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Character	Character	Character	Character	Character	Character	Treasure

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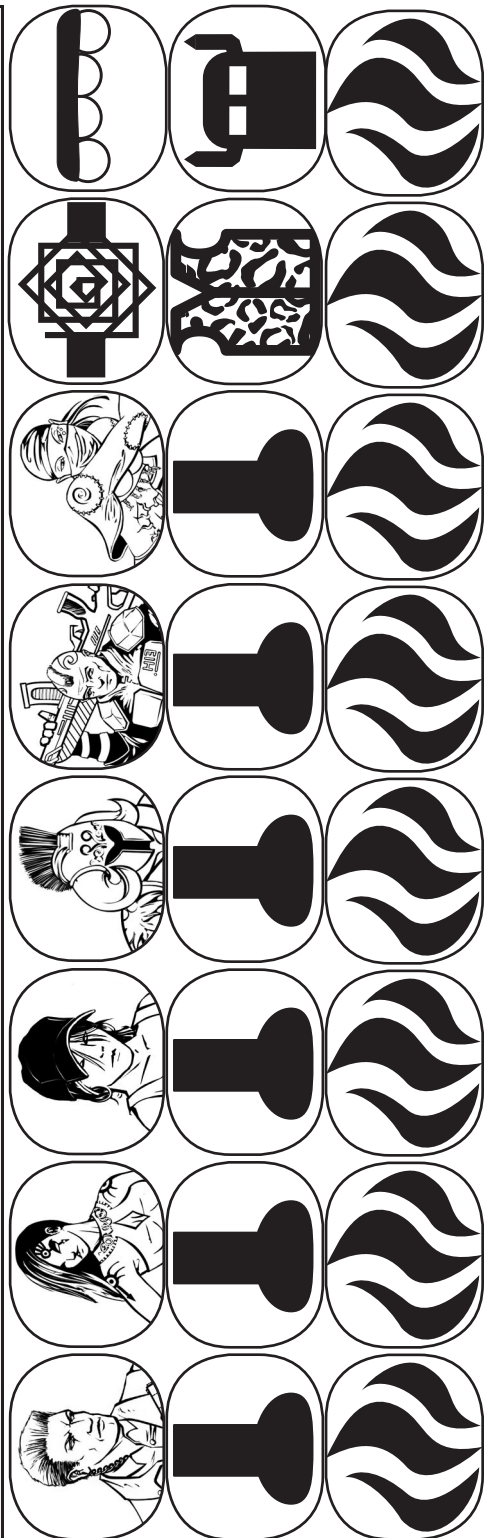
Game System Try-Out

The Crumbling Nexus Temple



Each character has several scores showing how good he or she is at certain tasks; these numbers look akin to “2D” or “3D+1.” Body Points has no “D” after its number; it represents the total amount of damage the character can take. Full *D6 System* characters have more attributes (basic physical and mental abilities that are common to every living creature), more skills (areas of expertise and specific applications of attributes), and other characteristics, like equipment and advantages.)

							
	6, 1	6, 2	6, 3	6, 4	6, 5	6, 6	
	5, 1		5, 3	5, 4		5, 6	
	4, 1	4, 2	4, 3	4, 4	4, 5	4, 6	
	3, 1	3, 2	3, 3	3, 4	3, 5	3, 6	
	2, 1		2, 3	2, 4		2, 6	
	1, 1	1, 2	1, 3	1, 4	1, 5	1, 6	
							



Winning: To win, a character must accomplish his or her goal and escape out of any exit. From any door square, it takes one additional square's worth of movement to leave the board and the temple.

Game Options: Character options are one advanced rule that you can add to this game. You can find others online in the Systems section of our Web site, www.westendgames.com.

Character Options: In the full *D6 System*, there are many options for improving and specializing your character. As an optional rule to give you a taste of these possibilities, players may choose or randomly pick one of the following at the start of the game:

Fast Reactions: You get +1D to *Acumen* or *Perception* for determining initiative.

