**Alternate 3d6 System Rules**

**Character Creation**

1. Define a character template / **concept** or archetype. This is their framework on which career skills and powers are draped. Your **assumed skills** are based on your character concept. I.E.: A Druid character has knowledge of nature whereas an urban Thief would not.
2. **Intimacies**: Select up to two intimacies. These are things you care about most, a motivation, a secret, even a “limit break” if desired. These can add advantage/Disadvantage to a roll.
3. **Attributes**: There are six attributes. At first level you get a total of six “+1” bonuses to add to these attributes. You can add a maximum of +3 to any one attribute at first level. In addition, you can take up to a total of -3 negative attributes to other Attributes.
	1. **Body** – Toughness & Agility
	2. **Mind** – Intelligence & Wisdom
	3. **Charisma** – Appearance & Leadership
	4. **Spirit** – Mystical power & Luck
	5. **Attack** – Melee and Missile
	6. **Defense** – Dodge and Block/Parry
4. **Sub-Skill Points**: To add variety, a character can give up a “+1” in a general Attribute to get two (2) “+1’s” to specialized skills. These are often-used skills referenced on the character sheet and/or highly specialized skills. Name the specialized skill at creation. Examples include computer hacking, scuba diving, lock-picking, etc. These specialty skills are always a sub-set of a general Attribute. For this reason, you can add your general Attribute and your specialty skill points together when calculating your roll.
5. **Powers & Skills**: You get your Archetype associated skills at first level with corresponding “special” abilities depending on the role. IE: A wizard would have the Lore skill with the free ability to detect magic as part of their concept. Whereas a thief would be able to climb walls, sneak, and fence stolen goods as their skills and abilities.
6. **Equipment**: All characters have their basic armor, weapons, and standard equipment. Anything special needs to be purchased either with money or Power/Level slots. (Explained later.)
7. **Life Points** – All characters start with 10 Life Points at 1st level adjusted by their Body score. This increases by your Body score at each level. Additionally, you can choose Life Points as a level ability to gain an addition 2 life points (+ Body score). The character loses consciousness at zero Life Points.
8. **Character death** occurs after you have lost all your Life Points and you are purposely targeted for additional damage. The other way to die is to lose all your Life Points, you are bleeding out and running out of time. On your next turn, roll a 3d6; in that many rounds you are dead. To keep from dying, you must have a companion use first Aid for the entire round, or receive some sort of healing to stop the bleeding. (No roll needed.)
9. Note your character **description**, **personality**, **appearance**, and **background**
10. **Luck Check**: A character can use their “luck” once per game session to re-roll for any reason. They can also use it to add to their Defense as a “last-ditch-effort”. In all cases, the Luck check can occur after the initial roll. Additional luck checks can be acquired during play for good role-playing.
11. Players will need multiple six-sided (d6) dice for this game.

**Key Mechanic**

* The Player describes the action their character is to take.
* The referee determines the difficulty based on the situation, the level of the character and other factors determined by the referee.
* The Player rolls 3d6 and adjusts the result based on the Attribute score, equipment, situation and other factors.
* Compare the final result to the difficulty of the action set by the referee. A positive difference (in the Player’s favor) is the degree of success, or the amount of damage that is inflicted on the opponent. This is called the “margin” of success
* A successful role must exceed the difficulty or target’s defense.
* The one taking the action takes any situational modifications to the role.
* You can attempt actions or skills based on your archetype or concept. If the skill attempt is within your concept, you roll normally. If the attempt is outside your Archetype concept of skills you can roll at a *disadvantage.* (Less one die.)
* Having equipment allows you to attempt skill checks or actions. Without the proper tools or weapons, you cannot perform the check. Improvised weapons/tools allow a check at disadvantage.
* For all skill checks, a roll of a three (3) is not an automatic failure nor is an eighteen (18) or higher an automatic success. However, in combat, an adjusted 3 or 4, and 17 to 18 are automatic failures and successes.
* The maximum bonus to a roll from any and all combined sources is **+6.**
* If more than one bonus type is available, only use the one bonus that is the highest value. Bonuses of the same type do not stack.
* **Cooperation** – other PC’s can contribute to appropriate checks/rolls if they have an appropriate Archetype skill. In that case, each additional PC grants +1 to the roll up to the maximum bonus allowed (+6)
* **Advantage**: In unique circumstance, if the bonus to a role is judged to be greater than +6, give an additional die to the roll. (Roll 4d6.)
* **Disadvantage**: In unique circumstance, if the penalty to a role is judged to be greater than -6, take a die away from the roll. (Roll 2d6 instead).

