

# OVERVIEW AND CREDITS

The following is a simplified version of the [WAC D6 combat system](#) by [Wayward Acquisitions](#). All credit for the original system goes to VesperKoi and respective owners.

**Blue Text** is applicable to both players and DMs.

**Orange Text** is only applicable to DMs – players do not need to read this to understand the system.

# CHARACTER EXPRESSION

## Character Sheets

All players must fill out a [character sheet](#) after joining the FC before they can participate in combat events.

- ***It takes ~5 minutes or less to fill out the sheet when following the setup guide included on the sheet (minus the feats section), as some of it is automated for you.***
- ***If needed, hover over each segment of the sheet to see an explanation for that segment:***

Character Name Here			
Honorific Here			
Primary Class	CLASS	Secondary Class	CLA...
1. Select Archetype			
H.P.	One's hit points are based on your Vitality and then modifiers from chosen archetypes.		Fortitude 7
Core Stats	Like a balance, Hit Points and Fortitude are weighed simultaneously. If you lose a hit point, you lose 1 Fortitude*.		POINTS 13
Strength	The loss of hit points is determined by if a character fails to defend the attack from an enemy. The differential equals the amount of hit points lost, making		Physical Defense 0
Dexterity			
Vitality			
Intelligence	1		Magical Defense 0
Mind	1		

***It's recommended that you read the hover-over segments of the [character sheet](#), as well as and especially the [cheat sheet tab](#) in there, before viewing the rest of this document.***

## Feats

Information on feats can be hovered over in the character sheet. While you can technically participate in a combat event with no feats (we allow you to do this once if you must), you will be at a significant disadvantage.

When making up feats for your character, please keep the following in mind:

### Feats Can

- Grant Advantage/Disadvantage on rolls in specific situations.
  - This may allow advantages on skill checks.
- Negate a Disadvantage that would normally apply.
- Add additional information or effects to a skill/knowledge check.
- Allow an auto-success where others would need to roll.
- Cause a character to notice something others wouldn't.
- Add additional damage types to an attack.
- Allow the use of one skill in place of another.
- Alter the outcome of actions appropriately.
- Allow a character to perform a unique ability.

### Feats Cannot

- Grant numeric bonuses to rolls regarding core stats.
- Allow auto-success on attack rolls, defense rolls, or combat support rolls.
- Increase damage dealt/decrease damage taken.
- Replace a core stat with another core stat.
- Affect the outcome or effect of a Limit Break.

### Examples of Feats may include:

- Aethersight / Aethersense
- Echo
- Extra Stealthy
- Weaver of Elements [Combining more than one element for a more powerful attack]
- Dual-class specialist [i.e. GNB & RDM being used simultaneously to perform a specific ability].
- Akasha Manipulation
- Polymorphing / Master of Disguise
- Shapeshifting [Within reasonable lore]
- Astral Projection / Dreamwalking
- Phantom Manifestation [Manifestation of something temporarily that may have not been there before, such as a useful item, weapon, or even wings! Etc etc.]
- *and the list goes on.*

# COMBAT FLOW

## Typical Combat Flow

1. All combatants (players and enemies) **roll initiative D20** at start of combat
2. ✂ Combatant **rolls a D6 to attack** and adds a **bonus number** (for players, this is their primary attack stat, such as Strength or Dexterity. Hover over stat names in your character sheet to determine what your primary attack stat is).
3. ✂ The target **rolls a D6 to contest the attack** by rolling and adds a **bonus number** (for players, this is their Physical or Magical Defense number).
4. The DM confirms the attack is a **HIT** or a **MISS**.
5. Combatant **emotes**.
  - a. **Basic emote format:** [Roll: [d6+bonus result if required]. [Type of Combat Action] @ Target(s) - COMBAT FLAVOR TEXT HERE.
6. Repeat 2-5 until end of combat.

