

Simple 3d6 System

These rules are intended as a simple and universal roleplaying game in which one player takes on the role of game master and the others play individual characters who have adventures in fantastic fictional rules. These basic rules are deliberately very abstract and incomplete in order to keep them short and simple.

Characteristics

Characteristics are innate abilities which are tested to determine if actions succeed or fail and serve as quantities indicating how far a character can move or how much damage they can absorb.

Characteristics start at a racial base, 7 for humans to each of which 1d6 is added. Alternately 28 points can be spent, raising no characteristic by more than 3.

Agility determines the success of physical actions like climbing, fighting, and riding.

Charisma determines the success of social actions.

Endurance indicates how much damage can be absorbed before dying and resists poison and disease.

Knowledge determines the success of intellectual actions.

Perception determines the success of observation and foraging and how fast the character can react.

Strength determines how much damage can be absorbed before passing out and how much damage is dealt in combat as well as how much can be carried. The most pounds a character can lift is equal to their strength squared and things have a size score that is the square root of their mass.

Speed determines how far the character can move.

Willpower determines how much mental strain the character can handle before freaking out.

Optional Characteristics

These may appear in some games and not others depending on the needs of the setting. Others might be added in the rules for specific settings. As these are not determined by the physiology of the character's species, they are usually rolled on 3d6.

Luck lets characters accomplish incredible feats and avoid certain death.

Magic lets characters cast spells and acts as a measure of how much power they can use. Like Strength, it sets the base damage for magical attacks and defenses.

Status determines how rich, powerful and respected a character is. In games that track money, Status is the amount of money the character starts with.

Physiological Differences

Traits are abilities that are the result of physiological differences between species and should never give bonuses to attributes or skills.

Fast

The creature's Speed is tripled instead of doubled when running.

Natural Armour

The creature's thick hide or shell provide natural armour equal to its Strength.

Natural Weapons

The creature's teeth, claws, pincers and so forth mean that it always counts as armed.

Night Vision

The creature suffers no penalty for moving or fighting in darkness.

Wings

The creature can fly at two times its Speed. Climbing costs two spaces of movement but diving increases its horizontal movement rate by one for each space of altitude dropped.

Powers

Powers are a special case of traits which provide the ability to perform supernatural feats. The cost of a power is determined by its Range, Area, Duration, and the Impact its effects have on the game. The point cost of innate powers must be paid for in attribute points.

The base range of a power is touch or the individual. This may be increased to a Characteristic rating for one point and that may be doubled for one point for each doubling.

A power's base area of effect is one space, generally one person. This can be increased by one for one point. For example a 3 x 3 area would cost 3 points.

A power's base duration is instant though the physical results will be persistent. Increasing the duration to one round costs 1 point and doubling that costs 1 point for each doubling.

The base impact of a power on game play is trivial, color changes, hair growth and other such minor cosmetic abilities cost one point. Minor effects like inflicting or healing damage based on a characteristic, or armour equal to a characteristic, or modifying a skill are worth one point. Doubling a minor effect costs one point. Major effects like telekinesis, invisibility, or flight are worth two points. Incredible effects like teleportation, opening gates to other dimensions, or shape changing are worth three points.

Magic

Magic is a supernatural energy that enables those with knowledge or to work wonders. The level of a spell is the difficulty penalty and the cost in magic points to cast it.

Skills

Skills are learned capabilities. Having a skill increases the chance of success and the threshold for automatic success. A beginning character has 3 skill points which can be applied to any skill. Skills have specialities within them and a character has the specialities appropriate to their time, place, profession, and culture.

Act (Charisma): the ability to impersonate, bluff, and lie.

Analyze (Knowledge): the ability to measure, decant, and assess.

Climb (Agility): the ability to get over obstacles with one's pants intact.

Dance (Agility): the ability to move gracefully to the music.

Design (Knowledge): the ability to plan and draft out concepts for fabrication.

Drive (Perception): the ability to drive or pilot vehicles.

Fabricate (Knowledge): the ability to make things using tools and materials.

