MINI SIX

CINEMATIC ROLEPLAYING GAME

Mini Six Bare Bones Edition

by Ray Nolan and Phil Morris
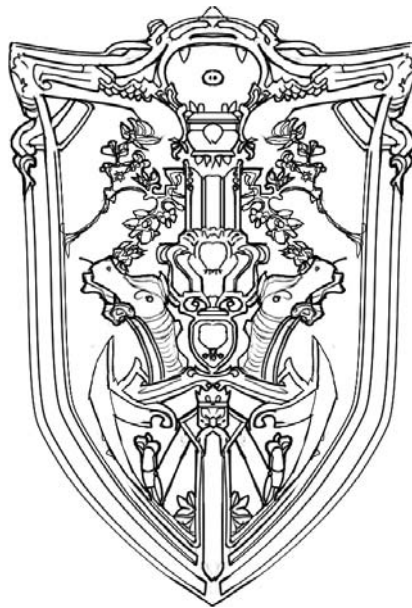
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Foreword

At long last it's done. Over these past several months we have learned a great deal about making a book. We expect to learn a lot more after you read it. What was once eight short dense pages that we put together in a week turned into this. And that wasn't an easy task even though it should have been. It was just us. Art contracts? What's that? Well, we figured it out and it turns out that it takes about 5,000 words to say draw us a picture for some money. Layout not done in Word? Yeah, there's a class for that. Unfortunately we didn't have any time left over to learn how to write properly so you will suffer and you will be happy and you will take it. And we will hear about it all over the forums.

Okay, jokes aside; we did this book as a labor love. Each section we struggled to fit our vision into the self-limited page counts, the editing, the rewriting, it has all been more work and more fun than we knew it would be. Probably one of the most rewarding experiences too. The feedback you guys have given us has been the greatest feeling in the world. Thank you for your support along the way and all the kind words of encouragement. It means a great deal to us.

Phil & Ray
August 2, 2010

Acknowledgements

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Definitions of Common Game Terms

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

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

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

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

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

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

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

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

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

Target Number (TN): This is the number you need to roll or higher to succeed at whatever you are attempting. General challenges are broken down into six levels of difficulty (see page 6). Combat target numbers are based on the target's defensive scores like block, dodge, etc. Sometimes you will attempt to affect another character through certain skills, such as Seduce or Intimidate, which can be resisted by the target's skill. In this case you must beat the defender's roll to succeed. The TN of a given action might be modified by the GM depending on circumstances.

About this Book

   Mini Six is a member of the OpenD6 family of games. It's cinematic and flexible like its parent, but its goal is to be lighter and faster, keeping the heart of the system's mechanics but streamling the rules.

   Pages four and five detail character creation while pages six and seven provide all the needed mechanics to play a complete game. Beyond these four pages are additional rules and options to expand your game.

   On pages 8 through 13 are rules that will only come up in some games, vehicles and magic. While 14 through 17 provide GM's with a ready list of NPC's and monsters to populate the game. Pages 18 and 19 provide rule variants to help change up the game to better fit the style of the campaign desired. On pages 20 and 21 the GM will find a little advice on creating the campaign and adapting other OpenD6 materials to their Mini Six games. Sarting on page 22 you will find five sample settings that are nearly ready to go as is. Pages 34 and 35 contain a character sheet and the Mini Six cheat sheet containing several useful charts to serve as a handy reference.

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

Dice Basics

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

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

How to Make a Character

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

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

Attributes

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

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

Skills

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

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

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

	Might Skills	Agility Skills	Wit Skills	Charm Skills
All Genres	Brawling* Knife* Lift Mace* Stamina	Athletics Dodge* Pickpocket Stealth Throwing*	History Language Medicine Pick Locks Search Tracking	Command Courage Diplomacy Persuasion Seduce
Modern or Sci-fi		BFG* Drive Pilot Pistol* Rifle*	Computer Navigation Repair Science	Streetwise
Fantasy	Axe* Pole Arm* Smithing Sword*	Bow* Crossbow*	Magic	Ride

* = Combat skills are not allowed specializations.

Skill Specializations

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

Perks

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

Racial Perks

Dwarf (1): You're long lived, you can see in the dark, you receive +2 to smithing or any other craft skill, Your maximum Might is 5D but your maximum Agility is 3D.
Elf (2): You're long lived, you can see in the dark, you receive a +1 on all ranged attacks, Your maximum Agility is 5D but your maximum Might is only 3D.
Reptoid (2): You're green and scaly, this gives a +1 Armor Value. You also have claw-tipped fingers which grant you +1 damage on unarmed attacks. You might also be asexual. Sorry.
Robot (4): You don't eat, breathe, or sleep. You can have your memory wiped. You don't heal but you can be repaired. As long as your memory core survives you may be rebuilt if destroyed.

General Perks

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

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

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

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

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

Perceptive (2): The GM may reveal small clues to you that others would miss. Once per session a character may announce they are studying an object or situation and the GM may reveal something that would be impossible for a normal character to determine. If nothing is revealed this perk may be used again. "Elementary, my dear Watson."

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

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

Esoteric Perks

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

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

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

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

Sorcerer (3): You're magically sensitive. Magic spells actually work for you. See the Simple Magic System, page 10.

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

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

Complications

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

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

Crazy: You have issues that are guaranteed to put the therapists' kids through college. Could be you're just really paranoid, or maybe just a touch too OCD. That fear of most everything could also be a problem. Then again maybe you really are Napoleon and everyone else is wrong, good luck convincing anyone else since you're a lunatic. Hastur, Hastur, Hastur! Take your pills and earn one CP any time your psychosis really gets in the way.

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

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

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

Skeletons in the Closet: You've been a naughty boy. Maybe you're a closet smoker. Maybe those hookers buried themselves. Maybe that enemy uniform in the closet really isn't yours. Maybe the bank really meant to let you take all that money out that day. Whatever, the universe doesn't judge. You earn the bonus CP whenever your past comes back to haunt you.
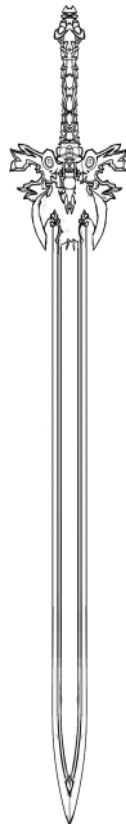
Unlucky in Love: Things just don't work out for some guys. Your love interest is always dying, being kidnapped, betraying you, or even worse dumping you. You earn bonus CP when your love life falls apart in a meaningful way.

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

Gear

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

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

	Damage		Damage
Axe	+3D	*Modern Tech*	
Club	+1D+1	Light Pistol	3D+2
Hatchet	+1D+1	Heavy Pistol	4D
Halberd	+3D	Rifle	5D
Knife	+1D	Shotgun	4D+2
Mace	+1D+1	BFG	6D
Rapier	+2D	*Sci-Fi Tech*	
Staff	+1D+2	Plasma Pistol	5D
Spear	+2D	Plasma Rifle	6D
Sword	+2D+2	Plasma BFG	7D
Sword, 2h	+3D+1	Plasma Sword	+4D
Warhammer	+3D	*Ranges in Feet (S/M/L)*	
Bow	+2D+2	Bow	30/100/300
Crossbow	4D+1	Crossbow	50/150/400
Armor Value		All Pistols	30/100/350
Leather	+2	All Rifles	100/350/500
Chainmail	+6	Shotguns	50/150/400
Platemail	+9	BFG	100/400/700
Shield	+4	Grenades	10/20/30

The Game Mechanics

General (non-combat) Challenges

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

VERY EASY	2 – 5
EASY	6 – 10
MODERATE	11 – 15
DIFFICULT	16 – 20
VERY DIFFICULT	21 – 30
HEROIC	31+

Very Easy: Nearly everyone can do it. These checks should only be made if a success is critical to the scenario at hand.
Easy: Characters will seldom have trouble with these tasks, but an untrained individual may find them challenging.
Moderate: Average character have a reasonable chance of failing at this level. Consistent success often requires training in the skill or a high level of natural ability.
Difficult: Tasks at this level are truly challenging. To succeed a character needs to be well skilled or very lucky.
Very Difficult: Challenges of this level fall into the domain of masters in the skill being used; few others will succeed at them.
Heroic: These challenges are almost impossible. Only the very lucky or true masters can consistently succeed at them.

Order of Actions in a Round

(a round is considered to be approximately 10 seconds)

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

Multiple Actions

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

Scaling

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

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

Movement

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

Experience

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

Spending Character Points (CP)

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

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

Hero Points

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

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

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

Healing

Natural Healing: If a wounded character rests he is allowed a Might check and if successful heals a wound level. The frequency of the check depends on the severity of the character's wounds.
Assisted Healing: Characters with the Medicine skill can attempt to help others heal more quickly. A skill check may be made once per day for each patient treated. On a successful roll, the patient heals one wound level.

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

Fast Static Combat

Attacking a Target

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

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

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

Static Defenses

In the simplified combat system characters precalculate their Dodge, Block, and Parry prior to the game. This static number become's the attacker's TN modified as noted above. To calculate each simply multiply the number of dice a character has in the relevant skill by 3 and add any pips to the total. Then note it down on the character sheet. For example, Sir Baelen has a Sword skill of 5D+1. His static Parry score would become 16 ((5 x 3)+1).

Block = (Brawling skill dice x 3) + pips.
Dodge = (Dodge skill dice x 3) + pips.
Parry = (Weapon skill dice x 3) + pips.
Soak = (Might attribute dice x 3) + pips plus armor value + any magical, super-tech, or other AV bonus.

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

Resisting Damage

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

Why two rules?

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

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

Mini Six supports both flavors so you can easily use whichever method you prefer.

Traditional OpenD6 Combat

Attacking a Target

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

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

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

Defensive Options

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

Block/Parry: When attacked by a brawling or melee weapon, the defender may choose to Block or Parry, both incur a reflex penalty (see below). The defender rolls his brawling skill, or weapon skill if armed, and this becomes the TN the attacker must score to hit the character. The result of this roll is used even if it is less than what the TN would have been had the defender not blocked! If a weapon parry's a brawling attack the attacker takes the damage of the weapon!

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

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

Resisting Damage

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

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

*Note: Any additional damage less than or equal to the character's current level moves him up by one level.
**Note: A character is Severely Wounded if the result is between 4 and 8 and he already has the Wounded level.

Wound Level Effects

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

Wounded: -1D to all actions until healed.

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

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

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

Dead: The character has perished.

VEHICLES

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

Skill: What skill is used to drive/pilot it.
Scale: The size of the vehicle.
Body: Used to resist damage.
Maneuverability (MNV): How easy it is to handle. This gives a bonus on drive and pilot skill rolls.
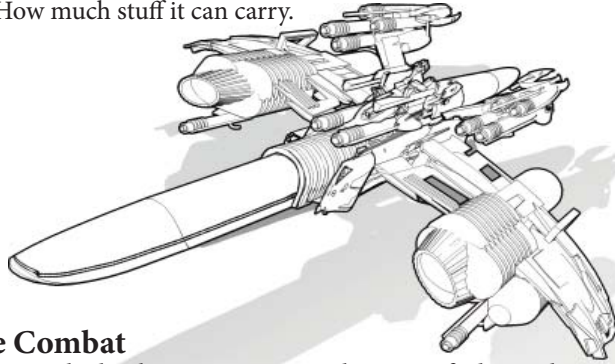**Move:** How fast it can travel.
Crew: The number needed to successfully operate the vehicle.
Passengers (Psg): Non-crew capacity.
Weapons: Any armaments mounted on the vehicle.
Cargo: How much stuff it can carry.

Vehicle Combat

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

Damage Rolled	Effect
Damage Roll ≥ Body Roll	Temporary Effect (one round)
Damage Roll ≥ 2 x Body Roll	Permanent Effect (repair required)
Damage Roll ≥ 3 x Body Roll	Permanent Effect (part destroyed)

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

Roll 1D	Effect
1	Lose 1D from Maneuverability
2 – 3	Random System Damaged
4 – 6	Structural Damage

Effects of Damage

Maneuverability: Each time this is affected the vehicle loses 1D. This can go negative becoming a penalty to the driver's skill roll.
System Damaged: Randomly select a vehicle's system and it either becomes broken or loses 1D from its rating (if applicable). Examples include communications/radio, sensors, shielding, sail, rigging, armor, etc.
Structural Damage: The vehicle receives one wound level. Treat these like character wound levels. Mortally wounded vehicles stop running and Dead vehicles are considered destroyed.

