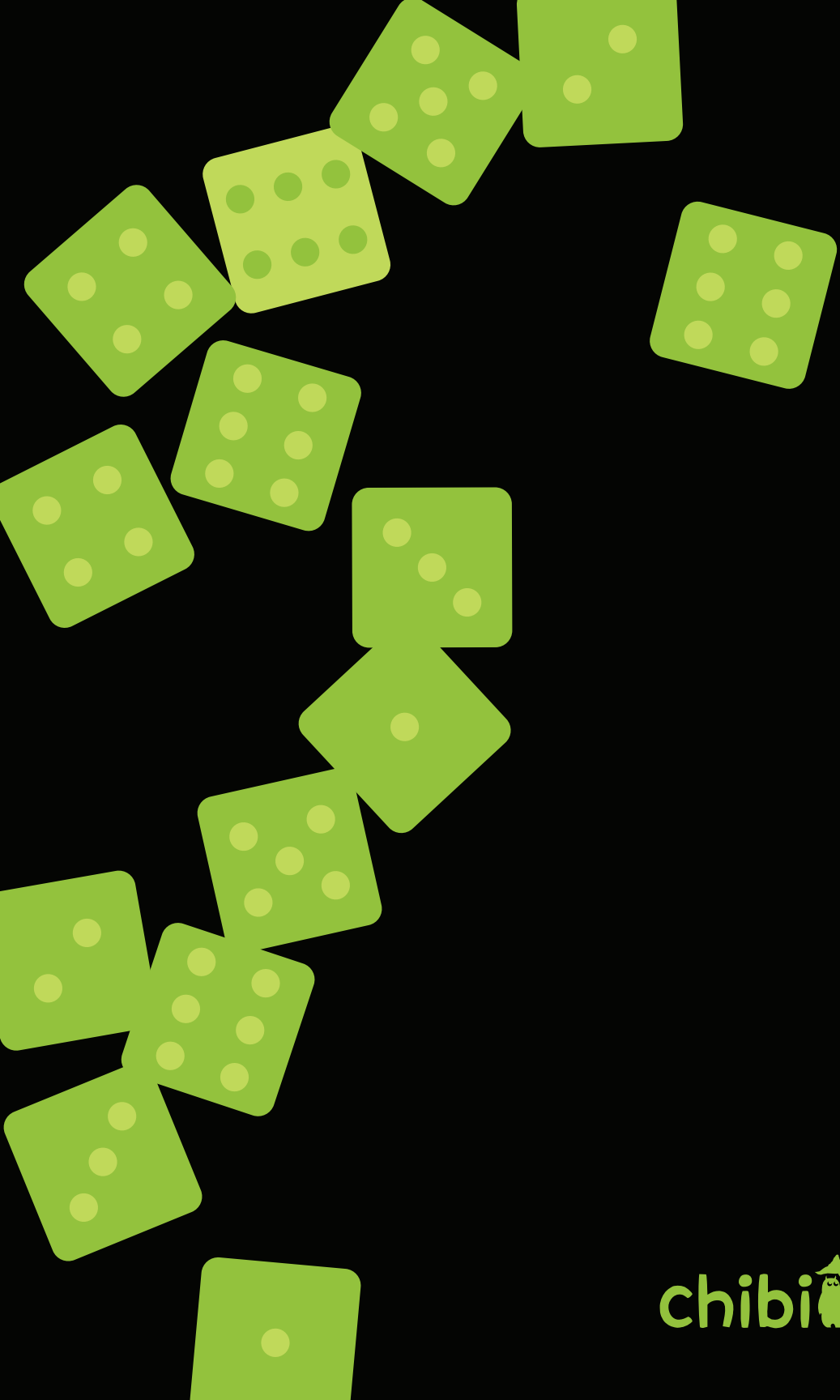


JOHN GRÜMPH







Lil6 is a game system inspired by OpenD6.

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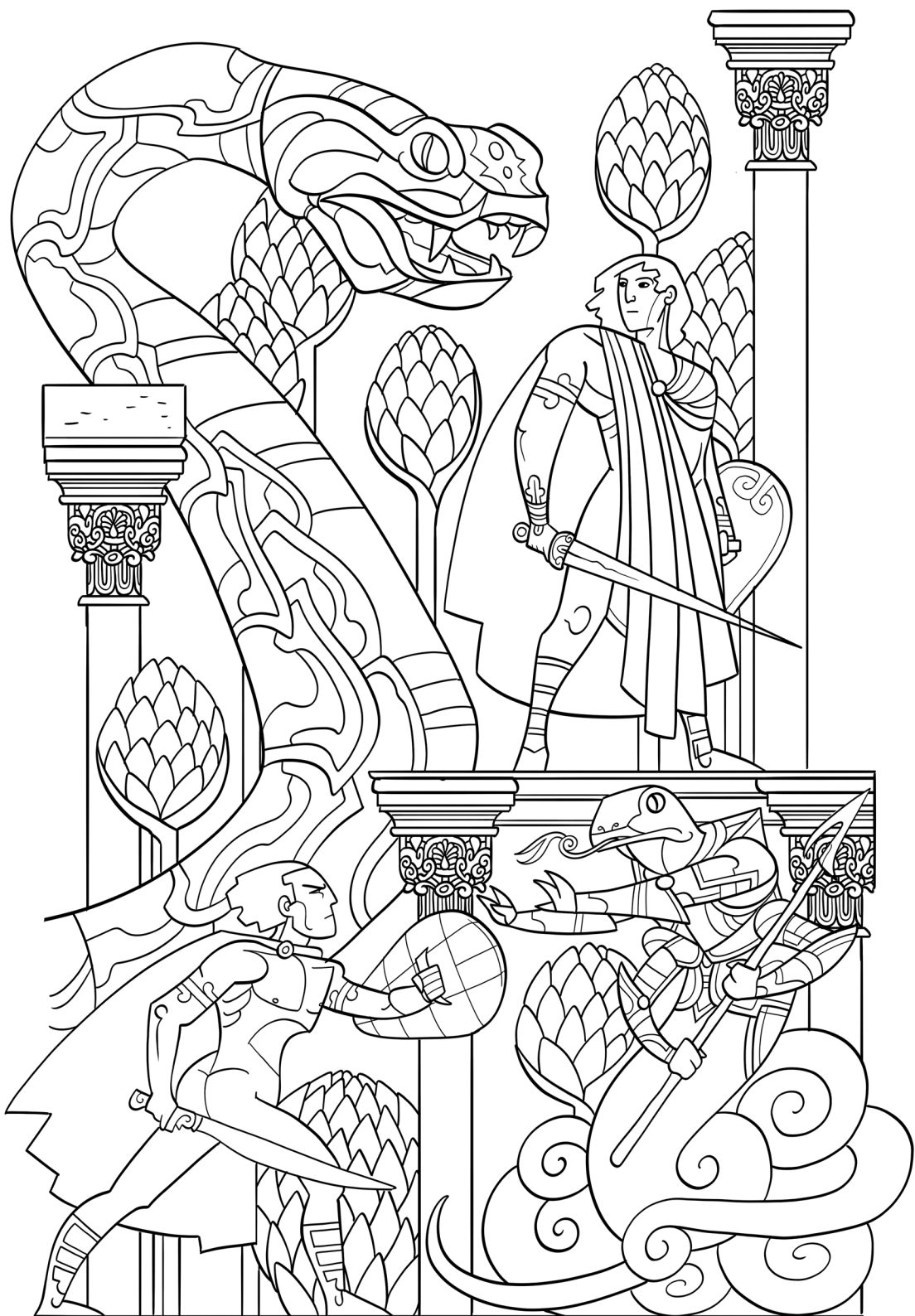
Lil6 is tailored for fussless adventures, a bit exuberant, a bit dangerous but not too much. The first chapter gives the basis of the system and the fundamental mechanics.

The following chapters introduce optional rules sorted by universe. Of course, it's possible to mix everything: using Lil6 Fantasy's magic to play in an apocalyptic universe, hacking spaceships rules to power flying drakkars in a mythical era or transforming cybernetics into steampunk bolted grafts.

The Game Master may mix and twist the content of this book according to her taste or needs. She can adjust the rules that will best suit her gaming universe – allocating different character creation points, allowing new optional skills, managing and calibrating a financial system, etc.

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LIL6

FUNDAMENTAL MECHANICS OF THE GAME.

THE DICE

LIL6 uses d6 abbreviated as D. 2D+2 means rolling two d6, adding up the faces and then a bonus of 2. The result must be equal to or higher than **A TARGET NUMBER (TN)**. Each player must therefore have a pool of six to ten d6.

One die rolled is always of a different size or color: it's **THE WILD DIE**. On a result of six, the player rolls the die again and adds the new result to the total. She keeps up rolling and adding as long as she rolls a six. The Game master never roll the Wild Die for creatures and extras.

Most of the time, it's necessary to ascertain the level of success of an action by counting the even faces (2, 4 or 6) obtained on the dices. Each even face is **A QUALITY**. All even faces count when the Wild Die is rolled again.

As a character gains experience, they increase the D associated with their attributes and skills following a special scale: 0D, 1D, 1D+1, 1D+2, 2D, 2D+1, 2D+2, 3D, etc. The associated number is the bonus that is added to the roll.

THE CHARACTER

MIGHT	AGILITY	CUNNING	COMPOSURE
Courage	Dexterity	Eloquence	Erudition
Force	Dodge	Machines	Etiquette
Intimidation	Elegance	Preparation	Healing
Melee	Marksmanship	Survival	Stealth
Stamina	Movement	Vigilance	Willpower

A character is defined by their **ATTRIBUTES, SKILLS, DEFENSE, SOAK** and **BODY**.

CHARACTER CREATION. The player divides 13D between the four **ATTRIBUTES** with a minimum of 2D and a maximum of 5D; and 9D between the **SKILLS** with a maximum of 2D – most skills remain at 0D. She chooses two **EXPERT SKILLS** and check their boxes.

DEFENSE. The TN opponents must beat to inflict physical damage to the character. Equal to 3, plus Agility dice multiplied by 3 (without bonus).

SOAK. A measure of awareness and anticipation, Soak gives temporary Body points each round, . Equal to 2, plus Cunning dice (without bonus).

BODY. Represent the physical resistance and determination of the character. Equal to 15, plus Might and Composure dice (without bonus).

EXPERIENCE

At the beginning of a game session, characters earn 3XP. At the end of a full story, they earn between 5 and 10 additional XP.

SKILL costs the number of D to reach: to go from 3D to 3D+1 or from 3D+1 to 3D+2, you need 3XP. To go from 3D+2 to 4D, you need 4XP.

The principle is the same for **ATTRIBUTES**, but with a x5 multiplier to the cost.

A new **EXPERT SKILL** costs 10XP.

RULES

GENERAL MECHANICS

ROLLING THE DICE. When her character needs to act or react (and it's not a routine action), the player rolls a pool of dice equal to the sum of an appropriate attribute and an associated skill. If the character has no dice in the skill, the player simply rolls the attribute. She adds the results of each face and then all the bonuses. Don't forget that one of the dice is the Wild Die.

ADVANTAGES AND DISADVANTAGES. If the circumstances are favourable or if the character has prepared their action, the player add one or more extra dice to her pool. Similarly, when circumstances are bad, she loses dice from her pool.

UNDER DURESS. When a character acts under duress (dazed, poisoned, exhausted, blinded, etc.), the player excludes the Wild Die from her pool, thus rolling one die less.

EXPERT SKILL. If the character uses an Expert Skill, the player ignores and rerolls all the ones and even if the dice continue to show any. No optional skills can be Expert Skills (ie. Magic, Psi, Wealth, etc.)

TARGET NUMBER. For the character to succeed, the player must roll the TN or higher. The Game master set the Target Number (or roll for it). In case of an active opposition, the TN is the result of the opponent's roll.

Difficulty	Target Number (Fixed/random)
Easy	8 (2D+2)
Moderate	12 (3D+2)
Hard	18 (5D+1)
Very hard	24 (7D)
Almost impossible	30 (8D+2)

OPEN ROLL. Some actions are open. There is no prior Target Number and the action's consequences simply depend on the result of the roll and/or the number of qualities: the more, the better.

WRITING CONVENTIONS. Rolls are noted in the form: Attribute (*Skill*) TNx.

QUALITY. Each die coming with an even face (2, 4 or 6) gives a quality. Qualities are used to establish damage in combat or to enhance an action – with discretion, silence, speed, efficiency, perfection, etc. Generally, two qualities allow to add one enhancement to a basic task. One don't have to bother with qualities on every roll: sometimes it's enough to know whether the roll is successful or not. The character gets an extra quality for every 5 points above the indicated TN – i.e. if the attack roll is much higher than the target's defense. The player can sacrifice one or more qualities to get a +2 bonus per quality to the result of the roll – i.e. if she doesn't initially reach the TN.

GROUP ACTION. If all characters must perform the same action at the same time, all players make the roll. If at least half of the characters succeed, the whole group succeeds together.

HELP. A character who help another may make an appropriate skill roll to provide a +1D (TN12) or +2D (TN18) advantage. This is an *Open Roll*: the player applies the advantage corresponding to the result of her roll. In case of multiple helps, the total advantages can, at best, double the initial dice pool.



