

### What is Simple D6 (SD6)?

SD6 is a super-lite, free-form roleplaying system adaptable to all settings and meant for people who hate explaining complex systems or just love simplicity in their games. In essence you roll a die (D6), adding a D6 for each skill that would help in the given situation, and then take the highest result and you are done!

### Character Creation

Think of a character concept (i.e. a profession) and a suitable name. You start with 1 Quality, 5 Skills/Powers, 5 Hit Points (HP) and 1 Defense (Def) in all Aspects. You may move 1 HP from one Aspect to another.

**Aspects** are different areas of interaction and relevant Aspects change depending on the setting/game. Common Aspects are Combat, Social, Magic, or Sanity for instance. There are theoretically unlimited Aspects so be sure to ask your Game Master (GM) which Aspects will be used.

**Qualities** are very broad descriptors, jobs, or stereotypes like Charismatic, Strong, Soldier, Diplomat, Ranger, or Smart for instance. You usually only get a single Quality.

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

**Powers** are special abilities such as spell-casting, psionics, or powerful martial arts. Not all settings/games use them so be sure to ask your GM if and how they’re being used.

### Task Resolution

When rolling for a standard task resolution, count how many Skills/Qualities you have which would reasonably help you do the task at hand and add one. That is the number of D6 you roll. After rolling, pick one D6 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 you fail and a single bad thing happens, a Partial Success means you succeeded but not completely (or something bad happens despite you succeeding) and a Critical Success means that you succeed and a single good thing happens. One additional good thing happens per point the roll exceeded 6.

*Example: A roll of 8 to kick in a door with guards on the other side results in the door being kicked in, AND a guard being hit and stunned, AND that guard’s helmet flying and stunning another guard, AND the alert button getting jammed.*

**Character/NPC related interactions**, are all considered a form of combat, be it social, physical, or magical. You roll 1D6 plus a D6 for every Skill/Quality which would help in that situation, the opponent subtracts their Def in that Aspect from your Degree of Success (DoS) and the rest is lost in HP from that Aspect. When a character reaches 0 or less HP in that Aspect they lose that match. In story terms...

X`xTask Resolution Chart

Roll	Success?	Degree of Success	Result
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

This means you got your information, negotiated a discount, or your opponent dropped unconscious. HP recovers at rates dictated by the GM and may differ from Aspect to Aspect.

**Initiative** determines the order in which participants in a combat will make their rolls. This is resolved as a standard task resolution with everyone rolling. Higher results go first and equal results attack at the same time.

### Types of Tasks

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

**Difficult tasks** are hard but manageable tasks that may incur a penalty to the roll. The penalty, or *Point Penalty*, is subtracted from the final result of the roll.

**Advanced tasks** are tasks requiring specialist knowledge. When performing an advanced task roll 1D6 fewer than normal – this may reduce you to 0 dice, making the task impossible. This is called a *Dice Penalty*.

**Special advanced tasks** are unique in that players can bring them up to the GM in order to make a dramatic effect to turn the tide of a conflict. They will usually have penalties in order to attempt with greater than normal rewards for succeeding.

### Powers

Using a Power in or out of combat counts as an advanced task. When using a Power the GM decides the outcome as per normal task resolution rules. Attack powers deal damage as normal combat but may have additional effects, with degree and effect determined by DoS. The way powers function is up to the GM, as they can be free-form or specific in nature and function, and should be discussed thoroughly beforehand.

### Other/Negative Qualities

Other Qualities can be added to a character, item, or the environment. A Negative Quality [D6] can grant an opponent a D6 when rolling against you if it should apply and vice versa. Negative Qualities like “Poisoned” can have other effects including damage/roll penalties by GM discretion. Powers and special advanced tasks tend to apply these.

### Character Progression

Every session the GM may choose to give all players experience (xp), usually 1-4 points. For 2xp, players may buy a new Skill or Power relevant to what happened in the session. Extra HP costs 3xp each. Extra Def costs 5xp each. You may also take a Negative Quality relevant to the session for additional xp to spend depending on how harsh the penalty is. The GM may also choose to impose a Negative Quality anyway, but should compensate accordingly.

### Enhanced Power Rules

**Level (lvl) 1 Powers** cost 2xp as above and function normally. You may upgrade to the next lvl by adding +2xp to the previous cost (lvl 2 costs 4xp, lvl 3 costs 6xp, etc.) For each lvl above lvl1, you may roll on the table an additional time and add its DoS to the previous roll. If you have relevant Skills or Qualities, you can divide them between the first and additional rolls as you see fit. *Example: Bob uses a lvl2 Power and has 2 relevant Skills. He can roll 3D6 and then 1D6, or 2D6 and 2D6, adding DoS from each roll together.*

**Powers cost** HP or temporarily reduces Defense from an Aspect for a turn. If the Aspect can regenerate (see below), it costs -2 HP or lowers Defense by 2 per lvl. Otherwise the Power costs -1 HP or -1 Defense per lvl.