Ramming

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

Multiple Weapons on Vehicles

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

Chases

When attempting to overtake or outrun an opponent the GM determines what range you are at (Short/Medium/Long). Each turn each vehicle makes a drive/pilot check, with the vehicle's Move dice granting a bonus. The higher roll either closes or increases the distance 1 range as desired. If reduced below Short you catch up, if increased beyond long you escape.

Repairing Vehicles

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

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

Vehicle Movement

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

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

Weapon Ranges in Space

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

Vehicle Costs

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

Sample Fantasy Vehicles

Air Ship $$$$ Scale +4D

A magic flying ship.

Skill: Pilot	MNV: 0D
Body: 2D	Move: 1D
Crew: 4	Psg: 12	Cargo: 2 tons

Automaton $$$$ Scale +2D

A steam powered golem.

Skill: Command	MNV: 0D
Body: 5D	Move: 1D
Crew: 1	Psg: 0	Cargo: None

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

Galleon $$$ Scale +4D

A pirate ship yoho.

Skill: Sailing	MNV: 0D
Body: 4D	Move: 2D
Crew: 70	Psg: 30	Cargo: 15 tons

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

Small Ship $$ Scale +4D

A sloop or pinnace.

Skill: Sailing	MNV: 1D
Body: 2D+2	Move: 2D+2
Crew: 12	Psg: 8	Cargo: 5 tons

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

Sample Modern Vehicles

Car $$ Scale +2D

Vroom, vroom.

Skill: Driving	MNV: 1D
Body: 2D	Move: 2D+1
Crew: 1	Psg: 4	Cargo: 500 lbs

Fighter Jet $$$$$ Scale +6D

State of the art killing machine.

Skill: Pilot	MNV: 3D
Body: 2D	Move: 3D
Crew: 1 or 2	Psg: 0	Cargo: None

Weapons: Guns (2D), range: 30 / 50 /100; 4 missiles (4D/ea), range: 1/2 mile / 2 miles / 5 miles.

Motorcycle $ Scale +2D

Darling Heavyson Fatboy.

Skill: Motorcycle	MNV: 2D
Body: 1D+2	Move: 2D+2
Crew: 1	Psg: 1	Cargo: None

Sports Car $$$ Scale +2D

The Lilith Novum.

Skill: Driving	MNV: 2D
Body: 2D	Move: 3D
Crew: 1	Psg: 1	Cargo: 200 lbs

Tank $$$$ Scale +4D

Adams Main Battle Tank

Skill: Driving	MNV: 1D
Body: 6D	Move: 2D
Crew: 3	Psg: 1	Cargo: 500 lbs

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

Sample Sci-Fi Vehicles

Air Cycle $ Scale +2D

The Elsner Skywing.

Skill: Pilot	MNV: 2D
Body: 1D+2	Move: 3D
Crew: 1	Psg: 1	Cargo: None.

Capital Ship $$$$$$ Scale +12D

Galaxy Class Destroyer.

Skill: Command	MNV: 0D
Body: 6D	Move: 1D
Crew: 5,000	Psg: 500	Cargo: 100 kilotons + 30 star fighters

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

Mecha $$$$ Scale +4D

The Spartan 300.

Skill: Mecha	MNV: 1D
Body: 5D+1	Move: 2D
Crew: 1	Psg: 0	Cargo: None

Weapons: Punch (5D, melee); Arm Gun (4D), Range: 400 yards / 1/2 mile / 1 mile.

Star Fighter $$$ Scale +6D

The Adder Mk II.

Skill: Pilot	MNV: 3D+2
Body: 2D+1	Move: 4D
Crew: 1 + 1 robot	Psg: 0	Cargo: None

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

Star Yacht $$$$ Scale +6D

The choice of beginner smugglers.

Skill: Pilot	MNV: 1D
Body: 3D+1	Move: 3D
Crew: 2	Psg: 8	Cargo: 50 tons

The Simple Magic System

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

Access to Magic

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

Casting Spells

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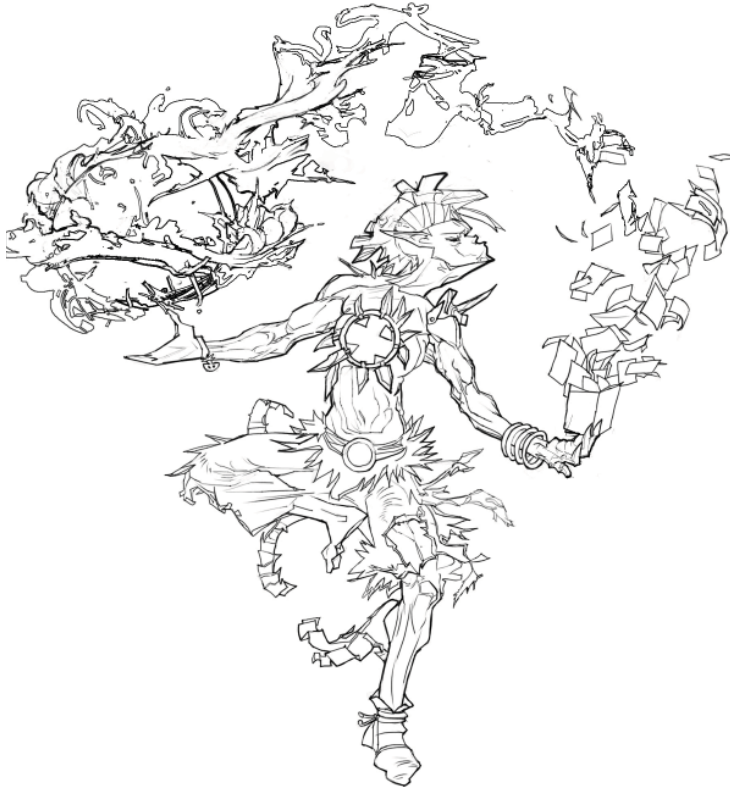
Spells Requiring Multiple Actions

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

Concentration (CONC)

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

Beginning Spells & Learning More

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

Magic Perks

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

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

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

Magic Complications

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

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

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

Sorcerer's Tools

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

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

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

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

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

Making Sorcerer's Tools

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

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

Spell Books

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

The Grimoire

Animal Growth	TN: 23

Duration: 1 hour
Range: 120 feet
Resisted: None

Increase the scale of a normal animal by one level.

Animate Dead	TN: 31

Duration: Permanent
Range: Touch
Resisted: None

The caster touches a dead humanoid giving it unlife as a zombie or skeleton depending the corpse's condition. Undead created this way can be controlled by the caster's *Command* skill. When destroyed they crumble to dust.

Beast Tongue	TN: 19

Duration: Concentration
Range: Self
Resisted: None

The caster can talk to animals.

Bless	TN: 19

Duration: 1 hour
Range: 30 foot radius
Resisted: None

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

Charm	TN: 15

Duration: Concentration
Range: Self
Resisted: None

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

Clairvoyance	TN: 23

Duration: Concentration
Range: 300 feet
Resisted: None

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

Conjure Elemental	TN: 31

Duration: Permanent
Range: Zero
Resisted: None

Sorcerers may summon only one elemental per day by using this spell. The caster also needs a large quantity of the type of element on hand they wish to conjure. For example, a bonfire for a fire elemental or a well for a water elemental. Controlling the elemental requires use of the *Command* skill. Uncontrolled elementals will attack everyone, including the conjurer.
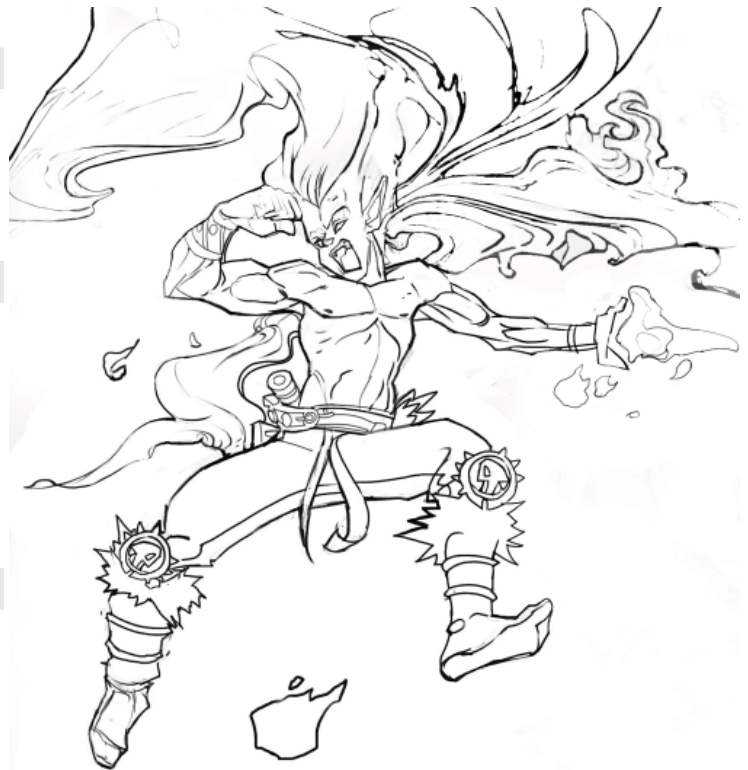
Control Weather	TN: 35

Duration: Concentration
Range: 1/2 mile radius
Resisted: None

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

Curse	TN: 15 + Resist Roll

Duration: Permanent
Range: Touch
Resisted: Charm

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

Dark Vision	TN: 23

Duration: 1 hour
Range: Touch
Resisted: None

The target can see 60 feet in the dark.

Death Spell	TN: 35

Duration: Instant
Range: 30 feet
Resisted: Special

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

Dispel Magic　　　　　　　TN: Special

Duration: Permanent

Range: 30 feet

Resisted: None

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

Divination　　　　　　　TN: Special

Duration: Concentration

Range: Self

Resisted: None

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

Earthquake　　　　　　　TN: 39

Duration: 1 round

Range: 200 feet

Resisted: None

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

ESP　　　　　　　TN: 15 + Resist Roll

Duration: Concentration

Range: 50 feet

Resisted: Charm

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

Fly　　　　　　　TN: 23 (or 15)

Duration: Concentration

Range: Self

Resisted: None

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

Growth　　　　　　　TN: 23 + Special

Duration: 10 Rounds

Range: Self

Resisted: None

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

Hasten　　　　　　　TN: 23

Duration: 5 rounds

Range: Touch

Resisted: None

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

Heal　　　　　　　TN: Special

Duration: Instant

Range: Touch

Resisted: None

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

Illusions　　　　　　　TN: Special + Resist Roll

Duration: Concentration

Range: 50 foot radius

Resisted: Wit

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

Invisibility　　　　　　　TN: 27

Duration: 1 hour

Range: Touch

Resisted: None

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

Light　　　　　　　TN: 15

Duration: 1 hour

Range: 100 feet

Resisted: None

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

Lightning Bolt　　　　　　　TN: 23

Duration: Instant

Range: 150 feet

Resisted: None

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

Left Column

Paralysis — TN: 15 + Resist Roll

Duration: 1 hour
Range: 150 feet
Resisted: Might

The target becomes paralyzed, freezing in place.

Petrify — TN: 25 + Resist Roll

Duration: Permanent
Range: 100 feet
Resisted: Might

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

Possession — TN: 25 + Resist Roll

Duration: Concentration (special)
Range: 500 feet
Resisted: Charm

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

Resist Elements — TN: 19

Duration: 1 hour
Range: 30 feet
Resisted: None

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

Resurrection — TN: 60

Duration: Permanent
Range: touch
Resisted: None

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

See Magic Aura — TN: 15

Duration: Concentration
Range: 30 feet
Resisted: None

The caster can see a magical glow on anything enchanted.

