

Base Game Rules

Philosophy:

Power6 is a D6 System focused on simple fast-paced play and easy character creation. With modules to create custom world experiences.

Stat Scores:

Points Buy (3, 2, 2, 1)

Brawn
Intellect
Swift
Charisma

You roll as many dice as your stat score and add up to two dice together. Checks that are easy-mid level should be around 4-6, mid-hard 8-10, and nearly impossible 12.

Ingenuity: once per session, reroll all dice on a non-combat check. If the DM deems a solution to a problem is clever, you can grant this reroll as well to reward clever solutions.

Skill Trees:

There's a basic skill tree for all modules and specialized skill trees for the individual modules. Skills should be broken up into Abilities and Passives. Passives are always up and abilities are actions that the player can use.

Player should start with 3 skills in different skill trees

Paths must be completed within a tree before you move onto another path in the same tree, unless otherwise stated.

Leveling:

Player leveling should work something along the lines of learning a Skill, and every two levels should boost a Stat Score by 1 in addition to learning a new Skill. Every 3 levels, gain an additional action on your turn.

Creator's Note: This seems to be a good pace for now. I imagine a max-level character would be around level 10. You could play with higher levels, but I feel like then everyone is a jack of all traits.

Combat:

How Turns work

Players and NPCs have a Dodge Score and an Armor Score calculated from stats and equipment.

Attacks roll the number of dice per that weapon's modifier (normally Brawn or Swift), and you pick the 2 highest. The dice are put against the targets Dodge Score and Armor Score. Better quality weapons also add to one of the dice.

In order to land an attack, you need to beat the Dodge Score, then you deal 1 damage. If you beat both Dodge and Armor Scores, you deal 2 damage.

Depending on how the players want to play, you could either do the math for them so that the 2 dice are divided optimally or you could instead have them declare whether they are making a safe attack (higher dice put against dodge score) or a risky attack (lowest dice is against dodge score).

On your turn you have a movement and an action (or multiple actions depending on your level). Action can be used to attack, use an ability, or move again.

Hitpoints, Movement, Armor Score, and Dodge Score:

Base Hit Points are $3 + \text{Brawn}$.

Movement Speed is 20 meters (+10 meters if Swift is ≥ 3)

Armor Score is $1 + \text{Brawn}$ (+/- any Armor Modifier).

Dodge Score is $1 + \text{Swift}$ (+/- any Armor Modifier).

Targeting:

In addition, you can target a body part by reducing the value on the attack roll against dodge to gain a bonus effect on hit. The player must announce before the attack roll.

Head: Reduce die by 4. Deal an additional 2 damage.

Arms: Reduce die by 2. Disarm target.

Legs: Reduce die by 2. Halve targets movement for a turn.

Cover:

For ranged combat, there's a basic cover system. You are either behind cover or you are not, and taking an attack action from behind cover means you are counted as not behind cover until your next turn.

Deathstate: when a character hits 0 HP, it is in the Deathstate and unable to act. Target has 3 turns to be stabilized, else the character is dead. In order to be stabilized, another character must pass an Intellect check of 6 to stabilize. If stabilized, that character is conscious again with 1 HP.

If that character is put again in the Deathstate, there will be only 2 turns to be stabilized and so on until the character is dead.

Rest: players heal half their max HP per rest and regain any abilities that replenish on rest at the end of the rest.

Faction Points:

Exclusive to modules, can be used for hard buys (predefined) or soft buys (RP). Hard buys should be Exclusive Abilities or item, choice of a Skill, and for the more aggressive factions - truces. These should be rewards for quests that benefit the specific factions.

Modular:

Make some basic ones for now like Fantasy, Space, Horror, Mutants - mix and match if you want or create your own.

Fantasy and Mutants should feel more like a power fantasy, and Horror and Space should feel more realistic for now.

Disambiguation:

When rounding, always round up.

Token: creature that only has 1 HP and has no armor or dodge score.

If an attack or weapon has more than 2d6 (example it uses your stat modifier or like 3d6) in its description, assume you are picking the 2 highest dice.

Base Game Skills

Melee

(Brawn)

- **Strong Swing** - Passive, unarmed melee attacks deal 1 additional damage.
 - **Wind Knocker** - Passive, if your melee attack beats both AS and DS, target forced to make a Brawn check of 6. They are stunned if they fail
 - **Wild Strike** - Action, once per combat make a melee attack. You can use your unused actions to boost the damage by 2 per unused action
- **Double Slash** - Action, attack target twice, but don't add your stat-score modifier.
 - **Repetitive Strike** – Passive, gain +1 to melee attack rolls per attack made this turn.
 - **In the Zone** - Passive, if you land 3 attacks in a single turn, your Brawn and Swift scores are counted as 2 higher for stat checks until the end of your next turn.

Range

(Swift)

- **Long Shot** - Passive, your stat-score counted as double to ranged attacks over 25 meters away.
 - **Quick Adjustment** - +2 to next attack roll after your first missed ranged attack of a turn.
 - **Pinpoint Accuracy** - effects of aimed shots are doubled.
- **Tricker Happy** - Action, shoot two shots. Can only be used in the first round of combat.
 - **Run and Gun** - Passive, gain +2 ranged attacks this turn if you are running away from cover you were previously behind.
 - **Point Blank** - Ranged attacks made within melee range deal 1 additional damage.

