

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 2D 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.

2 Lunvans OpenD6

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 of their legs then they may choose to replace their attack action with a second move at no penalty.

If a character has not been hit in either of their arms then they may choose to replace their move action with a second attack 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 the 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.

Creating a Character

There are x number of steps in the process of creating a new character.

1. Attributes

The first step is to assign ten different dice across the character's four attributes. You must have a least 1D in every attribute, but that should only be done if you are planning on your character being very narrow in what he or she is skilled at.

2. Class

Every character needs to select one of the Character Class Templates. The template you chose is a very important decision, as it adds very useful stat bonuses that can aid you depending on the type of character you wish to play.

3. Race

After assigning your attributes and picking your class you will need to chose a race. Each race has a different background and culture associated with it; since your character is your own, you may choose to omit certain parts of your character's personal background and culture to fit what you desire.

4. Skills

Once you have finished choosing assigning your attribute dice and selecting a class you will need to pick out the skills that your character is the most trained in. You only have 10D to spread around the 16 different skills, so you will need to put some time into deciding which skills your character is untrained in. There is no minimum number of dice you can have in a single skill as long as you select at least six different skills.

5. Hitpoints

Each character has six different regions on their body. Each region of the body has a different number of hitpoints associated with it. In this last step of character creation you will roll your final Body dice four times for your legs, arms, head, and chest. After you have rolled your hitpoints, add your bonus HP from your race. With this, you should now have a complete character ready to play.

4 Lunvans OpenD6

Each class is designed to give important bonuses and provide a basic background to create their character with. You can change any part your class's background that you dislike, but it helps to have an explanation as to why your character has the strengths provided by the chosen class.

Be sure to check with the other players in your group about which class you are thinking about selecting. A group full of nothing but nanmakfas might have trouble with certain situations and challenges.

City Wanderer Class

A streetsmart 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 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

Lunvans OpenD6 5

A character's race provides a basic guideline that should be used when creating the person's past and personality. Keep in mind the class template you are planning on using when you pick out your race. Certain combinations might be less common within the setting and that may or may not be what you are want to play.

Dizlumla

The lowlanders.

Background:

Plainsmen by nature, the of this race come from a background of political tension and powerstruggles. Many tend to be obsessed with the numerous systems of law and order, but they don't always care much about the reasons or spirit of the laws themselves.

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

Galtumla

The men and women of the mountains.

Background:

The galtulma are a human ethnic group that orginally lived within the eastern Midjuk mountains. They are a strong and proud people, capable of enduring many great hardships between resting periods.

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

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*

6 Lunvans OpenD6

Character Points

Character Points (CP) represent your characters ability to grow and improve with time, along with their ability to do things miraculously well when it is most important. They can be used in a number of different ways, and the nanmakfa have a completely different set of things that they are capable of.

All characters start out with one CP, and will gain new points based off of a session of improved or exceptional role-playing, along with passing particularly hard challenges. The referee decides when, who, and how many points are received during play or at the end of a session.

Character Points for the Natrene

Natrene means untrained, and is a common term used in the Lunvans world to describe someone who is not a nanmakfa. The natrene have different uses for character points, which represents the person's luck and intuition attained by their own unique experiences in life. Because the nanmakfa are forced to spend so much time studying under a master, they miss out on these experiences that all the other player characters have had; this is why they are unable to use their CP for the same things as the others.

Here is the list of things that a natrene can choose to send their character points on:

1. Bonus Die

This first ability can only be used once per session. Before you have been given the results of a skill or ability check, you may use this ability at the cost of one CP to add an extra die roll to your total.

2. Reroll

This ability has no per session limit. With this ability you may reroll any single die per CP spent, but you must use the new value as a part of your total regardless of whether it is less or greater than the original roll.

3. Static Bonus

At the cost of two CP per use, and before the results of the skill or ability check are revealed, you may add +8 to your roll's total. This ability has no per session limit, but can only be used once per skill or ability check.

Character Points for the Nanmakfa

As previously mentioned, a nanmakfa has spent so much of their time studying that they lose the natural intuition and unexplainable luck that a normal hero might have, but this is made up by the skills granted by training as a nanmakfa. Players who have chosen this class use their Character Points to use these divine skills and abilities.

Upon character creation, as a nanmakfa you may choose one ability to start out with. New abilities can be gained at the cost of four CPs, or at the choice of the Gamemaster. All

new abilities learned requires a master who has the ability and is willing to teach.

List of Divine Abilities:

1. Levitation

The ability to manipulate and control the effects of gravity on one's self is a very common skill among the nanmakfa. Many people use this skill as a way to seek and provide proof of one's training.

With this skill, one may spend a single Character Point to float into the air for ten minutes. During this time, all melee attacks against you automatically fail, but you are also unable to make a successful melee attack. Additional CP may be spent to gain more time.

2. Superior Strength

The ability to temporarily increase the strength of your physical body beyond what is reasonably possible. When faced with danger, many nanmakfa have shown certain levels of strength that was not believed to be attained through normal means.

With this divine ability a nanmakfa may spend one Character Point to increase their Body by 1D for either a single combat encounter, or for one ability check outside of combat. For any number of times after the initial CP has been spent, additional dice may be purchased for two Character Points each.

3. Lifeforce Sensitivity

The ability to sense the presence of life. Common only to the wisest and most patient of the nanmakfa, and generally the oldest, these scholars have learned to feel the flow of energy that comes from all forms of life. This allows them to easily find hidden people, thieves, and hostages.

With this ability, you may spend one CP for an instant success to find a living person within 1 square mile.

4. Reverse Levitation

The power to make things heavier than they naturally are by manipulating gravity. Every 1 CP spent per use adds a +5 to the target number for a PC or NPC's attempt to move or pilot a specified object. Among other things, this ability can be used for preventing theft, stopping a caravan, or reinforcing a boulder blocking the entrance to a cave.

In order to use this divine ability, the nanmakfa must be able to touch the object they wish to be affected and have at least five seconds to concentrate.

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8 Lunvans OpenD6

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