



3D6 System

Complete rules

Generated on août 24, 2026

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Welcome

Definition of role-playing game

What is a role-playing game?

Role-playing games are a social activity typically played in groups of 3 to 6 players. Players gather around a table to guide characters through an imaginary world described to them by a Game Master (GM).

The GM stages the adventure, while other players portray the main characters of this adventure. During the ongoing dialogue, the players describe their characters' actions, attitudes, feelings, and so on. The GM, in turn, describes the effects of these actions, portrays secondary characters, and arbitrates the simulation of actions using a set of rules.

How does it work?

Interactions between the GM and the players produce a form of collective storytelling, in which the GM and the players elaborate the story. Players describe their characters' actions and attitudes and perform them orally, while the GM arbitrates situations, plays secondary roles, and ensures the coherence of the game's framework. The GM often rely on a scenario containing information on the setting, its locations, characters, and events. Each players' characters as well as secondary characters incarnated by the GM are described using numerical data: how strong, nimble, clever, sensitive they are is expressed in a set of numbers - the higher the better, in general. The same numbers are used to simulate actions attempted during the adventure: whether a character manages to burst through a closed door depends on how strong he is, etc.

Playtime differs from actual game time: you might play for two hours, while for your characters several days, months, or even years have passed. Or conversely, only a few minutes may have passed: time tends to slow especially during dramatic events, combats, important plot points, dramatic revelations...

How do you win?

There are no winners or losers in role-playing games. The participants' goal is to verbally enact situations that are as rich and interesting as possible, in an interactive narrative that contributes to the development of a coherent and dynamic story. All themes and scenarios are possible; the only limit is the participants' and the GM's imagination.

The game's sole purpose is the pleasure of telling a story together and sharing memorable moments. The game ends when time runs out, when an interesting point in the narrative is reached, or when the main objective of a given scenario has been achieved. Players can continue to play the same characters, each game session representing a chapter in their lives, much like episodes of a TV series. A character can die, but the player can create a new one and continue the adventure. A character's

death doesn't mean the player is defeated. It might even be a satisfying conclusion to that particular point in the story, and the start of a new adventure! The memory of a character's heroic death can be as meaningful as any collective memory for the players.

How is it played?

One of the players must take on the role of GM. To the GM are revealed all the secrets of the setting, the world in which the story takes place. The GM must prepare the game beforehand by reading the rules simulating actions, becoming acquainted with the setting and the scenario the players want to play.

The GM must then arrange a meeting with the other players, gathering them around a table (and some food) so they can create or choose their character. The players must equip themselves with a handful of dice, a pencil, and an eraser. The dice represent the random element in the simulation of actions: some actions are not automatically realized, and there is an element of chance to be factored in. Some players can have a visual representation of their character, a picture or even a miniature model, to facilitate the depiction of their character to other players.

A generic system

English translation

This English version is a free translation of the original French rules, kindly made by **Louis Clerc** — many thanks to him. It may be refined over time.

The 3D6 System is a universal role-playing game system, in the manner of GURPS or Chaosium's BRP system. It means that this system is not calibrated for a specific setting, but one can adapt it to any world setting. The system can be used as a basis for the simulation of actions in any setting.

This game system has been used in several role-playing games from Studio Deadcrows and Book In Game (INS/MV Lost Generation, Aquablue, Donjons & Chatons, etc). It also powers the introductory booklet for role-playing games distributed by Asmodée.

This version of the rules, in both French and English, is offered under a free license. We encourage players to make it their own in order to adapt it best to their world and their desires. Origins, occupations, marvels and the like should be adjusted to fit as closely as possible to your universe.

In summary, this system is yours: adapt it, and share the result!

Let's go!

You have imagined a fantasy world, and thought out thrilling adventures you could experience there. Now it is time to bring it to life. You'll need to gather friends, some paper, pencils, and three or four six-sided dice per player. Read the rules below before starting the game. Take notes if necessary and create a character to test the process.

Acronyms

Several acronyms are used in the game system and scenarios to simplify writing and save space. You will find these acronyms in most role-playing games.

xD6 : *D6 designates a six-sided die. x designates the number of dice to roll. 3D6 = 3 six-sided dice.*

PF (Power Factor): *a technical term for managing high power levels in the game system.*

GM: *This is the game master, the one who prepares the game for the other players.*

PC (Player Character): *A character played by a player, a hero of the story, a main character, a leading role.*

NPC (Non-Player Character): *A character played by the GM, useful to the plot.*

EP (Energy Points): *This is a representation of the vital energy, health, and morale of the character.*

SP (Success Points): *This is a value used to measure character progression, success, and experience gained during adventures. The more a character plays, the stronger they become. They are sometimes called XP (Experience Points) in other role-playing games.*

Character creation

The steps

Each player embodies a character. This will be their alter ego during the game. Creating the characters is an essential step to the players.

The player must:

- 1. Choose the character's origins amongst the ones available for your setting. Depending on the setting, these origins might have an influence on the capacities of the characters. Note the asset corresponding to the character's origin.
- 2. Distribute 8 points among the character's 3 characteristics (minimum 2, maximum 4). Depending on the harshness of the chosen setting, the GM can increase or decrease this number. The more a character has in each characteristic, the more proficient they will be in anything linked to this characteristic. The 3 characteristics are PHYSICAL, MENTAL, and SOCIAL.
- Note: You can imagine variations to this rule. For example, the game INS/MV Lost Generation uses 5 characteristics and 15 points to be distributed as follows: 4 points in the highest characteristic, 2 points in the lowest, and 3 points in the other 3. The characteristics are Strength - Willpower - Agility - Perception - Appearance
- 3. Calculate the character's EP with the rule $EP = PHYSICAL + MENTAL$. Double this number if your universe is very magical or if it is an epic superhero-type universe.
- 4. Choose an occupation for your character amongst the ones available for your setting (one's profession or passion).
- 5. Mark on your character sheet the rank 1 and 2 of the first proficiency associated with the character's occupation. While characteristics are wide range of capacities used for a wide variety of feats, proficiencies are specialized skills that provide a supplementary bonus for more specific actions.
- 6. Note the character's starting equipment, as determined by the setting.
- 7. Choose, on top of your basic proficiency obtained through your occupation, 5 other proficiencies amongst those available for your setting: two at rank 2 and three at rank 1 (note: it is not possible to start with a rank 3 mastery when creating a character, except for robots or other exceptions).
- 8. Choose a defect for your character.
- 9. Mark your character's name, history, physical characteristics, etc.

Origins

We invite you to create origins for the setting in which you plan to play. Origins offer a specific bonus called an advantage, and sometimes limitations. All origins are not available in all settings.

Here are a few generic examples to get you started!

Human

Advantage: +3 EP.

Elf

Advantage: Night vision (Elves can normally see in the dark)

Dwarf

Advantage: Tough (damage taken by Dwarves is reduced by 1 to a minimum of 1)

Orc

Advantage: Powerful (melee damage dealt by Orcs is increased by +1).

Gnome

Advantage: Curious (Gnomes benefit from a re-roll on MENTAL tests when they seek information).

Halfling

Advantage: Easy living (Halflings recover 1 extra EP with each meal, to a maximum of 4 EP per day, all inclusive)

Alien

Advantage: Prodigious (Aliens use 2 magic dice instead of 1); Augmentation (the costs of improving proficiency ranks are reduced for Aliens, as shown later in these rules).

Robot

Advantage: Expert (+ 1 rank for the proficiency corresponding to their occupation); Augmentation (the costs of improving proficiency ranks are reduced for robots, as shown later in these rules).

Limitations: robots cannot use Marvels or echoes, or any magic.

Occupations

An occupation encompasses the skills and knowledge related to a specific field of activity. This can be a profession, a hobby, a particular field of expertise, etc. The choice of occupation is left to the player's discretion, with the GM's approval, and should correspond to options available in the setting.

The occupation automatically and freely grants the two first ranks of the basic proficiency for this occupation (e.g. a technician gains the first two levels of proficiency in Technology). It also determines the character's starting equipment, and level of wealth.

Below are some examples of sets of occupation/basic proficiency/equipment/wealth level. Create your own to best suit your setting.