Shape Change — TN: 15

Duration: Concentration
Range: 30 feet
Resisted: None

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

Right Column

Slumber — TN: 10 + Resist Roll

Duration: 1 hour
Range: 30 foot radius
Resisted: Wit

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

Still Mind — TN: 43

Duration: Concentration
Range: Self
Resisted: None

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

Telekinesis — TN: 31 + Special

Duration: Concentration
Range: 150 feet
Resisted: None / Might

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

Teleport — TN: Special

Duration: Instant
Range: 10 foot radius
Resisted: None

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

Enchanted Items

Scrolls

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

Potions

Distilled arcane power. The magic is released when consumed.
A Potion of Healing automatically heals a single wound level.
A Potion of Skill grant's +2D to a selected skill for ten minutes. A different variant of the potion exists for each skill.
A Potion of Changing will *Shape Change* the character into any one predetermined form. The effect lasts one hour.

Enchanted Arms and Armor

These grant a bonus or have a unique effect when wielded.
The Axe of Dwarf Mercy deals an additional +1D damage when striking Goblins or Orcs.
The Valiant Sword grants it's wielder an additional +1D to Command allied troops.
The Shield of Faith grants its wielder +1D to resist any magic.

Other Items
Cloak of Stealth (*Stealth* +1D)
Flying Carpet (moves 90 feet per round)
Ring of Slyness (*Fast Talk* +1D)

Sample Characters by Genre

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

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

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

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

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

All Genres

Average Human
* Scale: 0D

"Everyman."

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

Skills: Any three at +1D each.
Gear: As needed by profession.
Static: Dodge 6, Soak 6

Ape
*** Scale: 0D

The Great Ape or Yeti.

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

Skills: Acrobatics 3D+1, Brawling 6D+2, Stealth 4D+1
Static: Dodge 7, Block 20, Soak 14

Bear
*** Scale: 0D

Black, brown, or grizzly.

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

Skills: Brawling 6D (claws: 6D+1 damage)
Static: Dodge 6, Block 18, Soak 16

Dog
** Scale: 0D

Man's best friend.

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

Static: Dodge 7, Soak 6

Elk
** Scale: 0D

Any large herbivore.

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

Static: Dodge 5, Soak 14

Elephant
** Scale: +2D

They never forget.

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

Static: Dodge 3, Soak 13

Horse
** Scale: 0D

Saddle up.

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

Static: Dodge 8, Soak 14

Monkey
* Scale: 0D

A pirate's best friend.

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

Skills: Acrobatics 6D+2, Dodge 6D+2
Learns simple tricks more easily.
Static: Dodge 20, Soak 3

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

Snake
* Scale: 0D

An archeologist's nightmare.

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

Skills: Brawling 3D, Stealth 4D
Special: Target's bitten by a snake must roll pass a Moderate Might roll or be poisoned. Poisoned victims suffer 2D to 4D damage on the species of snake.
Static: Dodge 10, Soak 5

Tiger
** Scale: 0D

Jungle cats, ho!

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

Skills: Brawling 5D+1, Stealth 4D+2
Static: Dodge 11, Block 16, Soak 10

Wolf
** Scale: 0D

They hunt in packs.

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

Skills: Brawling 4D+2, Dodge: 4D+1
Static: Dodge 13, Block 14, Soak 11

Modern Stock Characters

Confidence Man ★★★ Scale: 0D

"Have I got a deal for you."

Might: 2D Wit: 3D+1

Agility: 2D+1 Charm: 3D+1

Skills: Dodge 3D+1, Fast Talk 5D+2, Seduce 5D
Gear: Counterfeit money, fake ID, stolen credit card.
Static: Dodge 10, Block 6, Parry 6, Soak 6

Criminal (Thug) ★★ Scale: 0D

Mooks!

Might: 2D+2 Wit: 1D+2

Agility: 2D+1 Charm: 1D+1

Skills: Brawling 3D, Pistol 3D
Gear: Crowbar, heavy pistol, ski mask.
Static: Dodge 7, Block 9, Soak 8

Ninja ★★★★ Scale: 0D

Agents of the shadows.

Might: 3D+1 Wit: 2D+2

Agility: 4D Charm: 2D

Skills: Brawling 5D, Dodge 5D, Stealth 5D, Sword 5D+1
Gear: Sword (6D).
Static: Dodge 15, Block 15, Parry 16, Soak 7

Policeman ★★ Scale: 0D

To serve and protect.

Might: 2D+2 Wit: 2D

Agility: 2D+1 Charm: 2D

Skills: Brawling 3D, Pistol 3D, Search 3D
Gear: Armor vest, pistol, handcuffs.
Static: Dodge 7, Block 9, Soak 8(11)

Soldier ★★★ Scale: 0D

The few, the proud.

Might: 3D+1 Wit: 2D

Agility: 2D+1 Charm: 2D

Skills: Dodge 3D+1, Rifle 4D+1
Gear: Armor jack (+6), rifle.
Static: Dodge 10, Block 10, Soak 10(16)

Spy ★★★★ Scale: 0D

Licensed to kill.

Might: 2D+2 Wit: 3D

Agility: 3D+1 Charm: 3D

Skills: Dodge 5D+1, Pistols 5D+1, Stealth 4D
Gear: Camera, passport, pistol, secret phone, sports car, suicide pill.
Static: Dodge 16, Block 9, Soak 8

Sci-Fi Stock Characters

Apprentice-Mystic ★★★ Scale: 0D

Devoted pupil.

Might: 3D Wit: 3D

Agility: 3D+2 Charm: 2D+1

Skills: Dodge 4D+2, Magic 5D, Sword 4D
Perks: Sorcerer.
Spells: Charm, ESP, Hasten, See Magic Aura.
Gear: Plasma sword.
Static: Dodge 14, Block 9, Parry 12, Soak 9

Cybercop ★★★ Scale: 0D

Stand down citizen.

Might: 4D Wit: 2D+1

Agility: 3D+1 Charm: 2D+1

Skills: Brawling 5D, Dodge 4D+1, Pistol 5D+1, Rifle 4D+1
Perks: Cybernetics (dermal armor +3), cyber holster in leg).
Gear: Armor jack (+6), heavy pistol, rifle.
Static: Dodge 13, Block 15, Parry 12, Soak 12(21)

Kid Genius ★★ Scale: 0D

You didn't know that?! Hah!

Might: 1D+1 Wit: 3D+2

Agility: 3D Charm: 2D

Skills: Dodge 5D, Science 4D+2, Throwing 4D
Gear: Baseball, pocket knife, galaxy guide.
Static: Dodge 15, Block 4, Parry 4, Soak 4

Knight-Mystic ★★★★ Scale: 0D

Monastic warriors of truth.

Might: 3D Wit: 3D

Agility: 3D+2 Charm: 2D+1

Skills: Courage 5D, Diplomacy 5D+1, Dodge 6D+1, Magic 8D, Sword 6D+2
Perks: Sorcerer.
Spells: Charm, Clairvoyance, Dark Vision, Divination, ESP, Hasten, Resist Elements, See Magic Aura, Telekinesis.
Gear: Plasma sword.
Static: Dodge 19, Block 9, Parry 20, Soak 9

Reptoid Pilot ★★★ Scale: 0D

Smuggler with 2 hearts of gold.

Might: 4D Wit: 2D+1

Agility: 3D+1 Charm: 2D+1

Skills: Dodge 5D+1, Stealth 4D, Pistol 4D, Pilot 5D
Perks: Reptoid
Comp: Unlucky in Money (huge debt)
Gear: Plasma pistol, star yacht.
Static: Dodge 16, Block 12, Parry 12, Soak 12(13)

Robot Mechanic ★ Scale: 0D

Beep. I mean yes sir.

Might: 3D Wit: 4D

Agility: 1D+2 Charm: 1D+1

Skills: Navigation 5D, Pick Lock 5D, Repair 6D
Perks: Robot, Built-In Tools (drill, extiguisher, oiler, saw, spanner, spot welder, magnetic feet)
Comp: Personal Code (pacifist)
Static: Dodge 16, Block 12, Parry 12, Soak 12(13)

Pulp Stock Characters

Cultist ★★ Scale: 0D

We're not worthy.

Might: 2D Wit: 2D+1

Agility: 2D Charm: 1D+2

Skills: Brawling 3D, Stealth 3D, Magic 3D
Gear: Hooded robe, knife.
Static: Dodge 6, Block 9, Parry 6, Soak 6

Dame in Distress ★★ Scale: 0D

Anything goes.

Might: 1D+2 Wit: 2D+1

Agility: 2D Charm: 3D

Skills: Brawling 2D+2, Dodge 4D, Seduce 5D
Gear: Compact mirror, hair pin, lip stick.
Static: Dodge 12, Block 8, Parry 5, Soak 5

Elder God ★★★★★★ Scale: +12D

Klatu Barada Nikto.

Might: 5D Wit: 10D

Agility: 3D+2 Charm: 10D

Skills: Magic 17D
Spells: All.
Perks: Maddening Visage (any character that sees the Elder God must make a Heroic Charm roll or gain *Crazy* complication).
Cosmic Appetite (It will eat D6 characters before returning to its home dimension).
Dimensional Shift (can return to its home dimension at will).
Sorcerer.
Complication: Must be summoned.
Static: Dodge 11, Block 15, Soak 15

Mad Scientist ★★ Scale: 0D

1.21 jigawatts should do it!

Might: 2D Wit: 4D

Agility: 2D Charm: 2D

Skills: Dodge 4D, Repair 6D, Science 7D
Complication: Crazy.
Static: Dodge 12, Block 6, Parry 6, Soak 6

Scaly Kin ★★★ Scale: 0D

Survivors out of time.

Might: 2D+1 Wit: 2D

Agility: 2D+2 Charm: 3D

Skills: Dodge 3D+2, Pole Arm 3D+1, Stealth: 4D
Perk: ESP
Static: Dodge 11, Block 7, Parry 10, Soak 7

Fantasy Stock Characters

Barbarian ★★ Scale: 0D
Savage from the north hills.

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

Skills: Brawling 4D+2, Dodge 4D+1,
　　Sword 5D+2, Track 3D+2
Gear: Leather armor (+2), two-handed sword.
Static: Dodge 13, Block 14, Parry 17, Soak 11(13)

Dwarf Warrior ★★★ Scale: 0D
Clansman of the Great Hall.

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

Skills: Axe 5D, Brawling 5D, Dodge 3D
Perks: Dwarf
Gear: Axe, chain mail (+6).
Static: Dodge 9, Block 15, Parry 15, Soak 8(14)

Elf Bowman ★★★ Scale: 0D
Guardian of the forest.

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

Skills: Bow 5D, Dodge 5D, Sword 3D
Perks: Elf
Gear: Bow & arrows, leather armor(+2), sword.
Static: Dodge 15, Block 6, Parry 9, Soak 6(8)

Guard ★★ Scale: 0D
Guard, gladiator, or soldier.

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

Skills: Brawling 4D, Dodge 3D,
　　Sword or Mace 4D
Gear: Leather armor (+2), sword or mace.
Static: Dodge 9, Block 12, Parry 12, Soak 9(11)

Knight ★★★ Scale: 0D
For King and country!

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

Skills: Dodge 3D+2, Sword 4D+2, Riding 3D
Gear: Horse, plate mail (+9), shield (+4), sword.
Static: Dodge 11, Block 10,
　　Parry 14, Soak 10(23)

Priest ★★★ Scale: 0D
Righteous defender.

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

Skills: Dodge 3D, Magic 4D+2.
Perks: Sorcerer. Spells: Heal, Bless, +2 more
Gear: Chain mail(+3), staff.
Static: Dodge 9, Block 7, Parry 7, Soak 7(13)

Pirate ★★★ Scale: 0D
Yoho!

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

Skills: Brawling 3D, Dodge 5D, Navigation 3D,
　　Sailing 5D, Sword 4D
Gear: Compass or spy glass, sword.
Static: Dodge 15, Block 9, Parry 12, Soak 6

Thief ★★ Scale: 0D
What's yours is mine.