**Resource regeneration** for Aspects like Willpower, Mana, Intellect, etc. can be represented by the Def in that Aspect. For every turn the player chooses to concentrate and rest, they regain HP equal to their Def up to their starting amount.

### Creating and Balancing Powers

Powers are jointly created between a player and the GM during leveling progression or character creation. Each level gives you 8 Power Points (PP) to spend on creating one.

- 3PP** Increase/decrease Initiative by 1, affects movement
- 3PP** Deals normal damage [Limit one per level]
- 3PP** Inflicts a Negative Quality [D6] upon Success or damaging the target's HP. Takes a standard task to remove.
- 3PP** Removes one buff/debuff from target upon Success. For enemies it is resisted by Def and works upon Success/damage
- 3PP** Grants one Positive Quality [D6] for one turn
- 3PP** Stuns target for one turn upon Success/damage
- 3PP** +3 damage for an Area of Effect (AoE) attack, minimum of two targets [Limit one per level]
- 3PP** One Mental/soul effect (hallucination, etc.) if target is at 0 HP or below in the relevant Aspect
- 3PP** Increase/Decrease +1 Def to an Aspect for a turn
- 3PP** Any other major Effect not previously mentioned
- 2PP** Ranged, power can be cast from a reasonably long distance and can freely target anything within line of sight
- 2PP** +1 to DoS after rolling (+1 damage)
- 2PP** Ignores 1 Def or deals 1 damage per turn ignoring Def
- 2PP** Heals (up to max)/Shields (for one turn) 1 HP to an Aspect
- 1PP** Extra rolls of 6 add +2 to the result rather than +1

### Basic Restrictions

1. Powers that grant Def must consume HP. Powers that grant HP must lower Def, or consume HP from another Aspect.
2. All Effects can only last one turn unless you multiply the PP cost by number of turns you want it to last (potentially)
3. If a power should last longer than 6 turns just assume it is active for the rest of the encounter
4. For each extra level, any and all effects are either simply added again, or extended a turn in effectiveness
5. Any Effect beyond one (+1 attack, a Stun) only has a chance of doing more. 1 -> DoS/2 -> DoS-1 -> DoS -> DoS+1 etc. So +2 Attack only has a chance of giving +2, aka DoS divided by 2

### Power Examples

The following examples are based on Powers using a Physical Aspect and Spirit Aspect, the latter of which can regenerate. The costs are noted in A (Aspect) HP cost/Def cost. The PP are listed here to show you how the Power was constructed.

**Lvl1 Fireball (S-2/0):** Deals ranged damage and inflicts the "On Fire" Negative Quality to the target upon damaging  
**3 PP** "Deals... damage"  
**3 PP** Inflicts a Negative Quality [D6] upon damaging  
**2 PP** Ranged power

**Lvl 1 Stunning punch (P0/-1):** Deals DoS+1 damage and can Stun the target for one turn if it damages their HP  
**3 PP** Deals damage  
**3 PP** Stuns upon damaging HP  
**2 PP** +1 to DoS/damage

**Lvl 1 Healing spell (S-2/0):** Heals target for DoS-1 Physical HP  
**6 PP** Heals 3 HP max  
**2 PP** Ranged power

**Lvl 1 Attack buff (S-2/0):** Ranged, Buffs target's next attack for DoS-1 damage  
**6 PP** +DoS-1 bonus attack (max 3)  
**2 PP** Ranged power

**Lvl 1 AoE attack (S-2/0):** 1 Ranged, deals DoS+3 damage to three targets (split evenly)  
**3 PP** Deals damage  
**3 PP** +3 AoE attack bonus (minimum two targets)  
**2 PP** Ranged

**Lvl 1 Time Stop (S-2/0):** Ranged, stops target up to DoS/2 turns, resisted by target's Physical Def  
**6 PP** Stun effect (3 PP) up to DoS/2 turns (x2)  
**2 PP** Ranged

**Lvl 1 Turtle guard (P-1/0):** User gains 1 Def for (DoS+1)/2 turns  
**6 PP** Grants 1 Defense (3 PP) for DoS/2 turns (x2)  
**2 PP** +1 to DoS

**Lvl 1 Hallucinate (S-2/0):** Ranged, deals Spirit damage, if target is at 0 HP or below, they suffer from a hallucination of your choice until they can recover above 0 HP.  
**3 PP** Deals damage (to Spirit HP)  
**3 PP** Mental effect  
**2 PP** Ranged

**Lvl 1 Spell breaker (S-2/0):** Deals DoS+1 damage, removes one Buff from the target if successfully damaged  
**3 PP** Deals damage  
**3 PP** Removes one Buff from target upon damaging  
**2 PP** +1 to DoS

### SD6 Basic GM Resources

On this page you'll find some basic resources on optional rules, how to gauge basic enemy toughness/threat levels compared to the party as well as creating Powers using the suggestions on the main rules page.

