STAR WARS D6: New Player Starting Guide

If you're new to the Star Wars Roleplaying Game, this section will get you ready to play in a couple of minutes. You'll be playing a character a person who lives in the Star Wars universe. While playing, you pretend to be that character.

There is no board to move tokens around on. Instead, one of your friends will be the gamemaster. The gamemaster acts as storyteller and referee, describing each scene to you and the other players. Now, imagine how your character would react to the situation. Then, tell the gamemaster what your character is going to do.

When you describe what your character does, the gamemaster will tell you when to roll the dice, and tell you what happens as a result of how well (or poorly) you roll. In a way, you, the other players, and the gamemaster are creating your own Star Wars movie with your characters as the stars!

Winning.

There are no winners and losers. Having fun is what counts. It is far more important to have a great story than it is to excel as the "best" character.

Cooperate.

If the characters are to stand any chance of succeeding in their adventures, you and the other players have to work together.

Be True to the Movies.

Remember, you're playing Star Wars! Be heroes. Use snappy one-liners. And above all else, have fun!
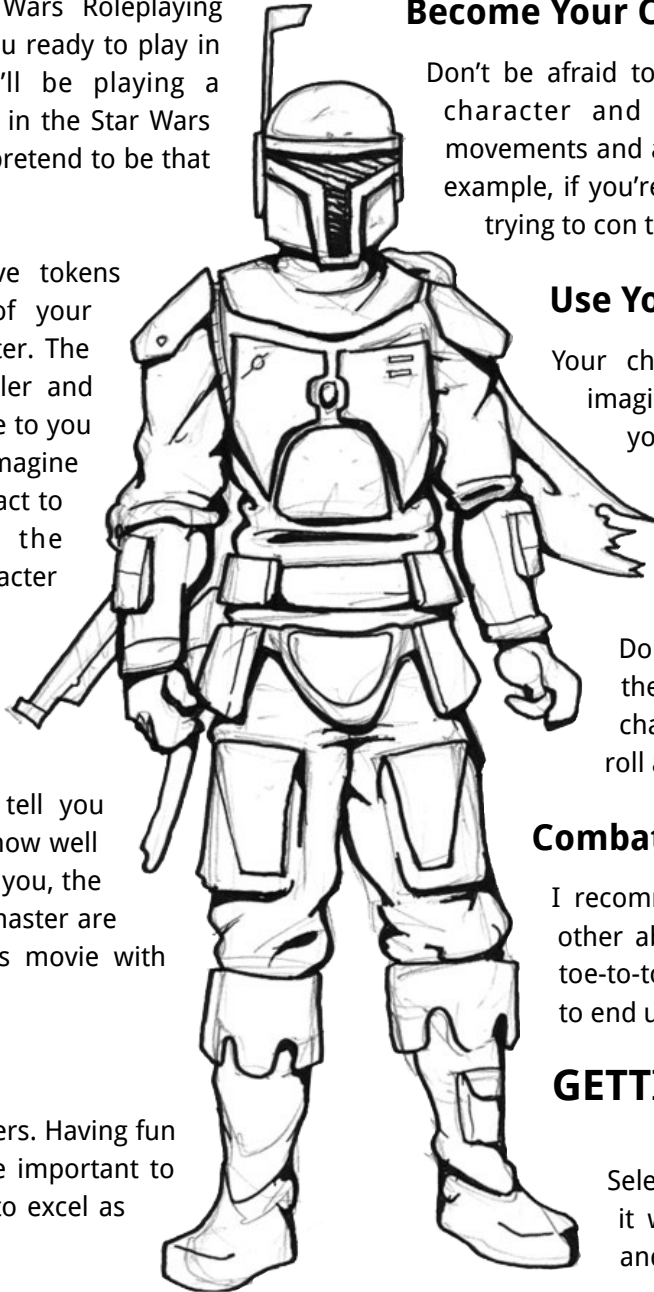
Become Your Character.

Don't be afraid to ham it up a little! Speak like your character and adopt his mannerisms in your movements and actions. You can act out scenes — for example, if you're play a gambler, you could have fun trying to con the other characters.

Use Your Imagination.

Your character can do whatever you can imagine someone in that situation doing. If you can imagine it in the real world (or the Star Wars universe), it can happen in the game!

Keep Things Moving.

Don't worry about the rules. Simply tell the gamemaster what you want your character to do, and he'll tell you what to roll and when.

Combat As Last Resort

I recommend that players use their Con or other abilities to deal with situations. Going toe-to-toe with a Stormtrooper is a good way to end up dead.

GETTING STARTED

Select a character template that looks like it would be fun to play. Grab a pencil and a few six-sided ("normal") dice.

The right side of the character sheet describes your character's personality and background. You can change some of these elements, but make sure those changes are approved by the gamemaster.

Six Attributes

Every player has six attributes and each attribute has a die code. A typical die code could be 3D (pronounced "three dee"). That means roll three six-sided dice whenever the attribute is used.