Artisan

- **Proficiency:** Craftsmanship
- **Starting equipment:** craftsman's kit.
- **Wealth level:** Medium

Artist

- **Proficiency:** Performance
- **Starting equipment:** artist's kit.
- **Wealth level:** Poor

Fighter

- **Proficiency:** Melee or Ranged Weapons
- **Starting equipment:** 2 weapons of your choice, and one piece of armor.
- **Wealth level:** Medium

Criminal

- **Proficiency:** Theft or Crime
- **Starting equipment:** burglary kit, light weapon.
- **Wealth level:** Variable

Investigator

- **Proficiency:** Investigation
- **Starting equipment:** a multimedia recorder, a light weapon, a spy microphone.
- **Wealth level:** Medium

Hermit

- **Proficiency:** Survival
- **Starting equipment:** a survival kit, a shelter.
- **Wealth level:** Poor

Healer

- **Proficiency:** Medicine
- **Starting equipment:** a first aid kit.
- **Wealth level:** Medium

Magician

- **Proficiency:** Magic
- **Starting equipment:** a magic kit.
- **Wealth level:** Rich

Noble

- **Proficiency:** Negotiation or Command
- **Starting equipment:** an estate and servants.
- **Wealth level:** Extremely wealthy

Pilot

- **Proficiency:** Piloting

- **Starting equipment:** a vehicle, a map.
- **Wealth level:** Medium

Scholar

- **Proficiency:** Scholarship, Technology or Medicine
- **Starting equipment:** a science kit.
- **Wealth level:** Rich

Technician

- **Proficiency:** Technology
- **Starting equipment:** a toolbox, a light weapon, a gadget of your choice
- **Wealth level:** Medium

Proficiencies

Each character possesses proficiencies, either coming from their occupation or acquired as part of creating their characters. They represent skills or knowledge acquired by the character. Upon creation, a character gains the two first proficiency ranks of their occupation's basic proficiency, and can choose 5 other proficiencies amongst those available for the setting, two at rank 2 and three at rank 1.

Each proficiency has three ranks, corresponding to three levels of progression within the skill. Proficiencies are classified into categories, each associated with a characteristic. Marvels are the exception: they are associated with a characteristic chosen by the GM.

Simplified version

It is entirely possible to simplify the game system by limiting the concept of proficiencies to the bare minimum. This can be important for lighthearted settings, games with beginners or children.

Forget about ranks 2 and 3 and progression. The character either possesses a proficiency or don't. If they do, they have an advantage when performing an action linked to the proficiency.

Physical

Athletics

- **Rank 1:** Gain an advantage for athletics tests.
- **Rank 2:** If you spend 1 EP, an opponent's successful melee attack against you automatically misses.
- **Rank 3:** Move for free to get behind someone (1 time per fight).

Diving, Space walk

- **Rank 1:** Gain an advantage for diving tests or spacewalks.
- **Rank 2:** Your movement speed underwater or in a vacuum is doubled.

- **Rank 3:** If you spend 1 EP, gain an automatic success for all actions underwater or in the void (except combat).

Survival

- **Rank 1:** Gain an advantage for survival tests.
- **Rank 2:** You automatically find sources of food and safe shelter in any environment.
- **Rank 3:** Each time you take damage, reduce it by -1 (to a minimum of 1).

Ranged weapons

- **Rank 1:** Gain an advantage in any ranged weapon tests
- **Rank 2:** Your ranged weapon has infinite ammunition or your throwing weapon is unbreakable and always recoverable.
- **Rank 3:** Choose the location that you will hit on the target and inflict + 1 damage to the target

Fighting in extreme environment (Please specify: under water, desert, etc.)

- **Rank 1:** Gain an advantage for combat tests in this type of environment.
- **Rank 2:** If you spend 1 EP, negate all damage from an attack in this type of environment.
- **Rank 3:** If you spend 1 EP, gain an automatic success to attack in this environment.

Hand-to-hand combat

- **Rank 1:** Gain an advantage for all Melee tests.
- **Rank 2:** you can act first in the first round of any fight. During subsequent rounds, you return to your normal position.
- **Rank 3:** +1 Melee Damage.

Craftsmanship

- **Rank 1:** Gain an advantage for Crafting tests.
- **Rank 2:** Craft complex objects of value and accurately estimate the value of any object.
- **Rank 3:** Repair everything with whatever you have on hand.

Hunting, fishing, gathering

- **Rank 1:** Gain an advantage for Hunting, Fishing and gathering tests.
- **Rank 2:** If you spend 1 EP, you gain an automatic success to follow a trail or find a breeding ground.
- **Rank 3:** Designate a prey. You get a re-roll for all rolls concerning this prey.

Infiltration

- **Rank 1:** Gain an advantage for Infiltration tests.
- **Rank 2:** If you spend 1 EP, you gain an automatic success for stealing an item or picking a lock.
- **Rank 3:** In exchange for 1 EP, you get a pass, a VIP entry, untraceable money or a valuable item from the black market.

Mental

Erudition

- **Rank 1:** Gain an advantage for Erudition tests.
- **Rank 2:** Each success obtained on a dice roll linked to erudition offers you the possibility to ask the GM an open-ended question on a specific topic.
- **Rank 3:** You remember perfectly everything you have ever seen.

Medicine

- **Rank 1:** Gain an advantage for Medicine tests.
- **Rank 2:** You can manufacture poisons, sleeping potions, and other potions (max gain/loss: 1D6 EP).
- **Rank 3:** Double the EP recovery gained from one of your healing spells.

Tactical

- **Rank 1:** Gain an advantage for Tactics tests.
- **Rank 2:** If you spend 1 EP, the GM gives you useful information about any situation.
- **Rank 3:** The plan you are developing grants you an automatic success to use during its execution.

Orienteering

- **Rank 1:** Gain an advantage for orientation tests at night, as long as you can see stars.
- **Rank 2:** You know how to orient yourself in all circumstances.
- **Rank 3:** You know basic information about all cities or planets and all roads in the setting.

Piloting

- **Rank 1:** Gain an advantage for tests related to piloting a vehicle.
- **Rank 2:** If you spend 1 EP, you gain an automatic success while driving a vehicle.
- **Rank 3:** You can automatically lose a vehicle that is chasing you (1x max / fight).

Technology

- **Rank 1:** Gain an advantage for technology-related tests.
- **Rank 2:** You have a variety of gadgets (no weapons) that can be useful. For example: an electronic lockpick to try and pick a security door.
- **Rank 3:** Repair anything and everything given enough time and equipment.

Negotiation

- **Rank 1:** Gain an advantage in tests related to debates and arguments.
- **Rank 2:** If you spend 1 EP, you get an automatic success for smooth-talking.
- **Rank 3:** People with a weaker MENTAL than yours automatically confess a secret of the GM's choice to you.

Investigation

- **Rank 1:** Gain an advantage for Investigation tests.
- **Rank 2:** When you search a location (a room, a vehicle, etc.), you get an automatic success in addition to the result of your test.
- **Rank 3:** Your intuition reveals to you an important place or character in the investigation (1 time per scenario, at the GM's discretion).

Meditation

- **Rank 1:** Gain an advantage for tests related to concentration.
- **Rank 2:** you can spend 1 EP to gain 1 automatic success on your next action.
- **Rank 3:** you can spend 3 EP to increase one of your characteristics by 1 for 1 day.

Social

Discipline

- **Rank 1:** Gain an advantage for Discipline tests.
- **Rank 2:** You can adopt a new habit in 1 day that will seem natural (gait, language, accent, tic, diet, etc.).
- **Rank 3:** Acquiring a new proficiency ranks cost you -1 SP (to a minimum of 1 SP)

Networks

- **Rank 1:** You have a number of contacts equal to your SOCIAL value (define their name, occupation and a rank 2 proficiency for each).
- **Rank 2:** Your contacts all owe you a favor.
- **Rank 3:** Your contacts are willing to risk their lives for you.

Empathy

- **Rank 1:** Gain an advantage for Empathy tests with living beings.
- **Rank 2:** If you spend 1 EP, you get an automatic success for understanding your interlocutor's problems and knowing how to respond to them kindly.
- **Rank 3:** You can detect lies.

Magic

- **Rank 1:** You cast at will a variety of minor spells called Echoes, as defined later in these rules.
- **Rank 2:** You can detect the presence of the supernatural within a 20-meter radius.
- **Rank 3:** You make (once per adventure) a strange potion that allows you to regain or lose 1D6 EP.

No magic?

If magic does not exist in your setting, or if player characters are unable to cast spells, change rank 1 of this proficiency into « Gain an advantage for tests related to the occult and strange things ». The other ranks remain as they are.

Theft

- **Rank 1:** Gain an advantage for tests related to illegal actions.
- **Rank 2:** If you spend 1 EP, gain an automatic success for making fake documents.
- **Rank 3:** You gain automatic success to steal any object that fits in one hand.

Performance

- **Rank 1:** Gain an advantage for tests in art, drama, disguise, imitation, etc.
- **Rank 2:** You can hold a crowd's attention for 20 minutes
- **Rank 3:** You're a celebrity!

Command

- **Rank 1:** Gain an advantage for authority-related tests.
- **Rank 2:** If you spend 1 EP, you get an automatic success to force a target to execute an order.
- **Rank 3:** Allies within a 10m radius gain an automatic reroll for all their actions.

Animal handling

- **Rank 1:** Gain an advantage for all tests linked to animal handling.
- **Rank 2:** If you spend 1 EP, get an automatic success with one type of creature (of your choice).
- **Rank 3:** You have an animal companion that follows you and carries out all your orders (except those that directly harm it).

Seduction

- **Rank 1:** Gain an advantage for Seduction tests.
- **Rank 2:** If you spend 1 EP, you get an automatic success for convincing someone.
- **Rank 3:** When you socially interact with someone, you get an automatic success in addition to your test result.