Protection

(Brawn)

- **Armor-Up** - Passive, when wearing armor, your Armor Score is +2 higher.
 - **Unscathed** - Passive, ignore the first status effect inflicted in combat.
 - **Impervious** - Action, once per rest, you can not take more than 1 damage per attack until the end of your next turn

- **Bulking-Up** - Passive, you gain an additional Hit Point each level.
 - **Behind Me** - Action, you may interrupt a ranged attack and move up to 10 meters to step in front of it.
 - **Taunt** - Action, force an enemy within range of their movement speed to move towards you and melee attack you on their next turn.

Evasion

(Swift)

- **Illusive** - Action, once per combat, as a bonus action, double your Dodge Score until the end of your next turn.
 - **Barely Scathed** - Passive, first hit that would stun you instead deals 1 less damage.
 - **Disarm** - Passive, if a target fails to be your Dodge Score on a melee attack, you get a Swift check of 10 to disarm the target.
- **Sprinter** - Passive, Dodge Score is +2 higher on turns where you use your action to make a second movement.
 - **Evasive** - Passive, +2 to Dodge Score, -2 to Max HP
 - **Slide Tackle** - Action, if you sprinted this turn, use an action to do an attack that rolls 2d6+Dodge Score and halves target's movement on success.

Performance

(Charisma)

- **Crowd Favorite** - Passive, after succeeding a Charisma check in a crowd, your Charisma score is counted as +1 higher until you fail a Charisma check.
 - **Feeling Yourself** - Passive, gain +2 to your next attack roll after a successful Charisma check
 - **Dreamboat** - Passive, characters who could be attracted to you must pass a Charisma check of 8 to be able to attack the first round of combat.
- **Conversationalist** - Passive, when talking to someone in a faction you have stored Faction Points with, your Charisma checks are easier by 2 (ex 10 => 8).
 - **Smooth Recovery** - Passive, when failing a Charisma check, you gain an additional die for your next one.
 - **Curry Favor** - Action, if you have 5 or more Charisma, you can spend a faction point to pass all Charisma checks with that faction for the rest of the day.

Intimidation

(Charisma)

- **Knock it Off** - Action, if the target is the same level or lower than you. You can attempt a Charisma check of 8 to end combat with said target.
 - **Imposing** - Passive, you are not attacked in combat until you make an attack
 - **Terrorizing** - Passive, after knocking an enemy into the Deathstate, your Charisma checks are 2 easier until your next rest (ex 10 => 8).
- **Hand it Over** - Action, pass a Charisma check of 6 to rob the target of any non-precious item with no risk of immediate conflict.
 - **Don't tell 'em** - Passive, victims of petty theft will not alert the authorities.
 - **High Robbery** - pass a Charisma check of 10 to rob the target of any precious items with no risk of immediate conflict.

Medicine

(Brains) ***(you are not limited to one path at a time)***

- **Heal** - Action, heal 2 HP to an ally. Can not be used 2 turns in a row.
 - **Cureall** - remove any negative status effects on you and an adjacent ally.
 - **Patch-up** - Passive, during rests you heal an ally to max HP.
- **Stabilize** - Passive, rolls to stabilize are now a Brains check of 4 instead of 6.
 - **Adrenaline** - Revived targets gain an additional action on their next turn.
 - **Live!** - revive allies heal for an 3 additional HP

Wayfaring

(Brains) ***(you are not limited to one path at a time)***

- **Never Lost** - Passive, you can always ask the DM for accurate directions.
 - **Survivalist** - party heals an additional 3 HP per rest when not in an urban environment.
 - **Safe Camp** - Passive, you can not be ambushed.
- **Location Lore** - Action, you can ask the DM for lore relevant to a location with an Intellect check of 6.
 - **Treasure Hunting** - Passive, DM alerts you when you are in the presence of hidden treasure.

- **Lore of Legends** - Passive, you are aware of the location of the nearest legendary weapon.

Designing Equipment

General Idea:

Equipment is crucial to the game. Loot should be a motivator for the players to progress through the game and entice them into dangerous situations.

Should follow a flow no matter the module with rarity and damage scaling done in a similar fashion.

Bonus effects can be something like “ignore target’s bonuses to armor value from equipment” or “critical hits set target on fire”. Could also just be a raw damage increase of 1 or 2 for rares and epics.

Ammo for ranged weapons is optional. Depends on the type of table you are running.

Legendary tier items should also exist and fundamentally change how a player approaches combat. These will be module specific

Melee:

Basic = Best 2 Dice out of Stat Score

Rare = Best 2 Dice out of Stat Score +2 or bonus effect

Epic = Best 2 Dice out of Stat Score +4 or bonus effect

Ranged:

Basic = Best 2 Dice out of Stat Score

Rare = Best 2 Dice out of Stat Score +1 or bonus effect

Epic = Best 2 Dice out of Stat Score +2 or bonus effect

Guns:

Guns rolls 3d6 pick the 2 highest, with no Stat Score modifiers.

Basic: deal an additional 2 damage in combat.

Rare: deal an additional 3 damage in combat.

Epic: deal an additional 3 damage in combat with added bonus effect.

Armor:

Basic = -1 to Dodge Score, +2 to Armor Score

Rare = -2 to Dodge Score, +4 to Armor Score (worse if ability added)

Epic = -3 to Dodge Score, +6 to Armor Score (worse if ability added)

Conduit:

Grants the use of an ability otherwise unable to be used by the player. Does not take an armor or equipment spot. Anything from a magic wand to a pair of x-ray goggles.

Status Effects:

Trigger at the start of turns and last until a condition is met.

Poison: 1 damage until target cured or on their final hitpoint.

On-fire: 1 damage increasing by 1 each turn until the target uses an action to put out.

Stunned: target loses turn. Lasts one turn and can not happen multiple turns in a row.

Slowed: halve movement. Lasts one turn unless otherwise stated.