family had lived in for six generations under the Republic since, according to the tome, his ancestors were religious fugitives.

He had been indoctrinated for ten years by the system, the education, the Youth Leagues of Rakarskia, but his beliefs had been challenged the day of the discovery, and over two years he read portions of the text. He began to raise tough questions in his classes, citing information and events that had been buried for nigh on centuries. Teachers became alarmed quickly at the tendencies of Dmetriev, and reported the instances to the authorities. But the teen caught wind of the deceptions and read the tome ferociously, shirking the Youth League musters to finish before it was found and seized. The last entry was the most curious, and changed his outlook on his childhood. It was made by his mother, the second and last entry made by her on the day of his birth. It stated the event, and his name, and the promises she made to her own mother for the child. He will be different, it said, I will not let him become a statistic, not like the others.

Two days later the Inquisitors came in the early morning, three of them in a single black car. They spoke little, and Dmetriev was only awakened by the gunshots as several of the other farm workers tried to escape into the surrounding fields. One of the Inquisitors remained inside the house standing over the body of the family dog as he screamed questions at Dmetriev's parents, so ingrained in his work that he didn't hear Dmetriev slip out the door. As the teen started up the Car he heard the shouted warning of his indoctrinated father and the sobs of his mother, and as he sped away he was pursued by bullets. He ran. He had to get out of there - away from the pursuers

Hit Points: 5

Hit Points - Combat: 7

Defense: 1

Quality: Inquisitive and Curious

Skills: Self Defense, Pistol Use, Revolution History, Handyman

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Abdul Al Hamid, Freedom Fighter

- sample modern character for Simple D6

Abdul was born in a wealthy family near Bagdad. He spent his childhood being taught the Quran, the words of the Prophet Mohammed and the pillars on which he would later base his life.

Neither Abdul, nor his family were ever really religious and they were actively fighting against the local terrorist cells because they were a serious threat to the local economy on which the Al Hamid family depended.

One day, the local warlord and his men came to the house. They killed the servants and the animals and caught the family in the cellar as prisoners to be bargained with.

The Americans did not bargain.

The last thing Abdul remembered was an ear sundering roar of engines followed you an immense blast of flames, rocks and debree. When he woke up, it was night. He looked around and saw his childhood home in ruins and his family lay dead along the ruins together with the warlord and his soldiers.

The Americans had just bombed the house without regard for Abdul or his family! Abdul was enraged and filled with a feeling of betrayal. He and his family had supported the Americans for all these years and actively supported them and this was the pay he would get?

Four months later, Abdul looked out of the gate of the freedom rebels camp where he had been in training. It was time. His superior officer shouted out the final orders and Abdul hang the Kalashnikov by the shoulder. It was time to move out against the filthy American pigs. Time for revenge.

Hit Points: 5

Defense: 1

Defense – Combat: 2

Quality: Survivalist no Matter the Cost

Skills: Rifles, Wilderness Survival, Explosives, Killing Traitors

Jeremiah Friedman, Imperial Battle Psyker

- sample 40k, grimdark science fiction character for Simple D6

Jeremiah was born on the mining world of Trachis IX and when he was young, the Imperial Inquisition came for him. Not because he was intrinsically bad or evil but because, they said, he had a very special and potentially heretical gift which could cost him his immortal soul. Jeremiah did not, at the time, know what an immortal soul was like but his mother and father had told him to follow the Commissar so he did.

Jeremiah spent the next twelve years in the fold of the Imperial Inquisition in training as a psyker. They taught him about the glory of the emperor, how psykers were lucky because they could serve the emperor both in life and in death and how the evil and filthy xenos were all trying to overthrow humanity. This scared Jeremiah but at the same time the thought, that all these valiant men and women who were protecting all of us, reassured him that he was in good hands. He would do whatever he could to serve the emperor!

Then the day came – Jeremiah graduated his final tests and was ceremonially sanctioned as an Imperial Psyker. It was an amazing ceremony and even the Custodes who had initially found him and rescued him from the warp, which would have surely consumed him had he not been taken away to this divine facility for training, was there. Jeremiah was proud.

The week went on and suddenly Jeremiah got a note that he was assigned with a team of Imperial Guards the farming world Helsing VII which had all but vanished from the Astropaths network. With a team of 21 guardsmen, they took off.

Helsing VII had the markings of a planet which had once been a lush world but now it was all but barren. One of the first nights the camp was over run. No one saw who did it or what happened but the next morning they also found half decomposed bodies of what appeared to be the original population.