Good Luck: Once a game, you may do one of the following for one turn: add +2 to all rolls, take two actions without penalty, or reroll one failed roll.

Hypermovement: You can move one extra square per turn.

Natural Armor: You subtract 1D from all *Strength Damage* rolls against your character.

Natural Hand-to-Hand Weapon: Increase your character's *Strength Damage* by +1D.

Skill Bonus: Choose one skill at the beginning of the game to get a +6 bonus to it every time your character uses it: *brawling*, *dodge*, *con*, *investigation*, or *search*.

D6 Space Con Artist

Goal: You have an irrational need to trick others; to win, you must con all currently conscious characters before you exit the board. To trick someone, make a *con* roll while the other player makes an *Acumen* or *Perception* roll. If your total is higher, the target is tricked and remains so for the rest of the game. (This has no other effect.) The *con* roll counts as an action; the target's roll does not. You must be next or diagonal to a character to con her.

D6 Space Hard Warrior

Goal: You learned about some fraggin' fighting stuff in an ancient temple. You must gather the brass knuckles, the leather vest, the helm, and the NeuroDex band and escape with them to win!

D6 Fantasy Gladiator

Goal: Your master has sent you to destroy all members of the other two factions (Order and Neutrality). You must reduce all the members of those factions to 0 or fewer Body Points. In a two-player game with the hard warrior, you must defeat him before exiting the temple.

D6 Fantasy Thief

Goal: This temple means nothing to you, but you have been paid a princely sum to search for a secret code inscribed over each doorway. To accomplish this, you must visit four of the six door locations and make a *search* roll (as an action) when on the door square against a difficulty of 10.

D6 Adventure Bodyguard

Goal: You've been hired to help another (Order or Neutrality) character complete his goal; the character you're helping is announced at the beginning of the game. In a two-player game, your goal is to reduce the other character to 0 or fewer Body Points.

D6 Adventure Investigator

Goal: This temple contains vital information. You must investigate all four columns and get out alive. Investigating a column requires you to be in the same square as it. Then, as an action, you need to make an *investigation* roll against a difficulty of 10.



Rules of the Trial Game

Story Background: A number of agents, gathered across time and space and each serving a different faction (Chaos, Order, or Neutrality), have all converged in a crumbling temple antechamber. Unfortunately, an ancient ritual has been enacted, and the temple is falling apart! This is the big climactic scene: Who will win, and who will become trapped?

Rolling Dice: Whenever the rules call for you to roll a score or roll dice, roll six-sided dice equal to the number before the "D"; one of the dice is always a Wild Die, which represents the vagaries of fate. (If you only roll one die, that die is the Wild Die.)

Add together the numbers on the dice (including the Wild Die). Then add the modifier after the "+" (if the characteristic has one) to the total. This is your total for the roll. If a 6 is rolled on the Wild Die, add the 6 to the total and roll the Wild Die again; as long as the Wild Die rolls a 6, it adds its 6 and can be rolled again. If a 1 is rolled on the first roll of the Wild Die, it adds its 1 but something interesting — and bad — happens; see the "Negative Critical Event" box for details. **Example:** The thief has *search* of 3D+2. When making a *search* roll, her player rolls three dice (one of which is the Wild Die), adds them together, and adds 2 to the total.

Setting up the Gameboard: The gameboard represents the crumbling antechamber. The six squares with doors represent the chamber entrances and exits. Four squares contain mysterious giant carved columns, which can be hidden behind. There are also elixirs and four treasure items, which must be placed at random (see the "Negative Critical Event" box for the method).

Players roll initiative (see that section on the next page); the person with the highest initiative places his character on one of the six door squares. The next highest initiative places his character, and so on until all are on the board.

Treasure: These items are placed randomly (face down if desired) at the beginning of the game, using the "Negative Critical Event" rules (see box).

- **Brass Knuckles:** Add +1D to the character's *Strength Damage*.

- **Leather Vest:** The character wearing it reduces his or her attacker's *Strength Damage* total by 2.