Marvels

Earth

- **Rank 1:** Win 1 Earth marvel.
- **Rank 2:** Gain 1 additional Earth marvel.
- **Rank 3:** Gain 1 additional Earth marvel.

Water

- **Rank 1:** Win 1 Water marvel.
- **Rank 2:** Gain 1 additional Water marvel.
- **Rank 3:** Gain 1 additional Water marvel.

Fire

- **Rank 1:** Win 1 Fire marvel.

- **Rank 2:** Gain 1 additional Fire marvel.
- **Rank 3:** Gain 1 additional Fire marvel.

Air

- **Rank 1:** Win 1 Air marvel.
- **Rank 2:** Gain 1 additional Air marvel.
- **Rank 3:** Gain 1 additional Air marvel.

Life

- **Rank 1:** Win 1 Life marvel.
- **Rank 2:** Gain 1 additional Life marvel.
- **Rank 3:** Gain 1 additional Life marvel.

Chaos

- **Rank 1:** Win 1 Chaos marvel.
- **Rank 2:** Gain 1 additional Chaos marvel.
- **Rank 3:** Gain 1 additional Chaos marvel.

Starting equipment

When creating their character, the player notes the equipment indicated in the list corresponding to the character's occupation (with the GM's agreement).

Defects

When creating their character, a player is assigned a flaw, either randomly or by choice. The GM can modify the result if the flaw seems unsuitable for the character or if the player considers it as too difficult to play with. We encourage you to create flaws that fit within the game's setting.

Variations

You can give the players' characters more or less flaws, or even none at all, according to the mood of the setting in which you want to play.

The table is used in the following way: rolling a first D6 will give you a range (first number before the slash), rolling a second D6 will give you a defect within this range (second number after the slash).

Table of defects

First D6 / Second D6	Defect
1 / 1-2	Wronged
1/3-4	Shunned by technology
1/5-6	Scars of war
2 / 1-2	Code of honor

First D6 / Second D6	Defect
2 / 3-4	Outlaw
2/5-6	Enemy faction
3 / 1-2	Sick
3 / 3-4	Addict
3/5-6	Obsessed
4 / 1-2	Fetish
4 / 3-4	Pacifist
4 / 5-6	In debt
5 / 1-2	Phobia
5 / 3-4	Disabled
5 / 5-6	Hot-headed
6 / 1-2	Suicidal
6 / 3-4	Branded
6 / 5-6	Cursed by a god

Addict

You are addicted to a substance. Select it according to the setting. You need to consume some of this substance at least once a day. Otherwise, you lose 4 EP per day of abstinence and suffer a disadvantage in all your actions.

Cursed by a god

You have attracted the wrath of a powerful supernatural being. Choose which one according to the setting, and decide why. Once per session, the GM decides that one of your actions will automatically fail.

Shunned by technology

Using equipment more sophisticated than a simple mechanical object is impossible for you: objects will malfunction, batteries die, guns jam, etc...

Scars of war

Your parents or yourself are war veterans, and you bear the scars to prove it. This could manifest itself through post-traumatic stress (automatic failure during a scene that reminds you of the war), the reappearance of a child who accuses you of abandoning them, or hideous physical scars. At the GM's discretion, another Defect can be imposed on you if it better simulates the effect of war on you (Disabled, Enemy Faction, In debt, etc.).

Code of honor

You follow a strict code of honor, the details of which to be determined with the GM. The GM can use this code to restrict your character's actions.

Hot-headed

You react quickly, and are unable to stop once in a fight. Even if a fight is hopeless, you cannot flee.

In debt

You have a debt (of money, honor, whatever) and you must repay it. The GM can use this debt to assign your character a risky and unexpected mission.

Enemy faction

You are hated by the members of a specific faction. If one of them attacks you, they deal 1 additional point of damage each time they hit you.

Wronged

You were almost chosen by a god, a faction, or a people, but fate turned against you. You are envious of the chosen ones. You suffer a disadvantage in all interactions with important characters of the faction or those connected to the organization that wronged you.

Disabled

Your character cannot speak, cannot see, cannot walk, or has any other physical disability. The disability causes a disadvantage in all directly related actions.

Outlaw

You are wanted by an authority to punish you for your crimes. You are on the run and hiding your identity. If you fail a roll in an illegal activity, you will be identified and immediately chased by the authority searching for you.

Sick

You have contracted an illness and no doctor can heal it. You start each game session with 1 less EP.

Brand

Your skin is covered with a visible and identifiable mark revealing a part of your origins or past. People notice you more easily and won't forget you. Discretion tests are automatic failures.

Fetish

Your character cannot be without an unusual and/or very bulky lucky charm, which will undoubtedly make you seem quite eccentric. You suffer a disadvantage on all your actions if you are not carrying your lucky charm.

Obsessed

You are obsessed with a subject of your choice. You suffer a disadvantage every time you research a different topic.

Pacifist

You refuse to use weapons or strike anyone who has not already attacked you. If someone attacks you, they automatically injure you on the first turn of combat.

Phobia of (frightening element)

You are afraid of something: the dark, spiders, etc. When you are confronted with the object of your fear, you suffer a disadvantage in all your actions until the source has disappeared from your sight.

Suicidal

In combat, you will do everything you can to attack the most powerful opponent. You suffer a disadvantage against all other opponents.

Progression

At the end of each scenario, the GM defines the players' level of success for each of the adventure's objectives.

There are three levels of success: minor, normal and major.

Each scenario generally has one main objective and one or two secondary objectives, so a character can gain up to 9 SP.

Objective achievement level	Gain in success points (SP)
Failure	0 SP
Minor	1 SP
Normal	2 SP
Major	3 SP

With these points, the character can acquire new ranks, characteristic increases, and other bonuses according to the following scale.

Proficiencies

Proficiencies must be purchased in order (you cannot purchase rank 3 before purchasing ranks 1 and 2). Proficiencies of different types can be priced differently.

This table shows the costs of purchasing proficiency ranks for different origins. Each box shows the cost in SPs to acquire a rank of proficiency classified under this characteristic.

Origins	Physical	Mental	Social
Human, Halfling	Equal to the purchased rank +1	Equal to the purchased rank +1	Equal to the purchased rank
Elf, Gnome	Equal to the purchased rank +1	Equal to the purchased rank	Equal to the purchased rank +1
Dwarf, Orc	Equal to the purchased rank	Equal to the purchased rank +1	Equal to the purchased rank +1
Alien, Robot	Equal to the purchased rank	Equal to the purchased rank	Equal to the purchased rank

Characteristics

Increasing one of your characteristics costs a number of SPs equal to twice the level you need to reach. A characteristic cannot exceed 5.

An example?

Upgrading your Physical from 2 to 3 costs 6 SP.

Character sheet

Character sheet

Proficiency sheet

Mechanics

The basics

When a player declares that their character plans to do something, the GM decide whether a roll is needed to determine the result of the action. When a character wants to perform an action of which the outcome is uncertain, and that is important to the story, the player must roll dice to simulate the result of the action. For example, if a dashing spy character tries to shoot from his car and hit a fleeing bandit, they need to test. On the other hand, while vacationing, they don't need to test whether they hit the dartboard while leisurely throwing a few darts by themselves. Enter an impressive dame; our spy will have to test in order to hit the board just right and impress her. There has to be something at stake for a test to be required.

In this case, the player rolls three six-sided dice (noted as D6), comparing the result of each D6 with the character's attribute indicated by the Game Master as the object of the test — PHYSICAL for all that require strength or agility, MENTAL for all actions linked to intelligence, senses or willpower, SOCIAL when the action requires charm, status, or empathy. Characteristics range from 1 (mediocre) to 5 (exceptional).

Each D6 roll that is equal or less than the Characteristic value is a SUCCESS. The more successes the player achieves, the better! Generally, a character will have to get as many successes as the difficulty of the test – an abstract representation of how difficult the task at hand is.

Characteristics

The characters and creatures each possess three characteristics (Physical, Mental, and Social) which govern all actions in the game. Every action taken during the game is associated with one of these characteristics.

Physical is used for anything related to combat, movement, any action requiring strength, endurance, agility, or dexterity.

Mental is used for actions requiring thought, attention, willpower, precise knowledge, or concentration.

Social is used whenever the focus of the action revolves around interactions with another person such as discussion, seduction, negotiation, artistic expression or even the training of an animal.

Each characteristic has a value between 1 and 5.

Value	Meaning
1	Poor
2	Amateur
3	Competent
4	Excellent
5	Expert

Pierre is searching a narrow alley, the scene of a strange and heinous crime. The GM asks him for a test of MENTAL to determine if he finds any clues. Pierre has 3 in MENTAL. Pierre's player rolls 3D6 and obtains 2, 3 and 5. He therefore gets 2 SUCCESS. Pierre manages to obtain information useful for the rest of the story from the scene of the crime.

Power factors

Some monsters, supernatural entities, powers or vehicles are so powerful that they possess a « Power Factor » noted PF(X).

This is a bonus that grants automatic successes on certain tests, equal to the number in brackets. For example, a superhero capable of transforming into a living flame or a flamethrower tank benefits from a PF(4) for anything related to flames.

