Zombie 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.

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:

Zombie Feats of “X”:
Zombies have the following statistics:

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:

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

Successful attack result:

For characters:
A successful head attack results in the elimination of the zombie. Any other success result indicates that the zombie is damaged but not defeated.

For zombies:
A successful head or body attack result indicates death of the character. Any other success result indicates zombification of the character has begun.