How Hard to Beat?		
Difficulty	HP	Defense
Easy	2-5	0
Medium	5-6	1
Difficult	5-8	2
Hard	6-8	3
Epic	8-12	4
Legendary	10+	4+

The above is in comparison to a single starting level PC. In group engagements, compare the total HP of participating PC's and adjust the amount of enemies (in HP totals) accordingly.

How Dangerous Are They?	
Skill Level	# of Relevant Skills/Qualities
Unskilled	0 Skills
Trained	1 Skill
Skilled	2 Skills
Veteran	3 Skills
Master	4+ Skills

For examples, a civilian would typically be unskilled in things like combat, where as a militia or soldier would be trained, elites would be skilled, etc. Do note that in terms of mass groups or to simply save time on how much damage an enemy does, you can set the amount of DoS they'll do automatically.

What's Their Power Level?!	
"Power Level"	Powers
Mortal	0-1 Powers trained to lvl1
Earth	1+ Powers trained to lvl 2
Sky	1+ Powers trained to lvl 3
Heaven	1+ Powers trained to lvl 4+

If you enable scaling powers it adds a "third" scaling to the game. The first is adding HP and Skills, the latter of which has diminishing returns statistically. The second is Defense, which scales better with HP and makes you stupidly tough past Defense 3. With scaling Powers it allows you to make truly epic bosses and monsters that can reliably smite lesser creatures in an epic blow, as well as characters that can tackle monsters that would normally be untouchable past Defense 3 or 4.

Weapons	
Weapon/Type	Bonuses/Modifiers
Unarmed	-1 Damage
Small weapon	+0 Damage
Hand weapon	+1 Damage
Heavy weapon	-1 Hit +3 Damage
Massive weapon	-2 Hit +5 Damage
Arrows/Wand	+0 Damage
Claws/teeth/etc.	+1-3 Damage

Above are suggestions for weapons in a more of a fantasy related setting, but these general details can carry into multiple settings. For minus to hit, subtract from the roll and if it gets a hit (i.e. DoS above 0) add the bonus Damage. For grittier games increase the modifiers for safer games decrease the modifiers, or have weapons give no bonuses at all.

Weapon/Gear Quality	
Quality Level	Bonus/Modifier
Poor	-1 Damage
Ordinary	+0 Damage
Extraordinary	+1 Damage
Divine	+2 Damage (or more)

If you want more detail in terms of gear, the above could also apply to bonuses for tests other than combat. Another way to give bonuses are Skills or Qualities attached to the gear in question ("Burns Things", etc.). When it comes to items that grant Defense I would personally only have it grant a bonus if it's Extraordinary or better in nature as Defense is quite strong as a stat.

### Gear/Equipment

If you wish to be a bit more detailed on starting equipment or like to balance out weapons amongst PC's, a quick and dirty method is hand weapon/heavy weapon for melee and small weapon + ranged weapon for ranged/casters. You can assume they start with enough supplies for a small journey, a small amount of Wealth (you can choose to count exact amounts) and maybe an item related to their chosen Quality/profession.

### Adjusting Starting Creation

With current creation rules and gear assumptions you can assume that the group is fairly well off, better trained and equipped than civilians and average soldiers. But definitely a step or two below elites or those with particularly shiny gear. However you have the ability to adjust this based on the charts provided. You can have them start even weaker, with less Skills, worse/no equipment and have them struggle to reach even keel. Or perhaps give them have bonus beginning Xp to spend and start as veterans in the game. You could also allow them to take a Negative Quality and spend or save the resulting xp at character creation.

### Wealth/Income Aspect

Wealth is how much money you can spend and Income is how much money you can earn through working in a month. The following grades of Wealth/Income describe the rarity/cost of items found at that price, typical jobs (read: NPC's) for hire at that wage level, products, services and also the rewards that pay out that amount. Starting PC's should start with 1 or 2 Wealth and 0-1 Income, though this can be adjusted by the GM at creation. Income can be upgraded by advancing in a profession or by other creative means (starting a business, etc.)

**0-1 W/0 I (Poverty). Items:** Free/trash items of poor quality.

**Jobs:** Slaves, beggars, below minimum wage, interns

**Needs:** Can secure bare minimum supplies for up to a week, very poor accommodations if any available at this price.

**Services:** Minor services, tips, and other silver/copper level items or services are at this level. Hearsay information.

**Rewards:** For very easy tasks with little to no risks

**1-2 W/1 I (Low class). Items:** Common, easily found items.

**Jobs:** New adventurers, laborers, soldiers, inexperienced help

**Needs:** A full week to month's supplies worth can be bought for this amount. Basic accommodations up to a week or more.