They were only a handful of guardsmen and Jeremiah left. This was his final test, Jeremiah thought as they prepared for what to do next. May the God Emperor watch over us all.

Hit Points: 5

Defense: 1

Quality: Controlled Mind

Skills: Psionic, Telekinesis, Levitate, Languages and Stuff Like That, Shooting Stuff with Las Weapons

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Percival Winthrop Orrington, Gentleman

- sample modern/low fantasy character for Simple D6

It was a crisp Sunday morning, and Percival Winthrop Orrington was enjoying his the end of his brunch with a particularly well made cup of tea for this region, which he made strict note to ask the innkeeper what leaf was used and to leave a well deserved tip. As he sipped, his companion, a lecherous rogue finally awoke and descended the inn's stairs. A vulgar, if not useful, wretch if Percival had ever met one.

"Oi, Percy, wot 'ave ye got there?"

"Please refrain from calling me "Percy", if you would. And this is a cup of tea, sir."

"Wot ye drinkin' tea fer Percy? Ye ain't summun's mum fer cryin out...."

Vulgar. Yet as the unclean man walked towards the door, a particularly large man stood up, with two others brandishing clubs.

"We've been waiting for you, bastard! You slept with my daughter!"

The rogue backed away slowly, hand on a shortsword at his hip. as the men in front of him tried to circle around him.

This was twice that the rogue had disheveled a maiden's virtue whilst travelling together. And again, Percival stood up.

"Gentlemen. I understand your feelings towards my companion, and you are certainly entitled to redeem the honor of your daughter. However, my companion would surely attempt to harm you further than the situation calls for. If I could intervene on his behalf, perhaps fisticuffs could satisfy you..."

The tea would have to wait. For friends, even foul friends, must be protected.

Hit Points: 5

Defense: 1

Defense – Social: 2

Quality: Stiff Upper Lip

Skills: Fisticuffs, Gentlemanly Light Conversation Facts About Anything and Everything, Bartitsu, Physically Fit as a Proper Gentleman should Be

Dennis Harlow, Nagaraja Vagabond

- sample modern fledgling vampire for Simple D6

Dennis used to be in med school and was really facinated by the dissection classes and anatomy. One day during a dissection he accidentally stumbled while cutting, calling over and landing face first into the cadaver, getting some of it in his mouth.

He was disgusted and embarrassed as the rest of the class laughed him out of the room. A few years later, Dennis graduated in medschool and became an attending at the local hospital. He never quite forgot that taste of human flesh though. No matter what he did, it was always nagging in the back of his head.

One day in the morgue he couldnt resist the temptation anymore. He cut a small piece of the cadaver he was dissecting and put it in his mouth. It was cold and the second it touched his tongue he spat it out, disgusted with himself. He looked up confused why the hell he had even considered in the first place. Suddenly he realised that the door to the morgue was open and the chief of residence sood there in the doorway looking shocked at Dennis.

2 days later, Dennis handed in his letter of resignation and in the mail he found a letter, reliving him of the rights to ever practice medicine again. Dennis became depressed and cynical. Why should he be fired over something as trivial as that? The guy was dead and its not like anyone would ever have found out if that door had been locked!

He began wandering. First just for a few hours at a time, then a few days at a time. Over a few years, he started being gone for entire months at a time. With no income to pay the rent, he was eventually evicted and left to wander the streets.

One night under a bridge, Dennis was eating a can of beans - the first meal in 4 days - when another vagabond approached him with a knife. Dennis was left there in the night, hungry and without food or even a shop to steal from within many miles. He was starving - perhaps if he pleaded to his robber he would be shown mercy? Dennis followed the trail his assailant had left and soon found a small campfire with the vagabond sleeping besides it, knife near the head.

The next day Dennis woke up, covered in blood and strangely not hungry anymore. It had just all gone black and he had no recollection of what had happened the night before. As he opened his eyes to the caress of the morning sun, he froze.

A half-eaten corpse was laying in front of him. Dennis was horrified. Had he really done this? Was this really what he had become? This was never what he wanted! The rest of the day, he just sat there, back under the bridge. Terrified, mystified and alone. What had made him do such atrocities?

As the sun had set, a voice came from the night. Dennis looked up and saw another man staring at him, smiling.

"I know what you did my friend, and I can help you".

"Who are you?!" Dennis screamed, terrified.

"A friend. I have been observing you for some time Dennis. I think you will fit well into our family. Come and I will show you a world you never dreamed of..."

Hit Points: 5

Defense: 1

Quality: Academic

Skills: Anatomy, Medicine, Basic Self-Defense, Carve all Sorts of Meat Living or Dead, Sneaky