When he makes a test, he automatically benefits from 4 successes before even rolling the dice. The Power Factor also increases weapon damage, protection, and the character's or vehicle's Power Factor by the same amount.

The energy reserve

Energy points (EP) measure the character's physical and psychological health. They are used for skills and even supernatural powers.

At the start of the game, a hero's EPs are equal to the sum of their Physical + Mental characteristics. It is also increased by their Power Factor, if any.

A living being recovers 1 EP per day and 1 EP per night, a robot recovers 1 EP per hour when connected to an external power source.

Success and failure of an action

Keep the following notions in mind to determine the success or the failure of an action:

Tests

The success of every character action that the GM decides to simulate is determined by means of a "test".

Successes

A test consists of a roll of three six-sided dice. Each die is compared to the characteristic associated with the action undertaken. Each die whose result is equal to or lower than the value of the characteristic indicates a "success".

Advantages and disadvantages

Sometimes, the additional circumstances of the situation lead to an advantage or a disadvantage for the test.

- If a character gains an advantage, they roll an additional die, rolling 4D6.
- If a character suffers a disadvantage, they roll one less die, rolling 2D6.

If multiple circumstances affect a test, each imposing an advantage or a disadvantage, the player still only applies one modifier. If two situations offer an advantage, for example, they gain only one advantage. If the circumstances simultaneously provide an advantage and a disadvantage, the two cancel each other out. This also applies if multiple circumstances impose multiple disadvantages and only one advantage, or vice versa. In such a situation, you have neither an advantage nor a disadvantage. In short, whatever happens, a player will never roll less than 2D6 or more than 4D6.

An example?

At night, in the rain, Jules has to climb a wall. Jules is accumulating 2 disadvantages (at night, and the wall made slippery by the rain). However, Jules is a soldier with the Athletics Proficiency, which is useful for climbing. He benefits from an advantage. The advantage and the multiple disadvantages cancel each other out.

Examples of advantages:

- Dominant position during a fight or debate (All)
- Taking cover during a firefight (Physical)
- Benefits from the element of surprise (All)
- Benefits from recommendations (Social)
- Helped by another character (All)

Examples of disadvantages:

- Disturbed vision (night, fog, flash...)
- Slippery, awkward terrain (Physical)
- Injured, drugged, dizzy... (Physical, Mental)
- Surprised (All)
- Thirsty or hungry (All)
- Bad reputation (Social)
- Embarrassed by another character (All)

Carmen needs to crack a secret code. Luckily, that's her job! It's a difficult task, so 3 successes are required. The character has an advantage (her mastery of Technology). Her Mental score (used for decryption) is 4 (the maximum score required for a success). The player rolls 4 dice. The roll is 3, 6, 2, and 1. Success!

Rerolls

When their character is granted a reroll, the player can reroll any die with a result they don't like—usually a die that doesn't show a success. The player can have multiple rerolls on the same roll.

Examples of actions providing a reroll:

- Use an appropriate object
- Any asset proving useful in the action.
- The GM judges that the player had a good idea or found an ingenious solution to accomplish an action or solve a problem.

Difficulty

The minimum number of successes required to complete a test depends on the action's difficulty.

The difficulty is measured from 0 to 4 (4 being the standard human maximum) and is determined by the GM on a case-by-case basis.

Higher difficulty levels can only be overcome with Power factors, which vary according to the type of universe you are playing in.

You should clearly distinguish between difficulty and advantages/disadvantages. Difficulty is related to the complexity of the action itself, and disadvantages/advantages represent secondary elements that influence the situation (the circumstances). Same for rerolls.

Difficulty of the action	Example	Number of successes needed
Easy	To steer a ship, to observe the behavior of a bird	1 success
Average	Dive from a rocky peak into the sea, follow a trail	2 successes
Difficult	Hiding from a monstrous predator, deciphering an unknown language	3 successes
Extreme	Riding a dragon, targeting a tank's weak point to destroy it in one hit.	4 successes
Superhuman	Lifting a tank.	5 successes
Amazing	To make a desert bloom.	6 successes
Heroic	Stopping a giant meteorite.	7 successes
Legendary	To bring someone back to life.	8 successes
Mythical	Going back in time.	9 successes
Divine	Killing a god, altering the molecular composition of the universe	10 successes

Note that difficult tests are truly difficult. A character with a rather low ability score has virtually no chance of succeeding at a difficult action. The character in question must find tricks, allies, or ideas to gain an advantage, or use Power factors.

Criticals

Critical rolls give a chance, however slim, for a nobody to achieve the impossible - or conversely, for the most seasoned professional to miss their shot. This system allows for unexpected twists, which often leaves a lasting impression on the players.

If the dice roll is a triple (111, 222, 333, 444, 555 or 666), the result is a critical roll.

If the triple number is less than or equal to the tested characteristic, then it's a critical success! The

action is automatically successful, even if the number of successes required to overcome the difficulty isn't met. The action succeeds beyond the character's expectations, something extraordinary helping them: one might see a ray of sunlight that reveals a path, or have an exceptional stroke of luck that prevents a character from being killed...

If the triple value is higher than the tested characteristic, then it's a critical failure! The action automatically fails, even if the required number of successes to overcome the difficulty is achieved. Furthermore, the action fails beyond all expectation, and something extraordinarily bad happens: the player's character is injured, they break their equipment, a NPC becomes aggressive...

Opposed actions

When a character directly confronts an opponent in a contest to determine who is the best—a chase, a bout of arm wrestling, scanning around to find a hidden adversary, etc.—each character rolls 3D6 and compares the rolls to the appropriate characteristic. The one with the most Successes wins! In case of a tie, the Game Master may request a reroll, award the advantage to a player's character, or declare a draw.

An example?

Pierre tries to escape a guard's watch. He tries to sneak around but rolls no successes (with only 1 in PHYSICAL, he rolls 2, 3 and 4). The guard, on the other hand, gets 2 successes with a Physical of 3 (it's his job after all). Pierre is spotted!

It is sometimes necessary to quantify the success or failures during a contest. In this case, it is enough to calculate the difference between the number of successes of the participants.

In the example above, the guard gets (2-0): 2 successes.

Group actions

Sometimes, all the characters perform an action together, helping each other – climbing a cliff, pushing a car, etc. When this happens, all the players make a roll using the appropriate ability against the difficulty set by the GM.

Simple version

If the majority of characters succeed, then everyone succeeds together. Otherwise, everyone fails.

Advanced version

If you wish to increase the simulation's intensity or to highlight certain important actions in your adventure, you can use this method:

Multiply the number of characters involved in the action by the difficulty of the action. The result gives the total number of successes needed to succeed in the group action by adding up all the successes of the participants.

Example: 4 characters participate in the action. The difficulty is medium (2). Therefore, they must obtain at least (4×2) 8 successes in total to succeed together. Otherwise, everyone fails.

Long-term actions

Some tasks take a long time to complete, but time can be short. The GM must then decide:

- The number of successes required to complete the task: generally, 4 for a relatively quick task and up to 16 or 20 for a long and tiring task.
- Time required to perform a roll: from one roll per minute of work up to one roll per hour or even per day.

If necessary, the GM can also define the maximum time available to gather the number of successes or the consequences of the elapsed period.

Some of these tasks can be performed by all characters together: they accumulate the successes of all their rolls. Other times, only one character at a time can work (but they can pass the baton).

Saves

Sometimes, tests are not initiated by the player characters' actions, but are reactive saves, aimed at avoiding or mitigating an external danger threatening them. A character instinctively throws themselves on the side to avoid a falling stone. A character is confronted with a trauma from their past and must brace themselves to be able to act. Etc.

The mechanics are the same as a standard test, but only one success is needed for the save to be successful.

- **Physical:** everything related to the body, vigor, and material survival.
- **Mental:** everything related to the mind, concentration, psychic or magical resistance.
- **Social:** everything related to charisma, willpower in the face of others, resistance to social or supernatural pressures linked to interaction.

Action!

The characters will almost certainly want to perform some physical feats, for example the following actions:

Break something

Physical test with a level of difficulty that depends on the solidity of the object.

- Breaking the lock on a door or window to break in: easy.
- Passing through a partition: medium.
- Breaking handcuffs or chains to free oneself: difficult.

Moving on land

Physical test with a level of difficulty that depends on the nature of the terrain.

- Climbing a tree or a wall: easy.
- Jumping over a precipice: average.
- Running in the forest: difficult.

Moving on or under water

Physical test with a level of difficulty that depends on the natural adaptation to water of the character's people and the mode of movement.

- Swimming on the surface in calm weather: easy.
- Piloting a floating vessel: medium.
- Piloting an underwater vehicle or a diving suit: difficult.

Moving through air or space

Physical test with a level of difficulty that depends on the vehicle.

- Moving around in zero gravity: easy.
- Piloting an antigravity vehicle or a small spaceship: medium.
- Dodging enemy fire or calculating the best stellar route: difficult.

Moving silently or hiding

Physical test with a level of difficulty that depends on the vigilance of the person you are trying to escape.