**Services:** Repairs on lightly to moderately damaged gear.

**Rewards:** Basic tasks with minimal risk.

**3-6 W/2 I (Lower-middle class). Items:** Uncommon items

**Jobs:** Merchants, small traders, ranking clerks, mercenaries

**Needs:** Specialized items, luxury supplies & accommodations

**Services:** 5+ W level minor upgrades and more exotic gear are available sometimes. Repairs for heavily damaged or expensive gear. Basic lessons/training. More detailed info.

**Rewards:** Difficult tasks with greater risks.

**7-24 W/3-5+ I (Middle class). Items:** Rare, difficult to find

**Jobs:** Large storeowners, affluent merchants, lower nobility.

Famous and/or powerful help for a fee.

**Wants:** Luxury items for the upper crust, lots of shiny stuff

**Services:** Custom-made gear, crafting and services. 10+ W extraordinary gear, upgrade, & enchant bonuses are common.

**Rewards:** Highly difficult tasks with great risks, also rewards for a great service done for a local authority or the country.

**25-100 W/20+ I (Upper class). Items:** Epic/super-rare items.

**Jobs:** Rulers, upper nobility, executives of trade conglomerates

**Wants:** Obscenely expensive luxury items available.

**Services:** Some of the absolute best training, equipment, crafting and services are available.

**Rewards:** Insurmountable tasks that would see all others fail. End-game stuff like slaying a dragon, defeating the evil organization, etc.

**100-500+ W/ 100+ I (1% or government level).**

**Items:** Legendary, kingdom halidoms and mythic items.

**Services:** The absolute best training, equipment, crafting and services are available.

**Rewards:** Global rewards from multiple countries for impossible tasks, either seriously or jokingly.

### Items

How items are dealt with are dependent on the GM and setting. At a basic level: supplies for traveling, armor (ties into base Defense of 1), weapons (if any) and basic tools expected of a profession (if your Quality is one) or Skill are usually accounted for. How complicated or even more simplified it gets from there is all dependent on what game you want to run. Consider values in the following to just be suggestions.

**Space and Weight** should typically follow common sense for the setting. Fantasy settings can typically hold more and have access to bag of holding items or mechanics.

Skills like "Weight Lifting" or Qualities like "Burly" may give bonuses to how much one can carry.

#### Time Left/Limited Uses

Monthly supplies have a 30 day limit, and individual items should get no more specific than combat turns usually in terms of time (i.e. a time-stop artifact)

Ammunition can be tracked by encounters, with longer ones consuming more uses. This can get as specific as individual arrows, charges and bullets by GM discretion.

Limited use items are straightforward, you can use them up to their max allowance of uses before they must be discarded.

#### Special Items with On-Use Effects

Potions, stimpacks, crystals with powers inside of them, scrolls, grenades, etc. all fall underneath this. Most damaging items deal regular damage (DoS), possibly with unique effects or extra damage (+1 damage, Negative Quality).

You can refer to the Powers section to help define/limit what any given item can do, and the Wealth section for costs/rarity.

#### Bags of Holding/Tesseract Wallet™

Can be as simple as a literal bag, to more spacious like a storage closet or as extravagant as a room or bigger.

Depending on the setting they can be common like candy or rare artifacts or nonexistent. Be aware of the implications of having such a mode of carrying on the setting (hard to visibly see what somebody would be carrying if it's all in a bag of holding).

#### Soul/Blood-Bound Items or DNA ID-locked

You can have items be bound to their users so that others would suffer consequences trying to use them, or just physically can't use them.

#### Other/Player-created Items

You or your players may also think of items not mentioned that work outside of the box that have various effects. A good rule is that the more game-breaking it is, the more limited in use or uses it should be. Unless you roll that way that is.

#### Crafting/Enhancing Items

Are both advanced tasks; ideally the crafter will have both the requisite Quality and Skill in order to craft an item. You don't need to detail every specific component, technique, etc. (unless the GM or setting demands it) but special or high quality items in general should require special, high-quality ingredients that may be hard to come by. Refer to the Wealth section for ideas on how valuable the end product will be.

### Mount/Vehicle Rules

Whether it be a steed of raw horsepower and flesh or a steely vehicle of fuel and metal, there are some common Aspects to consider if you want a simple way to include these into Simple D6.

**Speed** is an Aspect with how Speedy a certain mode of transportation is going and its Acceleration potential. Aka, an Aspect of how fast a thing can go is Speed/Acceleration (HP/Def). 0 Speed means that either the chasing party has been stopped or the pursued party has been halted.

Acceleration, following regeneration mechanics under the Powers system, can regain Speed up to its max by flooring it for a turn, regaining Speed equal to Acceleration value. Note that a transport might not start at its max Speed value.

**Combat/Durability** is like normal for most characters (as most games will have a combat-related Aspect) with HP and Def being just as they are. At 0 HP the vehicle or mount is completely exhausted or far too damaged to continue.

