1. CREATING CHARACTERS

1.1 Roll your attributes with 1d6

You have four attributes: **Fight**, **Invent**, **Run**, **Explain**

These numbers are ballpark. 1 = really bad, 6 = really good. You will develop a working definition in play, but essentially everything boils down to these four things if you need to compare the size of your sonic tool and find out who's better at something.

In a straight forward comparison, a higher score always beats a lower score.

For example, if two characters run across an open space to grab a prize, a character with **Run 5** will beat a character with **Run 2** every time. A complication may turn this into a conflict or competition, with dice, in which case **Run 5** will definitely provide an advantage.

1.1.1 Optional rule: Assign 15 points to your attributes

Instead of rolling random numbers, you can assign 15 points across the four attributes.

All attributes must have a score of at least 1 and no character can have more than one with a score = 6.

1.2 Starting Level

You start at Level 2.

1.3 Choose your character archetype.

Choose your character and pick (Level) specials from the list to create your starting character:

Traveller (2): Centre of Everything, Friends in High Places, Incorrigible Boffin, Psychic Sensitivity, Resourceful Pockets

Cheeky Scallywag (2): Affable Ignorance, Charm, Lucky, Run like the Wind, Street Savvy

Scientist (2): Insatiable Curiosity, Eidetic Memory, Professor of Science, Technobabble, Unnatural Charm

Soldier (2): Code of Conduct, Commanding Voice, Cool Under Fire, Field Training, Five Rounds Rapid

Reporter (2): Face in the Crowd, Friends in All the Right Places, Gift of the Gab, Insatiable Curiosity, A Nose for Danger

Teacher (2): Connoisseur, Empathy, Run for Cover, Supply Teacher Trivia, Weekend Reservist

2. PLAYING THE GAME

2.1 Players

Describe what your character is doing.

If it's uncertain, roll 2d6. Any 5 or 6 = successful.

+1d6 for advantage of any kind (item, high attribute, superior tactics, etc.).

-1d6 for disadvantage of any kind (low attribute, hindrance, nursing a serious injury, etc.).

DO NOT ADD DICE RESULTS. Simply look for 5s and 6s.

Never roll more than 3d6. Never roll less than 1d6. Never roll if something is likely, uncontested or never in doubt.

Roll when you try to hit, to evade, to do stuff, to save your ass. The GM will tell you when and why.

2.2 Leveling Up

When it's dramatically appropriate, a character reaches a new experience level. They may then pick another special from their own list (or, with GM OK, from another).

3.0 RUNNING THE GAME

3.1 Gamemasters

The Gamemaster plays the world and everything in it.

If the order of things matters, then **Explain**, **Run**, **Invent** and **Fire**.

Success in combat = narrate what happens – assigning an appropriate hindrance. The good folks don't die in **Renegade** – they get separated, trapped, gloated at, imprisoned, deprived of a vital McGuffin, or monologued into submission.

Enemies acquire hindrances until they can't act or threaten anymore, suffer a setback, disappear behind falling debris, or take leave of their senses.

Major successes are possible - as Gamemaster you can decide what happens and when.

Likely success: don't roll dice, it happens.

Unlikely success: roll dice.

Impossible: don't roll dice, tell the players what happens.

Skills are likely, except when impossible. All rolls change the situation.

3.2 Antagonists and Bystanders

If it's required create specials for your characters (just like Character classes). If not, just wing it.

Bystanders tend to:

- get in the way,
- split the party,
- scream and run scared,
- question aggressively,
- call the authorities, or
- turn out to be the unwilling puppets of the central villain, either openly violent, needlessly obstructive or certain to report back on what the player's characters are up to.

3.2.1 Ancient Reptilian

Agile and Athletic, Shoot to Stun, Whipping Tongue, Vulnerable to cold.

3.2.2 Clone Trooper

A Thousand Years of War, Everything By The Book, Bred for War, Unprotected Vent

3.2.3 Cybernetic Immortal

Arm-mounted Particle Weapon, Networked, Nothing Natural Remains, Plodding Pace, Weakness to Platinum.

3.2.4 Mutant War-Machine

Anti-Gravity Field, Impenetrable Shell, Shrieking Fury, X-Ray Beam (hvy), Ultra-Tech, Vulnerable Eye-stalk

3.2.5 Unhinged Robotic Servitor

Disarming Personality, Expressionless, Reinforced Shell, Slave Circuit.

3.3 Optional Rule: Time Tokens

If you make a roll with three dice (excluding the **Dilemma Die**, see below) and both (a) fail and (b) roll the same number on all three, you gain a **Time Token**.

Time Tokens form a communal resource for anyone in the group to use and can be spent to either:

- Succeed in any task, even impossible ones, without having to roll the dice, providing you have an sound, if highly improbable, explanation
- Tweak the plot or the course of events in your favour when it matters most, introducing a McGuffin, deus ex machina, or other infeasible turn of events that allows you to avoid the left turn and go another way entirely

3.3.1 Optional Rule: Classic Tokens

Call Time Tokens the **Keys to Time** instead. Some people will appreciate the reference.

3.4 Optional Rule: Dilemma Die

Every roll includes an additional die, the **Dilemma Die**. That's a d6 with one side marked with a special symbol.

Always roll the Dilemma Die with any other dice rolled.

If you roll the one marked side, something negative happens in addition to what's going on, and it doesn't matter if the other dice show a success or not.

4.0 CREDITS

minimald6 is the creation of Norbert G. Matausch.

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RENEGADE

TIME TRAVELLING ADVENTURE IN MINIMALD6