

Dinosaur Wranglers 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 4 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
Ridin'	Skittish	Average	Horseman/ Horsewoman
Ropin'	Greenhorn	Average	Old Hand
Riflin'	Scattershot	Average	Deadeye
Reckonin'	Dumb	Average	Smart

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

Dinosaur Feats of "X":

Dinosaurs are massive creatures that do not perform Feats of "X".

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
Dinosaur	1-3

Target Table:

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

Successful attack result:

A successful head attack results in the elimination of the target.

Any other success result indicates that the target is damaged but not defeated.

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