

# Minimal DicePool Companion

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This document is a list of optional rules that can be added or used with the [Minimal DicePool](#) core rules.

## DICE

There are a number of ways to change how the dice are used.

### Changing The Successes

Instead of 4,5 or 6 as a success you can alter the number required for a roll. This will alter the odds of getting a success. Options are:

- 2, 3, 4, 5, or 6
- 3, 4, 5 or 6 (*used in classic D6 Legends*)
- 5 or 6
- 6 only

### Binary Dice

Instead of using six sided die swap the dice for Binary Dice. They are six sided dice with three sides marked 0 and three sides marked 1. The odds are the same as using the 4, 5 or 6 for successes but make it easier to count the successes.

### Polyhedral Dice

In the unlikely event insufficient six sided dice are available use any even sided polyhedral dice (d2, d4, d8, d10, d12, d14, d16, d20, d24, d30) and count even numbers as a success and odd numbers as a fail.

### Coloured Dice

You can use coloured dice to differentiate between traits, skills, attributes, equipment and advantages given by the GM. If you want a more narrative style result the coloured dice showing success can differentiate between your skill or equipment giving you the success.

### Wild Die

One of the dice pool rolled is a unique colour, identifying it as Wild Die. The Wild die is counted normally for success and failures, however when a 1 is rolled it is a critical failure. The GM has a choice:

- Count the 1 as a complication and the rest of the roll still stands
- The 1 discards the highest dice rolled. Count remaining successes as normal.

When a 6 is rolled on the Wild Die it counts as a success and is then rerolled (or 'explodes'). The Wild Die can continue to explode as long as '6s' are rolled. A Wild Die is rolled with every set of dice thrown, including damage and other effects.

### Dilemma Die

In addition to your dice pool an extra Dilemma dice is rolled. A dilemma dice has five blank sides and one side marked with a flash ⚡ symbol. Any time a flash ⚡ is rolled, no matter whether the rest of the roll was a success or failure a complication occurs, and it is up to the GM to decide the complication.

## Rolling Limit

GMs may impose a limit on the number of dice rolled at any time. The default cut-off is 10 dice. If a character has more than 10D on a roll, each two die beyond the rolling limit is converted to 1 success. *Example: if rolling 14 dice, the player rolls 10 dice and adds 2 successes.*

## ATTRIBUTES

### Changing Names

The four core attributes can be changed to ones that are more appropriate for the setting required.

### Changing Number of Attributes

In the core rules there are 4 attributes, if you so wish you can have less (but I recommend 3 be the minimum number) or more (8 the maximum). When distributing points on the attributes there should be 3D per attribute in the game (so for three attributes 9 points, for eight attributes 24 points).

### Points Spent on Attributes

If you want more powerful starting characters increase the number of points spent on attributes to 4. (So for four attributes that would be 16 points).

### No Attributes

You can drop attributes for the game and use skills only. However, you would need to allocate more points to distribute in the skills.

## SKILLS

There are six skills per attribute in the core rules. The number of skills can be customised to fit with the setting.

## EQUIPMENT AND GEAR

In the core Minimal DicePool weapons and gear are limited these rules add additional gear and enhance the weapon rules.

Weapon And Armour statistics

The following statistics are added to the game:

- **Penetration (Pen):** How effective the weapon is against armour. Minus this number from any armour the target is wearing to determine their Resilience to the hit.
- **Era:** A note on what period the weapon or armour comes from. All armour has its armour rating (AV) halved (round down) vs weapons from a later era (i.e. verse a pistol Plate is AV 1).
- **Rounds (Rnds):** The possible number of rounds in the weapon's magazine or clip.

## GAME MECHANICS

### Scaling

Not all objects are on the same scale. 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 defences. 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.

When targeting:

- larger targets, the attacker adds +1D to their Active skill for each scale size difference. Depending on the weapon used, the defender may add +1 to their Resilience Static Statistic for each scale size difference (i.e. attacking a spaceship with a blaster is less likely to do any real damage).
- smaller targets, the defender may add +1 to their Dodge Static Statistic for each scale size difference. Depending on the weapon used, the attacker may add +1D to their weapon's Damage for each scale size difference (i.e. a starship blaster is more powerful than a regular weapon, etc.).

## MULTIPLE ACTIONS

Characters may attempt to do more than one action 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.

## Damaging a Target

Effect Fire bonus of 1 Dice for every two levels of success of the Active Skill roll above the target's Statistic (i.e. Reactions for range combat, or Defence for Melee).

## Sample Melee Weapons

This adds the penetration statistic.

Weapon	Damage	Pen	Notes
Axe	Physique +3D	1	-
Club	Physique +1D	0	-
Baton	Physique	0	Doing any damage will knockout a surprised characters
Knife/Knuckle	Physique +1D	0	-
Dusters			
Sword	Physique +3D	2	-
Two Handed Swords	Physique +4D	2	Strikes last in combat
Warhammer	Physique +3D	0/3	Pen is 0 for any non-metal armour/3 for metal armour
Spear	Physique +3D	1	Strikes first in Melee combat, +2D damage vs Mounted
Plasma Blade	Physique +4D	4	This weapon is from the Future Era

## Sample Ranged Weapons

Weapon	Damage	Pen	Range	Rnds	Notes
Blunt object	4D	0	20	-	Covers any improvised throwing weapon
Knife	5D	0	10	-	-
Bow	6D	2	30	1	-
Crossbow	8D	3	50	1	Reloading a crossbow takes one full action
Light Pistol	4D	2	30	6/15/21	Can Double Tap
Heavy Pistol	5D	3	30	6/15/21	Can Double Tap
Hunting Rifle	5Dx2	4	150	8	Aiming bonus doubled
Shotgun	8D/5D	0	50	2/6	Slug rounds do 8D, With Shot rounds All dice are Wild
Assault Rifle	6Dx2	3	100	30	Can burst fire
Laser Pistol	5Dx2	4	100	20	Can Double Tap
Laser Rifle	7Dx2	4	150	50	Can Double Tap

## Sample Armour

Type	Armour Rating	Era	Notes
Leather	1	Archaic	

Chain	2	Archaic	
Plate	3	Archaic	
Stab Vest	2	Modern	
Ballistic Vest	4	Modern	
Body Armour	5	Modern	When worn, provides an additional Scratch box
Space Suit	3	Future	
Combat Survival Suit	5	Future	When worn, provides an additional Scratch box
Exo-suit	6	Future	When worn, provides 2 additional Scratch boxes

## Games Mastering

The dice can be used as a randomiser to assist in decision making:

	Level	Option	Answer
<b>1, 2 or 3</b>	High	A	Yes
<b>4, 5 or 6</b>	Low	B	No

Level help you choose between high or low, it can be a threat or the amount of gold found.

The Option column lets you choose between two options.

The answer column of the table is for quick questions about some details you want to know as you play.

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