

D6 DUNGEON June 2011 Release

This is a shortened RPG, bare-bones inspired mostly by D&D (but off a few others as well). It rolls up fast, and is driven on the experience of a really good DM, using only this sheet, some d6s, and a bit of blank paper.

ABILITY SCORES

Choose an array of abilities to use as your ability scores. These reflect your class, training, and whatever race you want to be!

Standard	+3	+3	+1	+0	+0
Spread	+3	+2	+2	+1	+0
Maxed	+4	+1	+1	+0	+0

Strength (Str)	Melee attacks
Toughness (Tgh)	Hit points / Reduce damage taken
Agility (Agi)	Ranged attacks / Dodge
Intelligence (Int)	Spell attacks / Willpower
Charisma (Cha)	Fate points

CLASSES

The class is your character. Each class can be played different ways, but generally fit one archetype.

Cleric

Hp: 30 plus twice your Toughness, +6 each level after first.

Armor: Cloth, Leather, Chain; Shield, Heavy Shield

Weapons: Mace, Sword, Long-sword, Maul

Defense & Skills: +1 Toughness, +1 Heal & Social

Divine Justice: When you roll a 6 on an attack roll, you gain a Divine Charge until combat ends (max number of charges at once equal to your level).

As a free action you can spend a charge to deal damage equal to your Charisma to an enemy, or heal yourself or an ally for an amount equal to 1d6 plus your Charisma.

Smite: Ranged Spell using Charisma instead of Intelligence. 1d6+Charisma damage. If the target is undead, double your Charisma added to the damage.

Rebuke: (Spend 2 Charges) Use with normal melee attack. Treat the damage you roll as coming up all 6s on the damage dice, and the target can take no actions on their next turn.

Warrior

Hp: 36 plus twice your Toughness, +7 each level after first.

Armor: Cloth, Leather, Chain, Plate; Shield

Weapon: Any

Defense & Skills: +1 Armor, +2 Athletics

Rage: When you roll a 6 on an attack roll, you heal an amount equal to your level, and can make another attack (you can only make a number of extra attacks per turn equal to your level)

Cleave: Use with a normal melee attack. The attack targets two enemies next to you instead of one. Both attacks deal -2 damage.

Shield Bash: Melee Attack with shield. 1d6+Strength and you knock the target down.

Two-Handed Overpower: Use with a normal melee attack while wielding a two-handed weapon. This attack has -2 on the attack roll, but ignores all armor and toughness.

INITIATIVE

When combat start and every turn thereafter, you roll initiative to see the order of combat. Roll 1d6 and add your Agility bonus.

FATE POINTS

You start with Fate Points equal to 1d6 plus your Charisma. At any time you can spend a Point to reroll a d6 or once per combat gain an extra Attack. After a good nights rest, you get all your Fate Points back.

Rogue

Hp: 26 plus twice your Toughness, +6 each level after first.

Armor: Cloth, Leather

Weapons: Any one-handed; longbow

Defense & Skills: +1 Dodge, +1 Acrobatics & Stealth

Backstab: If you roll a 6 on an attack roll, that attack deals extra damage equal to your Dex and you get a bonus to Dodge equal to your level until your next turn.

Twin Strike: After you attack with your main hand weapon, you can make another attack with a different weapon in your off-hand (or another attack if you're making ranged attacks; both cases second attack doesn't add your ability to damage).

Careful Attack: Use when you make any attack roll. That attack has +1 on the attack roll, but -2 on the damage roll.

Mobile Attack: If you use a standard action to make an attack, you can use it in the middle of a move action with a -1 penalty on all of those attack rolls.

Wizard

Hp: 20 plus twice your Toughness, +5 each level after first.

Armor: Cloth

Weapon: Dagger, Sword, Staff

Defense & Skills: +1 Will, +1 Insight & Knowledge

Mana (M): At the start of your turn and when you roll a 6 on an attack roll, you gain 1 mana (max amount of mana at once equal to your level, when resting your mana returns to max).