**Types of Transports** can be divided into Light, Medium, Heavy as well as Fast, Controlled, and Balanced. Typically the Lighter a transport is, the less Durability it'll have but have more Speed/Acceleration it can have and the opposite goes for the heavier it gets. Fast transports are similar to Light transports, except their max Speed may be higher. Control transports have higher Acceleration. Balanced won't show any particular inclination

### Mounted Combat

Like all combat interactions, initiative is rolled between PC's and NPC's. There must at least be one driver per transport. Each acting character must choose to do one of the following on their turn.

**Attacking Speed** focuses on slowing the enemy down, and attacking their Speed value. The lower the value, the more they actually slow down so you can get closer, or farther away. This is usually done by Drivers with them using the transport to cut them off, set off obstacles, etc. using their related Qualities/Skills. However, passengers can also attempt to slow down the enemy by completing advanced or special advanced tasks like shooting down obstructions, knocking over things, etc. This is stronger against slower, heavier enemies.

**Attacking Durability** focuses on taking down the transport itself. Ranged attacks are most useful when there's distance involved, but melee comes into play when transports are neck and neck. This is stronger against faster, lighter enemies.

**Attacking Passengers/Drivers** focuses on just attacking exposed passengers or the more critical driver. Drivers have a -1 to be hit typically. If a Driver is eliminated, a Passenger can take a special advanced task to try to take over in time.

### Victory Conditions

Pretty straightforward, if you are running away, then stopping your pursuers means you get away. While pursuing, stopping their escaping transport means you overtake them and can arrest their movement. Extra damage to losers may apply.

### Enhanced Social Combat

Most Social Aspects define how well a character can hold their own in a battle of wits and tongue, with Qualities/Skills showing just how sharp those wits and tongue are. However, while physical combat has the obvious Powers, weapons and armor, what does Social combat have?

**Crowd.** How a crowd feels, surrounding the combatants, can greatly influence a social match. If one particular combatant is favored then the crowd will slowly turn to their side. The more the crowd senses blood, the more it empowers the winning side. This can be determined by the difference in current HP.

0 – No bonuses, the crowd eagerly awaits

2 – The higher HP by at least 2 gains +1 Initiative each turn he remains at this advantage

2x – Whoever has double the HP gains +1 to all rolls made as the crowd momentum quickly shifts in their favor.

**Evidence** is the key to swiftly eliminating an opponent in the court, and to quickly resolve conflicts with less hassle.

Evidence must be gathering beforehand and organized. As they are revealed one by one, they'll fall into the falling categories and provide bonuses or penalties.

Contradictory/Weak evidence will hurt more than help, inflicting a -1 or greater penalty to your rolls

Circumstantial evidence may provide no initial bonus, but if you have a lot of it, it might give +1

Hard evidence/witness testimony are the strongest in cutting through all the bullshit. Grants +2 or more.

**Reputation** takes the form of special Qualities usually earned through your actions, whether it be "Hero of the Village" or "That Creepy Stalker", providing extra D6 as per the rules to your social combat. May be preceded by "Reputation: X" to limit its use to applicable Social situations.

**Instant Victory.** A confession by the accused in a trial, or showing a token of authority over the other party, are both examples of instant win conditions. Depending on the circumstances, there are times when you may not want to resort to instant victories. For example, winning over recalcitrant soldiers lent to you by inspiring words rather than waving around a Writ of Command may lead to more positive results.

**Flavor of Victory.** One big consideration when choosing your Skills/Qualities is how they'll be reflected in Social combat. Some GM's may treat the win conditions and results as the same, regardless of what names you put to the D6 you're rolling. However, some may rule that Intimidation is a lot less friendly than Negotiation. Lying may prove to bite your butt compared to Diplomacy. There may be situations where the opposite is true, Intimidation might work best on unruly enemies or cowardly targets. Lying may help reduce the bite of things where Diplomacy might be a bit too honest.

### Optional Rules/Mechanics

The following are all optional mechanics to spice up gameplay for more seasoned players. Note that these include practically everything on the GM page as well as the blurb on special abilities/powers on the rules page, as these were added by me on top of the existing SD6 system. Don't forget you can also add your own!

**Fate/Destiny points:** Every character gets one 1 at creation and gains more through exceptional acts/cleverness/bad shit happening. Each fate point can be burned at any time to make a die a 6, or to recover 2 HP instantly. It can also have other, less powerful or more powerful effects by GM discretion. Uses should be limited.

**Karma:** Particularly positive actions grant Karma points which can be used to grant an additional die on a roll. Negative actions grant enemies boosts like extra damage. Can be used in a more meta sense with people more willing to help if you have lots of positive Karma.

