

Rules

About

This game is a d6 system where in order to succeed you need to roll the required number or higher. Instead of giving you modifiers to roll higher like in other systems, this system lets you use your abilities to lower the number you need to beat, to a minimum of 2.

Instead of having a class system, or even skill trees, this TTRPG operates off of skills, of which you can pick any one that you want when making your character or when you get new skill points. Some skills are for using weapons, others are for general skills like sneaking and performing, and some are for magic.

To make combat run as fast as possible, the attacker makes an ability check, and if they hit, they do one damage. There is Armor Class or Saving throws to worry about. This, combined with the fact that everybody in the same group goes at the same time (removing the need to keep track of initiative) makes it easy and fast to run mass combat. Range is also measured in squares instead of feet (squares represent 5 feet each) to help keep things moving fast.

The other thing that helps make this unique is the fact that the only expendable resource you have (besides items and gold) is your health. Because of this, to keep magic balanced since there is no mana system, more powerful spells take multiple turns to cast.

To help encourage teamwork, people are allowed to use their actions to help cast the spell, as long as they are within 20 feet of the person casting said spell.

Combat

At the beginning of combat, everybody on the battlefield is split into groups, (example, players and bad guys, but you can have more than just 2), and then everybody in one group goes, and then everybody in the other goes. If one group surprises the other they go first, otherwise it is recommended to let the player go first or flip a coin.

Inside of combat each creature gets two actions, you can use the actions for the following:

1. Moving: Use one action to move up to your movement speed
2. Melee attack: Use one action to make a melee attack
3. Ranged attack: Use two actions to make a ranged attack
4. Another ability: Some abilities like magic spells will specify a certain number of actions to use them.

Once every creature has used their actions, or decided not to use their actions, it goes to the next group.

Magic

Spells are balanced by how long they take to cast. Because of this some spells will take multiple turns to cast. For these spells, the spell goes off when you spend the number of actions needed to cast the spell. You must spend at least one action each turn to continue casting the spell.

If one or more people are helping cast a spell, they must be within 20 feet of the person and know the spell that the person is casting. At that point every action they spend to help cast the spell is one less the person casting the spell has to cast.

Character Creation

To start your character creation journey, first give yourself 3 hit points.

You then have a total of 3 ability points to spend on any abilities that you want, each ability is one point, if this is your first time creating a character, it is recommended you pick them from the recommended starter ability, but not required.

Your characters base movement speed is 4 squares

Recommended Starter Abilities

Physical

Extra Health

Effect: Increase your max health by 1

Note: You can take this more than once

One Handed Sword

Requirements: To be holding a one handed sword

Actions: 1

Range: 1

Effect: 4+ Deal damage to target

Two Handed Sword

Requirements: To be holding a two handed sword

Actions: 1

Range: 1

Effect: 4+ Deal damage to target

Bow

Requirements: To be holding a bow and have a arrow

Actions: 2

Range: 5

Effect: 5+ Deal damage to target

Shield Yourself

Requirements: To be holding a shield

Actions: 1

Effect: Block the next attack that hits you, mitigating all of the damage it would do. This effect ends at the beginning of your next turn.

Non Combat:

Agility

Effect: Lower the number needed to pass agility checks by 1

Charisma

Effect: Lower the number needed to pass charisma checks by 1

Fortitude

Effect: Lower the number needed to pass fortitude checks by 1

Knowledge

Effect: Lower the number needed to pass fortitude checks by 1

Reasoning

Effect: Lower the number needed to pass fortitude checks by 1

Strength

Effect: Lower the number needed to pass strength checks by 1

Magic

Electric Shock

Actions: 1

Range: 1

Effect: On a 5+ shock target dealing damage.\

Fire Bolt

Actions: 2

Range: 5

Effect: On a 5+ an small ball of fire hits the enemy dealing damage.

Freezing Ice Spray

Actions: 4

Range: Cone, 4

Effect: On a 5+ (roll per creature in cone) creature takes damage and is frozen till someone deals damage to the ice to get them out.

Ice Shard

Actions: 2

Range: 5

Effect: On a 5+ an ice shard hits the enemy dealing damage.

Healing Touch

Actions: 1

Range: 1

Effect: On a 4+ heal a target within range

Healing Word

Actions: 2

Range: 5

Effect: On a 5+ heal a target within range

Short Teleport

Actions: 2

Range: 7

Effect: You teleport to a point you can see within range