

# ***Micropend6***

The fastest way to learn and play *OpenD6*

Written by Ben Dutter

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# Acknowledgements

Micropend6 is wholly derived from Eric Gibson's excellent work and admirable generosity in releasing the OpenD6 system and license. Similarly, the work completed for Mini Six by AntiPaladin Games was a launching point to make this game possible.

Additional games have been instrumental in influencing Micropend6's development - including Freeform Universal, Old School Hack (and its antecedents), and many others.

## What is This?

Micropend6 is a tabletop roleplaying game based off of the highly successful OpenD6 system. It is universal, straight forward, and built for fast-paced adventures. The design goal behind Micropend6 was to give people interested in OpenD6 and similar systems from the West End Game's era of Star Wars an easy access point.

It is largely compatible with other OpenD6 games such as *Mini Six* and the *OpenD6* lines such as *Adventure*.

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Get a group of 2-6 people together with some dice, paper, and pencils. One player is the **Game Master (GM)**, who runs all of the **non-player characters (NPCs)**, describes the environment, and determines the **outcome** of **rolls**. The rest of the players make one **character**.

Agree upon a **game concept**, and then each player creates a **character concept** that fits. The game is largely played through a dialogue, the players describe their character's attempted actions and the GM calls for what rolls or rules are necessary.

A group of characters is usually called a **party** or a **group**. Your party will interact with each other, the NPCs, and the universe, all under the guidance of the GM, the dice, and the rules.

All you need to play are these rules, regular **six sided dice (d6)**, and something to take notes on. Every player should at least have a passing understanding of the rules, and the GM should know enough to make characters and run the basics.

## As a Group

Agree on who is going to GM. Determine the **Game Concept**, including its genre, the party's **Purpose**, the party's **Place**, and the game's **Color**. Complete your game's **Skill List**.

## Skill List

Skills represent your character's ability to accomplish certain actions. There are six **default Skills** which are evenly split under each of the three **Attributes** (discussed in **Character Creation**). You will add **three new Skills** - one per Attribute - that are relevant to your Game Concept. If they overlap with the default Skills, make sure they are more narrowly focused.

Attribute	Body	Mind	Spirit
Default Skills	Melee	Mental	Influence
	Physical	Ranged	Insight
Example Skills	Endurance	Knowledge	Willpower
	Speed	Stealth	Deception
	Health	Perception	Intuition
	Swords	Sorcery	Shamanism

# Character Creation

1. Assign **9 dice** between the three **Attributes** (minimum 1, maximum 4 per Attribute)
2. Assign **6 dice** to your **Skills** and **Perks** (max 2 Skill Dice)
3. Define your **Drives**
4. Choose **gear**

## Dice

Micropend6 uses regular six-sided dice (d6). The first number is how many dice you roll, and the second number is a modifier to the sum of the roll. A roll of 3d6+2 would be to roll three dice, sum their totals, and add 2.

One die in your roll is always the **Wild Die** and is a different color. If the Wild Die rolls a natural 6, you roll it **again** and add the result to the total. Repeat until the Wild Die isn't a 6.

Dice assigned to Skills and Attributes can be **split** into **pips**. Each d6 equals three pips. Spending 1d6 and two pips on an Attribute makes it 1d6+2. Three pips spent raise it to the next full d6.

# Attributes

Attributes define your character's capabilities in broad categories and add dice to rolls. Each character assigns 9d6 between them, usually rated between 1d6 and 4d6. Rather than whole dice, you can split your dice into pips and gain modifiers.

**Body:** physical strength, speed, agility, and toughness.

**Mind:** knowledge, logic, creativity, overcoming mental obstacles.

**Spirit:** perseverance, strength of character, social graces.

# Skills

Skills are areas of expertise within each Attribute. Characters assign up to 6d6 to the nine Skills, with a max of 2d6 in any single Skill to start. Unspent dice can be spent on Perks.

**Skill dice** add to their parent Attribute's dice for relevant actions. A roll that uses the **Mental** Skill would add its Skill dice *and* the Attribute Dice from **Mind**. If this character had 2d6 Mind and 1d6 Mental, a Mental roll would be 3d6.

# Specializations

Characters can further focus within a Skill and invest in **Specializations**. These are self-defined, niche subjects that only cover a very narrow collection of actions. For example the Influence Skill might have Specializations such as *Charm*, *Convince*, *Intimidate*, and *Lie*.

One Skill die can be exchanged for three **Specialization dice**. Specialization dice add and sum with Skill and Attribute dice for relevant actions. A character can have multiple Specializations within a single Skill, or spread them out (with a max of 3d6 into a single Specialization).

# Perks

Perks are Game Concept specific benefits. Perks can define a character's species, specific set of training, traits, or talents that aren't otherwise covered by Attributes, Skills, and Specializations. Unspent **Skill dice** can be used to acquire Perks during character creation.

