

SpartanS

A minimal RPG rule system for instant gaming

Checks

SpartanS uses only a 6-sided die (D6). Rolls are made against a target number; if the player rolls a number *equal or higher* to the target number, he succeeds. If a player rolls a 6, he must reroll: If he would have succeeded again, he succeeds exceptionally good and is granted a special positive effect at the discretion of the game master. Similarly, rolling a 1 and then failing the test again means a fumble; A failure with potentially disastrous consequences. Not succeeding or failing on the second roll simply means a regular success or failure respectively.

The value of the attribute that is part of the dice roll is directly applied to the attribute: *attribute* + D6. If the player rolls for a **skill test** (which is the most common check), the *value of the attribute and the value of the skill* are added to the die roll: *attribute* + *skill* + D6.

The default **difficulty** for a roll is 4. SpartanS uses difficulty classes: Every difficulty encountered **subtracts 1** from the roll result. The game master specifies the difficulties as fit, but may count a particular difficulty only one. Examples of difficulties are: not having a particular skill, not having the tools necessary, or darkness.

Contests require each player to roll dice and compare results: the character with the higher result number wins the contest. Equal results mean the player character wins; if both are player characters, the character initiating the contest wins.

Attributes

SpartanS uses six attributes as the basis for each character:

Strength (STR) Physical prowess

Constitution (CON) A body's ability to withstand ill effects of its environment

Dexterity (DEX) Skill in doing things

Agility (AGI) Reflexes and keeping balance

Intelligence (INT) Logical thinking and reasoning and scholarly knowledge

Wisdom (WIS) The effect of experience and knowledge

These attributes are separated into *active* and *passive*. Active attributes are directly or indirectly used by players to achieve something, passive attributes support the players when they have to react to something.

Active	Passive
STR	CON
DEX	AGI
INT	WIS

From these attributes, the following secondary characteristics of a character are derived:

Health $6 + CON \times D6$ HP — physical health

Mana $6 + INT \times D6$ MP — mental (magic) energy

Sanity $6 + WIS \times D6$ SP — mental health

While characters act mostly through the application of their skills as detailed below, they ~~must often also~~ react to unforeseen events, such as traps, poisons, or brainwashing. For this, the passive attributes are used: The player simply rolls a *attribute* + D6. The game master can hence easily classify the dangers to a character's life by a difficulty ranging from 1 (cannot be botched) to 6 (inhumanely difficult).

Skills

SpartanS is skill-centric; players typically do not use attributes directly. However, each skill is associated with an attribute that supports it.

Core skills: Feats of strength (applying bodily strength purposefully; STR), athletics (climbing, jumping, running, etc.; STR), notice

(noticing something through one's senses, e.g., spotting, smelling, listening, etc.; WIS), dodge (AGI), hand-to-hand combat (DEX), hand-held weapons (DEX), shooting (DEX), urban survival (WIS), wilderness survival (AGI), general knowledge (INT).

The GM can modify the skill list as he sees fit and even let players suggest new skills.

Magic and spellcasting is also a skill test based on the school of magic the spell is associated with.

Schools of Magic: Creation, destruction, illusion, necromancy.

Combat

Combat is a skill contest. First, all combatants roll AGI to determine the order of characters taking action. The character with the highest number wins the **initiative**.

Attackers use the skills *hand-to-hand combat* for unarmed attacks, *hand-held weapons* for weapons such as knives or swords, and *shooting* for bows, guns, and similar weapons. The defender uses the appropriate skill to block, or *dodge*.

The GM should apply sensible rules. Bullets cannot be dodged or blocked by normal humans. Blocking a sword with bare hands (*hand-to-hand combat*) can inflict minor damage to the defender.

Armor reduces the damage by its armor value.

Character Creation and Advancement

The game master first asks each player what her future character might look like. He then awards 1 point to an attribute fitting the description given. Players can then determine the health, mana, and sanity values. Afterwards, players distribute 6 points between skills of their choice.

During play, the game master gives out a skill point to a player, who can then update his character.