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

Skills: Pick Locks 3D, Pickpocket 4D, Stealth 5D
Gear: Leather armor(+2), lock picks, knife.
Static: Dodge 9, Block 12, Parry 12, Soak 9(11)

Wizard ★★★★ Scale: 0D
Sorcerer or necromancer.

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

Skills: Dodge 3D+1, Magic 6D
Perks: Sorcerer.
Gear: Knife.
Spells: ESP, Lightning Bolt, Paralysis, +3 more
Static: Dodge 10, Block 4, Parry 4, Soak 5

Fantasy Beastiary

Centaur ★★ Scale: 0D
Can you ride me? I say nay.

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

Skills: Bow 4D+1, Dodge 3D+1, Stamina 5D
Gear: Bow & arrows.
Static: Dodge 10, Block 12, Parry 12, Soak 12

Devil (Minor) ★★★★ Scale: 0D
I'm the best there's ever been.

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

Skills: Brawling 5D, Dodge 4D+2,
　　Persuasion 7D, Seduce 6D
Perks: Regeneration, Speaks All Languages.
Static: Dodge 14, Block 15, Soak 9

Dragon ★★★★★ Scale: +4D
Master of all he surveys.

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

Skills: Brawling 5D, Breath Attack 5D
Attacks: Bite (character scale, 8D damage) or
　　Bite (dragon scale, 4D damage)
　　Tail Bash (character scale, 4D damage),
　　Breath Fire (3D damage, range 60 ft)
Perks: Scales (+3 armor), Fly 90 ft/round
Static: Dodge 6, Block 15, Soak 12 (15)

Elemental (Fire) ★★★ Scale: +0D
Body of living flame.

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

Skills: Brawling 5D+1, Dodge 5D+2
Perks: Ignite by Touch, Targets hit by brawling
attack must make a Moderate Might check or
catch fire (4D damage/round until extinguished).
Comp: Weakness to Water (1D damage/gallon).
Static: Dodge 17, Block 16, Soak 13

Fairie ★ Scale: 0D
Third star to the right...

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

Skills: Athletics 3D, Dodge 6D+1, Magic 4D
Perks: Sorcerer, Fly 60 ft/round
Spells: Charm, Illusions, Light, Slumber
Static: Dodge 19, Block 3, Soak 3

Gargoyle ★★★ Scale: 0D
Stone guardian.

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

Skills: Brawling 4D+1, Dodge 4D,
　　Search 3D+2, Stamina 4D, Stealth 4D+1
Perk: Fly 60 ft/round, Armor Skin (+9)
Static: Dodge 12, Block 13, Soak 6(15)

Ghost ★★★★ Scale: 0D
Doomed spirit.

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

Skills: Brawling 4D+2, Dodge 5D, Stealth 6D
Perks: Insubstantial (can only be harmed by
magic or enchanted weapons; uses Wit in place
of Might to resist and deal damage);
Mournful Wail (any who hear the wail must
make a Moderate *Courage* check or flee).
Static: Dodge 15, Block 14, Soak 11

Giant ★★★★★ Scale: +4D
Grind your bones to paste.

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

Skills: Brawling 7D, Mace 7D, Throwing 4D
Gear: Mace (tree trunk).
Boulders: 3D damage, range 20 / 40 / 60
Static: Dodge 6, Block 21, Parry 21, Soak 15

Goblin ★★ Scale: 0D
Vermin from below.

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

Skills: Bow 3D, Dodge 3D+1, Stealth 2D+2
Gear: Bow & arrows, knife, shield(+4).
Static: Dodge 10, Block 4, Parry 4, Soak 4(8)

Golem   ****   Scale: +2D

Automatons of destruction.

Might: 4D+1   Wit: 1D

Agility: 2D   Charm: 1D

Skills: Brawling 6D+1, Dodge 4D, Lift 6D+1
Perks: Armor Skin (+3)
Static: Dodge 12, Block 19, Soak 13(16)

Gorgon   ***   Scale: 0D

With baited breath.

Might: 5D+1   Wit: 0D

Agility: 1D+2   Charm: 1D

Skills: Brawling 6D+2, Breath Attack 3D+2
Perks: Armor Skin (+5), Petrifying Breath (60 ft range, any creature caught in it's breath must make a Moderate *Stamina* check or be paralyzed for 1d6 rounds).
Static: Dodge 5, Block 20, Soak 16(21)

Griffon   ***   Scale: 0D

Hunters of the sky.

Might: 3D+2   Wit: 1D

Agility: 3D+1   Charm: 1D

Skills: Brawling 5D, Dodge 5D+1, Stamina 6D
Perks: Fly (60 ft/round), Talons (+1D damage)
Static: Dodge 16, Block 15, Soak 11

Harpy   ***   Scale: 0D

She's a maneater.

Might: 2D+2   Wit: 2D

Agility: 3D+1   Charm: 1D

Skills: Brawling 4D+2, Dodge 5D, Stealth 5D
Perk: Fly (60 ft/round), Talons (+1D damage)
Static: Dodge 15, Block 14, Soak 8

Hell Hound   ***   Scale: 0D

The devil's lapdog.

Might: 3D+2   Wit: 1D

Agility: 2D+1   Charm: 1D

Skills: Breath Attack 4D+1, Brawling 4D+2, Dodge 3D+1, Tracking 5D
Perks: Fire Breathing (20 ft range, 3D damage)
Static: Dodge 10, Block 14, Soak 11

Hydra   *****   Scale: +4D

Many-headed terror.

Might: 3D   Wit: 1D

Agility: 2D   Charm: 1D

Skills: Brawling 5D, Search 4D
Perks: Hydra Heads (A Hydra starts with three heads and has one *Wounded* level for each head but has no *Severely Wounded* level. A head is destroyed if it takes a *Wounded* damage level. Three rounds after a head is destroyed two new ones take its place. These heads provide extra *Wounded* levels.)
Extra Attacks (make one unpenaliized attack for each head.)
Static: Dodge 6, Block 15, Soak 9

Medusa   *****   Scale: 0D

Stone cold killer.

Might: 2D+2   Wit: 2D+2

Agility: 2D+2   Charm: 1D

Skills: Bow 4D+2, Dodge 4D+2, Stealth 4D
Gear: Bow & arrows.
Perks: Petrifying Visage (setting eyes upon a medusa will turn a character to stone if they fail a Difficult *Stamina* check. To avoid looking at her while targeting her requires a Moderate Wit check or closing one's eyes. Closed eyes incur a -20 penalty to the attack.)
Static: Dodge 14, Block 8, Soak 10

Minotaur   ***   Scale: 0D

Master of the maze.

Might: 5D+2   Wit: 1D+2

Agility: 2D+1   Charm: 1D+1

Skills: Pole Arm 6D+2, Dodge 3D+1, Tracking 5D+2
Gear: Spear.
Static: Dodge 10, Block 17, Parry 20, Soak 17

Ogre   ****   Scale: +2D

Mercenaries and brigands.

Might: 4D   Wit: 1D+1

Agility: 1D+1   Charm: 1D+1

Skills: Axe 6D, Brawling 5D+2, Dodge 3D+1
Gear: Axe, leather armor(+2).
Static: Dodge 10, Block 17, Parry 18, Soak 12(14)

Orc   ***   Scale: 0D

Scourge of civilation.

Might: 3D+1   Wit: 1D+2

Agility: 2D   Charm: 1D

Skills: Dodge 3D, Stealth 3D, Sword 4D+1
Gear: Sword, shield(+4).
Static: Dodge 9, Block 10, Parry 13, Soak 10(14)

Pegasus   ***   Scale: 0D

Sky mounts of the elves.

Might: 4D+1   Wit: 1D

Agility: 2D+2   Charm: 2D

Skills: Athletics 3D, Dodge 4D+2
Perks: Fly (60 ft/round).
Static: Dodge 14, Block 13, Soak 13

Phoenix   ****   Scale: +2D

The eternal bird.

Might: 2D+1   Wit: 2D

Agility: 3D+2   Charm: 2D

Skills: Brawling 6D, Dodge 6D+2
Perks: Fly (60 ft/round)
Explosive Death (when killed a 20 ft radius 5D fireball erupts from its body). Resurrection (at sunrise the next sunrise a new phoenix rises from the ashes.)
Static: Dodge 20, Block 18, Soak 7

Rat of Unusual Size   **   Scale: 0D

Most dispute they exist.

Might: 3D   Wit: 0D

Agility: 2D   Charm: 1D

Skills: Athletics 4D, Brawling 4D, Dodge 3D
Static: Dodge 9, Block 12, Soak 9

Skeleton   **   Scale: 0D

Fleshless undead.

Might: 2D   Wit: 0D

Agility: 3D   Charm: 0D

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

Troll   ****   Scale: 0D

Nearly mindless killers.

Might: 6D   Wit: 1D

Agility: 2D   Charm: 1D

Perks: Regeneration
Comp: Weakness to fire (+2D damage)
Gear: Club.
Static: Dodge 6, Block 18, Parry 18, Soak 18

Vampire   *****   Scale: 0D

Cursed to feed on the living.

Might: 3D+1   Wit: 3D+1

Agility: 4D+1   Charm: 4D

Skills: Athletics 5D, Brawling 5D, Dodge 6D+1, History 5D, Seduce 6D, Stealth 5D
Perks: ESP, Bite (the vampire heals a wound level when inflicting at least a serious wound by brawling. Anyone killed this way rises as a vampire the next nite.)
Comp: Weakness to Sunlight (the vampire suffers a -2D to all rolls and -6 to all Static combat scores while in direct sunlight.)
Stake through the heart (targeting a vampire's heart with a wooden stake adds 25 to the TN to hit but kills it instantly.)
Static: Dodge 19, Block 15, Parry 10, Soak 10

Werewolf   ***   Scale: 0D

He's the hairy hairy gent...

Might: 4D   Wit: 1D+2

Agility: 3D+2   Charm: 2D

Skills: Brawling 5D, Dodge 5D+2, Stealth 5D
Perks: Regeneration, Damage Immunity (can only be harmed by silver, magic, and enchanted weapons.)
Infectious Attack (anyone who is *Severely Wounded* or worse by a werewolf must make a Moderate Charm roll or transforms into a werewolf during the full moon).
Static: Dodge 17, Block 15, Soak 12

Zombie   **   Scale: 0D

Freshly risen undead.

Might: 3D   Wit: 0D

Agility: 2D   Charm: 0D

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

Optional Rules

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

Renaming Attributes

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

Varying the Number of Attribute Dice

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

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

Expanded Number of Attributes

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

Beginning Attribute Dice: When adding extra attributes each player receives three additional dice per attribute added for heroic level games. If 6 attributes are used in place of 4, players would divide 18D among them.

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

Increasing the Attribute Range

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

Higher Attributes at a Price

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

No Attributes

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

> Gunslinger: 5D Brawl, 6D Dodge, 3D Gamble, 6D Pistols,
> 3D Rifles, 5D Toughness.

Adding Paranormal Abilities

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

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

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

Quasi Skills

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

Paranormal Attributes with Skills

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

Varying Starting Skill Dice

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

High Skills Rolls Increasing Damage

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

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

Independent Skills

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

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

A sample knight might look like this:

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

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

Rolling Limit

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

Halfway There

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

Traditional OpenD6 Hero Points

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

Traditional OpenD6 Character Points

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

Traditional OpenD6 Might Damage

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

Buying New Perks

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

Buying Off Complications

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

Body Points *(alternative to Wound Levels)*

In place of using Wound Levels GMs may elect to use Body Points (BP). Under this variant, players roll their character's Might and add this to 20. This is the amount of damage they can take before death. If less variability is desired the GM may give 4 BP per die in Might instead.

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

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

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

Natural Healing

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

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

Assisted Healing (Medicine)

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

Adjusting Deadliness

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

Making the Game Your Own

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

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

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

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

Who are the Characters?

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

Some players get a sadistic joy out of playing against type. You might be casting a supers team made up of mutants that all work together and one person who declares himself to be the feral loner. These characters can complicate things quite a bit. We aren't saying not to allow them, although that is your call. You will need to speak with this player to make sure you are both on the same page. Maybe the crazy professor that pulled them together also gave them all radios to stay in constant communication. If all else fails gently remind them this is a group oriented game.

