

6d6 Ultra-Lite

A quick and simple system ideal for story and character driven role-playing.



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RPG	

The Golden Rule

There is no right or wrong way to combine cards

In the 6d6 RPG, everything is done by combining different cards together to describe an action. For example, if character wants to hit a monster, they can combine their Brawn card and a Long Sword card. Or to convince a security guard to let them into a building, the Persuade and Quick Wits cards are played.

If a player wants to play an unusual combination of cards, they must explain why they think it makes sense. If the group agrees that it makes sense in **this particular situation**, the player can use those cards.

The Character Deck

Each character has a set of cards known as the Character Deck which is made up of a variety of cards. These are:

- Life Cards - Green Border
- Ability Cards - Blue Border
- Equipment Cards - White/No Border
- Mechanic Cards - Pink Border

Life Cards

These represent your character's physical and mental abilities plus their soul. They also indicate how much damage a character can withstand before dying.

Ability Cards

The various areas of knowledge, talent and skills your character has learnt in their life.

Equipment Cards

Anything important that the character is carrying or wearing such as a torch, a weapon, a spell book or a tool box.

Mechanic Cards

Each character has three pink Mechanic cards: A Character card for the player to put their and their character's names on; an Initiative card that should have the character's name on and be given to the GM at the start of play; and a Discard Pile card under which Life cards are placed when a character is injured.

Keywords, Dice and Points

If you are using cards that are compatible with the full 6d6 RPG, they will have unnecessary information on them. Ignore everything on the card except the card's title and the associated descriptive text. If the text mentions any game mechanics, ignore them.

Taking Actions

Every time a character wants to perform an action, such as examine a dead body, search a room or attack a monster, they may select up to four cards from their deck to play.

Common sense should dictate which cards are suitable for a specific task. For example, the Brawn card would help when attacking someone but would be of little use when applying first aid to an injured companion. As always with the 6d6 RPG, the Golden Rule applies. As long as the player can explain why that combination of cards makes sense, they can use them.

Each card played in an action is worth 1d6. The dice are rolled and their total is the action's score. To succeed, the action's score must be higher than the resistance.

The resistance against an action is the difficulty of task they are attempting. In a fight, the person being attacked sets the resistance with a Resistance Action (see below) but for other tasks, such as climbing a cliff, it will be a fixed value set by the GM.

Resistance Actions

When a character is attacked or has to react to some other form of danger, they always get a Resistance Action. A Resistance Action is just like a normal action, i.e. they can play up to four appropriate cards as part of the action and roll the dice.

For the attack to succeed (or the danger to inflict damage) the attacker's action score must beat the resistance score of the defender.

Taking Turns

Generally, the GM should go round the players one at a time, dealing with their questions and actions. Exactly how this is organised is not important as long as each player regularly has a chance to act.

This should also apply to combat where the GM should weave the character's actions into a dynamic narrative with every character acting at an appropriate point.

However, some players or GM may prefer the more formal approach used in the full 6d6 RPG rule set. For this, collect each player's Initiative card and one for each of their foes. Shuffle the cards together and draw them one at a time.

As each character's or foe's card comes up, they can act. When the deck is empty, reshuffle the cards and repeat the process.

Injury & Death

Each time a character is hurt, normally when they fail a resistance action, they place one of their Life cards into their Discard Pile. That card cannot be used until it is removed from the Discard Pile through the healing process.

When a character takes damage and has no Life cards left to discard, they are unconscious, dying or dead. As 6d6 Ultra-Lite is focused on narrative and storytelling, it is left to the GM to decide what has happened to the character.

Similarly, no rules are provided for healing. Medical treatment or prolonged bed rest should allow a character to recover Life cards from their Discard Pile. How long this takes will depend on the genre of the game being played. In a superhero setting, healing will be almost instant. In a realistic setting, healing should be a long and slow process.

Creating Characters

Creating a character is a quick and simple process. The player picks the cards that fit the type of character they wish to play. The GM will set a limit on the number cards, normally twelve is suitable for an average character.

Characters should start with two to four Life cards and the rest should be Equipment or Ability cards. Mechanic cards such as Discard Pile do not count towards the character's total cards.

Creating New Cards

If a player wants to add a skill or ability to a character not covered by any existing cards, the player can create a new card. As long as the card has a name and a sentence or two of descriptive text, it is a valid card.

Differences From Other Versions of the 6d6 RPG

Unlike other versions there is not either a static or dynamic pool. There is no Flow and all cards are played straight from the deck.

Other than the simple rules explained in this rule set, all other 6d6 RPG mechanics should be ignored.

Character Decks

Each character has a separate set of character cards that they can use during the game.

Printing

The cards should be printed on A4 sized card. Standard paper can be used but actual card feels better in the hand when playing.

Cut the cards out with scissors or a guillotine.

Alternatively, purchase one of the many brands of pre-perforated business cards available from good stationers. A variety of formats are available so please ensure you pick up one compatible with the PDF.

The cards in this PDF are laid out in the format commonly known as Avery C32011.