**Role play points:** Similar to Fate points but generally given as a reward for good roleplaying in character.

**True Grit:** A PC reduced to 0 HP in a combat can attempt to recover by rolling 1D6. If they roll under their Defense in that Aspect they immediately regain 1 HP. If they fail they go negative/suffer additional consequences. This can be treated as an Ability to be upgraded.

**Criticals:** You can choose to have 6's allow a re-roll of other dice used in the attempt per 6 rolled. Or have additional 6's add +2 DoS rather than +1

**Movement + Action:** For combat, you can have a character move while making an attack, but they'll suffer a hit penalty or let the enemy gain a hit bonus.

**Spirit/Aura Shield:** Having a Spiritual or equivalent Aspect be able to act as a second HP bar for regular physical combat HP is a good way to represent higher level beings.

**Supernatural Dice:** Similar in accumulation to Fate/Destiny points, except it allows you at any time to change the face of a die belonging to anyone, including your enemies' and that of other PC's.

**Fatigue:** If you're dropped to half of your total HP (rounding down) you lose -1 to all rolls until it is brought above the threshold. If you're at 1 HP, your rolls are at -2 instead. You can also have the HP in an Aspect represent the maximum number of Skills/Qualities you can currently use.

**Casting time:** You can add casting time to Abilities to make them more potent or to lower/eliminate casting costs.

**Feats:** You may choose to have certain Powers be resource-less, but limited by the number of uses based on encounters, days, sessions, etc.

**Generalized Powers:** You can dumb down Powers to a category of abilities such as "Fire spellcasting" to allow flexibility of use. However this makes keeping track of what each specific use can do harder (as opposed to having it written out like normal for each Power).

**Instant Kill/Vitality:** The amount HP can go negative is their max HP in that Aspect (i.e. 5 HP equals -5 HP max). Going negative may impose Negative Qualities or other long-term effects. Going beyond their Vitality means instant death with no hope of recovery.

**Teamwork** comes into play in situations where it makes sense to have multiple people helping. Additional relevant D6 may be pooled, but can only add +1 on a 6.

**Narrative Supply:** You can use PC's running out of a critical item (medical supplies, ammo) when it makes sense and would add to the current story while ignoring said items the rest of the time.

**Consumable Items:** If your group is used to much more granular detail, you can have them keep track themselves of what they're carrying on an item list. You could even go as far as to have ammo considerations based on how many shots they just fired. Whichever way you take it that you and your players are comfortable with is best.

**Advantage:** Having an advantage or disadvantage in a task can grant a +1/-1 or +D6/-D6. This is best probably used with Initiative to represent one group getting the drop on another.

**Momentum:** An extension of Advantage, can be a temporary buff given to an attacking party, or a character that moved a distance before attacking.

**Rule of Awesome:** A certain number of criticals or a DoS beyond a certain amount (like 8-9+) can invoke a moment of awesome where either the player or GM can describe the task being performed in a spectacular fashion.

**Organic Progression:** You can have Skills that are used more naturally progress with a related Skill during leveling progression without an xp cost.

**Exploding Dice:** Similar to Criticals, you can choose to have 6's be able to be re-rolled and add the DoS together. This makes for a more wonky and potentially deadly/hilarious game.

**Exploding Qualities:** Spending a Fate point, or completing a special advanced task or both may allow you to take advantage of a Quality if applicable and have it add DoS to your current roll.

**Money for Skills:** You can allow players to buy skills with Wealth instead of xp. Might be 5-10 W's for a single Skill, though you may want to raise the price depending on how widely applicable it is. Super specific skills that will rarely come up should be cheaper, while those that can cover an entire Aspect should be much more expensive.

**Cover Rules:** In a SD6 game with lots of ranged combat, you may want to implement cover rules to add a level of tactical combat. Either a -1 or greater to hit/roll, or adding additional Defense for being behind a certain amount of cover.

**Flanking/Tactical Maneuvers:** Adding to the above, you may want to grant an attacking bonus or bonus D6 for when a character takes the enemy by surprise mid battle.

### More Generic/Example Powers

Note that it may be within your best interest to restrict the kind of powers a player can make to be related to their Quality and/or a Skill they might already have. This is not necessary, but can avoid weirdness like fire-casting beatsticks or one-punch wizards, unless that weirdness is something being allowed or aimed for. As always, make sure such things are clear during the creation process for said Powers between the player and GM.

The above restriction is not entirely necessary in that the Power won't have supporting Skills/Qualities when used.

