

Free2d6

A free rules-lite 2d6-based RPG system

by Goats!

Free2d6 is based around two six-sided dice. Players and Game Masters can quickly create and set up a game and play without lengthy character creation or rule-book consulting. It has a CC0 (public domain) license to allow modifications and commercial use. You are free to do as you please.

Characters

All characters start with 15 Health and 0 Armor. Choose 3 skills from the list provided by the GM. Those skills get 1 point in them. If the character is using magic skills, also add 10 Mana.

Creating Skills

Choose about 10-12 skills that fit your campaign. Stealth, Magic/Tech, Social, and Combat skill categories will cover most playstyles. 2-4 skills covering each playstyle is recommended. Some games might focus on one thing so some categories may be omitted. A roleplay focused murder mystery might omit Combat skills, a hack and slash might omit Social skills, etc. The GM can increase or decrease the amount of skills a player can choose for balance.

A skill should not be too broad or too specific. "Attacking" is far too broad, "Daggers" might be too specific, unless the types of weapons are going to be limited to a small amount. "Bladed Weapons" or "Melee Weapons" would be appropriate.

Examples of lists of skills are shown in the table to the right.

Fantasy

Stealth	Social	Magic	Combat
Sneaking (<i>Dex</i>)	Trade (<i>Cha</i>)	Arcane Magic (<i>Int</i>)	Bladed Weapons (<i>Str</i>)
Lockpicking (<i>Dex</i>)	Persuasion (<i>Cha</i>)	Divine Magic (<i>Int</i>)	Bashing Weapons (<i>Str</i>)
		Alchemy (<i>Int</i>)	Pole Weapons (<i>Str</i>)
			Ranged Weapons (<i>Dex</i>)

Post-Apocalyptic

Stealth	Social	Tech	Combat
Sneaking (<i>Dex</i>)	Trade (<i>Cha</i>)	Repair (<i>Int</i>)	Melee (<i>Str</i>)
Lockpicking (<i>Dex</i>)	Persuasion (<i>Cha</i>)	Medicine (<i>Int</i>)	Firearms (<i>Dex</i>)
		Science (<i>Int</i>)	Demolition (<i>Dex</i>)
		Driving (<i>Dex</i>)	

Sci-fi

Stealth	Social	Tech	Combat
Sneaking (<i>Dex</i>)	Trade (<i>Cha</i>)	Repair (<i>Int</i>)	Melee (<i>Str</i>)
Hacking (<i>Int</i>)	Persuasion (<i>Cha</i>)	Medicine (<i>Int</i>)	Ranged (<i>Dex</i>)
		Science (<i>Int</i>)	Gunner (Ship) (<i>Dex</i>)
		Pilot (<i>Dex</i>)	

Skill Checks

Add your skill points and any other bonuses you have. Deduct any penalties. This is your modifier.

Roll 2d6 and add the modifier to it. Compare against the DC given by GM. If the score is equal or above, you succeed, below you fail.

Two 1's are an automatic failure. Two 6's are an automatic success, unless the GM rules there is no possibility of success.

Skill checks with no skill points roll with a -2 penalty.

Skill Checks (Cont.)

Situational bonuses may apply. For example the GM might grant a bonus to knock out a guard because he was caught totally off guard, thanks to the player successfully sneaking up to him.

The GM can opt to also use passive checks. A passive check will succeed if the player has the skill points equal to the DC.

For example, a 2 DC check for knowledge of edged weapons to correctly identify a rare relic weapon. If the player has 2 skill points in edged weapons, they succeed. If not, they fail.

Attributes

Attributes are physical properties of the characters, like Strength, Dexterity, Intelligence, and Charisma. Like skills, these can be tweaked by the GM and players. Players can put 1 point into an attribute, giving a +1 bonus to any skill roll that is used by that attribute. The GM can opt for the player to also put a -1 penalty in another attribute for balance.

Initiative

Roll 2d6 and add any bonuses. If there are any ties, break them with both rolling again. Turn order by highest to lowest.

Combat

When combat is initiated, roll initiative. Combat is divided into turns. Everyone can take one action on their turn, like moving, using a skill, or attacking. (Some actions, like reloading a weapon or shouting a command, can be considered free. GM can use discretion.)

An attack is a skill check with your weapon skill. Enemies have a Defense DC to be rolled against by *players* and an Attack DC the *enemy* rolls against to attack the players.

Armor is deducted from damage before being dealt to character or enemy. It can be a result of physical toughness, worn armor, or a temporary spell. When a player or enemy reaches 0 Health, they die.

As a rule of thumb, try not to give players more Armor than half of the maximum possible damage of the enemies you are currently throwing at them. If players start with worn armor, 1-3 points is a good starting point.