Perks grant **mechanical** (such as +2) or **narrative** (the GM gives you a clue) **benefits** when they're relevant. Perks need to be approved by the GM and the rest of the party before selected.

## Example Perks

*Elf, Amphibious, Connected, Magical, Telepathic, Fast Healing, Genius, Wealthy, Famous, Android, Beautiful, Terrifying.*

# Drives

During creation characters define their two **Drives**. A Drive encapsulates a character's motivation, instincts, morals, and their sense of purpose. For some it can be a strict litany of tenets, while others might be driven by greed or revenge.

When Drives are relevant to the character's actions during a session, that character earns one **Character Point (CP)**. Only one CP per Drive per session can be earned, regardless how frequently the Drive is relevant during play (for a max of 2CP per session).

## Example Drives

*Community, Esteem, Justice, Revenge, Greed, Honor, Family, Power, Order, Reason, Fear, Survival, Comfort, Pleasure, Love, Dedication, Obligation, Safety, Prejudice, Camaraderie, Loyalty, Thrill, Duty, Creativity, Comprehension, Peace, Freedom.*

# Gear

Each character starts with a Game Concept appropriate amount of minimum viable gear (if 21st Century soldiers, they start with guns and grenades and the trappings of such a soldier). Additional, custom, or upgraded gear can be given for each Skill that has at least one full d6 invested into it (such as a Sword for Melee or a computer for Mental.)

**Weapons** deal **damage** listed in a die code similar to Skills in a range of 1d6 to 7d6. **Armor** has an **Armor Value** which counters damage, typically between +2 and +10.

	Basic	Common	Good	Elite
Weapon	+1d6	+2d6	+4d6	6d6
Armor	+2	+4	+6	+8

# Gameplay

Any time a character or NPC attempts an action that is narratively impactful and has a chance of failure - called a **Challenge** - they have to roll dice. To overcome the Challenge, the sum of the roll has to **meet** or **beat** the **Target Number (TN)**.

Very Easy	2 - 5	Difficult	16 - 20
Easy	6 - 10	Very Difficult	21 - 30
Moderate	11 - 15	Heroic	31+

The majority of tasks attempted by players should fall in the **Moderate** or **Difficult** categories (11 - 20 TN).



# Rounds and Turns

In situations when every second counts (such as combat or harrowing Challenges), time is broken down into **Rounds** and **Turns**. A Round is roughly 10 seconds of in-game time, and each character involved in the Round gets one Turn.

## Order of Actions

1. State your character's planned actions for the round
2. Characters and NPCs roll the better of either Mental or Physical to determine **Initiative**. Highest goes first.
3. Players roll for their characters' attempted actions. NPCs and targets may **Defend** or **Soak** the attack.

## Multiple Actions in a Turn

A character can attempt more than one action in a turn, with each action after the first **subtracting 1d6 to all rolls**. Attacking twice would be a -1d6 penalty to both attacks, thrice -2d6 to all three.

## Movement

Characters can move an abstractly "close" distance as a free action, or around 15 feet if keeping track of precise distances. One action is moving about two close distances, or 30 feet. To go faster, a character can roll an appropriate Skill in the Body Attribute.

## Experience and Character Points

Each Scene the characters complete earns a base of 1 CP per character. A Scene that ends in disaster or failure is worth 2 CP per character. An especially challenging, grandiose, or narratively impactful Scene is worth 3 CP per character. CP can be **spent** to increase Attributes, Skills, and Specializations.

## CP Costs per pip (+1)

<b>Skills:</b>	1 x Skill's current Skill dice
<b>Specializations:</b>	1/2 x Skill's current Skill dice, rounded up
<b>Attributes:</b>	10 x current Attribute's dice

For example raising Physical 2d6+1 to 2d6+2 would cost 2 CP, raising *Charm* 2d6+2 to 3d6 would cost 1 CP, and raising Body 3d6 to 3d6 + 1 would cost 30 CP.

## Hero Point Bowl

Characters in this game are heroes - special protagonists that make a narrative difference. They get a little bit of leeway and plot protection in the form of **Hero Points**.

Grab a **bowl** and some **tokens** (dice, coins, candy, whatever). These tokens represent Hero Points. Put one token in the bowl for each character at the beginning of each session. Any time a character does something awesome or heroic, interacts with one of their Drives, or their player roleplays really well, the GM *or another player* can drop a token in the bowl.

Players can choose to **spend 1 Hero Point** from the bowl before any action, with a max of 3 per Turn. Take the token from the bowl and set it aside (or eat it). Spend a Hero Point and choose:

Apply +6 to your roll	Re-roll your Wild Die
Decrease a wound's severity	Deal +3 damage on an attack
"Pull out" a small, useful tool	Make an extra action without the normal -1d6 penalty.
Get a hint or clue from the GM	Limited to once per turn.