Farm (Perception): the ability to grow food and livestock.

Fight (Agility): the ability to hit things up close and personal like.

Forage (Perception): the ability to find food and water in the wilderness.

Heal (Knowledge): the ability to treat wounds and diseases.

Lead (Charisma): the ability to inspire and direct others.

Manage (Knowledge): the ability to run accounts and businesses.

Play (Perception): the ability to play musical instruments.

Research (Knowledge): the ability to find information by looking it up.

Ride (Agility): the ability to stay on the back of an animal while it's running. Fighting and Shooting are reduced to the character's Ride skill when mounted.

Sell (Charisma): the ability to convince people to pay too much for things they don't need.

Repair (Knowledge): the ability to fix broken objects using tools and materials.

Shoot (Agility): the ability to hit the broad side of a barn with ranged weapons.

Sing (Endurance): the ability to make pleasing musical noises with one's mouth, tongue, and lungs.

Sneak (Agility): the ability to avoid being seen by hiding and moving silently.

Swim (Endurance): the ability to stay afloat and get around in the water.

Tumble (Agility): the ability to do cartwheels, flips, and vaults.

Watch (Perception): the ability to stay awake and alert and notice things while on guard or stake out.

Experience

A character grows and develops over time. The basic assumption is that characters are young adults fresh out of secondary education with their lives before them. In order to improve a skill, a character must overcome suitable challenges or study for a long time with equally experienced trainers. A learning experience is a situation where the character's chance of success is less than ten and there are significant stakes. Winning a championship game or mortal combat is a suitable learning experience that will gain an experience point. It takes one experience point to increase a skill and five to increase a Characteristic. If more experienced characters are being created, assume they get three experience points per year and skills gain a learning experience after a number of years equal to their current level. Characteristics always have a learning experience but with the cost of five points per point, will improve quite slowly.

Resolution

The results of uncertain actions is determined by rolling 3d6. If the roll is equal to or less than the character's appropriate Characteristic or Skill modified for difficulty, the action succeeds. The game master sets the difficulty of actions.

Simple	0
Average	-3
Challenging	-6
Difficulty	-9

Action Sequence

A round is a six second period of time in which each combatant gets to move a number of spaces equal to their Speed and take one action. Turns are taken in order of Speed with ties broken by Agility. A reaction is a special action that is taken as a response to another's action and costs the combatant their next turn. A space is five or six feet or about two meters. This makes spaces work with most published gaming maps and figures.

Running

While a normal action permits the character to move a number of spaces equal to their move they can move again as their action. Charging is running and making a melee attack.

Spotting

Enemies who are not running are assumed to be making the best possible use of cover and concealment. A Perception + Watch skill roll will reveal a sneaking enemy. There is a -1 penalty to spotting for every doubling of ten spaces, this is the same as weapon range penalties.

Fighting

The target must be within the reach of the attacker's weapon. Roll under Agility + Fight to hit.

Shooting

The attacker must be able to see the target before they can shoot them. They can, of course, target whatever the enemy is hiding behind. A ready weapon can be fired as a reaction during the target's movement. This takes place before the movement is finished at the most opportune time, when the foe is out of cover or before they can swing their sword. There is no penalty to hit at out to 10 spaces and a -1 for each doubling there after. If the attacker does not move they can aim for a +3 to hit. Target size is reflected in a similar fashion with targets half the size of a person being targeted at -1 and those twice the size of a person at +1 and so forth. Cover essentially reduces the size of the target. So half cover gives a -1 to be hit and three quarters cover gives a -2. A moving target is harder to hit, if their Speed is greater than the range the attacker doesn't have time to track and the speed is used instead of range.

Range Penalties

1 - 10	0
11 - 20	-1
21 - 40	-2
41 - 80	-3
81 - 160	-4
161 - 320	-5
321 - 640	-6
641 - 1280	-7
1281 - 2560	-8
2561 - 5120	-9

Dodging

Shooting and area attacks can be dodged by rolling 3d6 under Agility - 3. To dodge an area attack the character must move out of the area of effect. Dodging is a reaction and uses up the character's next turn.

