

# Call of d6-lite

## 1-Page RPG System Throw-Down

### Character Creation:

Players begin by identifying a character they want to play, adjusting statistics to describe that character.

#### **Statistics:**

Characters are comprised of 5 statistics with one of 3 scores.

Characters begin with Average statistic scores.

A player may increase any score to good by lowering another to poor.

Statistic	Poor Score	Average Score	Good Score
Strength	Weak	Average	Strong
Stamina	Frail	Average	Tough
Smarts	Dumb	Average	Smart
Speed	Slow	Average	Fast
Sanity	Unstable	Average	Stable

### Conflict Resolution:

#### **Feats of "X":**

Performing a non-combat action requires a Feat of "X".

"X" indicating the statistic to be used in the feat.

*Opening a door with a Feat of Strength for example.*

#### **Feat Resolution:**

Feats are resolved by d6 roll against the following table:

Statistic score is:	Target numbers for success are:
Good	1-4
Average	1-3
Poor	1-2

#### **Feat Modifier:**

Feat of "X" rolls are modified by the challenge difficulty.

Feat challenge or difficulty is:	Modify the roll by:
Short / Small / Easy	-1
Average	0
Long / Big / Hard	+1

#### **Combat:**

#### **Combat Resolution:**

Combat is resolved by d6 roll against the following table:

Attacker is:	Target numbers for successful attack:
PC	1-4
NPC	1-3
Mythos Horror	Depends on the nature of the Horror

#### **Target Table:**

A d6 die roll determines the target location of a successful attack (where applicable depending on the nature of the target):

die roll:	Target location:
1	Head
2	Body
3	Left Arm / Hand
4	Right Arm / Hand
5	Left Leg / Foot
6	Right Leg / Foot

#### **Successful attack result:**

##### *For characters:*

Depending on the target, a successful attack may result in the elimination of the target, may result in slowing it down, or may do nothing to the target.

Note that in regards to Mythos Horror targets, elimination may not necessarily mean destruction.

##### *For Mythos Horrors:*

Depending on the nature of the successful attack, may result in the elimination of the target, damage to the target location, or may damage (move score down one level [from average to poor for example]) the target's sanity statistic. Any PC with a Sanity score below Poor is considered insane and removed from play.