Modern 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 5 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
Stamina	Frail	Average	Tough
Smarts	Dumb	Average	Smart
Speed	Slow	Average	Fast
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.

Statistic score is:	Target numbers for success are:
Good	1-4
Average	1-3
Poor	1-2

Feat Resolution:
Feats are resolved by d6 roll against the following table:

Feat Modifier:
Feat of "X" rolls are modified by the challenge difficulty.

Feat challenge or difficulty is:	Modify the roll by:
Short / Small / Easy	-1
Average	0
Long / Big / Hard	+1

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:

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

die roll:	Target location:
1	Head
2	Body
3	Left Arm / Hand
4	Right Arm / Hand
5	Left Leg / Foot
6	Right Leg / Foot