There are ten cards per A4 sheet in two columns of five. Each card is 85mm x 54mm and the sheet's margins are:

Top - 14mm

Left - 15mm

Bottom - 5mm

Right - 14mm

Gutter between the two columns - 10mm

Note: The cards appear differently on the Wiki from how they appear in the PDF.

We recommend you do a test print of just one page on to plain paper to check everything lines up before printing all the cards.

After printing and cutting out, assemble each set of cards into a deck and secure with a bulldog clip.

Dice

Balance

Body, Life

Senses of balance and proprioception.

Points

Dice

Brawn

Body, Life

Physical strength.

Points

Dice

Diminutive

Body, Life

Physically small.

Points

Dice

Distinctive Looks

Body, Life

Remarkably beautiful or ugly or just different.

Points

Dice

Giant

Body, Life

Physically large.

Points

Dice

Grace

Body, Life

Poised and smooth in movement.

Points

Dice

Empathy

Life, Soul

Understanding and insight in others emotional and physical well being.

Points

Dice

Faith [Specify]

Life, Soul

Deep belief in religion.

Points

Dice

Will Power

Life, Mind

Focus and determination

Points

Dice

Manual Dexterity

Body, Life

Hand to eye coordination and nimbleness.

Points

Dice

Speed

Body, Life

Swift in movement and action.

Points

Dice

Cunning

Life, Mind

A knack for deviousness, scheming and exploiting weaknesses.

Points

Dice

Philosophy [Specify]

Life, Soul

Belief and trust in a school of intellectual thought.

Points

Dice

Cunning

Life, Mind

A knack for deviousness, scheming and exploiting weaknesses.

Points

Dice

Linguistics

Life, Mind

Adroit at words and languages.

Points

Dice

Memory

Life, Mind

The ability to store and recall information.

Points

Dice

Problem Solving

Life, Mind

Analytical and adaptable.

Points

Dice

Self

Life, Soul

Personal gain above all else.

Points

Dice

Self-Confidence

Life, Soul

Strong belief in one's own judgment.

Points

Dice

Spite

Life, Soul

Pleasure and satisfaction in other people's suffering.

Points

Dice

Cleave Skill+

Attack two or more targets adjacent to you. The action's dice score is divided by the number of targets and each target make separate resistance rolls.

Points

Dice

Disarm Skill+

If used in a successful strike, the attack does damage and forces the target to drop a weapon currently in their pool.

Points

Dice

Dodge Skill

Avoid attacks and sudden danger.

Points

Dice

Knockdown Skill+

A successful strike knocks an opponent prone as well as doing damage.

Points

Dice

Parry Skill+

When used as part of a resistance roll, the weapon does not rotate.

Points

Dice

Piercing Strike Skill+

When attacking using this card, one item of equipment in the target's resistance roll (e.g. armour or shield) is counted for its minimum possible value.

Points

Dice

Shield Bash Skill+

This cards allows the offensive use of a shield at its full value and not as an ad-hoc weapon.

Points

Dice

Shield Expertise Rotate, Skill

Shields used with this skill do not Rotate.

Points

Dice

Stunning Blow Skill+

In addition to dealing damage, an action including this card costs the target one flow on their next initiative turn.

Points

Dice

Weapon Expertise [Specify] Rotate, Skill

Skilled in the specified weapon.

Points

Dice

Culture Knowledge

Art and history.

Points

Dice

Deities + Demigods Knowledge

Gods, their servants and religions.

Points

Dice

History Knowledge

Knowledge of the past.

Points

Dice

Engineering Skill

Structures, earthworks and large devices.

Points

Dice

Language [Specify] Knowledge

The ability to speak and understand a language. With a five Points or more, a character can read and write the language.

Points

Dice

Natural Philosophy Knowledge

Basic scientific knowledge.

Points

Dice

Appraise Skill

Understanding of the value of goods.

Points

Dice

Disguise Skill

Use of body language, hair styles, make-up, clothes and props to disguise yourself.

Points

Dice

Forgery & Counterfeiting Skill

The art of creating and detecting fake documents and goods.

Points

Dice

Gather Information Skill

Gain insight on people and places through observation, eavesdropping, questioning and similar techniques.

Points

Dice

Search Skill

Methodically check an area.

Points

Dice

Sleight of Hand Skill

Picking pockets and similar acts of prestidigitation.

Points

Dice

Thieves' Cant Skill

The secret language of thieves.

Points

Dice

Threaten Skill

Convince another to act through blackmail, threats of violence or other intimidation techniques.

Points

Dice

Traps + Devices Skill

The workings of traps, locks and similar mechanical devices.

Points

Dice

Alert Skill

Focused attention on senses.

Points

Dice

Climb Skill

When combined with a Movement card it allows skillful movement across vertical or near vertical surfaces.

Points

Dice

Hide Skill

The art of staying out of sight.

Points

Dice

Jump Skill

Use with Flow to increase the distance covered in all types of jumps and leaps.

Points

Dice

Navigation Skill

Use of landmarks, stars, maps and equipment in navigation.

Points

Dice

Silent

Persistent, Skill

Staying silent and unheard.

Points

Dice

Sprint

Rotate, Skill

Skilled in moving over short distances.

Points

Dice

Snares + Traps

Skill

Making and setting hunting traps.