Blink (1M): As a minor action you teleport half your speed.

Shield (1M): As a minor action a bubble of magic surrounds you. The next time you take damage, reduce it by twice your Intelligence.

Cone of Cold (1M): 1d6+2 to all enemies in a short cone in front of you. Those enemies move at half speed during their next turn.

Arcane Missiles (1M): 2d6 damage to a target. You get +1 to the attack roll.

Fireball (2M): 2d6+3 to all enemies in a medium explosion.

Lightning Bolt (3M): 6d6+6 damage to a target. If you roll a 6 on the attack, treat the damage roll as coming up all 6s on the damage dice.

SPEED

Your characters speed is based on their Agility:

0 & 1	2 & 3	4
Normal (5)	Quick (6)	Very Fast (7)

YOUR TURN

On your turn, you can make an attack, move, and take a minor action *in any order*.

Attack: Make any attack against a target, or trade it for another move or minor action.

Move: Doing anything physical other than attack (climb, hide, jump, stand, use a skill, etc.) or take another minor action.

Minor: Store or retrieve a weapon or item, use said item (drink a potion, activate magic item), or manipulate any object at hand (like pulling a lever or open a door).

DEFENSES

An attacker must roll *equal or higher* than a defense for their attack to hit.

Dodge: If you are targeted by a **weapon** attack, it rolls against your Dodge. Your Dodge is your Agility plus any item bonuses.

Willpower: If you are targeted by a **spell**, it rolls against your Willpower. Your Willpower is the higher of your Intelligence or Charisma, plus any item bonuses.

Armor: When you take damage from a **weapon** attack, that damage is reduced by the amount of armor you have.

Toughness: When you take damage from **any** attack, that damage is reduced by an amount equal to your Toughness.

ATTACKING

When you make an attack you roll 1d6 and add any bonuses. If that number meets or exceeds their defense, the attack hits, and you roll damage (dmg).

Melee Attack: 1d6 + Str + any attack bonuses.
Melee Damage: Weapon dmg + Str + any dmg bonuses
Ranged Attack: 1d6 + Agi + any attack bonuses
Ranged Damage: Weapon dmg + Agi + any dmg bonuses
Spell Attack: 1d6 + Int + any attack bonuses
Spell Damage: Spell dmg + Int + any dmg bonuses

ARMOR

You can wear the armor your class says you can, and any above it on the table (if you can wear chain, you can also wear leather and cloth).

Armor		
Cloth	+0 Armor	+5 Dodge
Leather	+2 Armor	+4 Dodge
Chain	+4 Armor	+3 Dodge
Plate	+6 Armor	+2 Dodge
Shield		
Shield	+1 Armor	+1 Dodge, 1 hand to hold
Heavy Shield	+2 Armor	+1 Dodge, 1 hand to hold

WEAPONS

Your class also opens up certain weapons for you (ammunition is included with the ranged weapons). Over time you may acquire magic +1 damage weapons.

Name	Damage	Properties
One-Handed		
Hand-Axe	1d6+1	Melee or ranged weapon, uses Str on the <i>Ranged Attack</i> roll
Dagger	1d6+1	Melee or ranged weapon, uses Str or Dex on <i>Melee Attack</i> roll
Mace	1d6+2	+1 damage on spells you cast
Sword	1d6+3	Can use Str or Dex on attack rolls
Two-Handed		
Greataxe	2d6+3	+5 damage when you roll a 6 on the attack roll
Long-sword	2d6+2	Reroll 1s you roll for damage
Maul	2d6+6	
Staff	1d6+2	+2 damage on spells you cast
Ranged		
Longbow	1d6+3	No action to reload
Crossbow	1d6+5	Minor action to reload
Flintlock Rifle	2d6+6	Move action to reload

GEAR

When you start pick 8 items off the list:

Backpack	Holds almost anything.
Bedroll	Keeps you warm and comfortable.
Flint & Steel	Start fires practically anywhere.
Canteen	Three days worth of water.
Rations	One days worth of food.
Lantern	Ample light. Has a weeks worth of oil.
Rope w/ Hook	About 50 feet.
Flask	About 50 proof.
Fine Clothing	A status symbol above common clothing.
Personal Signet	Identification papers & signet emblem/ring.
Tent	Keeps you dry in any storm.
Unique Book	Any book, from a spellbook to a journal.
* Healing Potion	You heal up to 20 hp.
* Mana Potion	You gain up to 2 mana.
* Poison	Next weapon attack deals +2d6 damage.
* Prayer Scroll	You gain a Divine Charge.
* Rage Elixir	Rage on a 5 or 6 until end of turn.
*Reward item:	You can only use each one a number of times equal to your level during a single combat.

FEATS

When you start at 1st level choose two feats, and one additional feat at each level after that.

Quick Casting	Can have spells cost 1M less, but only do half damage or shield for x1 your Int
Rage Strength	You can Rage on Athletics checks, but it <i>instead</i> doubles your Str for that check
Mana Spring	When you spend a Fate Point, also gain 1 mana on rolls of 4, 5, & 6 until end of turn
Righteous Fury	+1 to all attack (and +2 to damage) rolls until end of next turn when you spend a divine charge to deal damage
Arcane Accuracy	Spend 1 mana to give next attack roll +2
True Grit	When you spend a Fate Point, also Rage on a roll of a 5 or 6 until the end of turn
Sniper Training	Trade Move for +2 damage on one ranged weapon attack before the end of turn
Healing Way	Can <i>instead</i> spend a Fate Point to add +4 to final result of a Heal skill check
Last Rights	+2 on damage rolls against undead
Dash	+1 Agility when determining your speed
Altered Fate	Can <i>instead</i> spend a Point for +2 to a roll
Charged up!	You gain 1 charge when combat starts
Skill Focus	+2 to any one skill; or +1 to two skills.
Armor Training	Use armor one better than your class
Weapon Training	Use one weapon outside of your class
Spell Specialization	+1 on chosen spells attack rolls
Spell Focus	+1 on chosen spells damage rolls
Weapon Special.	+1 on chosen weapons attack rolls
Weapon Focus	+1 on chosen weapons damage rolls
Fast Reaction	+2 Initiative
Thick Hide	+1 Armor at all times
Iron Minded	+2 Willpower
Nimble	+1 Dodge
Toughness	+3 Hp per level and +1 Toughness

SKILLS

Each player starts with +2 in three skills of their choice, and an additional +2 in any other skills for every point of Intelligence they have. At each level they add +1 to any three skills. For a skill check roll 1d6 + Ability + any skill bonuses.

Skill	Ability	Description
Acrobatics	Agi	Jump, balance, slide, tumble, etc.
Athletics	Str	Lift, push, pull, climb, jump, etc.
Heal	Cha	Heal someone for half of skill check
Insight	Int	Use logic to find the truth in things
Knowledge	Int	History, magic, religion, nature
Social	Cha	Lie, make someone afraid or like you
Spot	Int	Find something or someone
Stealth	Agi	Hide, move quietly, pick pockets

Skills DC

Hard	16	Steel door, smooth wall, very narrow ledge
Moderate	14	Wood door, rough wall, slippery surface
Normal	12	3-foot gap, lift softball size rock
Easy	10	Obvious Lie, discern someone yelling

Enemy Stats

Type	Dodge	Will	Tough	HP	Attack
Guardian	5	5	10	20	+2 M 2d6+8
Soldier	6	7	8	18	+3 M 1d6+6
Assassin	8	6	6	15	+3 M/R 2d6+2
Warlock	7	8	4	12	+4 R 1d6+6

HIT-POINTS

When any attack hits you, the damage it deals reduces your current Hp. No healing can raise you above your max Hp. When at or below 0 Hp, you fall unconscious until healed to 1 Hp or higher. You die if you remain at negative Hp for a day.