EXTENDED ACTION. An extended action is defined by a number of qualities to be met, a time interval between each roll to be made and, quite often, a maximum time to complete the task. It can be an *Open roll* or with an assigned TN. Only one character or several can work on the task at the same time. All these parameters are fixed by the nature of the task and the circumstances, at the GM's discretion.

TACTICAL MECHANICS

When the circumstances arise, the Game master calls for round, each character, extra or creature involved having the opportunity to act at least once before the start of the next round.

ORDER OF ACTION. Generally speaking and except in special circumstances (i.e. surprise), the characters act first. In doubt, a member of each side rolls Composure (*Willpower*) to determine who goes first. The side that receives the initiative chooses one of its members who can act.

IF THEIR ACTION IS NOT OFFENSIVE, they may designate another member of their party to act after them.

IF THEIR ACTION IS OFFENSIVE AND TARGETS AN ENEMY, they must pass the initiative to the opposing side.

A round ends when all opponents have been able to act at least once in their round. If all members of a side have acted, their opponents then act in the order of their choice, without interruption.

Then a new round begins for the camp that won the initiative.

ACTION. At their turn, a character can perform one action: move from one zone to another, carry out an attack, help an ally, take an object out of their bag, interact with the environment, etc.

MULTIPLE ACTIONS. If the character wishes to perform more than one action during their round, they receive a -1D disadvantage per action beyond the first one. E.g. they may want to move and make two attacks, which is three actions; they then receive a -2D disadvantage on each of the attack rolls. **IN COMBAT, MULTIPLE ATTACKS MUST BE AIMED AT DIFFERENT OPPONENTS.** All actions must be declared at the start of the round to determine the total disadvantage.

ZONES. The battlefield is divided into zones. These zones delineate obvious tactical spaces: spaces separated by obstacles or gates, open or closed, cluttered or free, etc.

COMBAT

MOVING. It takes an action to move from one zone to another; acting within the same zone, regardless of its size, does not require an action. If obstacles or difficult terrain prevent a simple translation, the player rolls Might (*Force*) or Agility (*Movement*) against varying TN for the character to complete his movement. This is not an offensive action.

PRONE. Getting up is always an non-offensive movement.

ATTACK. In order for her character to engage an opponent and inflict damage, the player rolls Might (*Melee*) or Agility (*Marksmanship*) against the target's Defense. If successful, the number of qualities obtained assess the damage inflicted. Attacking is an offensive action. The Game master is free to apply advantages or disadvantages to attack rolls depending on distance, cover, obstrusion, visibility, tactical position, etc. The attacker must be in able position to attack the target.

DODGE. Dodge is a non-offensive reaction that must be declared at the beginning of one's round. It is possible to carry out one or several dodge in the same round, using multiple actions. Each dodge allows the player to attempt a single Agility (*Dodge*) roll to defeat or limit an attack roll that has beaten the character's defense.

HELP. Helping is an indirect and non-offensive action. It is an opportunity for the player to be creative – using the scenery, distracting or intimidating the opponent, etc. The player makes an *Open Roll* with an appropriate skill, depending on the chosen approach, in order to offer a +1D (TN12) or +2D (TN18) advantage to an ally.

DAMAGE. Damage is determined by the number of qualities obtained on the attack roll, depending on the weapon used. This damage reduces the target's Body points. Players' characters benefit from Soak and armour that give them temporary Body points each round: damage always starts by reducing those temporary points.

ZERO BODY POINTS. When a character falls to 0 Body points, they choose one of the following options:

CONCEDE VICTORY. The character is out of combat until the next scene and cannot return to the game. They run away or fall unconscious. Their opponents ignore them. They are temporarily out of the game, but will suffer no long-term consequences of their defeat.

CONTINUE THE FIGHT. The character decides to continue the fight. There are under duress until the next scene. They immediately regain half of their Body points. If they fall back to 0 Body points again, they are dead.

CREATURES AND EXTRAS. Generally speaking, the characters' opponents concede victory and flee or surrender, but the most relentless can, more rarely, continue the fight, especially if tactical objectives are particularly important to them.

SPECIAL MOVES. The character can devote all or part of their qualities to inflict a special blow to an opponent, at the cost of 2 qualities per effect: e.g. disarming them, knocking them prone, making them move back to another zone, placing them under duress for their next action, etc. Generally speaking, the effect aim to inflict a -1D disadvantage on the next action or the necessity to take an extra-action.

HEALING AND RESTING

SHORT REST. At the end of a fight, a character immediately recovers 2D Body points. He can also receive healings. He regains one Body point per quality obtained on a Composure (*Healing*) TN12 roll.

LONG REST. A character regains a number of Body points per night of rest equal to the result of a Might roll.

HEALING ITEM. Healing item (healing potions, medikits, etc.) are characterized by their power, that is a dice pool. Consuming a healing item costs one action and restore a number of Body points equal to the result of the roll.

LUCK (OPTIONAL)

The character has 1 point of luck, which they renew at each game session. They can buy luck for 10XP per point. Spending one point allows them to (choose one):

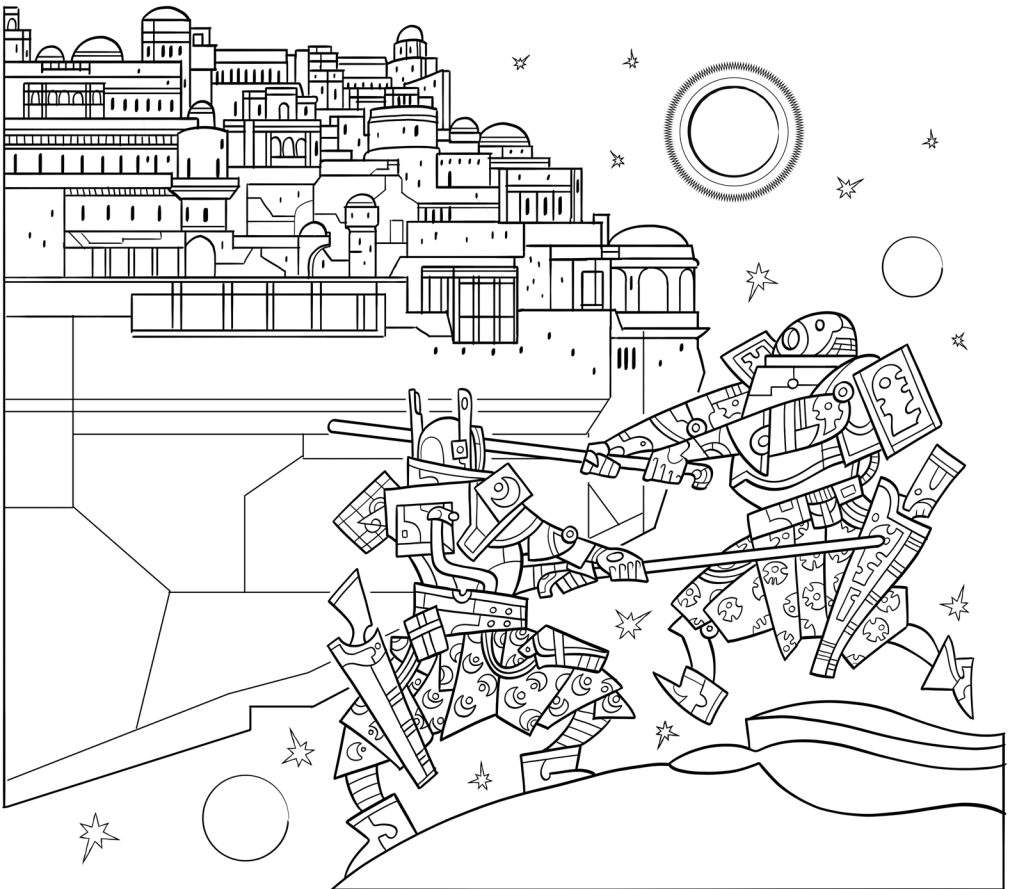
Ignore all the damage of an attack.

Obtain a quality on all dice rolled.

Describe a new element of the decor.

Restore all they Body points.

Reroll a failed roll, as if it were an Expert Skill.



EQUIPMENT

EQUIPMENT. The player doesn't have to worry about a precise inventory. Her character possess the equipment they need to practice their skills – in their pockets, bag or tool kits. If they need more specific or less obvious material, the player makes a Cunning (*Preparation*) roll, with a variable TN depending on the size, nature or rarity of the item requested. The roll's qualities indicate the quantity available, the solidity or the specific attributes of the material.

SUPERIOR EQUIPMENT. Some equipment, which the player notes explicitly on her character's sheet, is particularly useful and grants 1D or more to the actions concerned – e.g. superior tools or magic items.

SHIELD. A shield grants +3 in Defense. One can't use a shield at the same time as a heavy, massive or monstrous weapon. Depending on the universe, the shield can be replaced by a second weapon (parrying dagger) or specific technological equipment.

ARMOR. The protection of an armor is expressed as a Soak bonus – thus temporary Body points rolled at the beginning of each round. An armor is cumbersome: its protection reduces the player's dice pool on all actions involving movement, discretion, and even diplomacy in some cases.

ARMOR	SOAK/DISADVANTAGE	EXAMPLES
Light	+1d6/0	Heavy clothing, leather armor, exploration gear, work gear...
Medium	+2d6/-1D	Ring armor, chainmail, bounty hunter armor, ablative armor...
Heavy	+3d6/-2D	Plate, heavy tactical armor, commando armor, energized armor, Eradicator armor...

WEAPONS. Weapons' damage depends on the number of qualities obtained if the attack hits. E.g. a character armed with a sword (medium weapon) obtains 4 qualities when they attack an opponent: they then inflict 12 damage.

Add damage equal to the column 0 number per quality above 5 (a heavy weapon deals 24 damage for 7 qualities, while a monstrous weapon deals 36 damage for the same result).

NUMBER OF QUALITIES						
WEAPONS	0	1	2	3	4	5+
Light	1	2	4	6	8	10
Medium	1	3	6	9	12	15
Heavy	2	4	8	12	16	20
Massive	2	5	10	15	20	25
Monstrous	3	6	12	18	24	30

WEAPONS	EXAMPLES
Light	Small creature, fists, kicks, dagger, light gun, electrogun...
Medium	Medium creature, pistol, hunting bow, sword, pistolaser, sonic gun, needler...
Heavy	Large creature, rifle, war bow, two-handed sword, heavy axe, heavy pistolaser, plasma rifle, blaster rifle...
Massive	Huge creature, heavy rifle, battle-axe, nerve disruptor, heavy plasma rifle...
Monstrous	Monsters, bazooka, rail gun...

CREATURES AND EXTRAS

Creatures and extras are defined by their concept, dice pools, Defense and Body points. Some have special capacities.

CONCEPT. The concept of the creature or extra indicates their motivations and general scope.

DICE POOLS. A creature or extra possess Talents and Specialties, written in the form of aspects, traits or qualifiers associated with dice pools. Depending on the action undertaken, the game master chooses the appropriate dice pool. Here is an example:

DRAGON	
TALENTS	<i>Breath fire; watch over their treasure.</i>
SPECIALTIES	<i>Acrobatic flight; Sleight of claws; Human politics; Seduce princesses.</i>

DEFENSE. Depending on its nature, a creature or extra possess a high Defense (for combat specialists or very fast creatures) or a low Defense (for others). Remember to add the shield.

BODY POINTS. Creatures and extras have no Soak. This is directly reflected in their total Body points, generally higher than characters'. If an extra wears armor, simply increase their total Body points as follows: +10 (light armor), +20 (medium armor), +30 (heavy armor).