**Difficulty Summary**

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| **Task Difficulty Class** | **DC** |
| Easy | 5 |
| Medium | 10 |
| Hard | 14 |
| Very Hard | 18 |
| Near Impossible | 22 |
| Impossible | 25+ |

**Combat**

* **Time** – one round is 6 seconds
* **Movement** – a human moves 30’ a round when not encumbered. A character can move before or after their action in a round
	+ Movement stops when you come within melee range of an opponent. Not stopping or fleeing combat provides a free “opportunity attack”.
	+ Each character / monster gets one free opportunity attack a round
	+ You cannot move through an opponent’s hex
	+ Dropping to prone is a free action, and it takes half your movement to stand up from prone
	+ Running Jump 1’ per point rolled for a Body check. (Half the distance for a standing jump.) This is part of your move and cannot exceed your movement range
* **Surprise** – determine if appropriate by the referee. Roll a “perception” check compared to the “stealth” check of the opponent. If you fail to notice the opponent, you lose your action and movement during the first round. You still receive your full defensive roll.
* **Initiative** – One role per combat side with the highest roll going first. Adjustments can be given for circumstances (IE: ambush)
* **Shooting** spells or missile weapons into melee combat is at disadvantage in order to avoid hitting your companions.
* **Actions** – A PC can take a single action during their combat round: *Attack*, Use a *Power*, *Move* up to their maximum and take an action or take a *double move*, *Hide*, *Ready* an action for a specific event in which case, the Ready action interrupts the current action, *Search*, *Use* an Object, or *Disengage* from combat – forfeit your attack action to flee melee combat without invoking an opportunity attack
* **Attack Role** –roll and adjust your *Attack* score accordingly. Compare this against the defender’s *Combat Score* (or “CS”). The positive difference is the amount of damage the target sustains. A negative figure results in no damage. If the opponent does not have a *CS*, then they roll their defense against each attack. (IE: for PC’s)
* **Defending** Characters roll their *Defense* against the *CS* of an attacking opponent. A positive result (PC’s rolled higher than the Attacker’s CS) results in no damage to the Character. A negative figure results in the character taking that amount of damage.

**Powers**

* Characters receive two powers at 1st level and one additional Power every level thereafter
* Powers fall into five possible categories:
	1. Enhances an archetype skill. IE: Granting a Warrior the ability to smash open doors and other objects at a +2 to their Body roll.
	2. Gain a new power within your archetype. IE: A “Cleric” gains the ability to “Turn Undead”.
	3. Enhances an existing power to become more powerful. IE: The Cleric with Turn Undead can now do so at +2 to the die roll
	4. Gain a +1 to an Attribute
	5. Learn a new skill outside your archetype
* Each use of a supernatural power is obvious and will cost the character one LP. This is to account for the mental/physical/spiritual exhaustion associated with using a power. Skill enhancement powers that are non-mystical in nature do not have this cost.
* All Powers must be specifically defined.
* There are no instant-death powers. An opponent always gets a defensive role
* All powers must be well defined when created and will not change unless enhanced by another power.
* Most powers have a visual effect and is obvious when used. Define the special effects
* **Area of Effect** powers can only be used every other round of combat and have the effects as defined below:
	1. The maximum size is 10-foot radius sphere (or 20’ diameter), or a 20’ line, or a 15’ cone
	2. The area must be a ball/cloud, cone, or line set at creation
	3. It costs two LP’s cast use this power
* Powers that hinder or hold an opponent, IE Sleep, Paralyze, or Hold Person, will last for a maximum number of rounds equal to the margin of the attack. In addition, the opponent gets a chance to break out on their turn every round. Role a defensive roll against the original attack role every round. If the new defensive role exceeds the original attack role, the opponent has broken free of the magic as their action for the round.
* A power that is beneficial to the character will last minutes, IE: Armor spell
* A beneficial power can be extended without interruption if desired
* A power can be used to adjust the rules. IE: Extra luck would give you the ability to use your Luck roll twice per session; or, enhancing your Area of Effect Fireball to be useable also as a cone
* Use reasonable range ideals for each power. IE: A lightning bolt can be used on the battle field but cannot shoot 10 miles away.
* **Magical powers** always cost 1 LP and take an action during a round to manifest.
* Think in terms of D&D feats, spells or some super-powers for ideas. Powers should give the character an ability that a normal human cannot normally perform.