- **Helm of Fast Thought:** Adds +1D to a character's initiative roll.

- **NeuroDex Band:** Adds +1D to a character's *dodge* roll.

- **Elixir:** Randomly place one elixir for each character on the board. (Thus if there are three characters, place three elixirs.) Each elixir, when consumed, heals a character for 2D Body Points, up to a maximum of his or her starting Body Points. Each elixir can only be drunk once.

Turn Steps: Each turn has at least three steps, depending on the number of players: (1)

Treasures



Brass Knuckles



Leather Vest



Helm of Fast Thought



NeuroDex Band



Elixir

Negative Critical Event

In this mini-game, a negative critical event on the Wild Die represents the collapsing temple. Each time a 1 comes up on the initial roll of the Wild Die, immediately roll two dice, deciding which one is the first number and which one is the second. Place a "Fire" token on the square represented by the roll. (Use coins if you need more tokens.) **Example:** The investigator's player rolled a 1 on the Wild Die of a *dodge* roll, so he immediately rolls two dice. He got a 5 and a 6, so a "Fire" token is placed to the right of the upper-right giant column, in the square marked "5, 6."

This system of placing "Fire" tokens is also used to place other random objects in the game.

Effects of Fire: At the beginning of any turn where a character is in the same square as a fire token, he takes 1D of damage for each fire token in the square.

Determine initiative. (2) The person with the highest initiative total goes first. (3) The person with the next highest goes next. Repeat until all players have gone.

Determine Initiative: To decide who goes first, each player rolls the number of dice listed as his or her character’s *Perception* or *Acumen* score. Whoever has the higher total takes his or her action first, followed by the second highest roll, and so on, until the person with the lowest total goes last. If there’s a tie, the character with the higher *Acumen* or *Perception* goes sooner.

Take Actions: Each turn, a player states and then carries out the actions of the character he or she is playing. When the character has taken the action, that player’s turn is done. When all players have taken their actions, begin a new turn by rolling initiative again. Each character can make one dodge, attack, move, or other action in a turn, unless the character takes two tasks (see “Two Actions,” below).

Dodge: When your character dodges, she’s evading attacks from an enemy. Roll your character’s *dodge* score and find the total. If a character is in the same square as a giant column, add 2D to this roll because your character is using it for cover. Your total becomes the new base difficulty any opponent needs to beat to hit your character. This new difficulty applies until the next time the dodging character has a new turn. **Example:** The gladiator has 3D+2 in *dodge*, which means that the player rolls two six-sided dice and one Wild Die, totals them, and adds 2 to the result. If the player gets 17 for the total on his dice, he adds 2 to this for a final total of 19. His opponent uses this as the base attack difficulty.

Attack: When your character attacks, he punches, kicks, or uses a weapon against an opponent in an adjacent square (including diagonally). Roll the number of *brawling* or *fighting* dice for the character and find the total. The difficulty number equals 5 or the target’s current *dodge* total minus 5. If the total on your *brawling* or *fighting* roll is equal to or higher than the difficulty number, your character hits.

When your character hits, roll your character’s *Strength Damage* score and total the dice to find out how much harm you caused the other character. **Example:** The investigator has 4D+1 in *brawling*. The player rolls three normal dice and one Wild Die, getting 10 on the dice. To this, she adds 1, for a total of 11. Since the gladiator decided to *dodge* earlier in the turn, the investigator must beat a 14 (19 for the gladiator’s *dodge* total minus 5). Since 11 is less than 14, she missed the gladiator. If the gladiator hadn’t dodged, the investigator’s player would have hit, since her total of 11 was equal to or greater than 5.

Damage: Subtract the *Strength Damage* total from the target’s current *Body Points* total. Keep track of this on a separate piece of paper. When a character gets to 0 or fewer Body Points, he or she falls to the floor, unconscious. Turn the character’s piece upside down. Any carried items are dropped. **Example:** On the gladiator’s turn, his player rolls well enough to hit the investigator. He rolls his *Strength Damage* of 2D and gets a total of 15 (rolling 4 on the normal die, 6 on the Wild Die, and 5 on the Wild Die reroll). The investigator’s player subtracts 15 from her character’s current *Body Points* total.