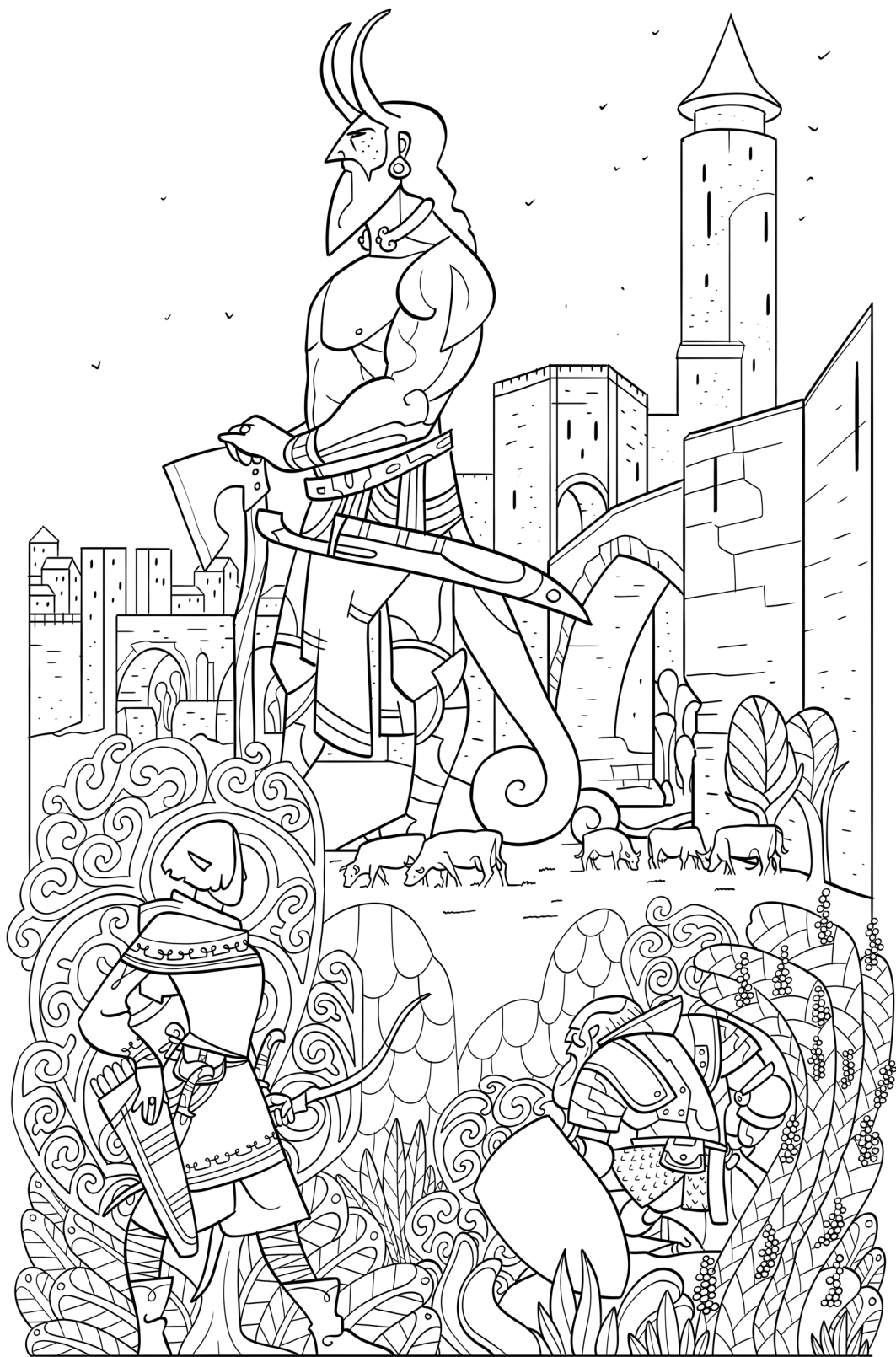
HELP. Extras help each other automatically, without a roll, for a one-time bonus of +1D per assist, within the usual limits. Each help is an action.

DAMAGE. The damage inflicted by a creature depends on their size (for natural weapons) and/or the weapons they handle.

CREATING CREATURES. To build a creature or extra, the Game master independently chooses their dice pools, Defense and Body points to best reflect their various strengths and weaknesses. A creature can have *average* Dice pools, a *very strong* Defense and *strong* Body points, or any other combination.

CREATURE OR EXTRA	TALENTS	DICE POOLS	
		SPECIALTIES	EVERYTHING ELSE
Weak	4D	2D+1	1D
Average	6D	3D+2	1D+2
Strong	8D	5D	2D+1
Very strong	10D	6D+1	3D
Superior	12D	7D+2	3D+2
Extraordinary	14D	9D	4D+1

CREATURE OR EXTRA	DEFENSE		BODY
	HIGH	LOW	
Weak	9	5	5
Average	12	7	10
Strong	18	9	15
Very strong	21	11	25
Superior	24	13	50
Extraordinary	30	15	100



FANTASY

WANDERING IN PAST AGES

FOLKS

There are many, many strange and mythological creatures in fantasy worlds, each with their own particularities and talents – Dryads, Satyrs, Fairies, Nymphs, Gnomes, Ogres, etc.

A character belonging to such a folk receives a +1D advantage in an appropriate attribute and +3D advantage in an appropriate skill, which also becomes an Expert Skill - e.g. *Elegance* for a Nymph, *Force* for a Troll or *Machines* for a Cyclops. These advantages do not count towards the XP expense.

Humans benefit from the Luck rule, which is forbidden to other creatures.

MAGIC

Magic is the art of manipulating reality and natural forces to achieve supernatural effects. It is a rare and difficult talent to master, benevolent or malevolent depending on the use one makes of it.

SKILL. The character has an additional skill, **MAGIC**, which is not associated with any attribute. It costs twice as much in experience as a normal skill – during character's creation, one must invest 2D to add 1D to the skill.

Each dice in the skill allows the character to master one of the seven magical paths: **AEGIS**, **DIVINATION**, **ESSENCE**, **GEOMETRY**, **MIND**, **PHYSIQUE** or **SUBSTANCE**. Thus, with 3D in the skill, the character chooses three known paths.

MAGIC PATHS. There are seven paths of magic. The effects that can be achieved depend on the attribute chosen to perform the magic roll.

AEGIS

<i>Might</i>	RESISTANCE. The magic-user ignores or reduces certain sources of damage (like dodging).
<i>Agility</i>	PROTECTION. The magic-user protects against certain effects or attacks by creating circles or auras.
<i>Cunning</i>	LOGISTICS. The magic-user ensures comfort and safety in their immediate environment.
<i>Composure</i>	CAMOUFLAGE. The magic-user conceals, camouflages, disappears.

DIVINATION

<i>Might</i>	SCRUTINY. The magic-user watches or observes from a distance, either by transplanting his senses or by using special rituals and items.
<i>Agility</i>	COMPREHENSION. The magic-user analyzes, deciphers or tries to understand something.
<i>Cunning</i>	DETECTION. The magic-user searches and locates something in particular. they orientate and locate themselves.
<i>Composure</i>	PSYCHOMETRY. The magic-user reads the auras of things and beings to obtain intelligence about the present or the past.

ESSENCE	
<i>Might</i>	EXORCISM. The magic-user repels, blocks, cancels or sends back magical and extraplanar creatures or other magical effects.
<i>Agility</i>	ENCHANTMENT. The magic-user enchants items to temporarily grant them special abilities or improve their efficiency.
<i>Cunning</i>	MAGIC. The magic-user deciphers, stores or manipulates magic effects to enhance their use or power.
<i>Composure</i>	INVOCATION. The magic-user invokes powerful magical creatures (pets, invisible servants, ancestor spirits, elementals, demons...).
GEOMETRY	
<i>Might</i>	FORCE. The magic-user creates force fields that allow them to manipulate, move, push back or block.
<i>Agility</i>	GRAVITY. The magic-user manipulates gravity to manipulate objects from a distance, to immobilize, levitate, etc.
<i>Cunning</i>	PASSAGE. The magic-user frees themselves from all constraints preventing his movements and displacements, removing or ignoring obstacles, etc.
<i>Composure</i>	TELEPORTATION. The magic-user moves instantaneously from one point to another in space, more or less far or quickly.
MIND	
<i>Might</i>	POSSESSION. The magic-user gives orders, controls creatures, overlaps their senses or explores their memory.
<i>Agility</i>	COMMUNICATION. The magic-user communicates with other creatures, by understanding languages or establishing telepathic connections.
<i>Cunning</i>	CHARMS. The magic-user gets the creatures' attention and favors.
<i>Composure</i>	ILLUSIONS. The magic-user manipulates the senses and perceptions of the creatures.
PHYSIQUE	
<i>Might</i>	BATTLE. The magic-user inflicts damage or conditions on their targets.
<i>Agility</i>	POLYMORPH. The magic-user transforms their appearance or partially or completely polymorph themselves. They can also change the senses or copy the abilities of creatures.
<i>Cunning</i>	ALTERATION. The magic-user grants special advantages (like a lasting help) or increases the capabilities of their targets.
<i>Composure</i>	HEALING. The magic-user can heal wounds or illnesses, and even restore or regenerate mangled bodies.
SUBSTANCE	
<i>Might</i>	DESTRUCTION. The magic-user destroys materials or energy.
<i>Agility</i>	MODIFICATION. The magic-user modifies or manipulates materials or energies.
<i>Cunning</i>	TRANSMUTATION. The magic-user changes the fundamental nature of materials or energies.
<i>Composure</i>	EVOCATION. The magic-user creates usable materials or energies.

INCANTATION. Casting a spell is always an action. The player rolls Attribute (*Magic*) TN12. The attribute used depends on the desired effect, as indicated for each path.

The player then spend the qualities in the different spell parameters – range, target, duration, effects, etc. Of course, magic can simply be used to help a comrade according to the normal help rules – an open-roll to provide a +1D or +2D advantage.

QUALITIES	0	1	2	3	4
RANGE	Self/touch	Melee	Ranged	View	Out of sight
DURATION	Instant/D rds	Scene	Next dawn	Session	Indefinite
TARGETS OR AREA	1 or chair	2 or wagon	4 or large room	8 or house	16 or castle
EFFECTS	Minor	Moderate	Major	Supernatural	Extraordinary
DAMAGE OR HEAL	Small weapons	Medium weapons	Heavy weapons	Massive weapons	Monstrous weapons
AID	Help +2	Help +1D	Armor +1d6	Help +2D	Armor +2d6

RANGE indicates the distance at which the spell takes effect.

DURATION indicates the time during which the spell takes effect. **THE MAGIC-USER CAN MAINTAIN, AT THE SAME TIME, A MAXIMUM NUMBER OF SPELLS EQUAL TO THEIR MAGIC SKILL DICE.** They can cast as many instantaneous spells as they want.

The next line shows either the number of **TARGETS** in range affected by the spell, or the size of the **AREA** where the spell takes effect. In the latter case, all creatures present are affected indiscriminately.

EFFECTS determine the power of the spell, how it changes reality or how it affects its targets:

MINOR EFFECTS. Anything one could do without magic, with little time and simple equipment. Magic gets things done without materials and waiting.

MODERATE EFFECTS. Anything that can be achieved without magic, with time and tools, know-how and skill.

MAJOR EFFECTS. Anything that could be accomplished without magic, with time, people, effort, materials, complex equipment, negotiations, expensive research, taking risks, and so on.

For these first three levels of effects, one simply have to ask themselves if a person or a team could get the same thing without magic, with what means and in how much time.

SUPERNATURAL EFFECTS. Magic produces effects that nothing natural could achieve – here the magic-user begins to break the principles of reality. However, the effects remain discreet, imperceptible and few people can see that magic is at work, capable of breaking the natural laws.

EXTRAORDINARY EFFECTS. Magic resolutely and visibly breaks the rules of reality. The absolute limits depend on each universe, at the discretion of the Game master.

DAMAGE AND HEALING indicates the weapon line to be used to determine damage or healing. Qualities not assigned to parameters are used to define the exact effects in the weapon table. As in normal combat, the magic-user can use pairs of qualities to inflict conditions (prone, disarmed, etc.)

HELP indicate how the wizard can improve the capabilities of the equipment or its allies.

SAVE. Any non-voluntary creature that suffers the effects of a spell can roll Might (*Stamina*), Agility (*Dodge*), Cunning (*Vigilance*) or Composure (*Willpower*) in opposition to the Magic roll – attribute depends on which one the magic-user activate. If successful, the spell does not work or inflicts only part of the desired effects (getting less qualities).

SWASHBUCKLER

SWAGGING WITH CAPES AND SWORDS

CURSING

In combat, a character can insult their opponents again and again. Each time they spend 2 qualities from an attack roll, the character throws one of the following insults to an opponent, at the player's choice. It is of course possible to chain the insults in the same round.

INSULTS	EFFECTS
Ah! Fustylugs!	The character designates one of their allies to act after them!
Pedantic Harecop!	The character can make a second attack on the same opponent (if they announced it at the beginning of the round)!
Gnashgab!	The character forces an opponent to target them!
You Rascal! Rakefire!	The character benefits from a dodge this round that they do not need to announce or pay for!
Scobberlotcher!	The opponent cannot move until the next round!
Neutered Ass!	The character holds their opponent who loses their next action!
You Goddamn Loiter-Sack!	The opponent loses a piece of equipment that falls to the ground!
You Bloody Yaldson!	The opponent loses their weapon which flies a few steps away!
Buggered Lubberwort!	The character flankes their opponent whom cannot attack them without spending an extra action.
You Bedswerver!	The character increases their defense by +3 until the next round.
Stymphalists!	The character shares their damage between two opponents within range!
Gobermouch!	The character designates his opponent's next target among their allies!
Foolish Bobolyn!	The character makes an immediate move!
Two-bit zounderkite!	The opponent's defense is reduced by 2 until the next round!
Cumberground!	The opponent must retreat and even change zones on the battlefield!
You little Fopdoodle!	The opponent is disoriented and cannot target the character this round!
Pipe-head!	The character gains a +1D advantage on their next action!
Old Cacochymous Snoutband!	The opponent is prone!

CHASE

When extras flee and are chased by the characters, or vice versa, each group rolls a dice pool: the highest Agility (*Movement*) of the chasing group, the lowest of the chased group (or the equivalent for the extra).

The group with the best result either catches up with the other group or escapes. The distance travelled is usually equal to the highest result in tens or hundreds of yards, which may take the groups to unexpected places and situations. When the chase ends, one way or another, a player throws 1d36 into the next table.