1. **Dexterity** — Your character's eye-hand coordination and agility.
2. **Knowledge** — Your character's knowledge of the galaxy.
3. **Mechanical** — Your character's "mechanical aptitude," or ability to pilot vehicles, starships and the like.
4. **Perception** — Your character's powers of observation, and ability to convince others to do things for him.
5. **Strength** — Your character's physical strength, health, and ability to resist damage.
6. **Technical** — Your character's "technical aptitude," or ability to fix, repair, and modify all kinds of technology, including starships, droids, and vehicles.

Example: George is playing a kid, who he names Cev Rees. Cev has a Mechanical of 3D. When he jumps behind the controls of a landspeeder and tries to drive it on a busy highway, the gamemaster tells George to make a Mechanical roll. George rolls three dice and gets a 2, 3 and a 5 — Cev's Mechanical total is 10.

If there is a +1 or a +2 after the "D," add that number to your total.

Example: Cev's Dexterity is 3D+2. (Pronounced "three dee plus two.") When Cev throws a grenade, the gamemaster tells George to make a Dexterity roll. George rolls a 3, 4 and a 5 (for the 3D), but he also adds +2 to the total (for the +2) to get a total of 14.

A die code of 2D is about average; a die code of 4D is pretty good.

HOW THE GAME WORKS

The gamemaster assigns a difficulty number when a character tries to do something and there's a chance of failure, such as shooting a blaster at stormtroopers, flying a starship, or fixing a busted droid. Roll the skill's die code; if you don't have the skill, roll the attribute's die code. If your roll is equal to or greater than the difficulty number, your character succeeds. If it's lower, your character fails.

Example: Cev is at the controls of an airspeeder — kind of like the snowspeeders in The Empire Strikes Back — racing through a canyon. Up ahead, the canyon narrows into a tight passage.

Cev's repulsorlift operation skill is 5D. The gamemaster decides that the difficulty number is 18. George rolls a 22; Cev races through the opening without a scratch!

If George had rolled a 17 or less, Cev would have failed. Maybe he only would have scraped the rocks, rocking the speeder for a second or two. If the roll was bad enough, maybe Cev would have crashed his speeder!

Example: Cev is going to ride a tauntaun for the first time. The gamemaster tells George to make a beast riding roll — beast riding is a Mechanical skill. Since Cev doesn't have any extra skill dice in beast riding, George just rolls his Mechanical attribute of 3D... and Cev hangs on for dear life.

OPPOSED ROLLS

If your character is acting against another character, you are making an opposed roll: you roll your skill dice, while the other character rolls his skill dice. Whoever rolls higher succeeds.

Example: Cev is shooting at a stormtrooper. Cev rolls his blaster skill (4D+2) to hit; the stormtrooper dodges (skill of 4D) to get out of the way.

Cev rolls a 15. The stormtrooper rolls a 17 — the stormtrooper dodges out of the way of the incoming laser blast. If Cev had rolled a 17 or higher, the shot would have blasted the stormtrooper.

ACTIONS IN A ROUND

The game is broken down into rounds; each round is about five seconds of game time. By default, your character can perform one action in a round. Roll the skill or attribute die code for that action.

Characters can try to do more than one action in a round, but it's harder to do more than one thing at once. For each action taken beyond the first, the player must subtract 1D from all skill or attribute rolls (but not damage, damage resistance, or initiative rolls). If a character tries three things, lose two dice (−2D) from every skill roll. If a character tries four things, they lose three dice (−3D) from every skill roll, and so forth.

Note: If a character has a special ability that increases the base number of actions, the multi-action penalty doesn't take effect until the character uses up his allotment of actions.

Example: Cev is racing through the streets while several thugs are shooting at him. George decides that Cev will fire his blaster twice — once at each thug — and dodge to try to get out of the way.

That's three actions in a round, so Cev loses −2D for all of his skill rolls. Cev's blaster skill is 4D+2, so he only rolls 2D+2 for each blaster shot. For his dodge he uses his Dexterity, which is 3D+2. After subtracting the −2D, Cev only gets to roll 1D+2 for his dodge.

PREPARING

A character willing to spend twice as long to complete a task receives a +1D bonus for the die roll. The character can do nothing else in this time.

RUSHING

At your discretion, characters can try to "rush" an action that takes two rounds or longer (actions which take one round cannot be rushed). A rushing character is trying to do the task in half of the time and the player rolls only half of the character's skill.

THE WILD DIE

One of the dice you roll should be of a different color than the others. This is called your "Wild Die." Anytime you roll skill or attribute dice, pay special attention to what you roll on the Wild Die.

If the Wild Die comes up as a 2, 3, 4 or 5, just add it to the total normally.

If the Wild Die comes up as a 6, you add the six to your score, but also tell the gamemaster. He will have you roll that die again — add the new roll to your score, too. If it comes up as a 6 again, add the six and roll the die again — and keep on doing so as long as you get sixes.

If the Wild Die comes up as a 1, tell the gamemaster. He will have you do one of three things:

1. Just add it to the total normally

2. Subtract that die and your other highest die from the total
3. Add it to the total normally, but the gamemaster will warn you that a complication happened — something unusual (and probably bad) has happened that livens things up for your character.

CHARACTER POINTS

When you spend a Character Point, you get to roll one extra die when your character tries to do something. You can spend Character Points after you've tried a skill roll but you must do so before the gamemaster says whether your character succeeded at the task.