**Healing & Resting**

* **First Aid** – A PC can administer first aid to another immediately after combat. Make a DC 10 Medicine check to give 1 LP + Body recovery points. This takes an hour for the entire Party.
* **Resting** – After resting 8 hours, each PC recovers 1 LP + Body. A full 24 hours would result in 3 LP’s + 3xBody. A DC 10 medicine check made by a tending PC doubles the rate.

**Illusions**

An illusion is a figment of light, sound and shadow of something that does not exist. It will appear real until interacted, and then it will be revealed to be illusionary. Until interacted, those perceiving the illusion will treat it as real. An illusion cannot cause direct damage to a person or an object. So, an illusionary pit can delay an attacker but an illusionary fireball will do no damage.

**Crafting Items**

* Mundane items can be made with the appropriate skill
* Masterwork items are made using archetype skills with sufficient time, materials, and rolls
* You must sacrifice/allocate a Level Power to make a permanent magic item.
* All other skill uses can only create mundane or temporary items. Temporary items can be enhanced with exotic ingredients, stunting, more time, etc.

**Mundane Item Notes**

* Because weapons and armor are affectations, the specific type of armor and weapons used have no mechanical impact on the game. Armor and weapon types are role-playing devices / props
* Only apply mechanical bonuses for items if they are special in some way

**Conditions**

* **Blinded**: Character fails any skill check requiring sight. Target has -4 to *CS* rolls and cannot make targeted Attacks
* **Frightened:** Target is -2 on *Attacks*. Target cannot willingly move closer to source of fear.
* **Incapacitated / Paralyzed / Held:** Can’t take actions, move, defensive rolls, or opportunity attacks. No *Defensive* roll for the defender. (But their *Defense* modifier still applies if applicable.)
* **Invisible:** (Or similar if failed to notice somebody in Stealth.) Attacks against invisible foe are at *disadvantage*. Attacks from invisible characters are at *advantage*.
* **Poisoned**: Generally, poison does damage. Make a Body check to avoid some damage. (DC set by the poison.)
* **Prone**: At -2 on *Attack* rolls. Can crawl 10’ per round maximum. Half move to stand up. Melee attacks against them are at +2. Missile attacks against them are at -2. Standing from Prone does NOT provoke an opportunity attack.
* **Unconscious**: Target is incapacitated and drops prone.

**Grappling Attacks**

Apply the standard attack rules as follows:

1. If grappling is part of your PC concept, your attack can be at all your normal *Attack* bonuses. Otherwise, the grapple attack is at -2. If the attack overcomes the defensive roll, the grapple is effective
2. Each round, the held target uses their action to attempt to break free
3. Once held, the initiator can maintain their hold by using their action. No roll required
4. After the hold is in place, future rounds by the attacker can be used to make another attack to damage or toss (margin is feet moved) the opponent. If there is negative margin, the defender breaks free
5. Attacks versus either of the combatants are at *disadvantage* in order to avoid hitting the other combatant. However, the defender gets no defensive roll because both participants are “held”.
6. Area attacks effect both combatants

**Falling Damage**

Use a standard 1d6 damage per 10’ in height. Half damage for a Body check versus an appropriate DC set by the referee. (IE: A 10’ pit might have a DC of 10 whereas a 50’ fall might have a DC of 15.)