1D36	SITUATION AT THE END OF THE PURSUIT...
11	One of the groups (even or odd) is in a particularly favourable situation.
12	The chase has attracted the attention of local authorities.
13	The chase immediately starts again; reroll; there's quite a lot of ground still to cover.
14	The group of opponents receives unexpected reinforcements.
15	The group of characters is lost, without landmarks.
16	The group of characters receives unexpected reinforcements.
21	The group of characters venture into difficult and dangerous terrain.
22	The two groups are ambushed by a third.
23	The distances travelled (and the time) are multiplied by a variable but considerable factor!
24	The groups have caused disasters along the way.
25	The groups meet in the middle of a public event (fair, wedding, execution...)
26	The groups find themselves in a very disturbing deserted place (Shock Factor 12 – see p20).
31	The groups are completely exhausted and out of breath. Nobody wants to fight anymore, but one can still talk (panting).
32	The groups are split up and their members have lost sight of each other.
33	The groups are now in the heights, with a high risk of falling.
34	The groups are now underground, without much light.
35	An opponent got injured and they concede victory.
36	One character, completely out of breath, is out for the rest of the scene.

For more tense chases, it's possible to determine victory by the best of three rolls, with a roll for a twist between each and a last roll for the final situation.

1D36	TWIST
11	Watery path!
12	Acceleration!
13	Animals!
14	Disaster!!
15	Changing locomotion mode!
16	Tough choice!
21	Sharp fall!
22	Collision!
23	Helping hand!
24	Collapse!
25	Riot!
26	Clogging!
31	Bad luck!
32	Natural obstacle!
33	Panic!
34	Procession!
35	Shortcut!
36	Split up!

STEAMPUNK

STEAMING WITH THE MACHINES

RELATIONSHIPS

The characters establish relationships with a variety of people. Each relationship is either a single named person or an organization, with associated dice somewhat like a skill.

A relationship must be described in a few words – its name, occupation, links to the character.

When the character needs the help of the relationship – physical help, materials, resources, information, etc. – the player can roll the relationship dice pool and an attribute that reflects the nature of the relationship: **MIGHT** to intimidate and shake, **AGILITY** to charm and beguile, **CUNNING** to deceive and manipulate, **COMPOSURE** to negotiate or call to reason.

SERVICE REQUESTED	TN
Simple and fast	12
Demanding in time or energy	18
Dangerous to reputation or difficult to accomplish	24
Very dangerous or unethical	30

If the roll fails, the relationship suffers a cumulative -1D disadvantage until the character has had a chance to apologize, make amends, or help in turn.

Qualities may assess the reaction of a relationship and the scope of its intervention or help.

The Game master should offer a special budget during the character creation so that the players create some relationships. Developing or opening relationships may require the expenditure of experience points or can simply be played out by the table.

WEALTH

The characters are well enough off to embark on adventures around the world. To avoid managing expenses like an accountant, the character has an additional skill, **WEALTH**, which is not associated with any attribute. It costs twice as much in experience as a normal skill – during character's creation, one must invest 2D to add 1D to the skill.

When the character wants to buy or rent something out of the ordinary, they roll an attribute (*Wealth*) with a TN depending on the purchase. The choice of the attribute depends on the market:

MIGHT (*Wealth*). The purchase involves strict negotiations and lawful contracts.

AGILITY (*Wealth*). The purchase involves haggles and endless discussions.

CUNNING (*Wealth*). The purchase involves black market goods and circumvalated contacts.

COMPOSURE (*Wealth*). The purchase involves negotiating with very shady or dangerous people.

The TN depends on the object or service to be purchased. The qualities obtained indicate the quantity, availability or aspect of the products.

GOODS AND SERVICES	TN
Very common	8
Common	12
Uncommon or expensive	18
Rare and expensive	24
Very rare and expensive	30
Isolated Region	-1D
Important market place	+1D

If the roll fails, the skill suffers a cumulative -1D disadvantage until the next opportunity to manage one's finances (at a bank, exchanging telegrams, etc.).

When characters are paid for a service or sale, they get the XP equivalent that they can only invest in *Wealth* (including opening the skill). When the XP is sufficient, the skill increases. It is also possible to spend one of these XP to get +1D on a Wealth roll.

REVENUES	XP EQUIVALENTS
One month's pay for a proletarian...	1
One month's pay for an employee or mercenary...	2
One month's pay from a recognized craftsman or artist	3
The contents of a safe box	5
The value of a caravan or merchant ship	10
The ransom of a prince	15



PULP

BOARDING A ZEPPELIN OVER JUNGLE RUINS

SHOCK FACTOR

Monstrous and non-euclidean creatures, mass graves left by serial killers, bombings and explosions are all moments when a character's mental health can waver, when instinct takes precedence over reason.

Each of these situations is associated with a shock factor, which is the TN to be reached with a Might (*Courage*) or Composure (*Willpower*) roll. If the roll fails, at the player's choice:

1/The character runs away until they can feel safe, physically or emotionally. Sometimes it's enough to just be out until the next scene; other times, one has to run for a while.

Or 2/The character remains paralyzed. They are under duress and lose one action per round for 1d6 rounds or more.

SHOCK FACTOR (TN)	EXAMPLE
8	Bloody crime scene, strange little monster.
12	Sudden violent event, strange and aggressive creature
18	Mass grave, terrifying monstrous predator
24	Incomprehensible xenoid creature, venerable dragon
30	Great Elder, divine avatar

TWIST GENERATOR

Characters will travel long distances, explore unknown areas, break into well-protected places or endure the events of a social gathering while waiting the right opportunity to open a safe-box – each time they have an objective to reach and the content of the associated adventure is important for the story, but the Game master has neither the time nor the need to develop it. The following mechanics place the invention and creation of these special moments in the hands of the players, entrusting them with some of the narrative authority.

PLAYER'S PREPARATIONS. The Game master sets the general conditions and atmosphere for the journey, the intrusion, the exploration, the adventure – climate, landscapes, architecture, people, politics, cultures, significant elements that allow the players to immerse themselves. Each player gives a rumor or information that their characters might have heard about those, adding to the environment. When the characters have very specific goals to achieve (find a place, steal an object, etc.), the players write them down carefully and in detail. For a journey, the Game master writes down for herself the number of milestones the characters will have to go through.

GAME MASTER'S PREPARATION. The game master prepares a small list numbered from 1 to 6 for each milestone or each objective to be achieved. The 1 is simply named Milestone/Objective. The game master associates, for each other number, a key-word of her choice, taken from the following list: **OPPOSITION, OBSTACLE, DANGER, SURPRISE, ENCOUNTER, TIMEOUT, MYSTERY, DISASTER.** She can ignore certain key-words and repeat others as she sees fit. These are the twists of the adventure!

The Game master can let the players dealing with these simple key words (it's the classic way and the quickest for experimented players), or she can quickly write a more evocative sentence on a post-it to serve as a starting point for the twist, as in the examples given below.

1	MILESTONE/OBJECTIVE	
2	Encounter (Alliance)	Hidden in the shadows
3	Obstacle (Door)	Strange old mechanisms
4	Obstacle (Sentinels)	Angry and frustrated
5	Disaster (Separation)	Calls for help
6	Timeout (Resources)	A cluttered closet

MAKING UP A TWIST. In turn, each player rolls in the table prepared by the game master. Using the key-word, she imagines a situation, the beginning of a scene, in relation to the adventure and the present circumstances. It's an important moment of the journey or the intrusion, something significant enough to dwell on for a moment. The player develops her ideas, evokes problems leading to choices and brings the situation to a dramatic node.

RESOLVING A TWIST. This dramatic node is the moment when the Game master usually asks, "What are you doing?" And that's when she actually takes over – she can clarify certain points, change small things to keep it consistent with the overall story. Then she invites the players, including the one who set up the scene, to get their characters to act. Once the scene has been resolved, the next player can roll for a twist.

MILESTONES. Each time the twist die gives a result of 1, the story reaches a milestone:

In a journey or during an exploration, the Game master places a scene that she has (more or less) prepared and which moves the story forward – e.g. the discovery of the villain's secret machines, then later his confrontation with the characters, and finally the explosion of the base. The Game master sets the number of key scenes in advance – she can prepare something precise or just improvise to suit the flow of the adventure. For a short journey, the first milestone may simply be the arrival...

In an intrusion, a 1 indicates that the characters have achieved one of the goals they set out to achieve – or, most often, are in position to do so...

Once a milestone or key scene is resolved, the adventure continue until the journey comes to an end, all objectives have been achieved or the characters abandon their mission.

SOME EXAMPLES OF POSSIBLE TWISTS...			
OPPOSITION	ENCOUNTER	DANGER	MYSTERY
Acknowledgement	Alliance	Confusion	Blur
Alarm	Defection	Error	Dark
Competition	Doubt	Explosion	Empty
Contact	Enigmatic	Paralysis	Machines
Discretion	Exchange	Reaction	Mistake
Emergency	Quiproquo	Trap	Noises
OBSTACLE	TIMEOUT	SURPRISE	DISASTER
Choice	Absence	Ambush	Disappearance
Detour	Complicity	Betrayal	Failure
Disorientation	Heal	Coincidences	Fatal blow
Door	Information	Ignorance	Fumble
Impasse	Refuge	Oversight	Leak
Sentinels	Resources	Revelations	Separation

MODERN

NIGHT CLUBBING MONSTERS

THE GIFT

Only a few people possess “*the Gift*”. Some use it to do good; others use it to gain power and influence. Those of the White Gift and those of the Black Gift have been fighting each other for an eternity – even in galaxies far far away.

Such a character has an additional skill, **THE GIFT**, which is not associated with any attribute. It costs three times more in experience than a normal skill – during character’s creation, one must invest 3D to add 1D to the skill.

PROWESS. The character adds their skill dice to all their physical actions (movement, dodge, force, etc.) which allows them to perform incredible feats.

BLADE SUMMONING. The character has an ancient blade, a sword that they can make appear or disappear at will from under his mantle. He adds his skill dice in melee combat with this blade.

TELEKINESIS. The character can manipulate objects remotely. They can perform ranged attacks as if they were handling a medium weapon. They add their skill’s dice to their defense against ranged attacks. Some characters know how to use this power to heal, but it’s a trick to acquire from a master.

MANIPULATION. The character can manipulate the mind or senses of a target. It is an opposing roll (usually with Cunning or Composure). The character adds their skill dice to all their Stealth or Eloquence rolls.

DEVISING PLANS

There is nothing more annoying than watching players spend hours of a game session making inane plans that won’t survive the first few moments of the mission. As a matter of principle, it’s the characters who know what they have to do and devise the plans, not the players. The following mechanics allow to improvise plans that have a high chance of success, based on special preparations and explanatory flash-backs.

PREPARATION. Characters take time to prepare a mission and build a plan. For each player, this essentially consists of making skill rolls, TN12, and trying to accumulate qualities. Each roll consumes a portion of the time before the mission – usually this time is counted: there’s an important deadline to meet, otherwise it all falls apart. E.g. the Game master may ask for one roll per character per half day of preparation for two days max.

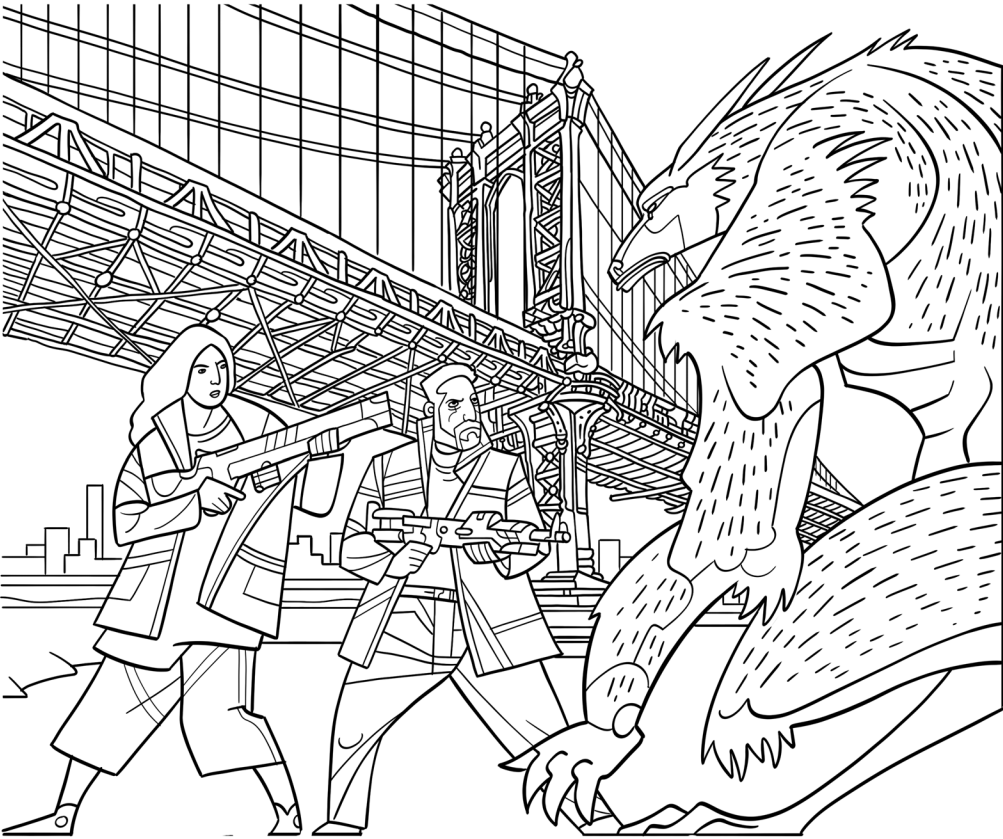
The characters gather intelligence, activate contacts and relationships, engage in social engineering and phishing, manipulate and corrupt people, buy tickets, obtain or manufacture specific materials, etc. Each in their own way. Their actions are roughly played out, without much detail. The players will take care, *a posteriori*, to justify or explain this preparation time. Of course, the characters can help each other.

