X in 6 Action checks

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides rules for a generic D6-based task resolution system for the Basic Fantasy RPG inspired by traditional Old School Mechanics.

BASIC MECHANICS

This supplement supplies a universal task resolution system based on classic old school mechanics.

This system replaces d% class skills and d20-based ability checks.

Whenever a character undertakes an action whose success outcome is not sure, have the the player roll 1D6.

On a roll of 1 the action is successful.

A roll of 6 is always a failure (but see below).

Thieves have a base 2 in 6 chance of successfully carrying out actions covered by their skills.

Magic-users (and Clerics) have a 2 in 6 chance of carrying out Magic research. Penalties of up to -15% to Magic research should be considered Easy tasks (see below) anything above -45% should be considered Difficult tasks.

Some demi-humans have a higher base chance of doing some things (like detecting secret doors) as explained in the core rules.

Difficulty: Difficult or complex actions might impart a -1 penalty to the base success chance, while Easy or common actions might give a bonus of +1 or more.

Encumbrance and armor: Some actions may suffer penalties due to encumbrance or the fact that the character is wearing armor.

Such actions may include climbing, acrobatic feats, swimming, moving silently or playing the piano.

Heavily loaded characters receive a -1 penalty to the base chance.

Wearing armor heavier than leather imparts a -1 penalty, armor heavier than chain imparts a -2 penalty.

A character carrying a shield may suffer a -1 penalty to the base success chance.

Timing and Tools: A character hurrying to complete an action in less than the standard time usually needed may suffer a -1 penalty, while a character taking a lot of time to make sure everything is alright will receive a +1 bonus.

Tools, or lack of them, can also affect the success chances of an action.

A complete lack of tools may either impart a -2 penalty (if the GM thinks that the action still can be carried out without tools but should not), or make the action an automatic failure (if the GM thinks the action is impossible without tools).

An example of this is a thief trying to pick a lock without thieves' tools.

Lack of proper tools should impart a -1 penalty.

To keep with the above example this would be the situation of a thief using a hair-pin to pick a lock.

Superb tools grant a +1 bonus.

Our thief friend from the previous examples has somehow found some pick-locks created by a dwarf master-smith.

Natural talent and skill development

Some if not all actions will be easier for characters that have a natural talent for them (as defined by ability scores).

When a character undertakes an action the GM decides if an attribute score can affect it or not (For example almost all of the Thief's skills are affected by Dexterity).

A high ability score in the relevant attribute (13+) gives a +1 bonus to the base chance, a low score (8-) gives a -1 penalty.

In the same way training in some kind of actions imparts a bonus over time.

This supplement does not give a complete skill list, but invites you to come up with yours.

BFRPG rules already suggest some possible skills if read between the lines (finding doors and traps for example).

Each level after first the Thief can add 1 to the base chance of one of his skills (including but not limited to his class skills).

Characters from other classes get 1 point to spend on any skill of their choice *every three levels*.

There is no maximum limit for skill scores.

Starting skills

The GM could allow all 1st level characters to spend 1 skill point on a skill of their choice.

No chances of success, really?

A character can end up rolling 1d6 against a modified skill score of 0 or less. What happens next largely depends on the GM.

Usually a character with a modified success chance of 0 or less should fail automatically.

However, if you think that the task should have a chance of being successfully carried out anyway, or your gaming style fits with a "heroes never say die" attitude you could do as follows:

On a roll of 1, a character with a modified skill of 0 or less gets to re-roll for success at (5-success chance).

If the character succeeds but the chances still are lower than 0 he gets a re-roll at (5-leftover negative chances) and so on.

Example: Tallwark the fighter tries to climb the slippery walls of the Dread Tower. The GM has determined that his final chances are -6 on 1d6!

Tallwark has to roll a 1 to even get a chance of limbing successfully. His first roll is a 1, so he gets to re-roll at (5-6=-1), this means he has again to roll a 1, and then roll a third time at (5-1=4) or less...

Skill mastery

A character can end up rolling 1d6 against a modified skill score of 6 or more. So what?

On a roll of 6, a character with a modified skill of 6 or more gets to re-roll for success at (skill rating-5).

If the character fails but the modified skill chance is still higher than 5 he gets a re-roll at (reduced skill-5) and so on.

Surprise

Using this system surprising characters and avoiding surprise are resolved with the skill system. It basically is an Easy action check. The GM may also modify surprise rolls by dexterity, encumbrance and armor.

Thieves and Halflings could roll directly on their Move silently or Hide in shadow skills to surprise enemies.

Contests

When two characters try to act one against the other have both of them roll, the highest successful roll wins.

Using this system with other supplements

Some BFRPG supplements have different classes with different special abilities. Class abilities in BFRPG are usually resolved with percentile dice.

Simply replace the percentile base chance with a 2 in 6 chance modified by ability scores, and -if it is the case- encumbrance and armor. The characters from this class get to add 1 skill point *every level* if they have 4 or more class skills, *every two levels* for 4 or less class skills.

If the selected class does not have any percentile based class skills, it receives 1 skill point *every three levels*.

This supplement owes a lot to the ideas of

Paolo Greco,

blogger extraordinaire

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