**Examples of Powers**

* Cleave – if you “drop” an opponent in combat, take another attack on a new opponent within range. This continues until you don’t kill an opponent in one hit or you run out of movement/range. Think in terms of “Great Cleave” from D&D. (Can also be useful for an Archer type character.)
* Great Leap – Jump up to 30’ as your movement action. (Costs 1 LP to use.)
* Extra Lucky – gain an additional luck role during the gaming session.
* Magical Weapon – you have a magical weapon that grants +1 to your attack role. It has script immunity in the game. Meaning, the referee may take away the sword, but you will get it back very quickly in the game.
* Enhanced Magical Weapon - give your magical weapon another +2. Maximum bonus is +4.
* Enhanced Attribute – increase one *Attribute* by +1.
* Attribute Specialty – give a specific skill +2 to the die roll. IE: Perception checks, or an attack roll with a specific type of weapon.
* Healing touch – when you touch somebody and use an action, you heal them your *Spirit* roll life points. (Assuming no resistance. Otherwise, overcome their *Spirit* defensive roll.) You can only heal a person once a day using this power. You cannot heal yourself. Costs 1 LP to use.
* Reach attack. You use a long weapon therefore you gain an opportunity attack when an enemy enters the area you threaten. I.E.: Pike, or Long-spear
* Extra Attack – gain an extra attack with a specific weapon. You are at disadvantage with all other weapons and you are at *disadvantage* for your defense when you take the 2nd attack. You can only gain this power once.
* Brew Potion – you have the knowledge to make a special one-time-use item; either magical or mundane. See the referee for details.
* Backstab – Gain *Advantage* your attack roll if you surprise your opponent.
* Lightning blast – area of effect line. Costs 1 LP to use.
* Invisibility – gain +1 for all stealth attempts. Can make the stealth role in plain sight, even if being viewed by an opponent. Costs 1 LP to use.
* Ancestral Armor – handed down from generation to generation. It is “masterwork” quality and over the decades has taken on magical powers. It provides +1 to the *Defense* roll. (As an alternative, it could be ornate armor so that it appears fancy thereby granting +1 to Charisma checks.)
* Enhanced Ancestral Armor – your Ancestral Armor now has magical powers. It grants the user the ability to …… (Jump far, breath water, walk on water, never get dirty, self-repairing, and etc.,)
* Shape change to small (non-flying) animal. Costs 1 LP to use.
* Enhanced Shape Change into a medium sized animal and +1 on animal skill rolls. Can now select flying and swimming animals (natural creatures).
* Sharp-Shooter – You no longer shoot into melee combat ad *Disadvantage.*
* Entangling Arrow – when you fire this enchanted arrow, it makes vines grow (if possible) trapping the target. Costs 1 LP to use.
* Turn Undead – you blast an area with positive energy that only damages Undead. Costs 1 LP to use.
* Quicken Turn Undead – you can use your Turn Undead power as a bonus action during your turn
* Healthy Body – Gain an additional two (2) Life Points + Body modifier
* Hold Person – against a single target, attacks with *Spirit*. Margin success results in rounds being held. Costs 1 LP to use.
* Sleep – cloud area of effect. *Spirit* to resist. Margin success results in rounds being held. Costs 1 LP to use.
* Fly (May not be available depending on the game) – Can fly at a rate of 30’/round. Lasts *Spirit* Roll minutes. Costs 1 LP to use.
* Telekinesis – Range of 30’, strength of a normal man; Costs 1 LP to use for *Spirit* minutes unless it is used as a ranged attack then it functions as a “punch” for no duration.
* Shape Earth - move earth in pre-selected area configuration (just like an area effect power). The shaped earth will remain in place if it is internally stable
* Shape Stone - similar to Shape earth but you can only shape natural and pre-worked stone formations.