- Surprising a stranger: easy.
- Going unnoticed by a guard or patrol: average.
- Hiding from an animal: difficult.

This action can also be resolved with a Opposite test. This is in fact recommended for actions against important characters in the story.

Chase

The GM first determines the distance between the pursuers and the pursued. This distance is then converted into an abstract number of notches, usually between 1 (if the distance is short) and 5 (if the distance is long).

Next, each participant in the chase must make a Physical test based on their mode of transport (see above), with an advantage/disadvantage depending on the terrain. Each success achieved by the pursuers reduces the gap by one step. Each success achieved by the pursued increases the gap by one step.

The chase ends when the gap is reduced to 0 (in this case, the pursuers have caught up with the pursued) or when the gap reaches 10 (in this case, the pursued have left the pursuers behind).

Obviously, all of this only works if the pursuers and pursued are traveling at roughly the same speed (if both are on foot, or both are in cars). If one of the participants uses a much faster means of transportation than the other, the chase is pointless: the faster one automatically reaches their destination, unless a particular setting complicates matters (a jetbike race in a reef area, for example).

Investigation

The scenarios often involve investigations, where the characters try to obtain information and collect evidence.

Before any dice roll, the GM can declare an automatic success if the character has the right idea at the right time (or the perfect line that resonates with their interlocutor, the right equipment, etc.). A good idea should never be blocked by a failed test!

Obtaining information from an uncooperative individual

Social tests with a difficulty level that depends on the nature of the information. The GM can apply a disadvantage or advantage depending on the relationship with the person.

- Asking someone if they heard or saw something: easy.
- Asking a specialist to do research on behalf of the character: average.
- Obtaining a confession from a criminal: difficult.

Obtaining permission from an individual

A mental test with a level of difficulty that depends on the nature of the authorization. A disadvantage is applied if the individual is suspicious.

- Asking the guard for permission to enter his building: easy.
- Obtaining an official document quickly/by trickery/by deception: average.
- Gaining access to a military zone: difficult.

Finding clues in a place

A mental test with a difficulty level that depends on how well the clues are disguised. A disadvantage is applied if the clue is encrypted, for example.

- Finding a personal journal: easy.
- Finding shell casings after a shooting in the forest: average.
- Finding traces of blood in a place that has been carefully cleaned: difficult.

Stalling the plot

During an investigation, a failure shouldn't leave the plot stalled. The outcome shouldn't simply be: you find nothing, or it doesn't work. A failure should lead to a negative development: an alarm goes off, the other party gets offended, precious time is wasted, etc.

In any case, even if they fail, the character should find something, even a minor clue.

Fight

It's time to fight! The characters' lives are at stake, so the rules must be precise. Let's see how to proceed.

The fight is broken down into rounds. Each round lasts approximately 6 seconds.

Order of action

Each character acts in descending order of their Physical value. If several characters have the same value, they act in this order:

- 1. Animals
- 2. Robots
- 3. Non-humans
- 4. Humans
- 5. Other types of creatures.

If there is still a tie after this clarification, the characters played by players act before those controlled by the GM.

What can a character do when their time to act has come?

A character performs two actions per turn from among the following six combat actions:

Hit

You can only choose this action once per activation.

For one action, the character can use their weapon against an opponent within range (depending on the weapon used). The character must make a Physical test. To hit their target, the character must achieve 1 success.

In case of a critical success: the weapon's base damage is doubled.

In case of critical failure: the weapon is broken or rendered inoperable.

Trigger a proficiency

Some proficiencies can only be used if one (or even two) actions are spent.

Planning your move

By spending an action just before making an attack, the character can gain an advantage when making their attack test.

Defend

By spending an action, the character switches to a defensive stance. Until the start of their next activation, any opponent targeting them must achieve 1 additional success to hit them.

By spending two actions, the character enters an even more defensive stance. Until the start of their next activation, any opponent targeting them must achieve 2 additional successes to hit them.

You can also trigger these actions during an opponent's turn to increase their chances of missing their turn (you are considered to be in a fully defensive position). However, you will not act during your next activation. Note that it is impossible to enter a "simple" defensive position in response to an opponent's attack.

Move

Outside of stressful situations, it is unnecessary to measure movement speed. But in combat, it can make a huge difference.

On the ground or in the air: the character moves 10 meters in any direction per action. By expending

2 actions, a character can move 20 meters per activation. If the movement takes place over difficult terrain (soft sand, brush, etc.) or in extreme conditions (during an earthquake, etc.), the character must make a Physical check per action. Each success allows them to move 2 meters. A character on the ground can use an action to get up. A critical success doubles the distance.

In water: the character moves 5 meters in any direction per action. By spending 2 actions, a character can move 10 meters per turn. Difficult terrain, such as a reef area, results in a disadvantage.

Help or hinder

The goal is to use your action to give an advantage to a teammate on a test or to inflict a disadvantage on an opponent. The Help or Hinder action is automatically successful.

Causing and taking damage

A character hit by an attack suffers a base damage amount that depends on the weapon used. Each point of damage causes the character to lose 1 EP. If the attacker has a Power Factor (PF) which matches the weapon, the damage is increased accordingly.

- **1 point of damage:** punch, kick, improvised weapon, tonfa, taser.
- **2 points of damage:** bow, knife, dagger, staff, switchblade, razor, light pistol, Molotov cocktail, harpoon, javelin.
- **3 points of damage:** crossbow, sword, axe, machete, spear, trident, large caliber pistol or revolver, submachine gun, grenade, electric whip, punch/kick with exo-armor.
- **4 points of damage:** sawn-off shotgun, shotgun, assault rifle, sniper rifle, mines.
- **5 damage points:** weapons mounted on vehicles, ships, exo-armor such as cannons, missiles, laser beams, torpedoes, etc. Generally, a Power Factor is added to this base damage depending on the power of its source.

Some types of damage are spread over several turns, such as asphyxiation, drowning, fire, poison, etc. A character exposed to this type of damage suffers a number of damage points that depends on the situation (between 1 and 3 points per turn). Each point of damage causes the character to lose 1 EP per turn. The damage stops if the character receives healing.

- **1 point of damage per turn:** torch fire, asphyxiation, drowning, venom, etc.
- **2 points of damage per turn:** campfire, acid throw, poison, etc.
- **3 points of damage per turn:** lava, acid bath, extremely virulent poison, etc.

Extra hits mean extra damage

If the attacker scores more successes than necessary to hit their opponent, they deal additional damage. The weapon's base damage is then increased by the number of additional hits.

Protective equipment

Protections help reduce the damage taken. Each point of protection reduces damage by 1 point.

Reminder: the Power Factor applies if suitable. It increases the protection of a character or vehicle accordingly.

- **1 protection:** Bulletproof vest, reinforced leather, chainmail, small shield, etc.
- **2 protections:** Plate armor, large shield, etc.
- **3 protections:** Modern or futuristic combat armor, etc.

- **4 protections:** Vehicle armoring, supernatural protection, etc.

Automatic damage

Some forms of damage cannot be avoided, such as those caused by certain extraterrestrials or prodigies. These are said to be automatic. They are psychic or magical in nature, and no physical protection can be used to prevent them.

Damage effect

Weakened

A living being whose EP is at 1 or 2 is weakened. It then suffers a disadvantage in all its actions. Robots cannot be weakened.

Seriously injured

A character with zero EP loses consciousness for 1 minute and is unable to perform any concrete actions until they recover at least 1 EP. The character can only mutter and make weak, imprecise gestures. Without specific care but if their condition is allowed to stabilize, they must wait half a day to return to 1 EP.

Critical condition

A character with negative EP is in critical condition. They must be treated (or repaired in the case of a robot).

If no one comes to their aid, a character regains consciousness (with 0 EP and therefore severely injured) after two minutes. They can no longer take any concrete action. Once healed, either naturally or through external intervention (unless stabilized, see below), they suffer a lifelong injury determined by the GM based on the situation (the character gains the “Crippled” defect). The player must take this into account in their roleplaying and the description of their character’s actions.

Dead?

Player characters are heroes; they can be incapacitated or seriously injured, but they cannot die without the agreement of the player and the GM.

For non-player characters (NPCs), unless the situation demands it, consider them incapacitated for the duration of the scenario. Who knows? They might return in a future scenario to seek revenge on the players!

Healing

Natural healing

A living being recovers its EP at a rate of 1 per half-day.

Robots recover 1 EP per hour if connected to an external power source.

Care

By spending two actions in combat, or as part of their normal actions, a character can stabilize a critically injured character. The injured character regains consciousness and becomes seriously injured (0 EP).

A character can also try to stabilize oneself at the cost of a difficult Physical test. If they succeed, they become seriously injured (0 EP).

Being stabilized or stabilizing oneself prevents suffering from any possible after-effects.

In a calm and clean environment, a Mental test allows you to heal a living being or repair a robot. Each success restores 1 EP to the patient.

The robots regain a number of EP equal to twice their Physical score.

In case of critical success: the EP recovered are doubled.

In case of critical failure: the patient gains the Disabled defect.

An example?