Points

Dice

Survival

Skill

Finding food and shelter in extreme conditions.

Points

Dice

Swim

Skill

Movement through water.

Points

Dice

Throw

Range (2), Skill

Accuracy with thrown objects and weapons.

Points

Dice

Track

Skill

Finding, identifying and following tracks.

Points

Dice

Weather Sense

Skill

Understand and predict the weather.

Points

Dice

Body Language

Skill

Gain insight into another person's state of mind and intent through their body language, tone of voice and other unconscious behaviour.

Points

Dice

Bluff

Skill

Temporarily convince someone of something that is false.

Points

Dice

Contacts Skill

Finding and dealing with business and social contacts.

Points

Dice

Diplomacy Skill

Careful use of word and action to present a situation in the best possible way.

Points

Dice

Persuade Skill

Changing people's mind by discussion and debate.

Points

Dice

Streetwise Skill

Survival in the rough streets of a large city.

Points

Dice

Acrobatics Skill

Leaping and tumbling. Move at half speed when combined with a movement card.

Points

Dice

Escape Artist Skill

Skilled in escaping ropes, manacles and similar restraints.

Points

Dice

Perform [Specify] Path

Acting, singing, dancing and other performing arts.

Points

Dice

1d6+0

Dagger Close Quarters, Rotate

Small knife.

Points
4

Dice

1d6+1

Short Sword Close Quarters, Open Melee, Rotate

Points
5

Dice

0d6+2

Throwing Knife Range

A knife balanced for throwing.

Points

Dice
1d6+3

Longsword

Open Melee, Rotate

One handed sword.

Points
10

Dice
1d6+1

Rapier

Open Melee, Rotate

Fast + light dueling blade.

Points

Dice
1d6+6

Great Sword

2-Handed, Extended Melee, Open
Melee, Pin [Body], Rotate

Large heavy sword.

Points

Dice
1d6+2

Short Bow

2-Handed, Range (3)

Hunting or horse bow.

Points
7

Dice
1d6+5

Long Bow

2-Handed, Pin [Body], Range (5)

6' long bow with a significant pull strength.

Points
19

Dice
1d6+2

Light Crossbow

2-Handed, Flow (2), Range (2)

Points

Dice
1d6+4

Heavy Crossbow

2-Handed, Flow (4), Range (4)

Points

Dice
1d6+0

Throwing Knife

Range (1)

Knife weighted for throwing.

Points

Dice
1d6+4

Scimitar

2-Handed, Extended Melee, Open
Melee, Rotate

Large curved sword.

Points

Dice
1d6+0

Sling

Range (2)

Cloth or leather sling for firing small stones.

Points

Dice
1d6+2

Battle Axe

Open Melee, Rotate

Points

Dice
1d6+5

Javelin

Range (3)

A throwing weapon with a 4' shaft and a 2' long metal head designed for penetrating shields and armour.

Points
5

Dice
1d6+0

Short Spear

Open Melee, Range (2)

5' long wooden spear suitable for thrusting in melee or as a short ranged missile weapon.

Points
4

Dice
1d6+1

Spear

Extended Melee, Range (2)

An 8' long shaft with a metal head for use in melee and as a short range melee weapon.

Points
5

Dice
0d6+2

Kitchen Knife (Small)

Close Quarters

A paring knife or similar.

Points

Dice
1d6+0

Lockpicks

Small tools for picking locks.

Points

Dice
1d6+0

Climbing Equipment

50' hemp rope able to support 200lbs and related equipment.

Points

Dice
1d6+0

Holy Symbol

Rotate, Totem

Points
4

Dice

Spell Casting Components

"Eye of newt, and toe of frog, wool of bat, and tongue of dog" and similar enhancements to spell casting.

Points

Dice
1d6+0

Survival Equipment

Snares, fishing lines, a small knife and similar survival equipment.

Points

Dice
1d6

Leather Armour

Armour, Persistent

Leather jerkin, trousers and helmet.

Points
4

Dice
1d6+1

Studded Leather

Armour, Persistent, Static

Jacket of stiff leather with metal studs, leather trousers and leather helmet.

Points
5

Dice
1d6+2

Chain Mail Shirt

Armour, Persistent, Static

Shirt covering torso and upper arms only.

Points
7

Dice
1d6+4

Chain Mail

Armour, Persistent, Pin [Body]

Long chain mail shirt covering the arms, torso, upper legs and neck.

Points
14

Dice
1d6+6

Plate Mail

Armour, Persistent, Pin [Body, Skill]

Solid plates of metal with articulated joints including helmet + visor.

Points

Dice
0d6+2

Buckler

Rotate, Shield

Small, hand held light shield.

Points

Dice
1d6+0

Round Shield, Wood

Rotate, Shield

Wooden planks with leather cover.

Points

Dice
1d6+1

Round Shield, Metal

Rotate, Shield

Solid metal shield made of bronze or similar.

Points

Dice
1d6+4

Tower Shield

Pin [Body], Rotate, Shield

Large, heavy wooden shield.

Points

Character

Dynamic Pool: 4; Flow: 2

Initiative

Discard Pile