



minimald6 rules FINAL

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Where minimald6 got its inspiration from: One Braincell RPG for the „5 and 6 are successes“ idea. The Dilemma Die optional rule is also from One Braincell. The character format is lifted straight from Ben Lehman's „Deeds&Doers“. The Advantage and Disadvantage idea comes from, of course, DnD.

1. Creating characters

1.1 Roll your attributes with 1d6

Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma. These attributes can differ wildly from setting to setting — when you write something for minimald6, just create the ones you really want to and have to use. These numbers are ballpark. 1=really bad, 6=really good. You will develop a working definition in play. Trust the process.

1.2 Starting Level

You start on Level 2.

1.3 Choose your character class.

Each setting comes with a list of character classes. Each character class offers a list of specials (abilities and items). Pick (Level) specials for your starting character.

2. Playing the game

2.1 Players

Describe what your character is doing. Roll 2d6. A 5 or 6=successful. +1d6 for advantage of any kind (item, high attribute, superior tactics etc). -1d6 for disadvantage of any kind (low attribute, hinderance). Do NOT ADD dice results. Simply look for Fives and Sixes. Never roll more than 3d6. Never roll less than 1d6. Roll when you try to hit, to evade, to do stuff, to save your ass. The DM will tell you when and why.

2.2 DMs

Play the world and everything in it. Roll for it, if necessary. Success in combat=reduce health by 1 point or narrate what happens (high health=they



can take a good amount of damage, low health=weak). Major successes are possible (you decide when it happens and what happens). Likely success: don't roll dice, it happens. Unlikely success: roll dice. Impossible: don't roll dice, tell the players what happens. Skills are likely, except when impossible. All rolls change the situation.

2.3 Non player characters

DMs, if it's required, create specials for your npcs (just like character classes). If not, wing it.

2.4 Leveling Up

When it's dramatically appropriate, a character reaches a new experience level. They may then pick another special from their own list (or, with your OK, from another).

2.5 Creating new games with minimald6

A list of attributes fitting the genre. A list of character classes, best suited for random rolls.

2.6 Creating minimald6 classes

The format is

Name(2 <— that's the number of entries on the class list the player is allowed to pick), followed by four or five entries (skills, abilities, background, dark secrets, etc)

For instance:

Techies(2): small workshop or garage, mysterious device you don't understand, graduated summa cum laude (tech and mechanics), small zapper, knows how to jury-rig

Do not describe abilities or skills or powers. The exact function will come up during play.

2.7 Optional rule: Hits

Determine a number of hits a player character can take before dying or falling unconscious. I use 'three strikes and you're out'. This number obviously increases for tough characters, and decreases for frail ones.



2.8 Optional rule: Dilemma Die

Recommended for action adventure games. Introduce an additional die, the Dilemma Die. That's a d6 with one side marked with a flash symbol. Roll the Dilemma Die with your other dice. If you roll a flash, something negative happens in addition to what's going on, and it doesn't matter if the other dice show a success or not.

2.9 Optional rule: Mass Combat

Against a superior opponent (in numbers or in ability): disadvantage

Against a vastly superior opponent (in numbers or in ability): impossible

Against an inferior opponent (in numbers or in ability): advantage

Against a vastly inferior opponent (in numbers or in ability): likely

2.10 Optional Rule: Opposed Combat Rolls

Both opponents roll 2d6 or 1d20. Add +1 or +2 for advantages (or +5, if you're using the d20 option). Higher total hits.

2.11 Optional Rule: The Gore Die

To make combat messier, gorier and bloodier, introduce the Gore Die. Roll attacks with 2d6, as usual. The dice should have different colors. ONE die is the Gore Die. The higher that die, the messier, bloodier, gorier your hit is. Note that a gory, bloody, bloodspraying, disgusting hit will not kill the opponent if he still has Hit Points left – but it will definitely put negative modifiers on his next attack roll, movement, abilities, skills and so on. Only when Hit Points are reduced to zero, a character dies. To give you a few rough ideas for Gore Die results:

Gore 1: drop weapons, superficial wounds, hits that knock the wind out of you, stumble, bruises, stuns, knockdowns

Gore 2: dislocations, shattered weapons, numb limbs

Gore 3: incapacitated limbs, deep wounds, smashed teeth, broken bones

Gore 4: severed arteries, internal bleeding, spine injuries, gouged out eyes

Gore 5: half a limb lost, organs ruptured

Gore 6: entire limb lost, body parts hacked in half

Gore 7: Texas Chainsaw Massacre, flying body parts, fuck what a mess

Gore 7? How? This is another optional rule: When a character is down to 1 Hit, the next attack that takes him to his gods has Gore Die +3.

Find all minimald6 hacks here: <https://yochaigal.github.io/minimald6/>