Jules pursues a suspect. He is already wounded in the shoulder. He enters a warehouse, armed only with his courage. On the first turn, the suspect turns, gun in hand, and shoots Jules, who was charging at him. Jules acts first (he has a Physical of 4 while his opponent has 3). Jules' player spends his two actions to roll and avoid the shot (two Defend actions). His attacker shoots and obtains 2 SUCCESSES... This is not enough, as due to Jules' defense actions he should needed three successes to hit. The gangster misses! Without his roll, the gangster would have hit Jules, who would have lost 2 EP (1 per SUCCESS) + 2 because the suspect was firing a light pistol, resulting in a total loss of 4 EP. Luckily, Jules knows how to dodge.

Equipment

This chapter explains the rules regarding money, equipment, and vehicles.

Wealth, money & barter

To simplify the management of money and assets during the game, we use a wealth level and a price level. The intersection of the wealth level and the price level determines the difficulty of the Social roll needed to acquire the item:

If successful, the character acquires the good or resource.

If not, it will be too expensive for him; the character doesn't have the necessary funds available. He will have to find another way to acquire the object...

Level of wealth	Cheap price	Average price	High price	Luxury price	Outrageously expensive
Poor	Average	Difficult	Impossible	Impossible	Impossible
Middle class	Easy	Average	Difficult	Impossible	Impossible
Rich	Automatic	Easy	Average	Difficult	Impossible
Extremely wealthy	Automatic	Automatic	Easy	Average	Difficult

Several characters can pool their resources to increase their wealth level. This increase is left to the GM's interpretation.

If you wish to take the simulation further, here are some options:

- **Negotiate:** It's possible to haggle for a smaller price. To do this, you need to succeed in a Social Test against the seller. Each success allows you to lower the price by one level.
- **Getting rich and getting poor:** if the player achieves a critical success, their character's wealth level increases by one notch. Conversely, if they achieve a critical failure, their wealth level decreases by one notch.

Description of the equipment

These rules provide a diverse selection of equipment. We invite you however to create your own to suit your needs and the settings in which you will be playing.

Features

All weapons and equipment have features that describe how they work and how their effects are applied in-game (sometimes narratively, sometimes in terms of rules, sometimes both). Weapons and armed vehicles also have a damage value and a range value, which correspond to the damage they inflict and the maximum distance at which they can be used.

Common sense should prevail over any apparent contradiction.

Here are the main features used here:

- **Aquatic:** moves on water.
- **Barrier:** inflicts damage to anything that passes through the area of effect.
- **Shock:** inflicts a shock on the victim
- **Contact:** this can be used only in close combat
- **Concealed:** needs a difficult examination test to be discovered
- **Ranged (X):** can hit a target located at a distance of X meters.
- **Grabber:** a successful attack allows you to hinder or grab the target (average Physical test to break free).
- **Balanced:** the equipment is easy to handle, and gives you the possibility to re-roll a critical failure
- **Power factor:** increases the damage and EP of the equipment accordingly. Also grants an equal number of automatic successes on all tests related to its use.
- **Fragile:** can break if mishandled or dropped.
- **Superior quality:** ignores penalties and negative effects
- **Slow:** requires a minimum of preparation (drops Physical for the determination of initiative in combat by -1) or moves slowly.
- **Heavy:** difficult to handle, the character suffers a disadvantage if their Physical is less than 3. The equipment can also require a crew.
- **Impactful:** pushes back or trips the enemies it hits.
- **Perforating:** ignores armor.
- **Fast:** easy to draw (rise Physical for the determination of initiative in combat by +1) or moves faster than normal.
- **Loud:** cannot be concealed, noisy, attracts attention.
- **Survival:** may provide an advantage for survival-related tests (at the GM's discretion).
- **Underwater:** works on and under water.

- **Technological:** You need to have Technology rank 1 to use it.
- **Flying:** moves through the air.
- **Area (X):** can hit multiple targets located in an area of X square meters. You must distribute the damage inflicted between the targets.

Shock weapons

In addition to damage, this weapon has a second value which corresponds to the shock inflicted (ex: shotgun, 4 damage, shock 2; large sledgehammer 2 damage, shock 3).

If, after taking weapon damage, the target has as much or less EPs than the shock value, it is stunned. A stunned character is unable to act until the end of combat.

A PC or major NPC is entitled to a medium Physical test to avoid the effect, but still loses their next action.

Simplified version?

Get straight to the point by removing the Equipment features. This removes some depth, but it will be simpler to manage. Example: The stick does 1 damage. Quite simply.

Weapons

Net (zero damage)

Grabber, Underwater, Ranged (5): Hunting and fishing weapons used to catch prey.

Improvised weapons (1 damage)

Concealed, Underwater, Contact, Ranged (5): Improvised weapons include tools, pieces of wood, iron bars, counter stools, etc. In short, anything not designed to cause damage, but which, used with imagination, can.

Stick (1 damage)

Concealed, Balanced, Contact: Simple and very common weapon allowing attack and defense.

Punch, headbutt, kick (1 damage)

Concealed, Underwater, Contact: All natural weapons usable in close combat.

Whip (1 damage)

Grabber, Fast, Underwater, Ranged (5): Basic weapons allowing damage or grappling.

Taser (1 damage)

Grabber, Contact, or Ranged (10): This non-lethal electromagnetic pulse weapon is used for self-defense and by security personnel worldwide. It fires two darts and delivers a discharge of tens of thousands of volts, paralyzing the target for several seconds.

Molotov cocktail (2 damage)

Slow, Loud, Ranged (Physical x 3): Homemade flammable explosive accessible to everyone. It causes burning damage after explosion.

Knife (dagger, etc.) (2 damage)

Concealed, Fast, Underwater, Contact: Knife with a well-sharpened blade of at least 15 cm.

Harpoon (2 damage)

Grabber, Perforating, Underwater, Contact and Ranged (Physical x 3): Spear with a hook at the tip for easily pulling prey from the water. This weapon is highly prized by fishermen.

Mass (2 damage)

Slow, Impactful, Loud, Contact: Large hammer used during construction work to demolish pieces of masonry. Used as a weapon, it can cause serious damage, even though it is not easy to handle.

Light pistol (2 damage)

Concealed, Loud, Ranged (20): Handgun quite widespread despite the need for authorization to carry one in most regions.

Sword (3 damage)

Contact: Whether one-handed or two-handed, short or long, the sword is a formidable classic.

Electric whip (3 damage)

Barrier, Grabber, Fast, Loud, Technological, Ranged (5): Technological evolution of the basic whip, the electric version inflicts more damage.

Grenade (3 damage)

Slow, Loud, Underwater, Ranged (Physical x 3), Area (5): Explosive of military type, its circulation is very limited. There are also smoke, gas, or luminous versions that do not cause damage.

Axe (machete, etc.) (3 damage)

Contact: A common weapon also used as a simple tool.

Spear (javelins, etc.) (3 damage)

Contact and Ranged (Physical x 3): Common weapon used by many cultures. Paralyzing versions are planned for the future.

Flamethrower (3 damage)

Barrier, Slow, Heavy, Loud, Ranged (10), Area (3): An impressive weapon designed to inflict damage through fire. It consists of two portable tanks attached to the back and a lance that spits out flammable liquid.

Heavy pistol (3 damage)

Loud, Ranged (80): Large handgun using large caliber ammunition.

Submachine gun (3 damage)

Barrier, Heavy, Loud, Ranged (50), Area (3): Large handgun using large caliber ammunition.

Sawn-off shotgun (4 damage)

Loud, Ranged (10), Area (2): Hunting weapon transformed to spray an area.

Assault rifle (4 damage)

Heavy, Loud, Ranged (80): Military intervention weapon.

Sniper rifle (4 damage)

Slow, Loud, Ranged (200): Long-range intervention weapon coupled with a laser sight. Can be equipped with a silencer.

Mine (4 damage)

Slow, Loud, Underwater, Technological, Area (5): Land or underwater explosive intended to cause damage to vehicles.

Armors

Medieval armor

Heavy, Slow, Loud, Expensive: Breastplate in boiled or studded leather, chainmail, etc.

Exo-armor / Exo-tank

Grabber, Heavy, Slow, Loud, Technological, Luxury Price, PF (2): Exosuits are a cross between a tank and a high-tech personal suit of armor. They protect their wearer and grant them superhuman strength and endurance: they can breach the hull of a spaceship or a concrete wall. Unarmed variants are found in civilian use, particularly for workers on space and ground construction sites. Military models are equipped with heavy machine guns and giant claws. They come in all sizes: generally ranging from 2 to 4 meters in height.

Diving suit

Slow, Heavy, Underwater, Technological for the most sophisticated, Luxury price: Useful for diving to great depths, with special equipment. There are many different models, with or without tanks, sometimes with just a mask and snorkel.

Communication

Jammer

Fragile, Loud, Technological, Average Price: Jammers are used by pirates and the military to jam their sonar signals and make them disappear into the noise. They are generally illegal. They are black boxes about fifty centimeters on each side.