"For the last time a one on the Wild Die is nothing special!"

What are the Rules?

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

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

What are the Skills?

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

New Perks or Complications?

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

How are Money and Gear Handled?

Most players are going to want to know how much stuff they can get their hands on. If your game is one where they count their dollars and spend specific amounts be sure to let them know and even prepare a price list and basic monetary notation. You might take a more laid back approach and say that a knight owns armor, a sword, and a horse; while his wizard companion has a pointed hat, musty books, and a stout walking stick. However you decide to do this, just try and be consistent and fair.

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

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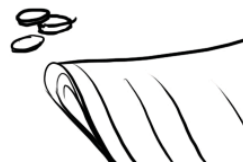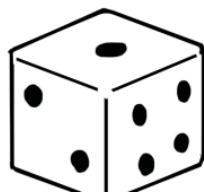
Campaigning the TV Way

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

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

Flash Forwards

Write down a few vague lines of dialogue on index cards and number them. Then hand them out but don't let your players look at them until their number comes up. The player with card number one reads their line, then two responds by reading his, and so on. You don't want to give the plot away or make anything too specific; it is more to tease them. Keep in mind that at some point they should catch up to the flash forward and will hopefully cooperate with what has already been established. This might be in the same session, or several later depending on how you plan the campaign.

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

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

Flash Backs

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

Converting Between Mini Six & Traditional OpenD6

Even though Mini Six is part of the OpenD6 family, it has been tweaked in several ways. By making the following changes and applying the noted optional rules you can make Mni Six resemble its more recognized parent.

Character Creation

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

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

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

Extranormal Skills

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

The Wild Die

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

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

Options Used by Traditional OpenD6

- Traditional OpenD6 Combat (page 7)
- Traditional OpenD6 Hero Points (page 19)
- Traditional OpenD6 Character Points (page 19)
- Traditional OpenD6 Might Damage (page 19)
- Perks are called Advantages
- Complications are called Disadvantages

Need more help converting between Mini Six and another flavor of OpenD6? You can always ask for help from the friendly folks at the WEG Fan Forums.

http:// www.wegfansite.com/forum/

PERDITION
Tales of Damned Fool Heroes

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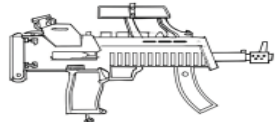e ever came from Earth. Maybe they went to another system. Strange that we never heard anything. The first worlds filled up and they changed the ones that weren't so nice, the frontier worlds like ours, into better ones so that we could live here too. Folk being as they are, they fell to squabblin' soon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

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

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

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

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

"I call 'er Betty. She's the only lady I trust." - Brute

Character Creation Guidelines

Higher Attributes at a Price, up to 5D (See page 18).

Skill List

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

New Complications

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

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

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

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

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

Space Cowboy

I might be aiming to raise a ruckus.

Might: 3D	**Agility: 3D+1**
Brawling 4D	Dodge 5D+1
	Pistols 5D+1
Wit: 2D+1	**Charm: 3D+1**
	Bluff 4D+1
	Command 4D+1

Static: Dodge 16, Block 12, Parry 9, Soak 9
Perks & Comps: None
Gear: Pistol

First Mate	City Slicker Doc	Pilot	Mechanic
Captain your plan is, well, not good.	*Could you be any cruder? I doubt it.*	*Watch how I soar!*	*What did you call our ship?!*
Might: 3D **Agility: 3D**	**Might: 2D** **Agility: 3D**	**Might: 2D+1** **Agility: 3D+2**	**Might: 2D+1** **Agility: 3D+2**
Brawling 4D Dodge 5D	Dodge 4D	Dodge 5D+1	Dodge 5D+1
Rifle 5D	Stealth 4D	Pilot 5D+2	Pilot 5D+2
Wit: 3D+1 **Charm: 2D+2**	**Wit: 4D** **Charm: 3D**	**Wit: 3D+1** **Charm: 2D+2**	**Wit: 3D+1** **Charm: 2D+2**
Streetwise 4D+2	Computer 5D Diplomacy 4D	Computer 4D Diplomacy 4D	Computer 4D Diplomacy 4D
	Medicine 6D	Navigation 5D+1	Navigation 5D+1
	Science 5D	Repair 4D	Repair 4D
Static: Dodge 15, Block 12, Parry 9, Soak 9	**Static:** Dodge 12, Block 6, Parry 6, Soak 6	**Static:** Dodge 16, Block 7, Parry 7, Soak 7	**Static:** Dodge 16, Block 7, Parry 7, Soak 7
Perks & Comps: None	**Perks & Comps:** None	**Perks & Comps:** None	**Perks & Comps:** None
Gear: Shotgun	**Gear:** Medical Bag, Pocket Computer	**Gear:** Light Pistol	**Gear:** Light Pistol

Advice for the GM

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

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

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

The Paranormal

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

Adventure Seeds

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

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

The Worlds of the Vega System

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

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

Scarab Class Transport

$$$$	**Scale:** 6D	**Cargo:** 2 Shuttles + 100 Tons
Skill: Pilot	**MNV:** 2D	**Shuttle:** $$$, Scale+4D, Skill: Pilot,
Body: 3D+1	**Move:** 3D	MNV: 1D, Body: 2D+2, Move: 2D,
Crew: 2	**Psg:** 12	Crew 1, Psg: 6, Cargo: 2 Tons
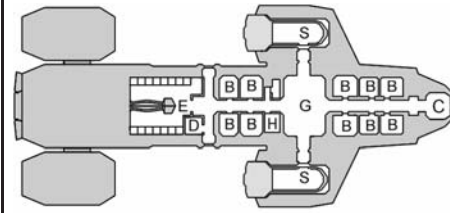
The Scarab is an older generation of ship but well loved for its reliability and ruggedness. Its hold is adaptable to suit many types of cargo or can be converted for additional passenger berths.

C: Cockpit — E: Engine Room
B: Bunk or Double Bunk — S: Shuttle
G: Galley / Common — D: Down to Cargo Bay
H: Head

Standard Travel Times

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

Navigation Bonus

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

10 or less: 2x Standard Time
11-20: Standard Time
21-40: 90% of Standard Time
41+: 75% of Standard Time

A Mechanic's Work is Never Done

Someone must spend time keeping every ship running. For small ships (scale +6D or less), a mechanic must make a repair roll with a TN equal to the ½ the trip's standard travel time (in days) + 10. This check is made at the midway point of the voyage. If he fails the check, roll on the vehicle damage chart to see what's broke.

Brute	Outlaw Preacher	Noble	Psychic
I get 10% AND my own bunk?!	*The Good Book's vague on kneecaping.*	*We're all running from something.*	*Lost my happy thought, can I have yours?*

Might: 5D   **Agility: 2D+2**
Brawling 5D+1   BFG 4D+2
  Dodge 4D+1
  Rifle 4D+2
  Throwing 3D+2
 	
Wit: 1D+2   **Charm: 2D+2**
 	
Static: Dodge 13, Block 16,
    Parry 15, Soak 15
 	
Perks & Comps: None
Gear: BFG, rifle, and knife.
	Might: 3D **Agility: 3D**
	Brawling 5D Dodge 5D
	  Rifle 4D
	
	Wit: 1D+2 **Charm: 2D+2**
	History 4D Persuasion 4D
	
	Static: Dodge 15, Block 15,
	    Parry 9, Soak 9
	
	Perks & Comps: Age, Skeletons in the closet.
	Gear: Holy Book
		Might: 1D+2 **Agility: 3D**
		  Bow 4D
		  Dodge 4D
		
		Wit: 3D+1 **Charm: 4D**
		  Diplomacy 5D
		  Persuasion 5D
		  Seduce 6D
		
		Static: Dodge 15, Block 15,
		    Parry 9, Soak 9
		
		Perks & Comps: Attractive
		Gear: Fancy clothes, jewelry, bow.
			Might: 2D **Agility: 3D+2**
			  Athletics 4D+2
			  Dodge 5D+2
			
			Wit: 3D+1 **Charm: 4D**
			
			Static: Dodge 17, Block 6,
			    Parry 6, Soak 6
			
			Perks & Comps: ESP, Crazy
			Gear:

Rust Moon of Castia

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

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

Dark times fell across the land when the moon turned red. Each night when the Rusting Eye passed over, strife would spread by leagues. Sydra and Nehar began to bite at the borders while the Syndics of Westron encroached on the forest. When raiders of Kauleshan invaded, none saw the true threat offered by the ill-organized barbarians. Only after the Scarlet Horde stood at the gates of Devmora did the king see the fate awaiting him. It took only three more summers for the once proud kingdom to fall.

During the plundering of Etain the new royal's sages unearthed the Prophecy of the Marks of Radiance. Few speak of it openly but all well travelled folk now know how it reads,

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

Devmora: once a prosperous trade city, the Scarlet Horde seized it for their dark mistress. The Radiant Queen claimed the town as her own. In the hundred years since she claimed the throne, the Radiant Queen has transformed the city into a mighty, many tiered and sectioned, fortress. The various city quarters all divided into compact wards. Great walls and loyal fanatics ensure their queen is safe from the outside world she chooses to rule so harshly.

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

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

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

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

1 Hex = 30 Miles	⌇⌇ Swamp	⊛ Capital (population 5,000+)
▲ Mountains	♧♧ Forest	⊙ City (2,000+)
⌃ Hills	⌂ Elons (Ruins)	● Town (1,000+)

Note: Small towns and villages dot the countryside approximately 30 miles apart. Populations can vary from a few families to several hundred.
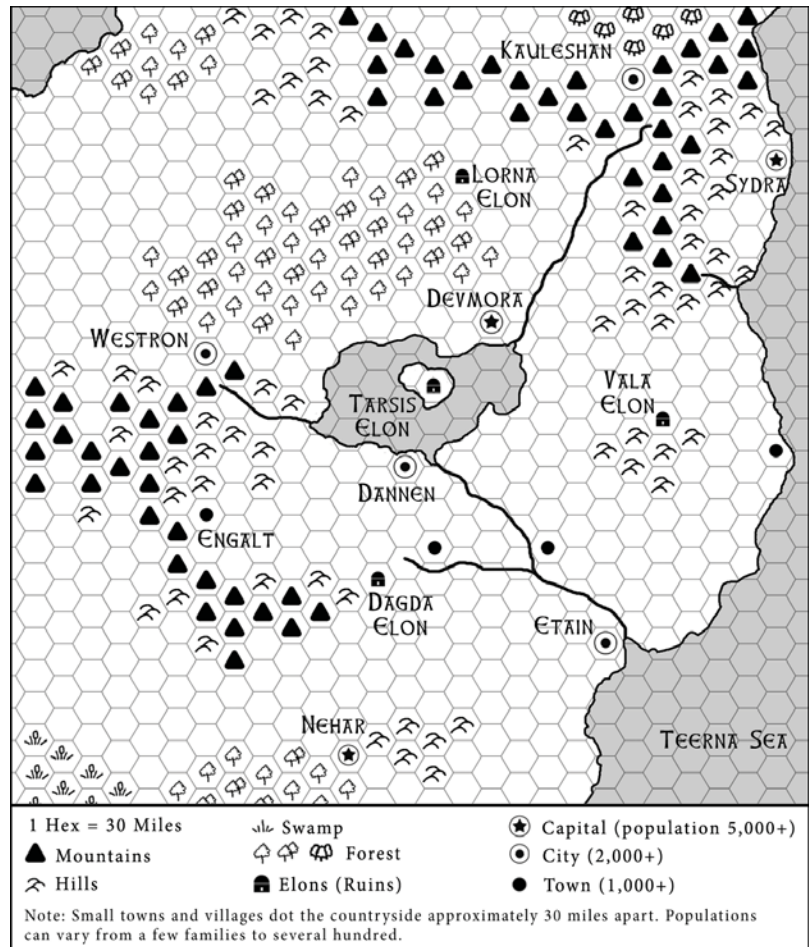
Character Creation Guidelines

Skill List

Might: Axe/Mace, Brawling, Knife, Lift, Smithing, Stamina, Pole Arm, Sword
Agility: Athletics, Bow, Dodge, Pickpocket, Stealth, Throwing
Wit: Crafts, Lore, Magic, Medicine, Pick Locks, Search, Tracking
Charm: Command, Diplomacy, Persuasion, Riding, Seduce, Streetwise

New Perks

Brownie (4): A small race standing only 12 to 15 inches tall. They normally live apart from humans, preferring the deep woodlands and hills. Only rarely do they meddle in the affairs of men.