Parrying

Melee attacks can be parried by rolling 3d6 under Agility + Fight - 3. There is an additional -3 if the defending character is unarmed or facing more attacks than they have weapons. If the damage inflicted is greater than the defender's Strength, their weapon is swatted aside as if it were nothing. Parrying is not a reaction, it is a natural part of fighting.

Damage

When an attack hits it causes 1d6 damage for every three points of the user's Strength. As stronger fighters can carry heavier armour, armor generally absorbs 1 point of damage per point of Strength. Heavier armour reduces the wearer's Speed by the points of protection minus the user's Strength. If the weapon is more advanced than the armour the protection is halved. If the armour is more advanced than the weapon, protection is doubled.

Str	Dmg
5	2d-1
6	2d
7	2d+1
8	3d-1
9	3d
10	3d+1
11	4d-1
12	4d
13	4d+1
14	5d-1
15	5d

A character can take half the total of their Strength and Endurance before being incapacitated and unable to fight. Damage equal to their total Strength and Endurance will kill them. Objects can take damage points equal to their size before being broken and twice their size before being destroyed.

Weapons and Armour

Unarmed attacks treat the target's Strength as Armour. The overall size of a weapon is relative to a character's size. A faery's sword is smaller than a giants. Small weapons like knives and pistols do one point less damage but per die but can easily be used in one hand. Two regular sized weapons can be used in each hand but suffer a -3 penalty to hit when doing so. Heavy or unbalanced weapons do one more damage per die but require an action to ready after each attack.

Technology

With weapons and armor being handled in a relatively abstract manner in the basic game. The technology involved becomes crucial in determining armour penetration. The Technology Levels are Natural, Primitive, Ancient, Medieval, Age of Reason, Modern, Advanced, Master, and Transcendent with weapons dividing lower levels of armour by two and with armour doubling against lower levels. A great deal can be made of the specifics but is not necessary in game terms. The cost of lower tech weapons and armour is halved. There is always a transitional period between tech levels where new technologies are being developed but the next level is not fully attained. These transitional technologies cost twice as much as usual.

Natural weapons are claws, teeth, horns, and pincers. These are not as hard or strong as stone, let alone steel. The transitional stage involves picking up rocks and thigh bones to hit enemies with.

Primitive weapons are clubs, stone axes, stone headed spears, spear throwers, slings, and self bows. Primitive armour is made of animal hides, bone, and leather.

Ancient weapons are bronze swords and bronze tipped spears, bronze tipped arrows and lead sling bullets. Ancient armour is bronze in cast plates or scales. Iron equipment exists but it is softer than bronze and prone to rust.

Medieval weapons are steel swords, axes, and maces, long bows and crossbows firing steel tipped shafts. Spears remain an excellent weapon but get married to axes and produce pole arms, bills, and pikes.

The age of Reason is the age of the musket, moving from fire locks to wheel locks and flint locks as manufacturing improves. Armour falls out of favor for infantry as the period progresses and even the cavalry reduce their panoply to a helm and cuirass. Steam engines and rail roads are developed near the end of the period allowing for the rapid deployment of troops and supplies.

The modern period sees the advent of rapid firing cartridge fed weapons. The horse finally loses its place on the battle field to

internal combustion engines. Medicine improves with the discovery of antibiotics and blood transfusion but armour remains out of favour until the transitional period when ceramics and synthetic fibers finally produce reasonable protection from bullets.

The advanced period sees the exploration of the solar system and wide spread computer automation. It is also the period most likely to see robot revolution and the extinction of the human species. Improved manufacturing technologies make weapons lighter and more accurate and heavy, early battle field lasers carve out a niche in missile defense. Composite laminate armour provides adequate protection from weapons but guided missiles and unmanned drones are the kings of the battle field.

The master period sees the development of faster than light drives, anti-gravity devices, force fields on space craft, and personal energy weapons. Scramblers and ECM reduce the effectiveness of drones and make the hybridized powered armour soldier the king of the battle field.