## Special Flows

The Player rolls a 6:

- 🎲 **“Exploding Dice”**: If you roll a 6, you roll it again. If another 6 is rolled, the process repeats until it ends.
- ✅ **Auto-success** on whatever the player is trying to do, regardless of bonus numbers or contested rolls.
- ✨ **Players** have access to a **shared pool of special skills or abilities when rolling a 6** (see “Exploding Dice” section of the Cheat Sheet on the [character sheets](#) document)

The DM rolls a 6:

- ❌ **“Exploding Dice”** mechanic does not apply to the DM.
- ❌ **For Enemies: NOT an auto-success** on whatever the DM is trying to do, the player(s) may still attempt to contest.
- ✅ **For NPC Allies: Auto-success** on whatever the DM is trying to do.
- ✨ **DMs** have access to a **pool of special DM skills or abilities when rolling a 6**:
  - Make an Enemy attack twice in a single turn.
  - Add -1 to a player’s roll before it is made.
  - Cause a very unfortunate thing to happen.
  - Give a player a disadvantage for 1 round.
  - Swap an enemy with a player anywhere in the initiative order for the remainder of combat.
  - Boss Enemies may Limit Break once per combat.

# DICE SYSTEM

## Dice Used

- **D20** - Initiative
- **D6** - Everything Else

The D6 is used in one of two ways:

### *With Bonuses*

Used in the primary combat flow and at the DM's discretion.

On their combat turn, the player rolls a D6, then adds their primary core stat to it as a bonus (hover over each stat type in the [character sheet](#) to determine which one your character would use based on their Primary Class).

Example:

- Dice Roll = 4.
- Core Stat STR (strength) for DRK in this example is 7.
- $4 + 7 = 11$ . Your roll is 11 using STR to attack.

### *Without Bonuses*

Used in situations where stat bonuses don't really apply, but a roll is still required (such as using a specific feat, or at the DM's discretion).

- 6 - "Yes and..." - You succeed, and potentially crit.
- 5 - "Yes." - Success
- 4 - "Yes, But..." - You succeed, but barely.
- 3 - "No, But..." - You fail, but barely.
- 2 - "No." - Fail
- 1 - "No and..." - You fail, and potentially crit fail.

All ties/draws in rolls will win in the player's favor.

# ADDITIONAL DM INFO

## *Roleplay Skill Checks*

Below is a *guideline* for thresholds players must meet to succeed in a non-combat skill check within the limits of the system.

For skill checks to which core stats can be applied, the player does not need to roll if their associated base stat is higher than the threshold.

- 0: Trivial. Stepping on a bug, using a key, etc. No roll required.
- 2: Very easy. Hard to mess up outside of terrible luck.
- 3: Easy. Most people, even untrained, would expect to be successful.
- 6: Challenging. 50/50 for those untrained, but simple to do for trained adepts.
- 8: Difficult. Trained adepts would not be expected to succeed all of the time, but a master has a good shot.
- 10: Extreme. Even highly trained experts may need assistance on these tasks.
- 13: Masterful. Only great masters of the discipline involved should even hope to succeed unassisted, and even then, it will take a great stroke of luck.
- 14+: Impossible. Without a great effort from many skilled individuals working together, this task cannot possibly be done.

## *Enemies*

Enemies have only two stats:

- Attack Stat (AS) - a base stat applied to D6 rolls when the enemy is attacking
- Defense Stat (DS) - a base stat applied to D6 rolls when the enemy is defending
- The values of these stats is determined by the DM based on the difficulty of the encounter. We have a rough [Combat Data Compilation](#) from past events that should serve as examples/estimations of mapping AS/DS to encounter difficulty.

As outlined under the Combat Flow section, on an enemy's turn the enemy will roll a D6 and add their Attack Stat (AS), while the player rolls a D6 and adds their Physical or Magical Defense stat (you must specify whether the enemy's attack is physical or magical so the player can add the correct bonus).

Similarly, if a player attacks the enemy on their turn, the player will roll a D6 and add their primary stat, while the enemy rolls a D6 and adds their Defense Stat (DS).

In both scenarios, the higher number wins, and ties are always in the player's favor.