

## Sukoshi

*Sukoshi* is a table top RPG that incorporates a D6 rolling system to resolve the gaming mechanics. *The Littles* universe resides in one very similar to our own. There are humans and they go to work and they play and they eat. They are, however, a side point to *Sukoshi* universe. In this game, the Player Characters create personas that are between one and three inches tall. These characters are known as the *Sukoshi*: a race of tiny, humanoid creatures that struggle for survival amongst countless city-states, known as Mulks, throughout earth. Their technology is limited, relying mostly on agriculture and hunting. They are capable of training insects as beasts of burden, something that is crucial to their existence.

The *Sukoshi* Gaming system allows for a large canvas of RPG play styles. Scenarios can be story based, combat based or a combination of both. The universe holds a veritable silo of potential for where you can lead your adventures. You could have cross country migrations dealing with surviving the elements, or you could have rescue missions to save a friend who has been captured and put in a jar by humans.

**Sukoshi:** These small creatures are almost indistinguishable from humans, and are just as diverse. The obvious difference is their size. They reach an average of 3 inches in height when fully grown, and have slightly pointed faces. They are largely unfamiliar with electricity, pulling the majority of their resources directly from the nature.

**Culture:** The *Sukoshi* culture is fragmented and varied. Each colony has it's own flavor, and they differ from each other the farther apart they are from the rest. One culture could be docile and vegetarian, while another Mulk could be war ridden and cannibalistic. While diverse, the *Sukoshi* people share some universal ground. The entire species derived their language from their largely mysterious past. In ancient times, it is said all *Sukoshi* lived in a giant Mulk together in peace. Those times are gone, but remnants of the age of peace still prevail. Secrets on taming the ground and subduing beetles and ants, for instance.

The Mulks are small communities consisting of anywhere from 20 *Sukoshis* to 200. Each Mulk has their own decided form of government, though most simply have a council that decides upon laws and doles out justice as needed. It is common practice for *Sukoshi* young to apprentice under the elders in the Mulks, allowing them to learn necessary skills. Some are skilled in hunting, others in stealth, some in the ancient arts of healing.

**Dangers:** Being small allows the entire world to become a danger. Grass fields become vast forests, puddles become oceans and sparrows become flying dragon-like creatures of death. In addition to the animal kingdom, there are the Humans, with their advanced technology and undying curiosity. While both *Sukoshi* and Humans are aware of each others existence, neither one wishes to interact with the other. Both species are intelligent, but communication between both is almost non-existent.

## Game Mechanics

The game system works on a D6 system where skill points are placed into different categories, each point of skill represents the use of one dice to roll when faced with a task related to that skill. If a 5 or a 6 is rolled then that dice counts as one success point, if a 1-4 is rolled that is a fail.

The difficulty of the task will determine the number of successful rolls needed to complete the action.

**Example:** Player A has 10 points in the skill "climb". He attempts to climb over the fallen garden gnome statue. He rolls 10 six sided dice. The GM has determined this action to be intermediate, and determines that this action will need at least 4 successes to complete. Player A rolls a 1,5,4,4,6,5,2,5,2,6 for a total of 5 dice that succeed. He is successful and climbs over the fallen garden gnome.

### Character Creation

When creating a character, you must take into account the age, gender and appearance of the Sukoshi you will be playing. Also, their role in their Mulk should play directly into the skill set chosen.

All players should roll one D6 a total of 4 Times. The first roll is for **Dexterity**, it will be called on for rolls regarding speed and stamina. The second dice is for **Intelligence**. The third is for **Strength**. The fourth roll is for **Vitality**. **Dexterity**, **Intelligence** and **Strength** dice rolls should be multiplied by 2 and **Vitality** multiplied by 3.

Each player then has a total of 80 points plus 2 times their intelligence to place into the following categories.

Climb, Swim, Track, Sneak, Dodge, Craft, Tame Beast, Ride Beast, Medicine, Forage, Blunt Melee weapon, Ranged weapon, Blade Weapon, Hide, Perception.

**Dexterity:** Dexterity rolls will be used to resolve initiative for combat. All Players roll their dexterity, and go in the order of most successes to least.

**Intelligence:** Adds points into the skill categories.

**Strength:** Your strength indicates brute force. This can be used as an unarmed attack or used directly against the strength of another character to force them in some way.

**Vitality:** The amount of life points each character can lose before dying.

### Combat

Combat rounds are resolved in order of Dexterity. Each player rolls their Dexterity number and the the play goes from highest to lowest. Players have the option to attack or dodge. Attacks can only be performed on your turn, but a dodge can be taken when the first attack is directed at a Player Character.

**Attack:** Players can choose to attack with a weapon (Each weapon has a dice damage modifier) or simply by using strength.

**Dodge:** Players can forgo their attack in an attempt to jump clear of an oncoming attack.

**Armor:** Players can modify damage done to their character by wearing a range of armors.

**Unconsciousness/Death:** A player falls unconscious when they have only 2 hit points left. If a player's hit points fall below zero, they have 2 combat rounds to be healed, after which, if they are not aided, they die.