

A short introduction to the GF_x-fantasy gaming system

D6 is a powerful yet simple system that consists of a very basic set of core rules. This core can be easily extended to meet the requirements of specific settings. D6-fantasy is just such an extension that can be used to run campaigns in classical fantasy settings.

Crunching the numbers

Most variables in the system are expressed in dies and pips. A die stands for a common six-sided die, pips add a bonus to the die roll. A value of 4D6+2 means the sum of rolling four 6-sided dice and a +2 bonus. The possible results range from 6 to 26.

The wild side

Whenever you roll dice, use one of a different color. This is the special *wild die*. When it displays a 1:

- Subtract the 1 and your other highest die from the result
- Your gamemaster (GM) may declare a fumble. Something unpleasant has occurred.

When the wild die displays a 6, add the number to the result as normal, but reroll the wild die. Add the number to the result and if it is another 6, reroll. You can keep rolling as long as you get a 6. Note that a 1 on a second or a consecutive roll loses its special meaning and is simply added to the result.

Adding it up

Every die consists of 3 pips. Any time you would get a +3 bonus, you instead add a die to your roll. This is how you count in dies: +1, +2, 1D, 1D+1, 1D+2, 2D etc.

Your character

The D6-fantasy gaming system uses three interconnected categories to describe your character and his abilities: stats, skills and specializations.

Stats

Stats are the description of your physical and mental abilities. There are six stats:

- Strength
- Agility – how fast you are, how well do you keep your balance and how quickly you can react
- Coordination – how well can you control the movements of your body, how well can you aim and hit
- Constitution – can you stand cold and heat. Will a strong blow knock you out or leave you with a scratch
- Wisdom – can you speak and write fluently. Are you educated in the arts of mathematics or medicine
- Personality – are you easily impressed or is it you that impresses others. Will your troops follow you to the battle

Stats are numerical and are expressed in dies and pips. Humans have a minimum requirement of 1D and a maximum of 4D. Unless your GM tells you otherwise, your new character will have 18D to divide between your stats.

Skills

Skills show what you have learned during your life and adventures. They are strictly based on your stats and in fact – unless it is a special type of skill, you can use any skill at the level of your stat.

Skills are a way to develop your abilities or compensate for your weaknesses. There are many skills available and

your GM may add skills specific to the gameworld.

When you want to develop a skill, you will have to spend Character Points or CP for short. These are rewarded to you at the end of every adventure. For every pip you want to add to your skill, you will have to pay an amount of character points equal to the number of dice you have in that skill now. Remember – even if you haven't developed a skill before, you still have it at the level of your relevant stat.

Take a young warrior with a coordination of 3D+1. He wants to become a better swordsman and decides to develop his "long blades" skill. For 3 CP, his skill goes up to 3D+2, for another 3 CP to 4D and from there on he needs 4 character points for every additional pip.

Specializations

Skills reflect a category of abilities. Culture (a Wisdom skill) can teach you about the culture of a kingdom, of a race or of a social class. These specific domains of knowledge are the specializations of the skill.

Specializations are cheaper to develop than skills. To develop a specialization, you have to pay half the number of dice you have in the skill in CP. Fractions are rounded up. If the warrior from previous example wanted to learn about the longsword only (A long blades specialization), each pip would cost him only 2 character points.

Note that not all skills have specializations available.

Where are the limits

Obviously there are limits to what you can know and do. Your skills cannot exceed twice your relevant stat and specializations cannot exceed the skill plus 2D.

You can also develop your stats, but because this requires a lot of effort, the price is 5 times the number of dice you have in the skill in CP for every pip.

Doing things

Now that you know how to describe various aspects of your character, how do you determine the success or failure at a certain task.

Whenever you take an action that has a real possibility of failure – like trying to hit someone with a sword or tame a wild horse – you make a skill check. You roll the number of dice you have in a skill and add the bonus pips. The GM determines the relevant skill or specialization and a difficulty class or DC for short.

DC is a numeric value that determines how difficult your task is. To succeed, the result must be equal to or greater than the DC. Simple tasks have a DC from 1 to 10, more difficult ones below 20 and the tough ones anything above that.

Opposing checks

Very often you will need to make an opposing check. When you try to hit someone, he may be able to dodge the blow. In this case you roll a skill check for your weapon of choice and he rolls his Dodge (a Mobility skill). His result becomes your DC for this action. Another example of an opposing check is trying to sneak past the guards – their Sense roll is your Sneak DC.

All the rules you need

These rules are the core of the D6-fantasy gaming system. There is a host of extra rules that govern every aspect of the game – healing and dying, spellcasting and combat. But even if you use all of these, the core set of rules stays the same: there are stats and skills and there are the 6-sided dice that you roll to beat the DC.