

Super 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 4 scores. Characters begin with Average statistic scores and may increase any statistic score by lowering another.

Statistic	Poor Score	Average Score	Good Score	Super Score
Strength	Weak	Average	Strong	Super
Stamina	Frail	Average	Tough	Super
Smarts	Dumb	Average	Smart	Super
Speed	Slow	Average	Fast	Super

Powers:

Characters are further comprised of 3 self-described superpowers with one of 4 scores. Characters begin with Average superpower scores and may increase any superpower score by lowering another.

Superpower	Poor Score	Average Score	Good Score	Super Score
Superpower	Poor	Average	Good	Super
Superpower	Poor	Average	Good	Super
Superpower	Poor	Average	Good	Super

Conflict Resolution:

Feats of "X":

Performing a non-combat action requires a Feat of "X". "X" indicating the statistic or superpower to be used in the feat.

Opening a barred door with a Feat of Strength for example.

Feat Resolution:

Feats are resolved by d6 roll against the following table:

Score is:	Target numbers for success are:
Super	1-5
Good	1-4
Average	1-3
Poor	1-2

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
Extreme / Huge / Impossible	+2

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:

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

Successful attack result:

A successful head or body attack results in the defeat of the target.

Any other success result indicates the target is damaged but not defeated.