Holo

Slow, Heavy, Technological, Luxury Price: Often paired with very high-end smartphones, this astonishing visual tool is also found separately, generally in spaceships or large vessels. The connection requires significant power. The holo films and projects in three dimensions.

Concealed microphone

Concealed, Fragile, Technological, High Price: The size of a chip, this wired microphone is amphibious and emits a weak radio and ultrasound signal to geolocate its wearer.

Smartphones and tablets

Underwater, Survival, Technological, Average Price: A timeless classic, the smartphone and tablet are

so commonplace that no one can imagine living without them. Secured by retinal or fingerprint scanning, they are used for remote communication, paying for goods, and navigating virtual networks. They integrate numerous tools such as an electronic compass, weather analysis, and even artificial intelligence that coordinates the user's daily life.

Portable sonar

Underwater, Technological, High Price: This small, portable sonar can be attached to the diver's arm. It detects any movement of creatures or vessels making noise within a 200-meter radius. Its analysis parameters can be easily configured.

Tools, survival

Drones

Concealed, Fast, Technological, High Price: There are countless drone models: civilian drones for workers, journalists, and explorers, armed drones, etc. Amphibious, flying, equipped with artificial intelligence or remotely piloted, with or without robotic arms, the variations are endless.

Inflatable lifeboat

Aquatic, Heavy, Survival, Average Price: This sturdy, fluorescent yellow dinghy carries up to two people. It comes in the form of a lightweight, flexible box (about half the size of a backpack) and inflates in seconds by pulling a line. It includes a small sunshade/umbrella and a GPS tracking chip that automatically sends a distress signal to satellites and nearby vessels. Larger models exist, but their inflated size expands proportionally, providing veritable floating shelters for ten people. Flexible solar panels provide power.

Medical tank

Heavy, Technological, Survival, High Price: These very expensive tanks allow for the regeneration of a seriously injured living body and accelerate its healing with a special liquid. They are used in locations without significant heavy medical support, such as spaceships.

Generator

Slow, Heavy, Loud, Technological, Survival, High Price: There are several types of portable generators: solar panels, hydraulic generators, and hydrogen generators. The first two, easily transportable, are inexpensive and efficient.

Binoculars

Fragile, Survival, Affordable: These lightweight binoculars, which can be clipped to your head to free your hands, feature an infrared night vision mode and electronic distance indicators. Their images can be wirelessly projected to other devices, such as smartphones.

First aid kit

Survival, Cheap Price: This kit contains vaccines and antidotes, bandages, wound cleansing liquids and tweezers.

Water purifier

Slow, Heavy, Loud, Survival, Technological, Average Price: This small floating pyramid, portable in a backpack, is powered by solar energy. It makes seawater and freshwater drinkable.

Rations

Survival, Cheap Price: A classic among explorers and soldiers, these small freeze-dried rations allow you to eat your fill over very long periods. Their taste is ... a matter of taste.

Vehicles

Aqua-jet or sea scooter

Aquatic, Balanced, Fast, Loud, High price, PF(1): These individual vehicles allow you to move very quickly (up to 70 km/h) on the seas (and ice floes, when equipped with skis).

Land vehicle

Fast, Loud, High price, PF(1): Fast car or motorcycle [100 km/h] with motor, it carries up to four passengers, including a pilot.

Space cargo

Barrier, Balanced, Fast, Loud, Technological, Flying, Luxury Price, PF (3): Capable of transporting several tons of cargo, requiring only one pilot [if assisted by a robot] and about ten passengers. Despite all this, it remains easily maneuverable. It is also customizable: weapons can be added, for example.

Military jet fighter

Barrier, Perforating, Fast, Loud, Technological, Flying, Luxury Price, PF (5): Jet fighters are flying machines that carry one or two pilots and heavy weapons, including air-to-air and air-to-ground missiles, mines, and torpedoes. They fly both in space and in sub-atmospheric regions.

Hovercraft

Aquatic, Fast, Loud, Luxury Price, PF (2): Hovercrafts are widely used by mercenaries, pirates, and some environmentally unconscious settlers. These vehicles can travel on both land and sea thanks to an air cushion. They carry up to 10 people, including a pilot, and can reach speeds of up to 60 km/h on the sea and 30 km/h on land.

Warship

Aquatic, Barrier, Fast, Technological, Luxury Price, PF (6): There are many models of armed ships.

Submarine

Barrier, Concealed, Impactful, Penetrating, Slow, Heavy, Subaquatic, Technological, Exorbitantly Priced, PF (7): Submarines are used by all technologically advanced factions. They are armed with torpedoes, sea-to-surface missiles, and cannons. They carry between 5 and 200 crew members depending on their size [which can be gigantic]. They are equipped with motorboats, midget submarines, drones, waterjets, diving suits, sometimes fighter jets, and an electronic jamming system.

Off-road vehicle

Fast, Loud, Luxury price, PF (2): Their powerful engine, 4-wheel traction, and enormous wheels allow these vehicles to carry 5 people in addition to the driver, and are adapted to steep terrain. Some models are equipped with hooks, cables, nets, machine guns or anti-aircraft guns.

Flying car

Balanced, Fast, Loud, Flying, Luxury Price, PF (1): Flying cars are common in the future. Some models resemble helicopters without propellers. The majority of models are driven by a robot or limited artificial intelligence.

Marvels

Using marvels

Magic and other supernatural powers are called “marvels”. They are classified according to several types: Water, Earth, Air, Fire, Living, Chaos.

- **Symbolism of Earth:** soil, minerals, growth, food, consistency, passages, stability, heat, etc.
- **Symbolism of Air:** the sky, cold, space, wind, verticality, altitude, abstraction, etc.
- **Symbolism of Water:** the ocean, change, adaptability, reflection, grace, silence, dilution, renewal, horizontality, etc.
- **Symbolism of Fire:** flames, heat, fires, smoke, rage, etc.
- **Symbolism of Living:** human constructions, the human body, empathy, the soul, social organizations, insects, animals, plants, birds, fish and in general everything that is alive.
- **Symbolism of Chaos:** randomness, evil, demons, angels, and everything hard to classify into the previous types.

The magic dice

All characters with at least one rank in Magic proficiency or in a Marvel proficiency use a die of a different color. This is necessary for the use of marvels.

Activate a marvel

To activate a marvel, it is necessary to obtain a success on a test of the characteristic related to the effect of the marvel (the GM decides which characteristic is concerned).

- **If there is at least one success:** the marvel is activated.
- **If the magic die did not produce a success:** spend the indicated EP.
- **If the magic die roll was successful:** do not spend any EP.
- **If there is no success:** the marvel does not activate. Spend the indicated EP.

New action in combat:

Use a marvel (1 time per activation)

The player character makes a test of the characteristic linked to the Marvel (at the decision of the GM) and spends the required EP.

In case of critical success: the spent EPs are recovered.

In case of critical failure: the EP spent are doubled and the spell has no effect.

Mini version?

To simplify the magic system, you can consider that each marvel can only be cast once per day by the character.

Forget magic dice and activation systems. Simply spend your EP and the spell is cast! It's that

simple.

Echo

Echoes are a type of minor marvels, generally more aesthetic or narrative than actually useful in gameplay.

You must have Rank 1 in Magic proficiency to use echoes. No tests are required; echoes succeed automatically and at no EP cost. The effect must be symbolically linked to the element used, and limited. The effect is described by the character with the GM's approval and can be added to the character's action.

Examples of echoes:

- **Earth:** a flower blooms in the character's hand, the earth trembles slightly beneath their feet, etc.
- **Air:** a breeze makes the leaves flutter around the character, a breath of cold air chills the neck of his enemy, a bird lands on the character's shoulder, etc.
- **Water:** the character is bathed in subaquatic light, a rain cloud forms, etc.
- **Fire:** a twig or a candle catches fire, a warm breeze passes, etc.
- **Living:** a minor wound is healed, a creature is calmed by the voice of the character, etc.
- **Chaos:** an object rots in the character's hands, etc.

List of marvels

The GM is invited to invent marvels for the needs of their adventures and to change the types according to the game universe.

The marvels are classified by element and then by Energy Point (EP) cost. They are graded according to their power level.

An example?

My shaman character casts a Wave marvel to capsize a pursuing vessel. The GM asks me for a Physical test (because he believes it corresponds to the force of the waves). I have a Physical 3. My dice roll 2 and 3 (2 successes). My magic die rolls 2 (1 success). My marvel activates and I don't spend any EP. A wave capsizes the enemy ship!

Air marvels

1 EP

- **Message:** whispers a short message over a distance (1 km).
- **Disruption:** jams a sensor or radar if it is touched, until dawn.
- **Vision:** sees through the eyes of an animal for 1 hour.

2 EP

- **Gust:** A gust knocks over live targets in a 3m diameter circle (they are disadvantaged for

their next action).

- **Battlecry:** Weakens a visible creature for one turn (it will only have 1 action on its next turn)

3 EP

- **Lightning:** A bolt of lightning strikes from the heavens and hits a target on sight, dealing 3 damage.
- **Air bubble:** the target can breathe clean air for 1 hour, even in space or under water.