The qualities obtained by the characters are materialized by tokens in a bowl in the middle of the table. It is a common reserve that symbolizes the preparation.

REALIZATION. It's time for action. Whenever the characters face an obstacle, players can try to overcome it by using their wits or the abilities of their characters. Or they can spend plan tokens. This expenditure must always be justified by a story, a more or less coherent explanation, a flashback related to the characters' abilities and prior preparations. Remember *Ocean11*?

The evil security guard who surprises the characters in the middle of the corporate lobby will turn out to be the cousin of one of the characters (2 tokens). The digicode of the elevator will have been obtained thanks to a discreet camera installed in the lobby (1 token). The surveillance cameras will have been neutralized by a pre-recorded loop inserted in the main computer room (3 tokens). The cops, warned by the silent alarm, who will surprise the team on its exit, will not find anything compromising on the characters because, from the start, the exfiltrated scientist had to take another way out (5 tokens).

ASSESSING THE EXPENDITURE	TOKENS
Getting around an obstacle	1
Minor barrier (involves only one extra or local system)	+0
Medium barrier (involves a team of extras or an overall system)	+1
Major obstacle (involves the authorities, an elite team of extras, or a particularly tough system)	+2
Obstacle capable of triggering bloodshed	+1
Obstacle allowing the authorities or the target to trace back to the characters or their employer	+1



CYBERPUNK

TEXTING TWENTY MINUTES IN THE FUTURE

CYBERNETICS

Cybernetics involves replacing a creature's limbs and organs or strengthening their body using very high-tech equipment.

Each installed cyberware is associated with a dice pool: this score represents the advantages and bonuses it gives to one or more skills or special abilities of the implants. The dice may be split or spread among multiple skills or abilities (1D per ability). Splitting 1D give three +1 or a +1 and a +2. Cybernetic abilities are mainly narratives, allowing the character to perform exceptional task.

E.g. a 3D cybernetic legs can grant +1D in *Movement*, +2 in *Dodge* and +1 in *Force*, as well as the *Acceleration* ability (or any other appropriate distribution at the player's discretion).

The cost and availability of cyberware depends on each universe – it even can be paid with *Wealth* XP (see *Steampunk*) according to the same rules, in order to acquire or increase the dice pool of a particular hardware.

However, a character is limited in the amount of cybernetic transformations they can undergo. The total dice of their material cannot be greater than the sum of their *Might* and *Composure*.

UPPER LIMBS

The replacement of a limb or limbs, in whole or in part, from the hand to the shoulder.

Skills: Melee, Force, Dexterity, Movement (climbing, swimming), Marksmanship, Machines, Healing.

Abilities: Ambidextrous, Dermal display, Dermal-flash, Dermo-painting, Fractal hand, Hand tools, Integrated light/medium weapon, Motion sensor, Photoderm, Subdermal pocket, Superior tactile sense.

LOWER LIMBS

The replacement of a limb or limbs, in whole or in part, from foot to hip.

Skills: Melee, Stamina, Force, Dodge, Movement, Survival, Stealth.

Abilities: Acceleration, Dermal display, Dermal-flash, Dermo-painting, Docking hooks, Fins, Integrated light/medium weapon, Kinetic assistance, Motion sensor, Photoderm, Subdermal pocket, Superior tactile sense.

WOVEN SKIN

Complete body coverage with ultra-resistant materials.

Skills: Courage, Stamina, Intimidation, Survival, Stealth.

Abilities: Automatic sutures, Dermal display, Dermal plates, Dermo-painting, Dermal-flash, Movement sensors, Nictitating membranes, Photoderm, Protective seals, Radiation protection, Special textures, Sun protection, Tactile sensitivity, Thermal regulation, Thermo-optical camouflage.

INTERNAL ORGANS

The replacement of all or part of the internal organs.

Skills: Stamina, Elegance, Survival, Healing, Willpower.

Abilities: Adaptive Digestion, Automatic Cardiac Stimulation, Blood Filters, Dual Heart, Electric Shock Absorber, Emetic Control, Gills, Hidden Compartment, Internal Seals, Metabolic Control, Metabolic Reservoirs, Nasal Filters, Oxygen Reservoir, Pathogen Barrier, Pheromone Generator, Pulse Control, Sexual enhancement.

BONE REPLACEMENTS

Changing all or part of the skeleton, with additions or replacements of materials.

Skills: Melee, Stamina, Intimidation, Force, Dodge, Movement, Survival, Stealth.

Abilities: Ceramic teeth, Diamond nails, Dynamic facial modification, Mandibles, Prehensile tail, Reinforced spine, Sonar implants, X-ray invisibility.

PANOPTIC

The replacement or augmentation of sensory organs.

Skills: Dodge, Marksmanship, Eloquence, Vigilance, Etiquette.

Abilities: Chemical Analyzer, Electromagnetic Reader, Enhanced balance, High Definition Vision, Infrared, Isothermal Probe, Light Amplifiers, Microcanon, Motion Sensor, Nictitating membranes, Photographic Memory, Radar Probe, Radiation Detector, Sensory Dampers, Sound Amplifier, Sound Editor, Synesthetic Recorder, Ultraviolet, Wide Bandwidth, Zoom.

NEURONIC

Interfacing nervous system with machines.

Skills: Dexterity, Dodge, Elegance, Marksmanship, Eloquence, Machines, Erudition, Etiquette, Healing, Willpower.

Abilities: Automatic Wiring, Cortical Redundancy, Emotion Control, Emotion Reader, Emotional Stabilizer, Ethnological Bank, Hidden Memory, Knowledge Bank, Linguistic Bank, Logic Processor, Machine Interface, Pain Inhibitor, Stress Reducer, Wired Reflexes.

NANOGENETICS

The use of genegeering and nanomachinery to keep the body working.

Skills: Courage, Stamina, Elegance, Survival, Healing, Willpower.

Abilities: Body Adjustment, Endocrine Modifications, Hydra-Regenerative Genoblasts, Metabolic Screen, Nanoconductor, Oncological Screen, Pyrokinesis, Toxin Cleansing, Traumatic Shock Absorber.

AUGMENTED REALITY

Everyone is plugged into the matrix and see through augmented reality. All the time. People don't turn off their Nexus any more, for fear of missing messages, information, commercial promotion, viral synevid, scandals, anything. Everything is displayed in their field of vision: people's name above them with their public profile and reputation score, local announcements, legal warnings. Machines can't escape this madness. Every computer, every camera, every chip is connected. Of course, everything is protected by passwords and firewalls.

And of course, there are pirating programs to ignore them.

Pirating programs are illegal applications that people install on their Nexus, alongside their gaming or social network applications. An icon appears in the character's field of vision, which they simply activate by dragging it over connected elements: machines, people, etc.

SKILL. The character has an additional skill, **HACKING**, which is not associated with any attribute. All characters start with 1D in this skill. However, because it is a measure of the quality of the character's hardware and programs, it can only be improved with *Wealth XP* (see *Steampunk*).

HACKING. When a character wants to hack telematic equipment or access, the player rolls Attribute (*Hacking*) TN 12, and spend the qualities to set the parameters in the table below.

MIGHT. To hack machines.

AGILITY. To hack user interfaces and personal nexus.

CUNNING. To hack security systems.

COMPOSURE. To hack data management systems.

QUALITIES	0	1	2	3	4
Firewall	Inexistent	Basic	Solid	Superior	Tailored
Duration	Instant/D rnds	Scene	Next dawn	Session	Indefinite
Targets or area	1 or lift	2 or truck	4 or apartment	8 or house	16 or mall
Effects	Ride	Read	Control	Edit	Delete

FIREWALL indicates the number of qualities needed to pass the system's protections. The numbers given are for civilian firewalls; double the number for a corporate firewall and triple it for a military firewall.

If a character can't devote enough qualities to get through the firewall (or decides not to), they trigger an alarm. That alarm can activate a proportionate human reaction (security guards, corpo agents, police, etc.) and/or activate telematic countermeasures (tracking, tagging, attacking and destroying equipment, even biofeedback attacks – ICE style). The reaction depends on the target and its importance.

DURATION indicates the time during which a hacking program is in effect. A character can maintain at the same time a maximum number of programs equal to his skill dice. He can launch as many instant programs as he wants.

TARGETS indicate how many different systems the character can hack into with the same action. Access points to the systems must be in sight. **AREA** indicates the hack's extent if the targeted system is connected to a multiple locations (e.g. camera network).

EFFECTS are as follows:

RIDE. The character can read incoming and outgoing signals or transmitted information, but does not have access to the contents of the memories.

READ. The character has access to the information contained in the targeted memories.

CONTROL. The character can control machines or programs linked to a nexus.

EDIT. The character can modify the contents of the memories or the program codes.

DELETE. The character can erase the contents of the memories or reset the programs.

All more ambitious hacking operations involving complex code writing require hours or days of work and specialists' involvement. Any person or machine that is not connected is completely immune to programs' effects.



POST-APO

SURVIVING IN A SCORCHED EARTH

MUTANT-FU FIGHTING

Warriors throwing punches at each other like Swedish tennis players from the back of the court are not particularly exciting in the long run. Whenever the creatures get the chance, they can spend 2 qualities from an attack and roll in the following table. Anything is possible with those mutants and everything is explainable – from a new member suddenly sprouting to the stench of an unexpected flatulence.

1d66	EVENT!
11	Lucky break! A character out of combat returns to the game!
12	Lucky break: a character can act immediately!
13	A creature's defense increases by 2 until the next round!
14	The set breaks, collapses, crumbles!
15	The creatures take initiative next round!
16	There's a fire on the battlefield!
21	A terrible scream is heard from which nobody knows the origin (shock factor 18, including for the opponents)!
22	A quick move divides the fight into two separate and distinct groups!
23	A character attacks another character by mistake!
24	A character is jostled and suddenly knock prone!
25	A character is projected several steps away and ends up prone!
26	A character is grabbed and carried away!
31	A character loses 1d6 Body points!
32	A character loses their weapon flying at 1d6 yards!
33	A character loses their armor, torn off by a creature!
34	A character loses a precious item in the middle of the melee and can't find it!
35	A creature attacks two characters at once!
36	A creature blocks or immobilize a character who loses his next action!
41	A creature becomes immaterial while under attack!
42	A creature suddenly disappears and will reappear behind the characters on the next round!
43	A creature completely dodges the next attack.
44	A creature gains +2D on their next attack!
45	A creature out of combat is back in the game!
46	A creature inflicts their damage twice on two different characters!
51	A creature lets a strange object escape!
52	A creature can act immediately!
53	A creature can reroll all or part of their dice!
54	A creature regains 5 Body points!
55	A creature regains half their Body points!
56	A creature regains all their Body points!
61	A creature grabs a character's weapon and uses it immediately!
62	A creature steals important material from a character and runs away!
63	An explosion shakes the battlefield! Who's caught in the blast?
64	A new creature, attracted by the noise, gets into the fight!
65	A foul smell invades the premises (shock factor 12)!
66	Damn! Make two rolls on the table!

NOISE

The most dangerous creatures, mutants and zombies, are inevitably attracted by noise. Most have extraordinary hearing, which allows them to pick up conversations inside houses or hear the sound of an engine several miles away – they are particularly sensitive to low frequencies and continuous vibrations, much like sand worms in Arrakis dunes, so to speak.

This mechanics place a great deal of stress on the characters (and players) who must constantly pay attention to their every action and tactical choice.

The Game master prepares an opaque bag filled with touch-identical d6 – one red d6 for every five white d6 (or any other color of her choice). Each time the characters make a noise, the players blindly draw a number of d6. As long as they draw white d6, they accumulate them in a bowl.

When a red die appears, a player rolls all the dice in the bowl: if the total result is equal to or higher than the alarm threshold, creatures quickly appear, individually or in groups depending on the density of hostiles in the area. Once the dice have been rolled, the reserve is emptied and the dice are put back in the bag.

NOISE SOURCE	DICE FROM THE BAG
A call or a shout	2
An engine noise	3
A quick move	1 per person
A heavy smash (broken dishes, broken glass)	3
A light crash (knocked over objects, clumsiness)	1
A short conversation out loud	1
A slight detonation (.22)	2
A strong detonation (9 mm)	4
A very strong detonation (.45)	6
A loud argument	4
A brutal break-in	3
Gentle breaking and entering	2
An explosion	8
A radio on	2

The alert threshold depends on the density of hostile creatures in the area.

