

Stein's D6 system

Only six-sided dice are used in this game. A result of 4-6 indicates success, 1-3 indicates failure.

Every round a character can perform:

One attack or physical action

and

one social or mental action.

Performing actions:

If the action has to fail or succeed for the story to be fun, it does.

If the action is really easy, it succeeds automatically, unless rolling dice about it will be funnier.

Rolling dice is handled this way:

Check and see if the character has a skill which is appropriate for the intended action.

If not:

Decide whether the action is a physical, social or mental one

...and roll a number of dice equal to the score of the skill or attribute in question. If 4-6 is rolled on one or more dice, the action succeeds. If not, it fails.

Mojo:

Players can decide to spend their character's mojo in order to succeed at any given die roll. The character can regain mojo by following his/her nature. (Unless the character has some kind of special ability saying otherwise, mojo doesn't «stack» - you can't continue putting «charges» on it if it's already intact, and once you spend it, it's gone until it's regained.)

Combat:

Order – All attacks are considered to happen at the same time (there's no need to roll all the dice simultaneously, but in-character, they all happen at the same time each round).

Attacks – Every character can make one attack every round. Unless the character has a skill or special ability saying otherwise, a successful attack inflicts 1 point of damage on the opponent.

Parrying/dodging – If the character has a skill that lets him or her dodge or parry attacks, they can avoid getting hit if they roll MORE successes than their opponent.

You can parry/dodge as many attempts as you want each round.

You can't dodge or parry attacks from behind.

Every character has 6 health levels:

0 damage – In perfect shape: No penalties

1 damage – Still going strong: Still no penalties

2 damage – Feeling shitty: -1 die on all rolls

3 damage – Seriously fucked up: -2 dice on all rolls

4 damage – Almost a goner: -3 dice on all rolls

5 or more damage – RIP – roll 1d6: 1-3=dead, 4-6=you're still able to cling to life, bt that's all you can do.

Characters are created freely to fit the module, but see the next page for some examples.

A couple of example NPCs:

Sheep farmer

Physical 1

Social 1

Mental 1

Farm work 4

Pray to God 4

Drink beer 3

Speak the devil's name 3

Beg nazis for mercy with weeping and prayers 2

Call trolls, spirits and unearthly powers 2

Arms: Prayers, cursing and superstition (Only helps against big sister Margfrost).

Wehrmacht-soldier

Physical 1

Mental 1

Social 1

Kick open doors and destroy household contents 4

Scream angry orders in German 4

Shoot rifle 3

Ignore weeping and prayers without a change in expression 3

Throw hand grenade 2

Look for hiding place 2

Arms: rifle (2 damage), Håndgranat (3 damage within a ~5 meter radius).

Other: speaks German and Norwegian with a heavy accent.