Worn armor can be piecemeal:

Gauntlets (1), Heavy Boots (1), Leather Cuirass (1)

Or complete outfits:

Chainmail Armor (3)

Weapons

Weapon tiers are an easy way of leveling equipment. A weapon's tier is based on how many dice are rolled for damage. A tier one is one die, tier two is two dice, and so on.

Modifiers can be used to implement condition or quality. A -2 can be poor quality and poor condition, while a +2 can be great quality and excellent condition.

For example, a poor quality dagger would be tier one and have a negative damage modifier. (1d6-1). But a masterwork legendary greatsword could be tier three and have high positive damage modifier (3d6+3)

Creating Enemies

Enemies are created much like player characters. They have Health, Armor, Skills, Weapons, and Mana and Spells, if applicable.

They also have Attack DC and Defense DC. Decide roughly how hard they should be able to be hit and how easily they can hit the players

Small Slime (Example)

3 Health	0 Armor	Damage:1d6-2
Attack DC: 9 (27.77%)	Defense DC: 5 (83.33%)	

Leveling Up

Players can be awarded XP for excellent roleplaying, completing missions, or defeating bosses. 1 XP can be used to buy a point in a skill or 2 extra Health. If using magic, players may purchase 2 extra Mana for 1 XP.

Optionally, players can purchase additional points in an attribute at the cost of 2XP when they level up and gain experience points.

Spells

The players can either come up with a list of a few spells that they know beforehand or simply come up with what they want to happen on the fly. (Both require GM approval) Spells that damage can also have tiers like weapons. Spells last for the duration of combat.

Players can learn new spells from scrolls or captured spellbooks. It requires a long period of uninterrupted intense study to learn a single spell. (For example, the time in between game sessions.)

Optional Magic Rules

1. Spells don't have to cost Magic, they can instead be an innate skill the player can use at will.
2. Players can automatically learn spells (one, two, or more) when they go up a point in a magic skill. How quickly players acquire new spells is up to the GM.

Example Spells

Arcane Spells

Envenom (1MP): 1d6 poison damage for 3 turns
Befuddle (1MP): -2 Penalty to attack on target
Dispel (1MP): Removes magical effect from target
Haste (3MP): 2 Actions per round
Slow (2MP): Target passes every other turn
Fireball (3MP): Damages (2d6+2) to all enemies in large radius
Levitate (4MP)
Invisibility (5MP)

Teleportation (5MP): Must have target marked

Mark (1MP): Mark a spot for teleportation, permanent until dispelled

Mass Teleport (8MP): Teleports group

Summon (4MP): Temporarily summon a creature to fight for you

Bolt (1MP): 1d6+1 damage

Divine Spells

Bless (1MP): +1 to attack rolls

Armor (2MP): Adds 1 Armor (temporary)

Mass Heal (3MP): Heals 1d6 on group

Smite (1MP): Holy damage 1d6

Holy Light (2MP): Blinds enemies, -2 attack to group

Curse (1MP): -1 Armor

Sanctuary (1MP): +1 to defense (avoid being hit)

Interdiction (3MP): Damage that would otherwise kill a player instead reduced Health to 2, once.

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Website

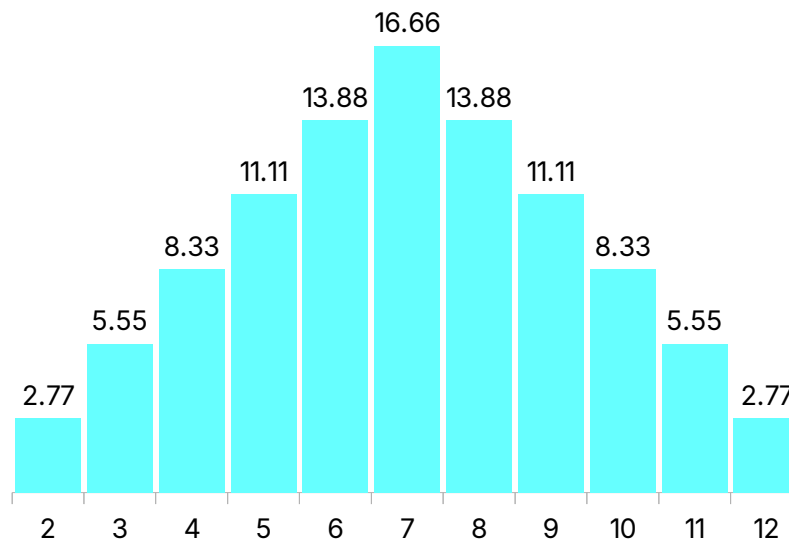


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Dice Score	Result Probability	Probability of Result or More
2	2.77%	100.00%
3	5.55%	97.22%
4	8.33%	91.66%
5	11.11%	83.33%
6	13.88%	72.22%
7	16.66%	58.33%
8	13.88%	41.66%
9	11.11%	27.77%
10	8.33%	16.66%
11	5.55%	8.33%
12	2.77%	2.77%



2d6 Result Probability (%)