HOSTILE PRESENCE	ALARM THRESHOLD
Very high concentration	8
Significant	12
Proven	18
Low	24
Very low to non-existent	30



SUPER

BATTLING VILLAINS IN FOUR COLORS

SUPERHEROES

Some creatures have abilities that far exceed those of mere human mortals. This is particularly the case with Superheroes and Super Villains. Such a character receives an extra budget when they are created – from 5D for Street Level Heroes to 15D or more for Galactic Legends. The player can spend these dice in two ways: by developing **SUPER-ABILITIES** or by buying **SUPER-TALENTS**.

SUPER-ABILITIES. These are additional skills, which are not associated with any attribute. They cost the same experience than a normal skill. The player simply adds super-abilities dice to all appropriate rolls. The super-abilities are: Super-Agility; Super-Combat; Super-Influence; Super-Intelligence; Super-Perception; Super-Resistance*; Super-Speed; Super-Strength. (** works, in combat, like armor*)

The table of Target Number is extended to allow for non-standard actions:

DIFFICULTY	TN	EXAMPLES
Easy	8	
Moderate	12	
Hard	18	
Very Hard	24	
Human Maximum	30	
Street Level Hero	36	Pushing a car away, running as fast...
Local superhero	42	Lifting a car, calculating like a personal computer...
Regional superhero	48	Lifting a plane, stopping a train, jumping from building to building...
World Superhero	54	Lift a liner, Ignore deadly radiation...
Galactic Legend	60	Moving at a significant fraction of the speed of light, changing the trajectory of a meteorite...

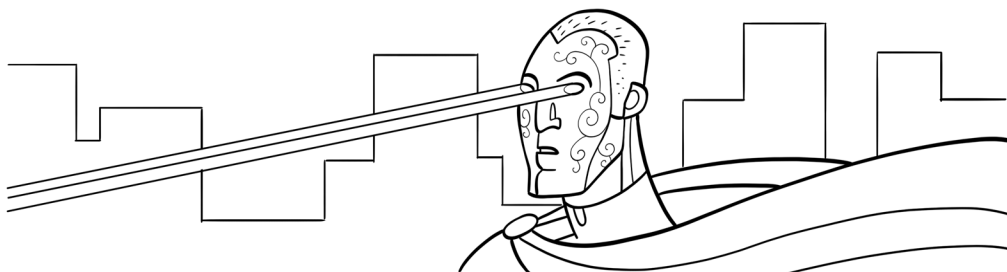
SUPER-TALENTS. Super-talents are unique powers superheroes possess or not. The player pays them with dice from the initial budget and she can increase their efficiency by investing XP. Nonetheless, super-talents do not have a score – most often, they have narrative applications. Here are a few examples:

1D EQUIVALENT. Amphibious; Elastic body; Levitation; Light laser eyes; Natural weapons (medium damage); Special perception; Telekinesis...

2D EQUIVALENT. Extra limbs; Natural weapons (heavy damage); Regeneration; Size change; Telepathy; Teleportation on sight...

3D EQUIVALENT. Flight; Illusions; Natural weapons (massive damage); Polymorphic; Pyrokinesis...

4D EQUIVALENT. Invisibility; Natural weapons (monstrous damage)...



ORIGINS. The history of superhero's powers is at least as important as the powers themselves. With each origin, one can associate a particular weakness.

ORIGIN	WEAKNESS
Personal training	The character can spend the super-power budget on normal skills and add 1D in an attribute, but they cannot develop any super-ability or super-talent.
Equipment	All the character's superpowers come from their equipment. Stripped down, they're just a normal human.
Star	The character is a human born with superpowers. Their weakness lies in their family circle and their friends, who are numerous and so very often in danger.
Extraterrestrial	The character is not native to the earth and is eminently allergic to something not found in his original environment. Subject to the influence of the allergen, they can no longer use any superpowers and they are under duress!
Mutant	The character was physically transformed at the moment they acquired their powers. Their mutant nature cannot be hidden and they still bear its stigma even when the transformation was not complete.

NOTE. This general principle allows to create not only superheroes, but also all kinds of supernatural creatures with unique mystical abilities (vampires, fairies, mythological monsters, etc.) or heroic semi-gods from mythological ages.

SCENERY

Environment can greatly influence a fight. Each zone of the battlefield has one or more particular aspects. It takes an action to move from one zone to another, provided there is a way through (i.e. this is where Super-Speed is useful, providing additional dice to deal with multiple actions disadvantages).

ZONE ASPECT	EFFECTS
Cluttered	Ranged attacks are impossible.
Cramped	Melee damage is limited to Medium weapons regardless of the weapon used.
Dangerous	Combatants suffer automatic damage each round in the zone (fire, bombing, toxic gas, etc.)
Fragile	Any failed attack destroys the setting and changes the configuration of the premises by opening or closing passages or affecting new aspects to the zones.
Open	Melee attacks are impossible unless both opponents accept the fray.
Public	Every failed attack hits an innocent bystander (whether from a bad guy or a good guy!).
Trapped	Each action has a chance to set off a trap, explosion, etc. in the area. Use the noise rules (<i>Post-Apo</i>).
Unstable	All movements require a roll against a variable TN.

MECHA

PILOTING GIANT ROBOTS AND STRANGE HOMUNCULUS

BIG BEAUTIFUL ROBOTS

Mechas are individual vehicles that are used in an industrial, civil or military context. Depending on the universe, it can also be a giant totoo (with the teen pilot well hidden in the fur) or a slightly schizoid block of alien jelly. A mecha is an extension of the character's body and the character acts as they would normally do, while enjoying various advantages.

A mecha has four abilities, associated with dice, which are advantages to the pilot's rolls depending on the situation. A mecha is also equipped with a variety of equipment, including weapons, tools and sensors. Depending on its type, a mech is limited in the number of dice the player can invest in the different abilities, as follows :

MECHA TYPE	BODY POINTS	SOAK	MAXIMUM D			
			COMBAT	MOTION	PERCEPTION	DURABILITY
Civil/Sports	10	5	2D	5D	5D	2D
Industrial	15	15	2D	2D	4D	5D
Military	20	10	5D	4D	3D	2D

MECH ABILITIES are:

COMBAT. The quality of the servomotors and tactical wiring, as well as the general resistance of the systems to the most extreme punishment in combat situations.

MOTION. The speed, flexibility, piloting ergonomics and controls' response to the pilot's requirements.

PERCEPTION. The mechas' panoptic sensors and equipment, as well as the coupling systems with the pilot.

DURABILITY. The power and the resistance of the mechas to effort and fatigue, their carrying and lifting capacity.

A mecha takes various equipment with him. Each piece of equipment costs 1D on the player's creation budget: Weapon (base for a medium ranged or melee weapon, +1D per category above); Missile launchers; EMP protection; Environmental seals; Sensors (1D per option – thermographic vision, X-ray vision, night vision, motion detector, zoom, etc.); Medical Assistance; Autopilot; Stealth; Nano-camouflage; Cargo; Style; Pilot Assistant; Tactical Assistant...

To create her character's mech, the player receives a variable budget, at the GM's discretion, between 5D and 15D. Increasing abilities or purchasing new material depends generally on access to a workshop and suppliers (most often using the *Wealth* XP rule (see *Steampunk*)).

NOTE. The Mecha rules are particularly useful to represent characters' metamorphosis into various monsters (werewolves, draconic creatures, Hulk, etc.) by giving them various bonuses or special abilities when they are transformed.

MISSILES

Missiles are semi-autonomous remote weapons. A missile is defined by its **ACCURACY** (between 2D and 5D depending on the model), its **AUTONOMY** (between 2 and 5 rounds) and its **LETHALITY** (from medium to monstrous).

When a character fires a missile, the player rolls Agility (*Marksmanship*) or Cunning (*Machines*) against the target's defense.

If the roll is not enough to hit, the missile remains active and the player records this first result.

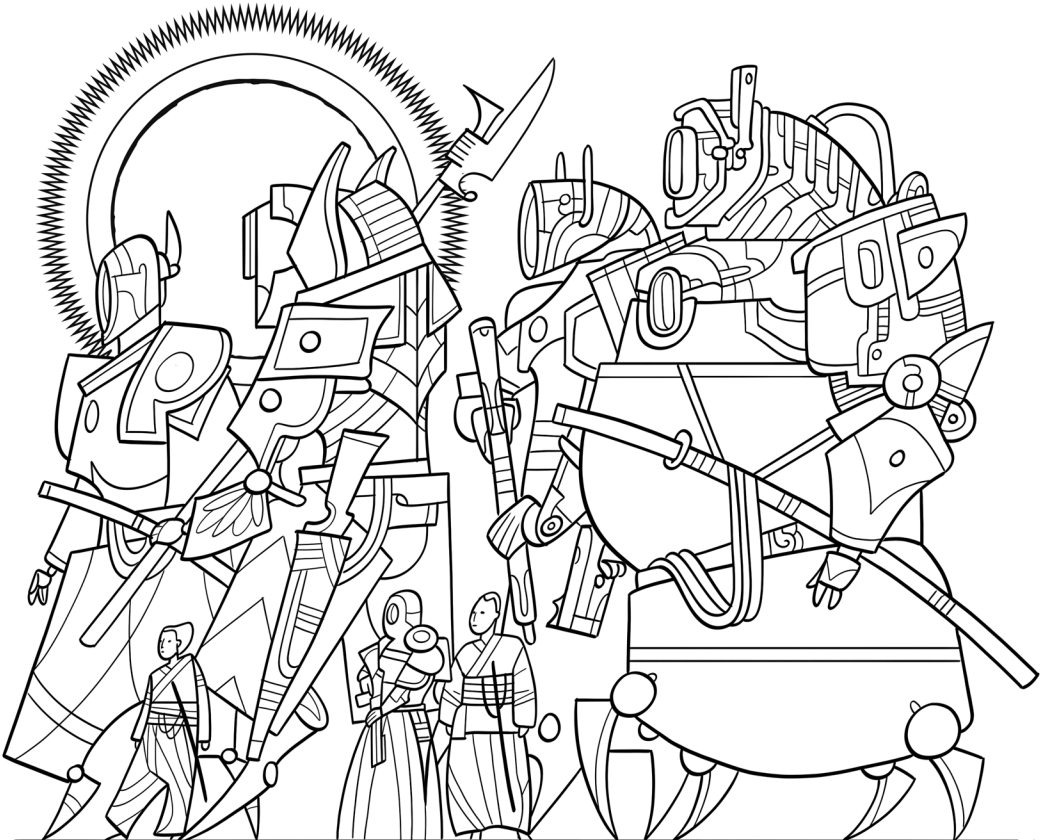
On the next round, the missile automatically rolls its accuracy (Wild die included).

If the cumulative result (the character's first roll plus the missile roll) is sufficient to hit, the missile inflicts the damage corresponding to the qualities produced by its last roll.

As long as the missile does not hit and has remaining autonomy, it can continue to add the result of its rolls until it passes the target's defense. Damage always depends on the qualities of the last roll.

Depending on its nature, a missile can spend 2 qualities to inflict a particular effect: EMP, incendiary, blowing, stunning, etc.

COUNTERMEASURES. If a missile target benefits from physical or electronic countermeasures, she may attempt a Dodge against the missile's first attack roll to completely cancel the lock.



SPACE

REACHING FOR THE STARS

WEAPONS

The technologies of the future allow for the design of increasingly complex weapons – energy weapons, special munitions, etc. – and for the development of new weapons.

WEAPONS CAPACITIES. Some weapons have specific capacities related to their design or associated accessories.

TARGET LOCKING. After one complete aiming round, the weapon locks on to up to three different targets. The character can then perform up to three separate attacks without the multiple-action malus.

DISCREET. The weapon is discreet and eludes most detection systems or quick examination.

IFF. If the character's allies have an IFF (Identification Friend or Foe) interface on their protections, it is impossible to target them by mistake. The weapon automatically blocks fire, even during a burst.

INTERFACE. The weapon is interfaced with the character's senses and gives him a +2D advantage to *Marksmanship* (*Neuronic* required).

VOICE MULTICHARGER. This option allows the character to fire different ammunition during the same round. Voice sensitivity is adjustable for infiltration missions and reacts only to the character's voice.

ACCURACY. The weapon offers a +1D advantage to attack roll thanks to its aiming systems (scope, laser, etc.).

BURST/DISCHARGE. The weapon can target all creatures in an area, TN12 (or the highest defense if lower). Damage is of a lower category (e.g. medium instead of heavy) and is divided between the targets at the player's discretion.

FAST. The weapon can perform two attacks without the disadvantage of multiple actions.

QUIET. The weapon makes no sound.

SPECIAL AMMUNITION AND ENERGY EFFECTS. Depending on their settings or ammunition, weapons can inflict all kinds of special damage.

ACID. The weapon inflicts acid damage. The target loses one armor level or an important piece of material.

SHOCKER. Some weapons (club, stun ray, etc.) do not reduce Body points but stun its target. The target of such an attack must roll Might (*Stamina*) with an TN equal to the damage inflicted. If the roll fails, the target falls unconscious for a few minutes. In all cases, the target does not lose any Body points.

ELECTRICAL. The weapon inflicts electrical damage. The target is under duress for their next round.

EMP. The weapon is particularly effective against machines. The damage category is increased by one against electronic equipment (vehicles, droids, computers, etc.) – e.g. medium becomes heavy.