The Transcendent period sees the refinement of reality shaping technologies. Teleportation devices, personal force fields, and disintegrator weapons become reality. A soldier belt and an antimatter power pack allow a soldier to fly, while protecting them from weapons fire. As armour becomes less relevant, melee weapons return as personal force fields must allow air and low energy objects like the ground to pass through them.

	<u>Weapon</u>	<u>Material</u>	<u>Size</u>	<u>Range</u>	<u>Damage</u>
Natural					
	Fist	Flesh	Small	Contact	Blunt
	Kick	Flesh	Medium	Contact	Blunt
	Claws	Bone	Small	Contact	
	Teeth	Bone	Medium	Contact	
	Fangs	Bone	Medium	Contact	
	Club	Wood	Medium	Contact	Heavy, Blunt
	Rock	Stone	Small	Strength	Blunt
Primitive					
	Hatchet	Stone	Medium	Strength	
	War Club	Stone	Large	Contact	Heavy, Blunt
	Knife	Stone	Small	Strength	
	Spear	Stone	Medium	Long, Strength	
	Spear Thrower	Wood	Large	Strength x 2	
	Bow	Stone	Medium	Strength x 4	
	Sling	Stone	Small	Strength x 4	Heavy, Blunt
Ancient					
	Knife	Bronze	Small	Strength	Light
	Sword	Bronze	Medium	Contact	
	Spear	Bronze	Medium	Long, Strength	
	Axe	Bronze	Medium	Contact	Heavy
	Bow	Bronze	Medium	Strength x 4	Light
	Sling	Lead	Small	Strength x 4	Heavy, Blunt
Medieval					
	Dagger	Steel	Small	Strength	Light
	Mace	Steel	Medium	Contact	Blunt
	Sword	Steel	Medium	Contact	Blunt
	Great Sword	Steel	Large	Contact	Heavy
	Poll Axe	Steel	Large	Contact	Heavy
	Halberd	Steel	Large	Long	Heavy
	Long Bow	Steel	Large	Strength x 6	
	Crossbow	Steel	Medium	Strength x 8	Heavy
Age of Reason					
	Rapier	Steel	Medium	Contact	Light
	Pike	Steel	Large	Very Long	
	Pistole	Hot Lead	Small	40	3d6 - 3, Slow Loading
	Musket	Hot Lead	Large	80	3d6
	Blunderbuss	Hot Shrapnel	Medium	60	3d6+3
Modern					
	Auto Pistol	Hot Lead	Small	80	3d6-3, Rate of Fire 10
	SMG	Hot Lead	Medium	100	3d6, Rate of Fire 30
	Assault Rifle	Hot Lead	Medium	120	3d6, Rate of Fire 20
	Machine Gun	Hot Lead	Large	120	3d6, Rate of Fire 100
	Grenade	Hot Shrapnel	Small	Strength	5d6, 3 x 3 area

Advanced

Mag Pistol	Steel Needle	Small	60	3d6-3, Rate of Fire 30
Mag Rifle	Steel Needle	Medium	120	3d6, Rate of Fire 50
Rocket Pistol	Steel Rocket	Small	80	5d6-5
Rocket Rifle	Steel Rocket	Medium	160	5d6
Heavy Laser	Hot Photons	Large	192	4d6+4, Heavy, Rate of Fire 10
Laser Pistol	Hot Photons	Small	80	3d6-3, Rate of Fire 10
Laser Rifle	Hot Photons	Medium	160	3d6, Rate of Fire 10
Heavy Laser	Hot Photon	Large	192	4d6+4, Rate of Fire 20

Transcendent

Disintegrator Pistol	?	Small	100	5d6-5
Disintegrator Rifle	?	Small	200	5d6

Armour

Material

Natural	Hide
Primitive	Leather
Ancient	Bronze Scales
Ancient	Bronze Plate
Ancient	Iron Scales
Ancient	Iron Plate
Medieval	Steel Mail
Age of Reason	Steel Plate
Modern	Kevlar
Advanced	Composite
Master	Powered (x2)
Transcendent	Personal Force Field