# Scale

Sometimes the characters are engaged against enemies or Challenges that are vastly larger or smaller than they are. Bigger things taking damage from smaller things add the **scale modifier** to their **Soak**. Smaller things attacked by bigger things add the **scale modifier** to their **Dodge**. The first number is the Dodge modifier and the second is the soak modifier.

Same	x2 size	x4 size	x8 size	x16 size
+0d6 / +0	+2d6 / +6	+4d6 / +12	+8d6 / +24	+16d6 / +48

# Healing

Characters sustain **wound levels** when taking damage. Resting allows a character to **naturally heal** with a successful Physical check (or a Skill more appropriate for your Game Concept). Success heals one wound level. There’s a delay of time between each permissible check as listed on the table below.

A character can **help heal** another if they have an appropriate Skill (generally Mental). A Skill check can be made to help heal the wounded character. Success heals one wound level.

Wound Level	Delay per Check	Healing Difficulty
Stunned	1 minute	Very Easy
Wounded	a few days	Easy
Severely wounded	1 week	Moderate
Incapacitated	2 weeks	Difficult
Mortally wounded	1 month	Very Difficult

# Combat

Micropend6 combat is a further simplified and condensed version of combat from *Opend6* and *Mini Six*. Enemies **don't roll to attack or defend** when fighting characters - only players roll.

## Attacks

Character attacks are treated like a Challenge, with a TN based on the target's appropriate static **Defense Score**. Attacking with a weapon in or out of its ideal range applies a **range modifier** between **-10 and +10** to the attack roll. A target that's behind cover applies a **cover modifier** up to **+10**.

## Defends

Characters roll to defend themselves just like a Challenge, with a TN based on the enemy's static **Attack Score**. A character can choose to either **Block** or **Dodge** an incoming attack.

**Blocks** require a weapon and allow checks to be made with the weapon's relevant Skill. Only allowed against melee.

**Dodges** requires no items and can be used against melee or ranged attacks, generally with the Mental Skill. More appropriate Skills such as Perception or Reflexes apply.

## Soaks and Resisting Damage

If a character **fails** their Defend and **gets hit**, they roll to **Soak** the attack's **damage**. Their Soak roll is subtracted from the static damage dealt by the enemy's attack, and any remaining damage is dealt directly to the character, triggering **wounds**. For example, an enemy's successful attack deals 15 damage. The character rolls to Soak, gets a 10, and takes 5 damage and the corresponding wound.

## Wounds

When characters take damage they suffer wounds. Wounds are categorized into several **wound levels** with increasingly severe penalties and effects, eventually culminating in **death**.

A hit character's wound level is determined by the amount of damage they take in a single attack. Note that *any* damage taken elevates you by at least one wound level.

Wound Level	Damage Taken after Soak
Unharméd	0 or less
Stunned	1 - 3
Wounded	4 - 8
Severely Wounded*	4 - 8
Incapacitated	9 - 12
Mortally Wounded	13 - 15
Dead	16+

\*Severely Wounded only occurs if you receive another Wounded wound level while already Wounded.

**Stunned:** -1d6 penalty to all actions for two rounds.

**Wounded:** -1d6 penalty to all actions until healed.

**Severely Wounded:** -2d6 penalty to all actions until healed.

**Incapacitated:** knocked out with a TN 15 check to come to. If successful, a -3d6 penalty to all actions until healed.

**Mortally Wounded:** unconscious and dying. Will die within minutes to hours depending on the nature of the wound.

**Dead:** you're dead, and can't do anything. Make a new character.

## NPC Combat Stats

NPCs and Enemies have static **Attack, Defend, Damage, and Soak** scores that are compared against the player character's opposing rolls. Generally these can be determined on the fly by the GM, just like a typical Challenge's TN.

Most NPCs will have combat scores between **6 and 20**, with variations based upon their expertise, equipment, and other conditional circumstances (such as tactics or stealth).

The majority of NPCs only have a single **wound level**, and die in one successful hit. To differentiate tougher enemies, GMs can give them two or more wound levels just like a player character. Truly unique and powerful NPCs - such as villains or arch nemeses - can be built out like player characters.

## Special Abilities

Some Game Concepts demand supernatural abilities such as Magic, Telekinesis, Chi, or super powers. If the entire party is going to possess these abilities, they can simply modify the way Skills work, and the GM would change the scope of the game to reflect much more powerful protagonists.

However, if some players have special abilities while others don't, the GM should require a **Perk** to access these abilities, and potentially even breaking out one or more **Skills** specifically for these. For example, a high fantasy game could have *Magic* as a Perk, with Elementalism, Rituals, and Foresight as Skills.

For even more granularity, characters can choose specific powers and special abilities for so many CP even after character creation, such as a wizard learning new spells.

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