4 EP

- **Like a bird:** for 1 minute, the character is aware of their surroundings, as if flying with the clouds.

Water marvels

1 EP

- **Mist:** the character is surrounded by fog or bubbles.
- **Wave:** a wave knocks an enemy onto the surface (he will be at a disadvantage for his next action).
- **Total recall:** sharing a visual memory with a target.

2 EP

- **Groundswell:** a wave sweeps everything in its path (maximum 1km from a coast).
- **Rescue:** a target that was drowning is saved (it resurfaces further away, or coughs up all the water from its lungs).

3 EP

- **Water Jet:** A torrent of water descends from the sky and strikes a target on sight, inflicting 3 damage.
- **Call of the wild:** Attracts or repels a school of fish or a nearby marine mammal.

4 EP

- **Gill:** a target can breathe underwater for 1 day.

Earth marvels

1 EP

- **Repair:** performs a basic repair on a simple object.
- **Dust:** a mechanical object is made to malfunction.
- **Refuge:** effortlessly finds enough food and shelter for the entire group for one day.

2 EP

- **Swarm:** Deals 3 points of damage to all creatures within a 10m radius.
- **Shaking:** the ground trembles under the feet of a target 10m away. The target falls to the ground and drops what they were holding.

3 EP

- **Stone Skin:** Reduces all damage by 2 for 1 hour.
- **Taming:** calms, attracts or repels an aggressive land creature.

4 EP

- **Healing:** Cures a target of poison or natural disease.

Fire marvels**1 EP**

- **Torch:** a flame that shines like a torch for 1 hour.
- **Heart of Fire:** A target in contact gains 2 EP.
- **Detonation:** may emit a noise within a line of sight.

2 EP

- **Wall of fire:** a curtain of flame rises from the ground, 2m high and 10m long. Anyone who crosses it suffers 2 points of damage.
- **Melting:** can melt up to 1kg of metal.

3 EP

- **Flame Jet:** A burst of flames erupts from the magician's mouth and hits a target 10m away, inflicting 4 damage.
- **Ember Rain:** Embers fall from the sky over an area of 100 m². Anyone in the area suffers 3 points of damage.

4 EP

- **Vision of the Future:** The player asks the GM three yes/no questions about the current scenario. The character receives answers in the form of a vision to be interpreted. Usable once per scenario.

Life marvels**1 EP**

- **Universal language:** can understand a foreign language for 1 hour.
- **Source of Life:** detects a living creature hidden within a 20m radius.
- **Minor healing:** a target in contact recovers 1D6 EP.

2 EP

- **Empathy:** a target 10m away gains friendly intentions towards you for 10 min.
- **Protection:** Reduces all damage by 2 for 1 hour.

3 EP

- **Major healing:** a target in contact recovers all of its EP.
- **Animal language:** can speak with an animal for 1 hour.

4 EP

- **Resurrection:** you bring back to life (0 EP) a living being that has been dead for less than 10 minutes.

Chaos marvels

1 EP

- **Word of Chaos:** you sow discord in a mind. The target will be disadvantaged in their next action.
- **Entropy:** an electronic object in plain sight breaks down.
- **Chance:** all people in contact with the magician roll 1D6. On a 6, they gain 1 EP.

2 EP

- **Escape:** the character has an advantage for 24 hours for all rolls related to an escape attempt.
- **Counter-effect:** all people in contact with the caster lose 1D6 EP.

3 EP

- **Anarchic Storm:** A chaotic energy field strikes a target on sight, dealing 3 damage.
- **Chance:** all allies within sight have an advantage for 1 hour.

4 EP

- **Field of possibilities:** the GM describes 3 possible actions for the magician on their next turn. They must perform one of them.

Appendices

Probabilities

Here are the probability tables for success in the 3D6 system.

Normal roll (3D6)

Difficulty / Score	1	2	3	4	5
Easy — 1 success	42.1%	70.4%	87.5%	96.3%	99.5%
Average — 2 successes	7.4%	25.9%	50.0%	74.1%	92.6%
Difficult — 3 successes	0.5%	3.7%	12.5%	29.6%	57.9%

Roll with advantage (4D6)

Difficulty / Score	1	2	3	4	5
Easy — 1 success	51.8%	80.2%	93.8%	98.8%	99.9%
Average — 2 successes	13.2%	40.7%	68.8%	88.9%	98.4%
Difficult — 3 successes	1.6%	11.1%	31.3%	59.3%	86.8%

Roll with disadvantage (2D6)

With only two dice, it is impossible to reach a difficulty of 3 successes.

Difficulty / Score	1	2	3	4	5
Easy — 1 success	30.6%	55.6%	75.0%	88.9%	97.2%
Average — 2 successes	2.8%	11.1%	25.0%	44.4%	69.4%
Difficult — 3 successes	0%	0%	0%	0%	0%

Playing with children

Playing with children means adapting pace, clarity, guidance and expectations. This chapter offers simple guidelines to keep sessions smooth, safe and fun.

Pace: short games and simple scenes

Children have a limited attention span. To avoid tiredness and disengagement:

- Favour sessions of 30 to 90 minutes depending on age.
- Break the story into short scenes with a clear stake.
- Reduce waiting times: everyone must get to act regularly.
- Alternate moments of action, discussion, listening and discovery.

- End the session before the first signs of restlessness or weariness.

Tip: a “problem → choice → consequence” structure works very well.

Attention: capturing and holding interest

To keep children engaged:

- Present situations in a concrete and visual way.
- Use their interests if you know them (animals, magic, food, etc.).
- Vary your approaches: questions, objects to touch, quick drawings, facial expressions.
- Give NPCs simple, recognisable traits (a voice, a tic, a catchphrase).
- Rephrase often and check their understanding with short questions.

Children respond well to repetition, small mysteries and decisions with a limited set of choices.

Introducing the rules gradually

There is no need to explain the whole system before playing. Do not aim for absolute precision: favour a smooth flow.

Proceed step by step:

1. Start without rules: description, choices, free narration.
2. Introduce dice rolls only when an action is uncertain.
3. Explain successes and complications after a first roll.
4. Add the energy reserve once they have got the hang of the game’s rhythm.
5. Introduce marvels once the basics are mastered.
6. Add rerolls.
7. Finally, add advantages and disadvantages.

Emotional safety: a clear and reassuring framework

Children must know that they are playing in a safe environment:

- No detailed violence and no themes that are too heavy.
- Threats should be symbolic rather than traumatic.
- PCs do not die: they fail, learn, or are put out of action.
- Let them say “stop” or “let’s change this” at any time.
- Always make sure the story ends on a positive — or at least a soothed — resolution.

Participation: encouraging guided creativity

Children love seeing their ideas shape the story. Encourage them, but give them a framework:

- Ask open but simple questions regularly.
- Value their suggestions, even imperfect ones.

- Let them create details (an animal's name, the colour of a door, etc.).
- Offer two or three clear choices rather than a wide range of options.
- Use their ideas to feed the next scene.

Closing a session

After the game:

- Go around the table: "What did you like best?"
- Sum up what the characters achieved.
- Give them one small thing to remember: an object, a memory, a grateful NPC.
- Hint at what could come next time.

Graphic resources

Logo

English logo HD 300DPI CMYK — Froga39

French logo HD 300DPI CMYK — Froga39

List of games

Here is the list of published role-playing games using the 3D6 System:

- INS/MV: Génération perdue (5th edition); Raise Dead Editions 2008
- Aquablue, le jeu d'aventures; Studio Deadcrows 2021
- Livret découverte du jeu de rôle; Asmodee 2022
- Donjons & Chatons, le jeu d'aventures; Studio Deadcrows 2023

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English translation: Louis Clerc — with our thanks.

Offline version?

Here is a printable version — or one that can be exported to PDF — automatically generated from the pages of this website.

[Export](#)

Release notes

V1.0: 15/07/2023

- Published online

V1.1: 13/12/2023

- Fixed the display of the missing rows in the success points (SP) table
- Added an advanced mode for [group actions](#)
- Restructured the appendices
 - Added release notesAdded the link to the [Discord](#)
 - Added an [offline export](#)

V1.2: 18/04/2024

- Added the [equipment](#) section

V1.3: 18/04/2024

- Added clarifications about wealth management in the [equipment](#) section.
- Added a clarification on how to quantify the success of an [opposed](#) action.
- Revised the [occupations](#)

V1.4: 11/09/2025

- Added [saves](#)
- Fixed the [combat](#) example
- Fixed a few typos

V1.5: 17/09/2025

- Added the Shock weapons option ([equipment](#))
- Clarified the Magic [proficiency](#) for settings without magic
- Added appendices: [Playing with children](#) and [Graphic resources](#)

V1.6: 26/01/2026

- Added success [probabilities](#) in the appendices
- Fixed 2 dead links in character creation

V1.7: August 22, 2026

- Added the “Esquisses” and “Ebauches” collection to the list of games
- English version !
- New PDF export module

Let's talk

Comments, suggestions, ideas? Have you created a game using the 3D6 System?

Come and talk on the [Discord](#) dedicated to the 3D6 System.