Brownies naturally speak with animals and birds while their tiny size gives them a bonus to stealth (+2D) and Dodge (+2D) when fighting creatures man-sized or bigger. Unfortunately it also hinders them with the Tiny complication. The Brownie's maximum Might is limited to 3D while Agility may be up to 5D.

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

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

New Complications

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

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

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

Gear for Brownies and Hanedyn

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

MAD MERCENARY

Your leg? I would love to break it.

Might: 3D+2	**Agility: 3D+1**
Athletics 4D+1	Dodge 5D+1
Brawling 4D+2	Riding 4D
Sword 5D+2	

Wit: 2D **Charm: 3D**

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

Perks & Comps: None
Gear: Chain mail(+6), horse, and long sword.

HANNEDYN APPRENTICE

My finger is more powerful than you know.

Might: 2D	**Agility: 3D**
	Dodge 4D

Wit: 4D **Charm: 3D**
Magic 5D

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

Perks & Comps: Hannedyn, Small, Sorcerer
Spells: Choose 2 spells.
Gear: Spell book and walking stick.

WARRIOR MAIDEN

Did my beauty or axe strike you helpless?

Might: 3D	**Agility: 3D+2**
Axe/Mace 5D	Dodge 5D+2

Wit: 2D **Charm: 3D+1**
Lore 3D Command 4D+1

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

Perks & Comps: Attractive, Vessel.
Gear: Axe, chain mail(+6), shield(+4).

BROWNIE SCOUT

This way! No... That way!

Might: 2D	**Agility: 5D**
	Bow 6D

Wit: 2D+1 **Charm: 2D+2**
Tracking 4D+1

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

Perks & Comps: Brownie, Tiny.
Gear: Brownie bow and ugly hat.

Advice for the GM

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

Adventure Seeds

The Golden Key: The player characters have found the key to the Vault of Lorna Fields. Legends tell of a hidden treasure horde to the east of Lorna Elon. When the key is held at the Crossroads under the light of the full moon the entrance will be revealed.

Some legends speak of great wealth; others though make it less glamorous. Whispering of dark monsters held fast until the ancient line of kings would offer mercy and freedom if the beasts accepted a geas. Those still held refused such a punishment.

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

Arnax ★★★★★ Scale: +4D

Leviathan of terror.

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

Skills: Brawling 6D, Breath Attack 6D
Attacks: Bite (character scale, 7D)
Breath Fire (5D, range 30 ft)
Perks: Two Heads (makes 2 bites with no penalty)
Static: Dodge 10, Block 19, Parry 16, Soak 16

Fairie ★ Scale: 0D

Tinkling lights in the forest.

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

Skills: Bow 6D+2, Dodge 8D+2, Stealth 8D+2
Perks: ESP, Faint Glow (like a candle), Fly (60 ft/round), Mute, Tiny
Static: Dodge 26, Block 4, Parry 4, Soak 4
Gear: Fairie Bow, Fairie Dust

Troll Ape ★★★ Scale: 0D

Smells worse than it looks.

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

Skills: Athletics 4D+1, Brawling 6D+1, Tracking 4D+1
Perks: Regeneration, Scale any Surface
Static: Dodge 10, Block 19, Parry 16, Soak 16
Gear: None

At times the dailies declared, "Farnsley is a genius!" Then again they once declared him an enemy of the crown. Both are right, and wrong, of course. The truth is seldom as clear as my crystal bob. He discovered the Aether Constants and the Prism Gateway. What he failed to anticipate were the things waiting on the other side. Eight times he opened it in his laboratory testing his theory. Each time the smoke that materialized was dismissed as a minor nuisance effect. It was on the ninth attempt, the one at university that caused the rupture. The barrier between our world and the one beyond was unraveled. Phantasms of all varieties rushed through. These nightmares now skulk the shadows of England; ghosts and specters, ghoulish skinriders, all manner of otherworldly horrors to challenge the sanity of the unwary. In those darkest moments when the evil reveals itself, who will the huddled masses call upon? Professor Farnsley of course. His science led to the formation of the freelance metaphysics constables. His fees are reasonable, based as much off the wealth of the client as the danger faced. He once accepted a bowl of stone soup from a poor widow for removing a horned youngling. Once only young gentry and adventurous aristocrats worked for him, but after the incident at Potter's Field he is more flexible in whom he will train to use his toys. Me? I took the job because my father squandered the family fortune on games of chance. I didn't really believe the stories. But once you've come face to face with a ghoul or a pack of aether hounds, you find your tune changing to match the song being played.

Farnsley's Phantasm Investigations is Victorian horror, told with an occasionally lighthearted, action-oriented, twist. It's 1884 and the foggy streets of London are inhabited by all manner of unnatural beasts. Players assume characters either working for or somehow associated with the eccentric Professor Farnsley, an aging scientist that managed to prove his most controversial theory, but in so doing released untold evil upon the world. He coined this incident the Pandora Effect. Farnsley has dedicated himself to inventing tools to undo the ill-fated glory of his great success. He was lucky that most don't know he is responsible for the now visibly present spooks.

Freelance metaphysics constables working for Farnsley are paid a small weekly wage, not enough to live on, and a percentage of fees collected on any job they help complete. In the famous Stone Soup Incident, the constables were happy the elderly widow was saved but cared little for the 10% share of payment received. Those who do not wish to spend their meager wage on room and board may live in the common dormitory set up at Farnsley's urban manor. It also acts as HQ for his rather unusual business. Constables may be hired from any walk of life as long as they pass Farnsley's unfathomable hiring criteria. He once turned away a decorated army officer and the next day hired a 12 year old street urchin gifted with light fingers. The original crew of constables was laid to rest after the incident at Potter's Field. While technically successful; Farnsley never talks of it. Most constables are from gentry and refined society. Such a background can help when dealing with high society, but when the job takes you to the darkest docks, having history as a laborer has its advantages.

Character Creation Guidelines

Skills
Might: Brawling, Cane/Club, Knife, Lift, Stamina, Sword
Agility: Athletics, Bow, Dodge, Drive, Electro-Tether, Pickpocket, Pilot, Pistol, Rifle, Stealth, Throwing
Wit: Cultures, History, Language, Occult, Medicine, Pick Locks, Repair, Science, Search, Tracking
Charm: Command, Contacts, Courage, Diplomacy, Persuasion, Ride, Seduce, Streetwise

New Perks
Aristocrat (1): Your name has some weight on occasion. When attempting to gain access to a noble's residence, avoiding arrest, or any other occasion where status is a factor you can try and draw on your family. Once per session you can double the result of any one Charm based roll when attempting to exploit your name.

Medium (2): You see dead people. The invisible ones no one else can see. You hear them too but that doesn't sound as impressive. If they are close enough, you can even compel answers from them, but this is much harder. They have to be incorporeal and within 20 feet for this aspect to work. To compel or bind them requires at least two rounds of concentration and an *Occult* roll opposed by the target's *Courage*. The first success holds the target fast. Each successful contest after the first compels one honest answer.

Wealthy (1): Old money, industrialist, or benefactor of ill-gotten gains, however you did it, you have money. Far more than most. Each month the character receives a stipend of £80 (10 times the average income).

Gentleman of Fortune		Young Dogsbody		Wild Eyed Scientist		Dilettante Psychic	
Let's make it sporting.		*If I might make a suggestion m'lord...*		*Do you know what this means?!*		*I sense we are in grave danger.*	
Might: 3D+1	**Agility: 3D**	**Might: 2D+1**	**Agility: 3D+2**	**Might: 2D+2**	**Agility: 2D+2**	**Might: 2D**	**Agility: 3D**
Brawling 4D	Athletics 4D+1	Cane/Club 3D	Dodge 5D		Dodge 3D+1		Dodge 3D+1
Cane/Club 4D+1	Dodge 4D+2		E-Tether 4D		E-Tether 4D		
	E-Tether 4D+1		Pickpocket 4D+1	**Wit: 4D**	**Charm: 2D+2**	**Wit: 3D+1**	**Charm: 3D+2**
			Stealth 4D+1	History 4D+2	Contacts 4D	Occult 4D+1	Persuasion 4D+1
Wit: 2D+1	**Charm: 3D**			Repair 5D			
	Seduction 4D	**Wit: 3D+1**	**Charm: 2D+2**	Science 6D		**Static:** Dodge 14, Block 12,	
		Search 4D+1	Contacts 3D+2			Parry 13, Soak 10	
Static: Dodge 14, Block 12,			Streetwise 4D	**Static:** Dodge 10, Block 8,			
Parry 13, Soak 10				Parry 8, Soak 8		**Perks & Comps:** ESP, Medium	
		Static: Dodge 14, Block 12,				**Gear:** Crystal ball, occult primer,	
Perks & Comps: Aristocrat		Parry 13, Soak 10		**Perks & Comps:** Wealthy		small pistol.	
Gear: Cane, flask, and pistol.				**Gear:** Cane, goggles, and portable lab kit.			
		Perks & Comps: Age					
		Gear: Cane, pocket watch, satchel.					

New Complications

Cursed: You bear an unnatural mark visible only to mediums and otherworldly entities. It is a sign that you have a dark fate awaiting you. Once per session the GM can rule any single roll to resist or prevent a metaphysical effect automatically fails. When the GM takes advantage of this, you earn 1 bonus CP.

Low Born: You were born into a world of poverty. School was not an option; instead you began work at a young age. It was a hard life and you've managed to escape it. Still, you lack the proper social graces and your background is readily apparent. Earn 1 bonus CP each session your upbringing causes difficulty for you.

Money and Gear

The average skilled worker earns only £2 per week. This is enough to provide most with a modest living. There are steampunk inspired creations at work if one knows where to look. These dangerous toys are often prone to jamming, frequently of questionable quality, and always expensive.

Special Gear

The Cane: The shaft is sheathed in a thin layer of iron with four steel rings banding it. The tip is six inches of carefully hardened oak. The band is silver and holds the specially cut crystal knob that serves double duty as decorative handle and tether focus. The lower middle ring acts as the triggering mechanism for the electro-tether while the upper middle ring along with the bottom ring work as the locking mechanism to change lightning slugs. Each slug is good for only nine bursts and then must be replaced. Electro-tethers can be used to capture a phantasm by trapping it in Egyptian Clay or if used repeatedly to disperse the phantasm back into the aether.

Ranged Attack Skill: Electro-Tether. Damage: 4D.

Melee Attack Skill: Cane/Club. Damage: Might+1D+1.

Aether-Bulb Lantern: A small bulls-eye hand lantern designed with special bulb in its seat. As it nears any aether emanation the bulb will glow brighter and swivel in the direction of the largest aether stream. This allows it to both act as a compass and a light source when hunting at night. However, some have complained that if the aether source is too powerful the bulb will burn out.

Egyptian Clay: This mixture is used to manufacture clay bottles resembling small wine jugs. If a tethered spirit touches the bottle they are drawn into it. After the spirit is ensnared the bottle must be corked to keep the monster from escaping.

Vortex Grenade: A weapon of last resort, when shattered this jar unleashes an aethereal tornado 20' tall and 8' wide. It spins about attempting to pull in anything it touches, both phantasmal and physical in nature.

Advice for the GM

There are many ways to run a campaign focused on Phantasm Investigations. The default game is a small gathering of 2 to 6 constables employed by the professor who embark on fun, quirk-filled adventures while trying to contain unspeakable evils. This isn't a requirement though. It can just as easily be a force numbering 100 or more waging a war against alien terrors.

When running the game, remember that most of modern horror owes its roots to the Victorian era. Gothic decoration, melancholy allies, haunted mansions; all were born in the penny dreadfuls of the time. There was also a great interest in spirituality and occultism making the salons of the age ripe for adventure.

