

# THE SIX-FOLD SYSTEM ROSETTA

The Traveler is a PC in the best tradition of roleplaying.

## ROLL

When PCs try something risky, they roll  $d20 + \text{ability} + \text{skill}$  and try to beat a target number.

- » **3:** trivial. Only relevant for critical failures (natural 1).
- » **7:** easy.
- » **11:** mediocre.
- » **15:** hard.
- » **19:** very hard.

## ADVANTAGE & DISADVANTAGE

The referee assigns a relevant bonus [+] or penalty [-] when circumstances favor or hinder a character.

- » **+1/-1:** a tiny advantage or disadvantage.
- » **+6/-6:** a rather large advantage or disadvantage.
- » **+1d6/-1d6:** a pretty random advantage or disadvantage.
- » **roll two dice ...** and take the better or worse. Also possible.

## LEVEL

An abstract measure of power. PCs start at level 1 and go to level 9.

## LIFE

The narrative resilience of a character. Exactly like hp, but fuzzier. When life hits 0, a character is in deep trouble.

## SIX ABILITIES

Range from 0 to 5, like modifiers in 3d6-style games. A 1st level PC assigns 7 points to their six abilities.

- » **Strength:** lifting bars, bending gates.
- » **Endurance:** pain, strain, and long-distance running, ha.
- » **Agility:** precision, speed, and dodging.
- » **Charisma:** force of personality, luck, divine favor, ba.
- » **Aura:** psychic fortitude, power of soul, ka.
- » **Thought:** intellect, education, and praise ibis-headed Thoth.

## SKILLS

What one is good at. Applies when it makes sense. Can be a job (historian, bricklayer, priest), something narrower (sleight of hand, melee combat), or something weird (project management, golem whispering). A 0 level character has two skills.

- » **Skilled:** +3 bonus to rolls.
- » **Expert:** +6 bonus to rolls.
- » **Master:** +9 bonus to rolls.

## SAVES

When nothing but blind luck might apply.

- » Roll  $d20 + \text{Ability}$  over 13 to avoid doom (or a nasty rash).

## DEFENSE

When a PC does not want to get hit. Like ascending AC.

- »  $10 + \text{Agility} + \text{Armor}$

## ROUNDS

A cinematically suitable amount of time to take an action.

## INITIATIVE

Roll initiative every round for each side. A random PC rolls for the group every round. The side that rolls high, goes first. If there is a tie, chaos reigns and everything happens at once.

- »  $d6 + \text{Agility}$

## ACTION

Usually, a character moves and does a thing. Common sense applies.

## ATTACK

When a PC wants to hit an opponent.

- » **Melee:**  $d20 + \text{Strength} + \text{Skill}$
- » **Ranged:**  $d20 + \text{Agility} + \text{Skill}$
- » **Oldtech / Psychemagic:**  $d20 + \text{Thought} / \text{Charisma} + \text{Skill}$

## DAMAGE

Reduces a target's life. At 0 life it becomes an ex-target. Most sentient targets do not want to be ex-targets and flee earlier.

- »  $dXX (\text{weapon}) + \text{Ability} (\text{if applicable}) + \text{Skill} (\text{if applicable})$

## INVENTORY

For every trait or item beyond their limit, a PC suffers -1 to all rolls.

- » **Items** (stones and stone-sized objects):  $7 + \text{Strength}$
- » **Traits** (skills, mutations, innate powers):  $7 + \text{Thought}$

Curses, disease, and other afflictions also occupy inventory slots.

## MAGITECH AND FANTASCIENCE

Life fuels spells. Bodies (ha), spirits (ka), and memories (ba) are consumed by the alien fires of magic. Characters pay 2 life per level of the spell cast. So *Fireball* (3rd level spell) costs 6 life.

## HERO DICE

d6s for modifying rolls and regaining life. Each PC gains 1 per session and every couple of hours. Can store HD equal to their level.

## EXPERIENCE

- » **carousing:** waste  $\epsilon 1d6 \times 100$  (or more) to gain that amount of xp. Roll charisma on carousing table (e.g. p16) for side effects.
- » **exploring:**  $1d6 \times 10$  xp for braving danger to see something new.
- » **quests:**  $1d6 \times 100$  xp per session of progress towards goal.
- » **referee's discretion:** as is tradition.

## LEVELLING UP

LVL	XP	LIFE
0	0	4
1	300	8
2	750	12
3	1,500	16
4	3,000	20
5	6,000	24
6	12,500	28
7	25,000	32
8	50,000	36
9	99,999	40

Every level, a PC gains one of the following:

- » a new skill or improves an existing skill (skilled > expert > master),
- » a new innate power or mutation,
- » increases an ability score by 1.