EXPANDING. The weapon is particularly effective against living creatures. The damage category is increased by one against those, but decreased by one against scenery, vehicles, machines, etc.

COLD. The weapon inflicts cold damage. The target can't move the next round.

PLASMA. The weapon inflicts fire damage. The target takes 1d6 additional fire damage at the beginning of the next round.

VEHICLES & SPACESHIPS

Planetary vehicles and characters share the same size scale. Each other's guns hurt the same. Spaceships are out of scale. Their weapons pulverize humble mortals and their equipment alike and they are only vulnerable to other ships armament. The vehicles and vessels, and their design, are too diverse to develop a full inventory. A vehicle or ship has a *size*, which defines its Defense, its Body points and the maximum number of weapons it can mount; it also has a *type*, which defines its construction design and base-materials, as well as its Soak and the maximum size of its weapons.

PLANETARY VEHICLES	SPACESHIPS	DEFENSE	BODY	NUMBER OF WEAPONS ON BOARD
Drone	Fighter/race-ship	21	5	1
Motorcycle/car/mecha	Pinnace/tramp	18	15	1d3
Van/heavy mecha	Corvette/cargo	15	20	1d6
Speedboat/heavy truck	Frigate/tanker	12	25	2d6
Grav-barge/yatch	Cruiser/liner-ship	9	40	4d6
Heavy grav-barge	Dreadnought	6	60	8d6+

TYPE	SOAK	MAXIMUM ARMAMENT
Civil	5	Heavy weapons (turbolasers)
Mercenary	10	Massive weapons (heavy turbolasers, EMP disruptors)
Military	15	Monstrous weapons (torpedo/missile launchers)

SPACE COMBAT. Space combat follows the same rules as personal combat. The pilot can perform one action per round (or reduce his dice pool for multiple actions). If they have a crew, each of their members can also perform actions in their lieu.

HELP. Non-offensive action. Helping a fellow crew member.

CALCULATE A ROUTE. Composure (*Erudition*) TN27. To go into hyperspace. Each round spent calculating the route reduces the TN by 3.

SHIELD. Non-offensive action, *open-roll*. Cunning (*Vigilance*) TN12 (+1d6 armor until next round), TN18 (+2d6 armor) or TN24 (+3d6 armor).

STEALTH/SENSORS. Non-offensive action. Composure (*Stealth*) in opposition. To conceal their ship's signature or spot opposing ships.

STEERING. Offensive action. Agility (*Dodge*) TN18. Each quality increases the vehicle defense by 1 until the next round.

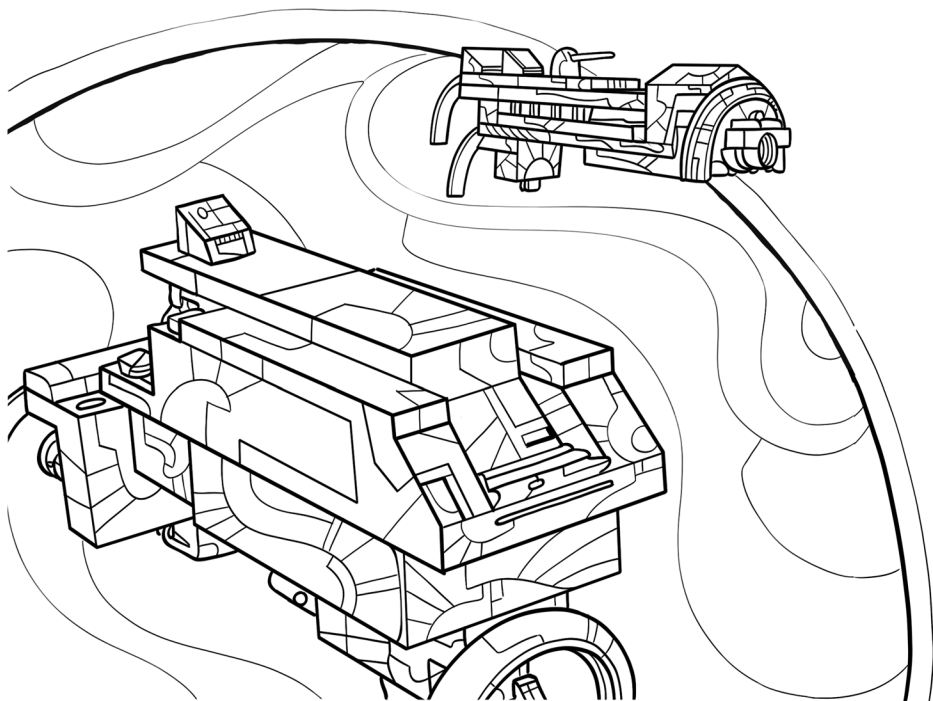
REPAIRS. Offensive action. Cunning (*Machines*) TN12. Each quality restores 1 Body point to the vehicle.

SHOOT. Offensive action. Agility (*Marksmanship*). Use vehicle weapons.

INCIDENTS. Characters' opponents can spend 2 qualities from an attack roll to roll an incident to the ship in the following table (4 qualities to choose the order of the dice). When a piece of equipment stops functioning, roll for repair (Cunning (*Machines*) TN12) and accumulate the number of qualities requested on each round.

1d36 INCIDENT!

- | | |
|----|---|
| 11 | The pilot spills his cup of coffee on his lap! |
| 12 | The ship's going into a spin. Everything's flying around and everyone loses an action! |
| 13 | The controls no longer respond (4-quality repairs)! |
| 14 | All lights go out (4-quality repairs)! |
| 15 | A character gets hurt and loses 1d6 Body points! |
| 16 | Minor equipment stops functioning, but it inflicts a -1D disadvantage to everyone (4-quality repairs)! |
| 21 | All doors close and prevent movement (6-quality repairs)! |
| 22 | Two characters get hurt and lose 1D Body points! |
| 23 | A weapon stops functioning (6-quality repairs)! |
| 24 | All the sensors go crazy and display anything (8-quality repairs)! |
| 25 | Displays turn off (8-quality repairs)! All actions under duress! |
| 26 | A character gets hurt and loses 2d6 Body points! |
| 31 | A fire breaks out in the cargo-hold and inflicts 1d6 damage per round to the ship (6-quality repairs)! |
| 32 | Something's leaking somewhere and it's leaking everywhere. Roll one more incident per round until it is repaired (6-quality repairs)! |
| 33 | Atmosphere leakage (8-quality repairs). Each crew member loses 1d3 Body points per round! |
| 34 | The hyperdrive is about to go down (12-quality repairs)! |
| 35 | Two characters get hurt and lose 2d6 Body points! |
| 36 | Everyone loses 1d6 Body points ! |



TRANSHUMAN

DISCOVERING A NEW ECO-SOCIOSYSTEM

SLEEVES

The consciousness and memory of the characters are charged on cortical chips. They can easily change from cybersleeves to biosleeves, or even graft themselves onto particular machines (mechas, spaceship, etc.)

Upon creation, the character receives 7D to be divided between their Cunning and Composure. The sleeve they wear defines Might and Agility dice.

The Game master may set each of these attributes according to the needs or nature of the sleeve; or simply roll 1d6+3 to determine the potential of the host and the number of dice to be distributed between the two attributes.

In addition, some sleeves may possess special abilities (see *Super*).

PSI

Psi abilities allow the character to manipulate residual or active psychic energies.

SKILL. The character has an additional skill, **Psi**, which is not associated with any attribute. It costs thrice as much in experience as a normal skill – during character's creation, one must invest 3D to add 1D to the skill.

The use of a psi power is never an action.

PASSIVE POWERS. The character adds his skill dice to social, perception and stealth rolls. They add their dice pool to all Body recovery rolls (rest, healing, magic, etc.)

ACTIVE POWERS. After a long rest, the character roll their skill dice. The result is the number of active powers they can trigger before the next long rest.

ALTERATION. The character rolls Agility (*Psi*) TN12. Each quality is a 1D advantage they can use to improve their physical or combat actions during next scene.

PSI DEFENSE. The character rolls Might (*Psi*) TN12. Each quality is a 1D armor to be used once in the next scene.

PSYCHOMETRY. The character reads the residual psychic emanations of a place or an object. He rolls Cunning (*Psi*) with a variable TN. Each quality allows them to ask one question about the history, events or people related to the object or place under examination. Only one reading can be made per place or object.

HEALING. The character restores 1D Body point per skill dice to an ally they can touch.

MIND PROBE. The character tries to read surface thoughts or memories of a target in sight. They roll Composure (*Psi*) vs. Composure (*Willpower*). Each quality provides one relevant information.

TELEPATHY. The character establishes mental communication with an ally. The communication can last up to ten minutes per skill dice.

NOTE. By renaming the skill **FAITH**, Psi make excellent divine powers for priests of bygone eras.

FREQUENTLY ASKED QUESTIONS

GAMEDESIGN AND NOTES

LIL6, WHERE DID THAT COME FROM?

Lil6 is a simplification of another hack of the Opend6 that powered one of our campaigns a few years ago. The first version was great in game, but not so simple on paper, nor very versatile. Too many pages, too many small mechanical warts. The idea had been there for a long time to cut to the bone, to clear out the essentials, to work on the wording and make it light and fun. So Lil6 started as a text that would fit on a double-sided A4 and was self-sufficient. And then there was demand for the Spaceships option and then other options were grafted on top of that. But the basic remains the same and the options are variations, without any real additional mechanics. It seems to me that any new proposal for Lil6 should keep this idea in mind: expanding without complicating things.

EXPLANATIONS AND EXAMPLES ARE MISSING! WHY NOT A DESCRIPTION OF THE SKILLS?

No doubt, but it would certainly go against the intended goal: cut words and write tight (a job that is never totally accomplished, in fact). On the one hand, the mechanics are simple and unambiguous. On the other hand, the skills are self-explanatory – the terms have been chosen quite carefully to avoid the slightest doubt. Well, you can claim *Eloquence* and *Etiquette* – skills that are quite similar, but whose origin can be found in another one of my games. They are social skills (like *Intimidation* and *Elegance*); one is active and the other passive. *Etiquette* is used to blend into a socio-environment, to understand its dynamics and to grasp the psychological subtleties of its members. A character also uses this skill to hide in a crowd. That's about all that might require some explanation – not enough to lose two pages in the book with an endless, sleepy list.

YES, BUT DODGE, FOR EXAMPLE, IT'S SUPER UNCLEAR!

Dodging is indeed a good example of the application, plain and simple, of almost all the rules at the same time. From there, one can easily understand all the principles underlying the mechanics of the game.

Dodge is a non-offensive action. So it's an action. So it must be declared at the beginning of the round in order to define the number of actions that the character wants to accomplish and fix the overall disadvantage imposed on all of them. If my character wants to attack once, move once, and dodge once (to represent how they jump when firing to take cover behind a car), they receive a -2D disadvantage to their three actions.

I may not have to use their dodge at all – if no one targets them or if their normal defense is sufficient. But let's say an enemy manage to hit my character. They have defense 12 and the opponent gets a 25 with three qualities on the roll and, therefore, two qualities for the margin (since it's 13). I decide to use Dodge at this point.

If I roll 18, it's not enough to beat the attack, but it reduces the margin and the foe inflicts four qualities instead of five. That being said, I also have four qualities on my roll, which I can turn into a +8 bonus! My final result is 26. The opponent has to spend one quality to improve their roll and still hit my character. They have lost all their margin and one quality on the initials three. Instead of dealing damage for five qualities, they now have only two qualities in total.

And there you have it: you're always exchanging results for qualities or qualities for results. It's subtle, tactical and it goes a long way.

THERE'S A LOT OF MISSING THEMES THAT WE COULD STILL DEVELOP, RIGHT?

Not really, actually. You just have to mix and match the present tools and adapt some of them. For a monstrous-modern universe, just use the super-abilities rules for Vampires, the mecha rules for Werewolves and the magic rules for Mages (with a twist of paradox for anything beyond the realm of the believable)! Don't forget relationships and wealth to add the character's background. It's really a simple *reskin*...

Likewise, for Wuxia, the swashbuckler curses will do the trick as long as they are renamed with the right style: "Little dragon goes to the fields", "The monkey has drunk too much", "The crane leaves the silver rice field", "Three pigs blow on a wolf", "The frog licks the scorpion to make it move forward" and so on... Can you feel the Shaw Brothers' spirit?

WHAT ABOUT A SPACESHIP FOR THE PARTY TO CUSTOMIZE? OR AN ORGANIZATION?

Again, the rules already exist. For the characters' spaceship, take the architecture and the description of the vehicles and add the mecha rules. The spaceship receives dice to be distributed among the four mecha abilities and the characters share them or use them in action. You can, of course, replace *Durability* by *Resources*: this is the artificial intelligence on board for *Erudition* rolls, the size of the holds for *Preparation* rolls and so on. You can do the same thing with just about any organization you can think of.

WHY NOT ADD TALENTS OR FEATS TO BETTER DIFFERENTIATE THE CHARACTERS?