Adventures also aren't limited to the foggy city. The literally haunted moors of the countryside, castles, and gothic estates playing host to odd Slavic princes are all locales ripe for adventure. Just have the desperate folk of the country call upon the special skills of the freelance metaphysics constables.

Adventure Seeds

No Vacancies: A small group of phantasms have mastered the gift of possession. They are exploiting their new power by inhabiting a family. The constables are called when a cousin comes from the country to visit and notices the strange behavior. What the cousin doesn't know is that the middle child is actually not a member of the family but a changling that was possessed when it entered the house to eat the family.

The End… And now the Beginning: Farnsley has figured out how to seal the rupture permanently. Unfortunately it can only be done from the other side of the Prism Gateway. Now all he needs is someone to make the ultimate sacrifice. Maybe these heroes can travel the aether to find another way back to London.

Insubstantial creatures can only be harmed by certain substances. These include the energy beam called the electro-tether of Farnsley's Canes, salt, and wrought iron. These creatures have a Might attribute of 0D. They use their Wit in place of it for calculating their damage resistance and how much damage they deal.

Aether Hound ★★★ Scale: 0D

Howls from the underworld.

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

Skills: Brawling 4D, Dodge 3D, Tracking 8D
Perks: Insubstantial, Razor Maw (4D damage), Teleport through smoke (1 mile range), Resilient Pelt (+2D to resist damage)
Static: Dodge 9, Block 12, Parry 3, Soak 9

Changling ★★★★ Scale: 0D

Don't you know me?

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

Skills: Brawling 5D+1, Dodge 5D, Persuasion 5D+1, Stealth 4D+2
Perks: Mimic (can look like anyone it touches), Vulnerable to Silver (+1D damage)
Static: Dodge 15, Block 16, Parry 13, Soak 13

Ghoul ★★★ Scale: 0D

Craver of flesh.

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

Skills: Brawling 5D+1, Dodge 4D+2
Attacks: Claws(+1D damage)
Fangs (+2 damage)
Perks: Night Vision
Static: Dodge 14, Block 16, Parry 10, Soak 10

Sheet Phantom ★★ Scale: 0D

Boo!

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

Skills: Brawling 3D+2, Courage 3D, Dodge 4D
Perks: Insubstantial, Fly 30 ft per round.
Static: Dodge 12, Block 14, Parry 5, Soak 5

Specter ★★★★ Scale: 0D

A chilling terror of the night.

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

Skills: Brawling 5D+2, Dodge 6D, Stealth 6D
Perks: Insubstantial, Fly (45 feet per round)
Chill Touch *(touched target must make a Moderate Stamina roll or suffer a -1D penalty for the scene).*
Static: Dodge 10, Block 19, Parry 16, Soak 16

Big collars, bitchin' cars, side burns, Fog Hat. Yeah, you remember the '70's. Or you heard of it. Welcome to Empire City, just upstate from Springfield. The heroes are the detectives of Precinct 77. This isn't about procedural law. This is about kicking down doors, grabbing the punk by the neck and getting the information you need. Here in the cinematic land of 1977 men are men, women are women, the spirit of justice trumps the letter of the law, and political correctness only means that you just voted the bum out of office. The only rule to remember is the good guys never shoot first.

Character Creation Guidelines

Attribute Dice
Unlike a normal Mini Six campaign the hero cops of the 77 only start with 11 dice for attributes.

Skill List
Several skills in Precinct '77 have unusual names for flavor. This reinforces the feel of the game. To avoid any confusion we are providing a summary of each skill below.

Might
Brawl: Unarmed fighting and cuffing people.
Melee: Bats, knives, sticks, bike chains, etc.
Muscle: Kicking down doors and picking up heavy stuff.
Stamina: Endurance and resisting torture.

Agility
Athletics: Running, jumping, climbing, sports, bowling, etc.
Dodge: Getting out of the way.
Drive: 2 wheels or 4 it doesn't matter.
Fly: Helicopters or planes.
Guns: Pistols, rifles, shotguns, everything short of rockets.
Pickpocket: Stealing and planting stuff unnoticed including wires and bugs.
Sneak: Getting around unnoticed.
Throw: Lobbing stuff.

Wit
First Aid: Keeping people alive. A Difficult roll will keep a Mortally Wounded person alive and a Moderate roll will revive someone who is Incapacitated.
Hot Wire: Starting any vehicle without the keys.
Investigation: Noticing details, spotting physical clues, forensics, and searching locations.
Jimmy Locks: Opening locked stuff without the key.
Language: Speaking anything other than English.
Legalese: You know the law, ordinances, and procedure, or can at least sound like you do.
Mechanic: Fixing or modifying stuff.

Charm
Bad Cop: Intimidation and resisting intimidation.
BS Detector: Sensing lies.
Contacts: People you know on the force and around the city who aren't snitches. They can provide you with helpful information and clues.
Good Cop: Persuasion, diplomacy, and all around niceness.
Seduction: Using your magnetism on the opposite sex.
Snitches: Underworld informants.
Undercover: Acting, disguise, and lying.

New Perks
By the Book (1): Once per session you twist your words with powerful sounding implications and advanced police gibberish. These possibly fictitious regulations let you double any *Legalese, Bad Cop,* or *Snitches* roll.
Ethnic Background (1): You are automatically fluent in a non-English language based on your heritage and receive +1D to *Bad Cop* and *Good Cop* when dealing with your own people.
Heaving and Breathless (1): Female characters only. Once per session you can double any Charm skill roll except *Bad Cop* or *BS Detector* when dealing with a man.
Ladies Love the 'Stache (1): Male characters only. Once per session you can double any Charm skill roll except *Bad Cop* or *BS Detector* when dealing with a woman.
Important Friend (1): You know someone special. Once per session this person can provide you with special support based on what they do. Examples include a helpful ADA, a bored coroner, chief of the property room, city hall insider, phone company supervisor, etc. You must define who this person is when you select the perk.
Sweet Ride (1): Your personal car is a muscle car which has been approved for use on duty. If damaged in the line of duty, the department will pay for reasonable repairs. It grants a +1 bonus on all Charm skills except Bad Cop and BS Detector when you are in sight of your car, but it's easier for the bad guys to spot.

Complications
Bad Divorce: It didn't work out. Actually it went nuclear. Not only do you have less money to live on than your fellow detectives, your ex or her lawyer has an annoying habit of popping up at the worst times. Earn 1 CP if this complicates your job.
Bad Rep: You have a history. You might have been a loose cannon who couldn't back up your swagger. Maybe you lost a large quantity of department resources. Perhaps you just couldn't keep from pointing out the chief's faults in public. If your boss rips you a new one, earn 1 CP.

Jealous Lover: It could be your spouse, someone you're very serious with; either way they are a little crazy. Or it could be you just love them too much to even fake straying. You cannot use the seduce skill under any circumstances and your Undercover skill suffers a -2D penalty if it involves faking a relationship. Whenever your job is complicated by having to refuse the advances of another, even if undercover, earn 1 CP.

Rookie: Sure you excelled at the academy and know as much as everyone else does, maybe more, but you're still wet behind the ears. The first time per session a 1 is rolled on the Wild Die for any of the following skills it is considered an automatic failure. These include Bad Cop, BS Detector, Good Cop, Investigation, Legalese, Snitches, Seduction, and Undercover. However, each time a CP is earned in this way you mark out one letter of the word rookie. When all 6 are crossed out you are no longer a rookie and this goes away.

Money and Gear

All characters earn a decent wage, enough to cover a small house or apartment and an average car. It's nothing spectacular but hey, at least you get full medical and dental, and maybe a pension someday.

As for gear, there are a few items issued to every detective. These include a badge, service pistol, and 'cuffs. Each pair of detectives also gets a city issued POS car, complete with radio.

Hero Points

In addition to their normal uses, Hero Points can be used to gain access to one thing from the following Good Stuff Chart for a single case without proper justification.

Back-Up Force on Standby	Speedboat
Chase Car	Suitcase Full of Marked Bills
Department Helicopter	Surveillance Van
Drug Dogs	SWAT Gear
Fake Drugs	Trumped Up Warrant
Lie Detector *(+10 to BS Detector)*	Wiretap

Contacts & Snitches

A character can only call on his network of acquaintances so much in a single session. Each time beyond the first these skills are used, the difficulty increases by +5. Once the roll fails, that skill is of no further use until the next session, they're tapped out. Below is a sample of what might be learned when using them.

Easy	Discover common rumors.
Moderate	Discover the source of common rumors. Locate common criminal hang outs.
Difficult	Discover background knowledge on case. Locate where the bosses gather to plot.
Very Difficult	Learn detailed plans. They can identify the major players involved.
Heroic	Col. Mustard in the Hall with the Revolver.

Muscle Car	$$	Scale +2D

That's a righteous ride!

	Skill: Driving	MNV: 2D
	Body: 3D	Move: 3D+1
Crew: 1	Psg: 4	Cargo: 700 lbs

Loose Cannon		*Old Timer*	
Make my week punk.		*I'm gettin' too old for this.*	
Might: 3D+1 Brawl 4D	**Agility: 3D+1** Dodge 4D Guns 4D+1	**Might: 2D+2**	**Agility: 2D+1** Dodge 3D+1 Guns 4D+1
Wit: 2D+1 Investigation 3D	**Charm: 2D** Bad Cop 4D Snitches 3D	**Wit: 2D+2** Investigation 4D+2	**Charm: 3D+1** Good Cop 4D+1
Static: Dodge 12, Block 12, Parry 9, Soak 9		**Static:** Dodge 10, Block 8, Parry 8, Soak 8	
Perks & Comps: Daredevil, Bad Rep		**Perks & Comps:** Recall, Age **Gear:** Service revolver.	
Gear: Heavy pistol.			
Funk Soul Brother		*Rookie*	
Cut me some slack, Jack!		*When's it my turn to drive?*	
Might: 2D+1 Brawl 3D+1	**Agility: 2D+1** Dodge 3D+1 Guns 3D+1	**Might: 2D+1** Brawl 3D+1	**Agility: 2D+2** Dodge 3D+2 Drive 3D+2 Guns 3D+1
Wit: 2D+2	**Charm: 3D+2** Seduction 4D+2 Snitches 4D+2	**Wit: 3D+2** Investigation 4D Legalese 4D+2	**Charm: 2D+1** Seduction 3D+1
Static: Dodge 10, Block 10, Parry 7, Soak 7		**Static:** Dodge 11, Block 10, Parry 7, Soak 7	
Perks & Comps: Ethnic Background (Jive), Sweet Ride		**Perks & Comps:** By the Book, Rookie	
Gear: Muscle car, stylish clothes, and little black book.		**Gear:** Nothing special.	

Advice for the GM

Precinct '77 isn't a realistic simulation of criminal investigation. It's an homage to the over-the-top buddy cop shows and movies of the past few decades. It can easily be taken out of the 70's and brought into the 21st century just by adding a Computer skill. It is suggested to keep the game fun, light, and moving. Don't worry about miranda rights or internal affairs unless a paticular scenario could use an interesting twist.

Have the detectives pair up as partners but change it up every few sessions by swapping them. The detectives can work on more than one case at a time but feel free to have them ultimately link together, or if not, make certain that each team will have need of insight or skills in the other pairing to keep up the interaction. Besides, official back-up can be hard to come by, but just maybe your buddies decided to get lunch at that corner hot dog stand just down the street. Keep the player characters crossing paths.

Case Files

Off Limits: The detectives knew he was guilty. It even went to trial but his shyster lawyer got him off and now you've been told to stay away but you just know he is still breaking the law. What the cops don't know is he really isn't breaking the law, but his associates are and they don't like the police snooping around.

The Kings of Hazard: Car thieves are stealing sweet rides all over the city. The thieves are taking the cars outside the city to a small town near Springfield. The ringleader of the gang is also the town's mayor and supported by the corrupt local sherriff. Good luck bringing them boys to justice because they are committing just a little more harm than you can allow.

Junkies from Mars: Kids all over town are claiming to be abducted by aliens. In other news, there's a new drug on the streets...

Imperium in Revolt

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

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

Minor Paladin

Focus, honor, humility.