#### Melee Attack

**Lvl 1 melee NQ (P0/-1):** Deals damage ignoring 1 Physical Defense, inflicts "Negative Quality" [D6] upon damage

**Lvl 2 melee NQ (P0/-2):** Deals 2DoS damage ignoring 2 Physical Defense, inflicts "NQ" [D6] upon damage (can stack)

**Lvl 1 melee slow (P0/-1):** Deals DoS+1 damage, slows target by 1 Initiative upon damaging, reduces their movement

**Lvl 2 melee slow (P0/-2):** Deals 2DoS+2 damage, slows target by 2 Initiative upon damage, reduces their movement

**Lvl 1 melee anti-heal (P0/-1):** Deals DoS+1 damage, inflicts "Anti-healing" [1/2] reduces healing effects

**Lvl 1 melee anti-armor (P0/-1):** Deals damage, reduces target's armor by 1 for DoS/2 turns. Extra 6's add +2 DoS

**Lvl 1 melee speed (P0/-1):** Deals DoS+1 damage, gain +1 Initiative and a small movement bonus

**Lvl 1 melee heal (P0/-1):** Deals damage, heals self for DoS/2 HP. Extra 6's add +2 DoS

**Lvl 1 melee buff (P0/-1):** Deals DoS + DoS/2 damage. Extra 6's add +2 DoS

#### Ranged Attack

**Lvl 1 ranged snipe (P0/-1):** Deals DoS+1 ranged damage, extra 6's add +2 DoS

#### Damage Over Time

**Lvl 1 curse of agony (S-2/0):** Ranged, target suffers DoS-1 damage, 1 damage per turn ignoring Defense

**Lvl 1 poison attack (P0/-1):** Target suffers DoS damage, 1 damage per turn ignoring Defense.

**Lvl 1 poison attack (P0/-1):** Deals damage, target suffers DoS/2 damage (1 per turn) ignoring Defense. +2 DoS for 6's

#### Ranged Buff

**Lvl 1 attack buff (S-2/0):** Ranged, target gains +1 Attack for DoS-1 turns

**Lvl 1 quicken (S-2/0):** Ranged, target gains DoS/2 Initiative and gains a movement bonus

**Lvl 1 ward X (S-2/0):** Ranged, target can gain "Resistance to X" [-D6], attacks using X against target lose -1D6

**Lvl 1 flurry (S-2/0):** Ranged, if successful, target can make an extra attack on their turn. +1 DoS to casting for success

**Lvl 1 gift package (S-2/0):** Ranged, heals target for +1 HP and target gains DoS/2 damage to their next attack

#### Ranged Defense

**Lvl 1 holy shield (S-2/0):** Ranged, shields target for DoS-1 HP until next turn

**Lvl 1 blessing of fortitude:** Ranged, target gains +1 Defense for DoS/2 turns

**Lvl 1 explosive shield (S-2/0):** Ranged, target gains a shield that deals DoS-1 damage to its next attacker

#### Defensive Spells

**Lvl 1 spell formation: mines (S-2/0):** Ranged, sets up DoS/2 mines within a small area, each deals normal damage

**Lvl 1 vanish (S-2/0) or (P-1/0):** Grants caster invisibility for (DoS+1)/2 turns, can be seen through special advanced tasks

#### Combat Utility Spells

**Lvl 1 conjure weapon (S-2/0):** Ranged, target gains an ordinary quality small weapon for the rest of the battle

**Lvl 2 conjure weapon (S-4/0):** Ranged, target gains an ordinary quality hand weapon for the rest of the battle

**Lvl 3 conjure weapon (S-6/0):** Ranged, target gains an extraordinary quality hand weapon for the rest of battle

### Example Special Items (note similarity to Powers)

Making on the items on the fly is relatively easy if you are familiar with the Wealth section and the Power section. If you think an item should be common, then just pick a price from that range, same for items of increasing rarity. Said rarity and availability can even vary from place to place, as a country full of wizards might treat enchanted scrolls as common as regular books, but you might need to be a wizard yourself or have connections to enjoy their pricing.

#### Potions

**Healing potion:** Heals DoS-1 Physical HP. Single use max. Uncommon item, costs minimum 3 Wealth

**Clarity potion:** Heals DoS-1 Spirit HP. Single use max. Uncommon item, costs minimum 3 Wealth

**Exploding potion:** Ranged, deals normal damage. Single use max. Common item, costs minimum 1 Wealth

#### Shields

**Talisman of Shielding:** Shields DoS-1 Physical damage for a turn. Max three uses. Rare. Costs minimum 7 Wealth

**Talisman of Warding:** Shields DoS-1 Spirit damage for a turn. Max three uses. Rare. Costs minimum 7 Wealth

#### Artifacts

**Hourglass of Time-stop:** Stops target for DoS/2 turns, resisted by Spirit Def. One use per day. Super-rare item. Costs minimum 30 Wealth

#### Scrolls

**Scroll of Enchanting (Quality Upgrade):** Increases the quality grade of a weapon (i.e. ordinary to extraordinary). Rare. Costs minimum 12 Wealth

### Massive Battles

Sometimes you'll have swarms of enemies bearing down on you, or a gallant army of volunteers charging besides your party. Maybe it'll be a grand battle for the fate of the world. Either way, here are some rules for simplifying massive battles involving lots of PC's and/or NPC's. (10+ or more)

**Unified Initiative Rolls** is when all combatants on each side roll their resolution for initiative. The side with the highest amounts of sixes go first. Re-roll's are based off of applicable Skills/Qualities (see below).

