

$6e$

This is a warning.
We're coming for you.

=)

- *Batts*

Stats.

You have 6 stats:

Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

Roll 3d6 and record the total next to the first stat.

Do this for the rest of the stats, in order.

When you attempt to do something,

choose one of your stats, make your case, roll the die, and read the result.

Choose one of your stats.

Stats are not concrete and should bend to abstraction.

Strength is just a word and can be used in a variety of contexts both literal or metaphorical.

Make your case.

If the stat you choose sounds implausible to the majority of people at the table, you must think of a convincing argument or try another Stat.

Roll the dice.

6e uses the twenty-sided die.

Read the result.

If you roll under your Stat you succeed. Rename your Stat to represent the action you just took. Such as renaming Charisma to Flirt after hitting on the sexy bar boy. If you roll over your Stat you fail and gain a Skill.

Skills.

A Skill is actionable knowledge that can be spent to help a friend. When you fail a Stat roll, write down how you failed and keep it close. Whenever a friend makes a roll, you can erase your Skill to give them a -1 to their roll as long as you can make the argument the Stat is relevant. Entertainment above all here.

Saves.

Each session your Save is set at 6. Any time you are asked to react to something you'll be rolling a d20, attempting to get under your Save. If you succeed then you avoid any Harm. If you fail, you take any Harm and create a new Save beneath your base Save, name it after the thing/situation you were reacting to, and increasing it by 1.

For example, a bomb goes off and you fail to avoid the blast. You could write "explosions" or "fire-blast" under Saves, and score it as a 7. Now, the next time you need to avoid something, you can try to look through your past failures to give you a better change of avoiding the Harm this time around.

At the end of each session, choose one of the Saves you've created and erase the rest. Next session you'll begin with your base Save and the chosen one.

Harm.

Harm is any ailment, status effect, or injury that you collect through a session. Each one creates a disadvantage when it comes to Stats and/or Saves. This is decided based on the value of entertainment at the moment the Harm is done.

Harm is gathered from failed Saves and the severity of each is determined by the thing you are reacting to. Harm can be physical and/or emotional and will affect social and exploration situations.

At the end of each session, chose one Harm to keep and erase the rest. Think about how you'll carry this adventure with you everywhere, forever and on.

Experience.

You gain experience through exploring new locations, studying new organisms, meeting new people, and investigating anomalies. You can gain 1xp from each thing, each session. XP can be spent to break the game.

Exploring new locations.

Towns, cities, mountains, forest. Any time you enter a new location write about it, draw a picture of it, or map it to gain 1xp.

Studying new organisms.

Animals, monster, plants, etc. Any time you take notes on, draw a picture of, or create a bit of made up physiology about a new organism, gain 1xp.

Meeting new people.

Any time you learn a secret, gather some history, or develop a relationship with someone new, gain 1xp.

Investigating anomalies.

Anima, oddities, and magic. Any time you describe how it's different from your world, create some art about it, or experiment on/with it, gain 1xp.

Break the game.

Spend Experience to add things to the game, change how you can interact with the game, or reveal something at the most opportune moment. The more Experience you spend, the more the game will break.

Add things to the game.

Add an NPC you know, a location you're familiar with, an item that you know the location of, a god that has heard your whispers, a fae that stole your name, a sea made of undead, a forest with a secret song, a magical storm, a famous swordsman, a lost language, friends that still write you letters, a plate full of cookies and a glass of milk to wash them down with. Etc.

Change how you interact with the game.

Run faster, jump higher, hear the thoughts of the local bartender, smell color, lift things with your mind, eat something that otherwise couldn't be eaten, sing a song that woos a cute boy, change your body into that of an animal, grow an extra appendage. Etc.

Reveal something at the most opportune moment.

This is for when you fail a Save, or find yourself in a tight spot with no chance of escape, out-smarted and out-matched, backs against the wall with the rest of the world closing in. You've had the the perfect escape all along, tucked away in your mind or back pocket. Or you know a secret about your opponent, a hidden door in the building, or you planned to be in this position all along as part of some elaborate scheme. Think quick.

Entertainment above all.

There are games with big sections of rules. There are games that hand-wave it all behind “common sense”, and others that do the same behind the “Rule of Cool”. Running a game can be a daunting task and a difficult ask of anyone. 6e is left very open and that can be intimidating. Lots of blanks to fill and the pages don’t hold your hand through the minutiae. I’ll offer a easily forgotten “don’t worry about that stuff too much.”

Entertainment above all. When things are not made immediately obvious to the rest of the people that are sharing this game with you, go with the choice that entertains. Even when it goes against “common sense” or “the laws of physics.” This game is not here for that. This is entertainment. This is Saturday Morning Cartoons.

- *Batts*

Stats.

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Skills.

Saves.

Name.

Background.

Sexuality.

Gender.

Dream.

Nightmare.

Love.

Harm.

Experience.