Might: 3D **Agility: 3D**
Plasma Sword 4D   Dodge 4D
Wit: 4D   **Charm: 2D**
Magic 6D

Static: Dodge 12, Block 9,
    Parry 12, Soak 9
Perks & Comps: Sorcerer, Hunted
Spells: Charm, ESP, Sense Danger
Gear: Plasma Sword

Scruffy Smuggler

I can get ya there, no questions asked.

Might: 3D **Agility: 3D+2**
Brawling 4D   Dodge 5D
    Pilot 4D+2
    Pistol 5D
Wit: 2D+1   **Charm: 3D**
Navigation 3D+1   Streetwise 4D+1

Static: Dodge 15, Block 12
    Parry 9, Soak 9
Perks & Comp: Large Debt
Gear: Hvy Blaster, Lt. Transport

Exiled Royal

Do you KNOW who I am?

Might: 2D+1 **Agility: 3D+2**
Melee 3D   Dodge 5D
    Pistol 3D
Wit: 3D+1   **Charm: 3D+1**
History 4D   Command 5D+1
    Diplomacy 4D+2

Static: Dodge 15, Block 7
    Parry 9, Soak 7
Perks: Favors
Gear: hold-out pistol, wardrobe.

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

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

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

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

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

Character Creation Guidelines

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

Skill List

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

New Perks

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

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

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

Kaishee Pilot

You don't want to make me mad.

Might: 4D+2 **Agility: 3D+1**
    Dodge 4D+1
    Pilot 5D+1
Wit: 2D   **Charm: 2D**
Navigation 3D+2   Streetwise 4D

Static: Dodge 13, Block 14
    Parry 14, Soak 14
Perks: Kaishee (1)
Gear: Plasma bolter, bandoliers.

Android Companion

As you command.

Might: 2D **Agility: 3D**
    Dodge 4D
Wit: 5D   **Charm: 2D**
Languages 6D
Repair 6D

Static: Dodge 12, Block 6
    Parry 6, Soak 6
Perks & Comps: Robot, Total Pacifist
Gear: Systems link, toolkit.

Failed Apprentice

Honor? It 'n 2 creds buys a drink.

Might: 2D+2 **Agility: 3D+1**
Plasma Sword 4D   Dodge 4D
    Stealth 3D+2
Wit: 3D+2   **Charm: 2D+1**
Magic 4D+2   Courage 3D

Static: Dodge 12, Block 8
    Parry 12, Soak 8
Perks & Comps: Sorcerer, Hunted
Gear: Plasma sword, whiskey.

Ex-Imperium Officer

I swore to defend. Not enslave.

Might: 3D **Agility: 3D**
Athletics 3D+2   Dodge 4D
    Pistol 4D
Wit: 3D   **Charm: 3D**
Computer 4D   Command 5D
Navigation 4D   Courage 3D+1

Static: Dodge 12, Block 9
    Parry 9, Soak 9
Gear: Laser Pistol. Naval Uniform.

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

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

New Complications

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

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

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

Order of the Star Paladins

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

Justice tempered by mercy.
Passion tempered by virtue.
Honor tempered by humility.
Knowledge tempered by Wisdom.

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

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

Using Magic in the Imperium

In the universe of the Imperium there is a supernatural force at work. Characters with the perk Sorcerer can access this power. Not all spells listed in the magic section are appropriate though. By selecting the spells allowed the GM's helps reinforce the way magic works in their universe. It is suggested that Star Paladins select from the following:

Beast Tongue, Bless, Charm, Curse, Dark Vision, Death Spell, Dispel Magic, Divination, ESP, Levitate (see Fly), Hasten, Illusions, Paralysis, Resist Elements, See Magic Aura, Slumber, Still Mind, and *Telekinesis.*

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

Sense Danger   TN: 19

Duration: Concentration
Range: Self
Resisted: None

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

High Inquisitor

You will submit.

Might: 3D	Agility: 2D+2
Brawling 4D+2	Dodge 6D+2
Plasma Sword 8D	Pistol 5D
Stamina 6D	Stealth 5D+1

Wit: 4D	Charm: 2D+1
Computer 5D	Command 7D+1
History 6D+1	Courage 6D+2
Language 6D	Diplomacy 6D
Magic 9D+2	
Tracking 7D	

Static: Dodge 20, Block 14
        Parry 24, Soak 9 (18)
Perks: Cyborg, Favors, Sorcerer
Gear: Custom body armor (+9), plasma sword, pistol

Centurion

For the Imperium!

Might: 3D+1	Agility: 2D+2
Brawling 4D+1	Dodge 3D+2
Stamina 4D	Pistol 4D
	Rifle 4D+1

Wit: 2D	Charm: 2D
Search 3D	Command 2D+1

Static: Dodge 11, Block 13
        Parry 10, Soak 10 (16)
Gear: Body Armor (+6), Rifle

Bounty Hunter

Everyone has a price on them.

Might: 3D+1	Agility: 3D+1
Brawling 4D	Dodge 4D
Melee 4D	Pistol 4D
	Rifle 4D

Wit: 3D	Charm: 2D+1
Computer 4D	Diplomacy 3D
Search 4D	
Tracking 4D	

Static: Dodge 12, Block 12
        Parry 12, Soak 10 (13)
Gear: Body armor (+6), rifle, taser manacles, tracking beacons

Telmek Gangster

Of course I can help you out.

Might: 3D	Agility: 2D+1
Brawling 4D+1	Dodge 4D+2
Melee 4D	Pilot 3D+2
	Pistol 5D

Wit: 3D	Charm: 3D+2
Computer 5D	Command 5D+1
Languages 5D	Courage 5D
Star Systems 6D	Diplomacy 6D
Search 4D	Seduce 4D+1
	Streetwise 7D

Static: Dodge 14, Block 13
        Parry 12, Soak 9
Perks: Favors, Telmek
Gear: Pistol, pocket computer.

The Galaxy

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

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

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

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

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

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

Hyperdrive Technology

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

All ships built with HD's are given a rating. This acts as a multiplier applied to their travel time. It is against Imperium Law for any civilian craft to be equipped with a drive rated better than x2.

Sub-Light Travel Times

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

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

Travel Time Between Systems

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

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

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

Money and Gear

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

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

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

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

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

Advice for the GM

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

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

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

Adventure Seeds

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

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

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

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

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

IMPERIUM DREADNAUGHT — Scale +12D

Galaxy Class Dreadnaught		$$$$$
Skill: Command	MNV: 1D	Move: 4D
Crew: 29,000	Body: 6D	HD: x2
Psg: 2,500	Shields: 3D	Cargo: 50ktn

Troops: 6,000 Centurions w/ landing craft
Fighters: 64 Talon-ImPC
Assault Bombers: 16 Razor-ImAC
Weapons: 60 Quad-Laser Batteries (6D),
40 Ion Pulse Cannon Batteries (4D+1),
8 Tractor Beam Projectors (capture target),
24 Heavy Nova Torpedoes (8D),
120 AA Gun Batteries (4D, Fighter scale)

TALON-IMPC — Scale +6D

Space Superiority Fighter		$$
Skill: Pilot	MNV: 2D	Move: 5D
Crew: 1	Body: 2D	HD: none
Psg: 0	Shields: none	Cargo: none

Weapons: Laser Cannon (5D)

RAZOR-IMAC — Scale +6D

Heavy Bomber		$$$$
Skill: Pilot	MNV: 1D	Move: 3D+1
Crew: 2	Body: 3D	HD: none
Psg: 2	Shields: 1D	Cargo: none

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

AVARI FRIGATE — Scale +12D

Retrofitted Rebel Ship of the Line		$$$$$
Skill: Command	MNV: 1D	Move: 3D+2
Crew: 4,750	Body: 4D	HD: x1
Psg: 400	Shields: 2D	Cargo: 20ktn

Troops: 1,000 marines w/ landing craft
Weapons: 24 Quad Laser Batteries (6D),
10 Ion Pulse Cannon Batteries (3D+2),
12 Heavy Nova Torpedo Tubes (8D),
60 AA Gun Batteries (4D, Fighter scale)

THE STARHAWK — Scale +6D

Customized Taurani Lt. Freighter		$$$$
Skill: Pilot	MNV: 1D	Move: 4D
Crew: 2	Body: 5D	HD: x1/2
Psg: 6	Shields: 2D	Cargo: 100tn

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

ENIGMA MK II — Scale +6D

Rebel Attack Fighter		$$$
Skill: Pilot	MNV: 3D	Move: 4D
Crew: 1	Body: 4D	HD: x2
Psg: 0	Shields: 1D	Cargo: none

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

K-90 — Scale +6D

In-System Interceptor		$$
Skill: Pilot	MNV: 3D	Move: 5D
Crew: 1	Body: 2D+1	HD: none
Psg: 0	Shields: 1D	Cargo: none

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

CHARACTER NAME: _____

QUOTE: _____

APPEARANCE: _____

_____

PERSONALITY: _____

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AGE: _____ SEX: _____ HEIGHT: _____ WEIGHT: _____

MIGHT _____

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AGILITY _____

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PLAYER: _____
CAMPAIGN: _____

PERKS

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COMPLICATIONS

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| DODGE | BLOCK | PARRY | SOAK |

WEAPON	DAMAGE	RANGE
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_____	_____	_____
_____	_____	_____
_____	_____	_____

VERY EASY	2 – 5
EASY	6 – 10
MODERATE	11 – 15
DIFFICULT	16 – 20
VERY DIFFICULT	21 – 30
HEROIC	31+

CHAR POINTS	HERO POINTS

WOUND LEVELS

STUNNED, 0-3 (-1D for 1 round) . . . . . . ☐
WOUNDED, 4-8 (-1D) . . . . ☐
SEVERELY WOUNDED, 4-8* (-2D) . . . ☐
INCAPACITATED, 9-12 (-3D**) . . . . . . ☐
MORTALLY WOUNDED, 13-15 . . . . . ☐

*= if 4-8 is rolled twice the 2nd becomes S.W.
** = The penalty applies if the character is conscious

GEAR

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NOTES

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Useful Reference Charts

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

Range Modifiers

Point Blank	-5
Short	0
Medium	+5
Long	+10

Cover Modifiers

50% cover	+5
75% cover	+10
100% cover	+30

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

	Might Skills	Agility Skills	Wit Skills	Charm Skills
All Genres	Brawling Knife Lift Mace Stamina	Athletics Dodge Pickpocket Stealth Throwing	History Language Medicine Pick Locks Search Tracking	Command Courage Diplomacy Persuasion Seduce
Modern or Sci-fi		BFG Drive Pilot Pistol Rifle	Computer Navigation Repair Science	Streetwise
Fantasy	Axe Pole Arm Smithing Sword	Bow Crossbow	Magic	Ride

Healing

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

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

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

How to Calculate Static Defenses

Block = (Brawling skill dice x 3) + pips.

Dodge = (Dodge skill dice x 3) + pips.

Parry = (Weapon skill dice x 3) + pips.

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

Full Dodge: +10 to Dodge score (no other actions allowed).

	Damage		Damage
Axe	+3D	*Modern Tech*	
Club	+1D+1	Light Pistol	3D+2
Hatchet	+1D+1	Heavy Pistol	4D
Halberd	+3D	Rifle	5D
Knife	+1D	Shotgun	4D+2
Mace	+1D+1	BFG	6D
Rapier	+2D	*Sci-Fi Tech*	
Staff	+1D+2	Plasma Pistol	5D
Spear	+2D	Plasma Rifle	6D
Sword	+2D+2	Plasma BFG	7D
Sword, 2h	+3D+1	Plasma Sword	+4D
Warhammer	+3D	*Ranges in Feet (S/M/L)*	
Bow	+2D+2	Bow	30/100/300
Crossbow	4D+1	Crossbow	50/150/400
Armor Value		All Pistols	30/100/350
Leather	+2	All Rifles	100/350/500
Chainmail	+6	Shotguns	50/150/400
Platemail	+9	BFG	100/400/700
Shield	+4	Grenades	10/20/30

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

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

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

Wound Level Effects

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

Wounded: -1D to all actions until healed.

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

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

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

Dead: The character has perished.

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