Move: Each square represents five meters. If a character wants to move, he or she may move up to two squares on the board (including diagonally). This requires no roll. Characters who move onto a door square do not have to exit. More than one character cannot occupy a square at a time, although an unlimited number of items, fire tokens, or unconscious bodies can be there. Characters can move through the same space as another character. **Partial Moves:** As an option, a character may move one square and perform one other action in a turn at no penalty. If a character moves one square and does two other actions, both actions have the two-action penalty (see the “Two Actions” section for details).

Other Actions: Characters may try to do other things that take an action. These include picking up one item in the character’s square (which does not require a roll) or doing a special goal action described on the character sheet (which requires a roll). Using an elixir or other treasure needs no effort and takes no action.

Two Actions: If you want your character to do two tasks in one turn, then subtract 1 from the number in front of the “D” of **both** characteristic scores before rolling the dice. Actions that do not require a roll do not get this penalty. Players may take no more than two actions for their character in a turn, and only one of each type of action may be performed each turn. Actions may be performed in any order, but you must decide before doing any actions how many your character will take. **Example:** The investigator wants to investigate a giant column and dodge in the same round. She would roll 3D+2 for her *investigation* and 2D+2 for her *dodge*. If she wanted to pick something up and dodge, she would roll 2D+2 for her *dodge*. And if she wanted to pick something up and move, no penalty would be assessed.







Affecting the Die Roll: Each character starts with three Character Points and one Fate Point. Fate Points and Character Points may not be spent on the same roll. You may use each point only once.

A character may spend a Character Point **after** a roll; each point spent allows the character to roll one additional Wild Die and add its total to the current roll (add and reroll 6s but don’t consult the “Negative Critical Event” box on a roll of 1). Each Character Point may be used once, but a player may spend as many Character Points as he or she likes on a roll. **Example:** The investigator rolls 11 on her *dodge*. She spends a Character Point and rolls a 4, making her final total 15.

A Fate Point doubles the number of dice rolled, as well as the bonus, for one roll only. It must be spent **before** the roll. Only one Wild Die is rolled. **Example:** The hard warrior spends his Fate Point before a *brawling* roll, giving him 8D+4 (rolling seven normal dice and a Wild Die).

Ending the Game: In most roleplaying games, characters have goals they want to achieve together, and a gamemaster controls the obstacles; “winning” doesn’t have much meaning, so long as everyone has fun. In this game, instead of a gamemaster, the goals of the characters provide their own challenges.

Losing: Characters who exit the gameboard before completing their goals may not return. Unconscious characters may not win. Since the effects of the Wild Die can always cause damage even if there’s only one player, it’s possible for everyone to lose. That’s what makes the game more exciting.

 <div>D6 Adventure Bodyguard Faction: Order Perception 3D brawling 4D dodge 4D Strength Damage 2D Body Points 35</div>	 <div>D6 Fantasy Gladiator Faction: Chaos Acumen 2D fighting 4D+1 dodge 3D+2 Strength Damage 2D Body Points 37</div>	 <div>D6 Space Con Artist Faction: Neutrality Perception 3D+2 brawling 2D+2 dodge 3D+2 con 4D+2 Strength Damage 1D Body Points 36</div>
 <div>D6 Adventure Investigator Faction: Order Perception 3D+1 brawling 3D+1 dodge 4D+2 investigation 3D+2 Strength Damage 1D Body Points 34</div>	 <div>D6 Fantasy Thief Faction: Neutrality Acumen 2D+2 fighting 2D+2 dodge 5D search 3D+2 Strength Damage 2D Body Points 34</div>	 <div>D6 Space Hard Warrior Faction: Chaos Perception 2D+1 brawling 4D+2 dodge 3D Strength Damage 2D Body Points 37</div>