Character Points are also used to improve character skills between adventures, so don't spend all of them during an adventure.

FORCE POINTS

When you spend a Force Point, that means your character is using all of his concentration to succeed — and whether he knows it or not, he is drawing upon the Force!

When you spend a Force Point, you get to roll double the number of dice you would normally roll in a round. You can only spend one Force Point per round and you have to say so before you roll any dice. You can't spend any Character Points in the same round when you spend a Force Point.

Using a Force Point in anger or fear calls upon the dark side — characters who use the Force for evil or for selfish goals risk going over to the dark side of the Force!

DARK SIDE POINTS

Characters get Dark Side Points for doing evil. If a character gets enough Dark Side Points, he or she turns to the dark side of the Force and will likely become a gamemaster character; the player must create a new character.

MOVE

This is how fast (in meters) your character moves in a round.

COMBAT

Combat is normally fought in five second rounds. Each attack in an action uses the game's basic rules:

1. Determine the difficulty number to hit the target.
2. The attacking character rolls his attack skill.
3. If the roll is higher than the difficulty number, the attack hits and causes damage (see "Damage").

INITIATIVE

The character with the highest Perception on each side rolls that attribute. The character who gets the highest roll gets to decide whether his side acts first or last in that round. (Reroll in the event of a tie.)

OPTIONAL each player can roll Perception to determine their own specific combat order.

TYPES OF COMBAT

There are two types of combat: ranged and melee.

RANGED COMBAT

Ranged combat covers any weapon that can be used at a distance, including blasters, grenades and thermal detonators, Wookiee bowcasters, slugthrowers, bows... even throwing spears and knives. Every ranged weapon is covered by a specific skill. (Unless otherwise noted, use the Dexterity attribute if the skill hasn't been improved.)

Example: Thannik is shooting a blaster pistol (4D damage) at a stormtrooper that's 27 meters away. Thannik uses his blaster: blaster pistol specialization of 6D; since 27 meters is at medium range for a blaster pistol, his difficulty is Moderate. The gamemaster picks a difficulty number of 13. Thannik's attack roll is 16 — the shot hits. Thannik now gets to roll damage against the trooper.

MELEE COMBAT

Melee combat covers any hand-to-hand combat weapon, including lightsabers, vibroblades, vibro-axes and similar weapons. Most melee attacks use the melee combat skill (or Dexterity attribute). Lightsabers use the lightsaber skill (or Dexterity attribute). Every melee weapon has a difficulty to use: Very Easy, Easy, Moderate, Difficulty, Very

Difficult or Heroic. (Pick a specific difficulty number for the attack.)

If the attack roll is equal to or greater than the difficulty number, the attack hits; roll damage.

Example: Thannik is attacking a stormtrooper with a vibroblade. He hasn't improved his melee combat skill, so he just uses his Dexterity attribute of 4D. The vibroblade has a Moderate difficulty to use; the gamemaster picks a difficulty number of 14. Thannik's Dexterity roll is a 12 — his attack misses!

Melee combat also includes brawling: any attack made with a character's bare hands (or claws or whatever). If the character's brawling skill hasn't been improved, roll his Strength attribute. Brawling attacks have a difficulty of Very Easy. If the attack roll is equal to or greater than the difficulty number, the attack hits; roll damage.

Example: Thannik doesn't think he's going to have much luck with the vibroblade because it's too hard to use, so he drops it and takes a swing at the stormtrooper. The brawling difficulty is Very Easy; the gamemaster picks a difficulty number of five. Thannik hasn't improved his brawling, so he rolls his Strength attribute of 3D+2 and gets a nine.

Crack! Thannik's fist goes smashing into the stormtrooper's helmet. (Whether Thannik causes any damage is another story...)

REACTION SKILLS

Of course, when someone takes a shot at you or swings at you with a vibro-ax, you can try to get out of the way — that's where reaction skills come in.

Note: A poor reaction skill can actually make it easier to hit a character — sometimes people accidentally leap into the line of fire or move right into someone's attack!

Example: Thannik is being shot at by a stormtrooper, so he decides to dodge. The stormtrooper is at short range: Easy difficulty, with a difficulty number of 8. Thannik rolls his dodge of 6D and gets a 27. Now, the stormtrooper must roll a 27 or better to hit Thannik.

Note: If you've already used all of your declared actions, you cannot use a reaction skill. A reaction skill takes up one action declared at the beginning of the round.

DAMAGE

When an attack hits, the attacker rolls damage. Ranged weapons normally do a set amount of damage: for example, a blaster rifle does 5D damage.

A melee weapon might have a damage code of STR+1D — that means, the attacker rolls his Strength and adds one extra die for damage. (If there's a maximum listed — such as "maximum 6D" — that's the maximum damage for the weapon regardless of the user's Strength.)

SOAKING DAMAGE

To determine how much damage a target takes they roll their strength to see how much damage they resist. The remaining amount is the damage inflicted.

ARMOR

Armor protects the wearer from damage. In game terms, armor simply adds to a character's Strength roll when resisting damage.