

Core Mechanics



Attributes

There are four main attributes in the LunvansD6 game:

1. *Body*

The physical state of the character; how strong he is, and how much stress he can take before collapsing.

2. *Mind*

The mental and psychological strength of the character. A person with a high score in the mind attribute will not only be smart, but will also have strong willpower and wisdom.

3. *Agility*

This attribute represents the character's speed, hand-eye coordination, and reflexes.

4. *Personality*

Does your character have the personality of a rock? This attribute is what would tell you that. All social skills ranging from diplomacy to being able to charm your way out of a prison camp depend on how high your Personality score is.

The average human would have a value of D2 in each of these attributes. Each attribute has four skills associated with it that are added to the skill check.

Skills

Skills represent the amount of training and practice a person has done in the particular area that the skill is associated with. A person with a high *bash* for instance has spent a lot of time learning how to use their own body weight to overcome different obstacles.

When a character performs something that has a chance of failure, you roll either the skill that applies the most, or at the GM's request the attribute that deals the most with the issue at hand. The GM will decide what target number will be used, and the skill roll must meet or exceed the target number to be done successfully.

Balance

Agility.

When moving across a narrow bridge or walking over a thin pipe, this skill is used to avoid falling over.

Bash

Body.

The bash skill allows a person to push themselves into objects such as doors and people, which in theory will have enough of an impact to either open said door, or knock down said people.

Climb

Body.

When you do have the opportunity to climb up or down something, this skill is what you would have to use.

Dodge

Agility.

With this, you may roll this skill to counter damage instead of using your Armor Bonus.

Engineering

Mind.

The understanding of traps, levers, wheels, crossbows, and bridges. If a character desires to either assemble or disassemble something of a mechanical nature then this skill is to be used.

Leap

Body.

Sometimes you don't have the opportunity to walk down an obstacle such as a ravine and be able to climb back up the other side; in these cases you will have to use your leap skill, if you have it, to *leap* up and over what ever is in the way.

Lockpick

Agility.

If you have the required lockpicking equipment, you can use this skill to attempt to bypass any lock.

Memory

Mind.

When all else fails, try to pull something from memory that might help you out.

Repair

Mind.

When something breaks, it has to be fixed before it can be used again. Every adventuring party should have at least one person who is capable of repairing damaged weapons and equipment.

Swim

Body.

How can you be a hero if even water is able to get in your way? The swim skill is used when attempting to move through water in a lake, ocean, river, or pond. The target difficulty used depends on the turbulence of the water the character is swimming through.

Throw

Agility.

No football player or dart champion would be caught without a high score in this skill. When tossing an object across a large distance, or aiming for a specific place, this skill is used.

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Combat

Now for what makes this version of the OpenD6 system unique. Combat.

Before you begin a combat session, it is important that you first find out the HP totals for all the participating characters. Each character has four regions associated with their body (left leg, right leg, left arm, right arm, chest, and head), and each region has its own HP. How to get the totals is given in the last sentence of the first paragraph of the character creation chapter.

During a single round, every character with HP in both legs and arms can both move and attack once. Which order these are done depends completely on the person controlling the player. The distance traveled depends on the speed given by the character's race template.

If a character has not been hit in either the legs or the arms then they may choose to give up their attack to move twice at no penalty, or give up their move to attack twice at no penalty.

To perform a melee attack, you roll your Agility dice and add your To-Hit Bonus. The target then rolls the sum of their Agility dice plus what ever their Defense Bonus happens to be. If the attacker's total score is higher, then a damage roll is performed.

To find out if an attacker has done any damage from a successful attack, roll their Body dice plus their weapon's Damage Bonus. The target will then roll his or her Body dice and add their Armor Bonus. The defender's roll is then subtracted from the attacker's, and if the value is positive then the target has been dealt damage equal to the resulting value.

A single die is rolled against the following table to identify which region of the target was hit:

Roll	Region Hit
1	left leg
2	right leg
3	left arm
4	right arm
5	chest
6	head

If a participant in the fight's head HP reaches 0, or their total HP is reduced by half, then they are knocked out and removed from the combat session. If their total HP is reduced to 0 then they have officially died and may not act ever again unless revived.

Elements of the Character

Creating a Character

The first step to creating a character is to assign ten dice across your 4 attributes. Every attribute must be at least 1D. After assigning your attribute dice, you will select one of the premade Character Class Templates. Each class provides different bonuses and attribute modifications. After this is done, you are to assign 15 initial skill dice across a minimum of 6 skills. Once you have selected your skills you will choose a race template from the list at the bottom. Roll your Body dice for each of the four HP regions, and add the region's HP bonus as given by your race's template.

After following the instructions in the last paragraph, you should now be finished with the mechanical aspects of your character.

Character Class Templates

Each class is designed to give important bonuses and provide a basic background to create their character with.

City Wanderer Class

A streetmart urban nomad.

Background:

The city wanderer is a staple of any large sprawling city. Most make their living by stealing from who ever has the most gold at the time, and selling information to those seeking it.

Class Bonuses: +1D Agility, +1D Personality, +2 To-Hit Bonus

Forest Wanderer Class

A forest dwelling woodsmen.

Background:

Nothing is more like home to the forest wanderer then the middle of a large forest. The time spent in the harsh lands of the forest have strengthened the body and mind of the woodsmen.

Class Bonuses: +1D Body, +1D Body, +2 Defense Bonus

Nanmakfas (Mage) Class

Student of the Universe's secrets.

Background:

Knowledge is the number one priority to those of this class and profession. The knowledge given by the Sister of Man is not easy to come by, and requires years, and even decades, of study to acquire.

Class Bonuses: +2D Mind, +1D Personality

Priest Class

A spiritual person with divine knowledge.

Background:

Sometimes a priest is not asked by their patron spirit to just sit idly on temple grounds waiting for something to happen. Sometimes a priest is ask to travel the world and search for people and places to help.

Class Bonuses: +2D Personality, +1D Mind

Warrior Class

A general fighter and warrior.

Background:

This class is designed to aid those whose character's can benefit having a little extra fighting power. All bonuses directly relate to the combat part of the game.

Class Bonuses: +1D Agility, +1D Body, +1 To-Hit Bonus, +1 Damage Bonus

Race Templates

Races provide basic cultural backgrounds and different bonuses to the 6 HP regions.

Human

The most common and basic race.

Background:

The children through mutual creation of the Mother and Father; sibling of the Daughter. Humans are the most common of the intelligent creatures in the Lunvans world. The commonly take any and all possible jobs, as they can be found living in almost every environment.

Racial HP Bonuses: Head +2, Chest +4, Legs +2, Arms +2

Unrenan

The red men.

Background:

The Unrenan are a divergent subspecies of humans that come from the far western end of the Midju continent. Most are warriors, and very few go on to join the ranks of the Nanmakfas.

Racial HP Bonuses: Head +2, Chest +2, Legs +3, Arms +3

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