

# D&d6-lite

## The Ultimate 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 7 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
Sneak	Clumsy	Average	Sly
Spirit	Ungodly	Average	Devout
Spells	Mundane	Average	Magical

### 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.

### Combat:

#### Combat Resolution:

Combat is resolved by d6 roll against the following table:

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

#### Combat Modifier:

Much like Feats, the nature of the opponent can adjust the challenge of combat.

Attacker is:	Target numbers for successful attack:
PC	1-4
NPC	1-3
Monster	1-3

#### Target Table:

A d6 die roll determines the target location of a successful attack:

#### Successful attack result:

Successful attacks to the head or body move the target's Stamina score down one step (i.e. from Average to Weak.) If a target reaches a Stamina score lower than Poor, that target is killed. All other successful attacks damage the target but cannot lower the Stamina score below Poor.

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