**Massed Attacks** have NPC's with the same kind of weapon attack each roll a D6. They may re-roll missed attacks based on the number of applicable Skills/Qualities they have. 1 Skill may re-roll 1's. 2 Skills may re-roll 1's and 2's. 3+ skills may re-roll 1's, 2's and 3's. 4+ adds +1 to DoS before re-rolls

**Massed NPC HP/Def** unifies similar NPC's with the sum of their current HP stat and reduces enemy attacks by number of attacks x defending NPC's Defense. For every multiple of their original maximum HP that it goes down, an NPC is defeated.

*Example: 10 soldiers with 5 HP and 1 Def each would be 50 HP and 1 Def. They take 12 damage collectively from three enemy attacks, losing 1 soldier and another getting injured by -4 HP (three attacks reduced by 1 Def = 9 damage)*

### Morale Aspect

If it can feel fear, it is affected by Morale. Morale is affected by how well/badly the NPC's themselves are doing in combat, as well as the heroic (or cowardly) actions of the PC's visible to them.

**Zones of Battle** are essentially areas where the conflict is. Example would be enemy camp <- no man's land <- outer trenches -> fortress walls -> inside the fortress.

**Morale HP** starts at 5 HP, though under certain circumstances it may start higher or lower. At 0 HP a retreat is necessary, and at negative HP it becomes a rout (extra casualties in a forced retreat). DoS+1 HP (with bonus D6 for Skills/Qualities related to Leadership) is regained by rallying at the next zone of battle in an orderly retreat.

+1 HP if your side outnumbered the other, reinforcements arrive, or other positive battle-centric factors

+1 HP for every Skill/Quality related to positive Morale and training (aka Soldier) possessed by 60% of your side

+1 HP for a successful special advanced task to inspire, this is +3 instead if you complete a heroic task (taking down the siege engines, eliminating a general, etc.)

**Taking Morale Damage** happens at the end of each turn  
-1 HP Lost more combatants than the enemy, this increases by 1 (-1, -2, -3, etc.) for each consecutive turn they lose  
-1 HP For each Skill/Quality the enemy possess to cause Fear  
-2 HP Lost 10% of their current force (resets upon retreat)  
-3 HP Failed a major battle objective or lost a major asset

### Victory

Once a side is routed at negative max HP, loses all their combatants, surrenders or runs out of zones of battle to retreat to, the battle is won.

### Super Massive Battles

So a mountain of corpses wasn't enough, eh? You want a mountain range of that shit, well here you go! Some rules for expanding on massive battles in a strategic sense. Everything from the Massive Battles rules applies.

### Strategy/Planning

**Zones of Battle** are expanded from a line of areas to a grid. Forces can advance in any direction but can only retreat or rout backwards.

**Force Distribution** can be influenced by PC's if they have the authority to, and send out specific forces to certain areas on the grid to advance in. Do note that sending a party of 5 low-level soldiers against a squad of 15 marauders will probably not be allowed without a good reason.

**General Battle Plan** is the movement, orders, attacks, etc. a unit of NPC's will make in order to fit into the greater strategy. If there's a lack of communication or methods to communicate orders quickly, then the current actions of a unit may be hard to change.

**Party Distribution** is the last part before battle begins, where will your party members go? They may split up to influence different areas on the battlefield, or band together as an elite strike force.

### Simplified Battle Resolution

For battles that the PC's are not directly involved in, you may wish to go even more simplified so that the battle progresses naturally without getting bogged down in tons of dice.

**Unit HP/Def** is based off of the number of NPC's within the unit (HP) and their individual Def. Every HP lost is an NPC defeated, pretty brutal.

**Unit Attacks** are boiled down to a single attack with the applicable Skills/Qualities and weapons included. The following bonuses are applied as well:

+1 Attack for every 10 NPC's they outnumber the defending unit by

+1 Attack for flanking successfully

**Unit Morale** remains the same as massive battles. However remember that +1 HP for outnumbering only applies if at the start of battle that unit was in a zone of battle against an outnumbered enemy at the start. Morale is refreshed to max upon advancing to a new zone of battle.

+1 HP for every Skills/Qualities related to Morale are calculated for all units at the beginning of battle.

Conditional Morale Damage such as consecutive combat losses and 10% unit lost are reset upon advancing or retreating.

### Varied Victory Conditions

While regular massive battle victory conditions still applies, a massive battle may also have other conditions for victory, such as holding back the enemy for X turns to allow civilians to escape, capturing Y objectives, stopping Z from happening. Completing said objectives may allow you to achieve victory without having to push the enemy all the way back or despite being pushed back yourself.