It's true that it's so great to have extended lists with circumstantial talents that give you super-bonuses when you're out at night, in the rain and dressed in green! No kidding, skills get the job done: if a character wants to be better at something, they invest their XPs in it rather than looking for shortcuts. That doesn't mean it's unthinkable. However, talents should not be mechanical bonuses, but only historical narrative advantages, open possibilities rather than mandates (it is obvious that any worthy fighter would have the obligation to buy THE talent offering a 5D advantage in melee). The super-abilities exist for those situations if the Game master allows it. A good talent is the one that explains why the character speaks such a forbidden language, knows the properties of ancient plants or communicates with turtles. And the game master can perfectly treat this as a skill specialization, at 10XP the shot, by adapting it precisely to her campaign and the demands of her players.

ALL THOSE DICE POOL, THAT'S A LOT OF MATH! AND FOR ME TO MAKE SUMS AND CALCULATE MARGINS! IT'S COMPLICATED, ISN'T IT?

Certainly, Lil6 requires to know how to add a few simple numbers, but there is no complicated calculation since everything is done with dice and fingers! It's a very tactile system when you think about it. You put together a pool of dice; with your fingers, you put aside the dice that allow you to beat the Target Number; if need be, you count the even dice for the qualities and you sort everything that exceeds the difficulty by packs of 5 pips to see if you get extra qualities. No mental arithmetic if you choose so.

Plus, it's really fun to roll a lot of dice. And even when you don't have a lot of dice, you can still do some exceptional things: with the principle of spending qualities to win a +2 bonus on the roll, it's finally quite easy to reach a TN12 with only 2D or even 18 or 24 with 3D.

By the way, small practical application: during an opposition roll, each opponent gets a result and qualities. To beat the other one, each one can spend their qualities to increase the result of the roll, until they run out of qualities or wins! That's all!

WHAT ABOUT THE BESTIARY? HOW DO WE DO THAT?

Creating creatures is very simple. Let's take goblins.

WASTELAND GOBLINS	
TALENTS	<i>Small and clever; Fierce.</i>
SPECIALTIES	<i>Sharp blades; Unlikely mechanics; Eat anything; Running fast.</i>

Or, as needed:

DEEP FOREST GOBLINS	
TALENTS	<i>Small and clever; Hunting bow.</i>
SPECIALTIES	<i>Silence and discretion; Vicious traps; Long cutlass; Running fast.</i>

The village's goblins are *weak*; the soldiers are *average*; the chief is *strong* – but the old weathered chief (and *strong*) will have 10 Body points and Defense 9 while the young dynamic warlord (and *strong*) will have 40 body points and Defense 15.

Same thing with the dragon?

DRAGON	
TALENTS	<i>Breath fire; watch over their treasure.</i>
SPECIALTIES	<i>Acrobatic flight; Sleight of claws; Human politics; Seduce princesses.</i>

The young dragon is *strong*; the ancient-veteran dragon is downright +!

And so on and so forth. It's very quick to note some interesting things that define the creatures' abilities. With the appropriate charts, you can get opponents (or allies) in just a few seconds.

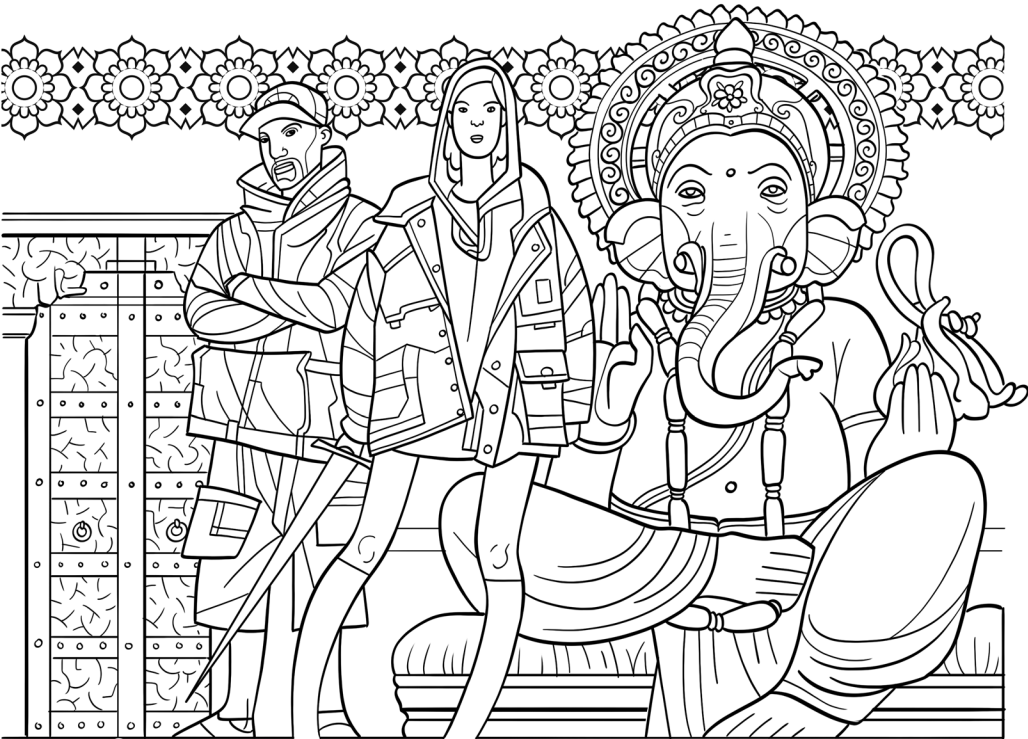


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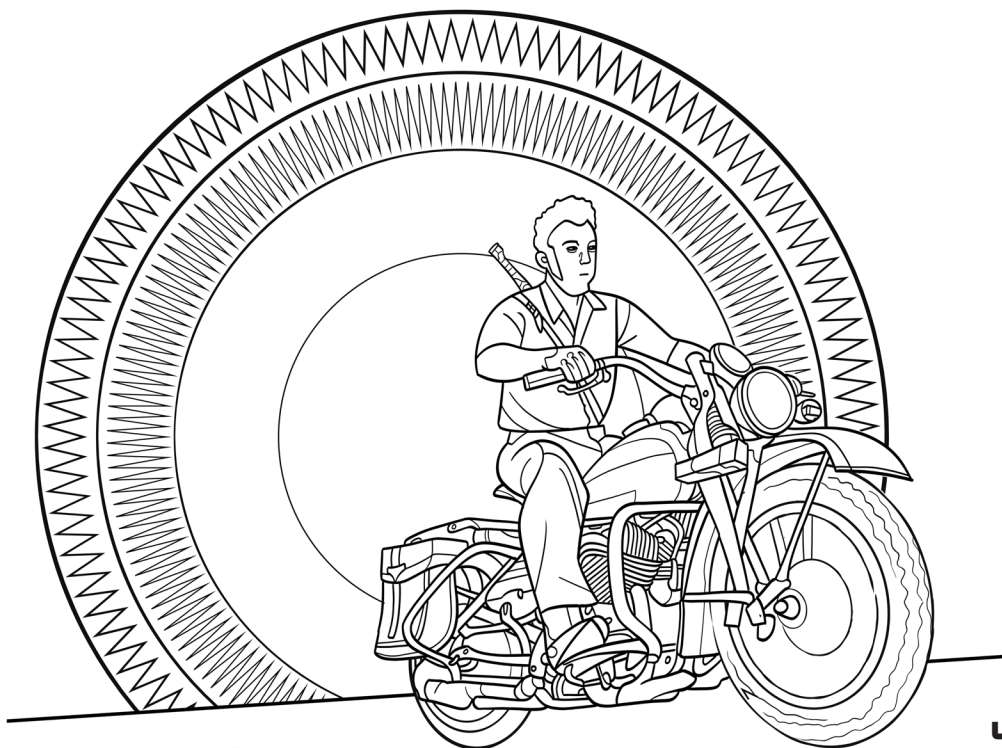
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Name _____
Concept _____
Description _____

MIGHT ___D+___

Courage ___D+___ □

Force ___D+___ □

Intimidation ___D+___ □

Melee ___D+___ □

Stamina ___D+___ □

AGILITY ___D+___

Dexterity ___D+___ □

Dodge ___D+___ □

Elegance ___D+___ □

Marksmanship ___D+___ □

Movement ___D+___ □

DEFENSE



SOAK



BODY



ARMOR



XP



CUNNING ___D+___

Eloquence ___D+___ □

Machines ___D+___ □

Préparation ___D+___ □

Survival ___D+___ □

Vigilance ___D+___ □

COMPOSURE ___D+___

Erudition ___D+___ □

Etiquette ___D+___ □

Healing ___D+___ □

Stealth ___D+___ □

Willpower ___D+___ □

NOTES _____

WEAPONS	0	1	2	3	4	5+
Light	1	2	4	6	8	10
Medium	1	3	6	9	12	15
Heavy	2	4	8	12	16	20
Massive	2	5	10	15	20	25
Monstrous	3	6	12	18	24	30

+Column0 per quality above 5

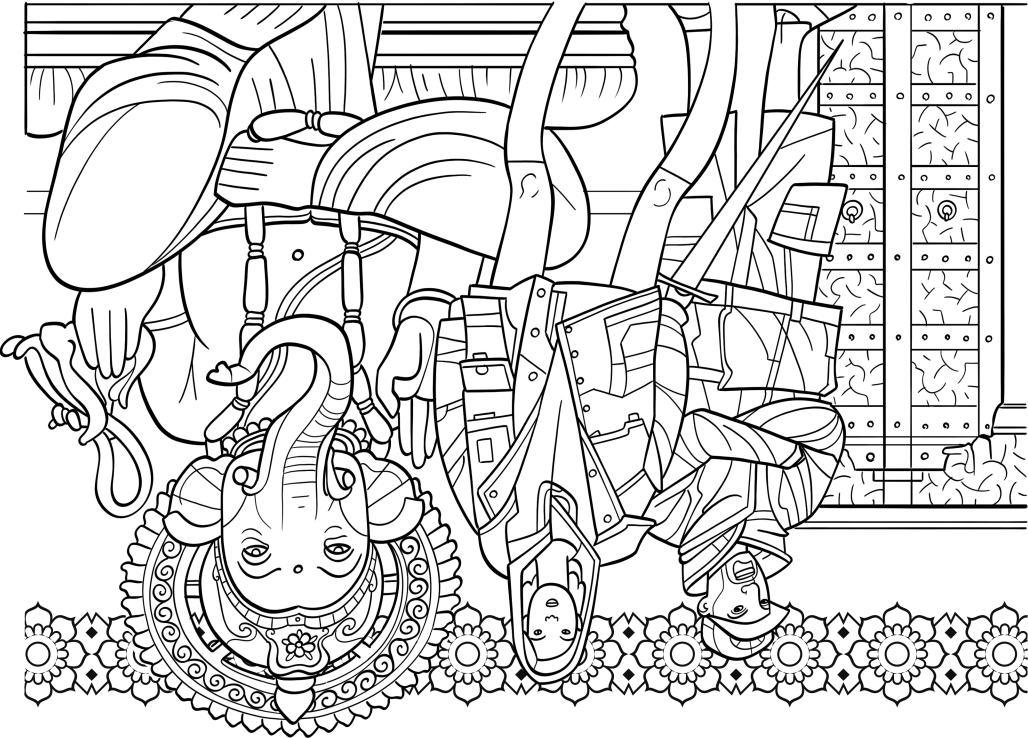
HELP: +1D (TN12) or +2D (TN18)

XP : 3XP per session + bonus
0D, 1D, 1D+1, 1D+2, 2D, 2D+1, 2D+2, 3D, etc.

Attributes : number of D to reach x 5XP

Skills: number of D to reach x 1XP

+ Expert Skill 10XP



MIGHT	AGILITY	CUNNING	COMPOSURE	DIFFICULTY	TN
Courage	Dextérité	Eloquence	Erudition	Easy	8 (2D+2)
Force	Dodge	Machines	Etiquette	Moderate	12 (3D+2)
intimidation	Elegance	Préparation	Healing	Hard	18 (5D+1)
Melee	Marksmanship	Survival	Stealth	Very hard	24 (7D)
Stamina	Movement	Vigilance	Willpower	Impossible	30 (8D+2)

DIC POOLS				Defense Body			
Extras	Talents	Specialties	What's left	Extras	High	Low	points
Weak	4D	2D+1	1D	Weak	9	5	5
Average	6D	3D+2	1D+2	Average	12	7	10
Strong	8D	5D	2D+1	Strong	18	9	15
Very strong	10D	6D+1	3D	Very strong	21	11	25
Superior	12D	7D+2	3D+2	Supérieur	24	13	50
Extraordinary	14D	9D	4D+1	Extraordinary	30	15	100
Light armor+10body, Medium+20body, Heavy+30body							

WEAPONS	0	1	2	3	4	5+	HELP: +1D (SD12) ou +2D (SD18)	
Light	1	2	4	6	8	10	XP : 3XP per session + bonus 0D, 1D, 1D+1, 1D+2, 2D, 2D+1, 2D+2, 3D, etc. Attributes : number of D to reach x 5XP Skills : number of D to reach x 1XP + Expert Skill 10XP	
Medium	1	3	6	9	12	15		
Heavy	2	4	8	12	16	20		
Massive	2	5	10	15	20	25		
Monstrous	3	6	12	18	24	30		
+Column0 per quality above 5								