

Noir 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 6 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
Smarts	Dumb	Average	Smart
Speed	Slow	Average	Fast
Sleuthing	Clouseau	Average	Holmes
Social	Brash	Average	Suave
Sneaky	Clumsy	Average	Sly

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:

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

Target Table:

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

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:

A successful head attack results in death or knock-out. A successful body attack results in incapacitation, and if from a lethal source the target will require medical attention or die. A successful arm or leg attack results in injury to the limb. Injuries from non-lethal sources are recovered at the end of combat or after a short time. Injuries from lethal sources require rest and/or medical attention to recover.