



# Appendix D. Skills & Experience

d1  
d2  
d3  
d4  
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d8  
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d11



effectively.

**Availability.** All equipment is marked with an or use the item

## D1. Why and Wherefore

The basic d6 system takes into account all possibilities, so why do we need skills? Short answer: you don't. Long answer: you still don't but if you want to complicate your life, here is a way to do it.

The following rules for skills acquisition and advancement are not required but allows players and referees to *specialize*, i.e. to broaden characters and make the game more fulfilling. It also can be a way to reward long running characters. D6 RPG was designed for quick development and play, incorporating appendix D. allows for character development and so may extend a campaign beyond one or two adventures.

NOTE: These rules are optional!

## D2. Using a skill

Normally, a character attempting an action uses the appropriate attribute bonus to modify their roll; when using a skill, the character still employs the attribute bonus but also receives an additional bonus from the skill so that a *success test* would be:

$$[\text{Attribute Bonus}] + [\text{Skill Bonus}] \geq [\text{Success Level}] = \text{Success}$$

Skills may also be used in challenge rolls when the skill is meant to influence or affect another character or NPC.



**Weapon Damage**

**Bonus.** Characters are eligible to receive an additional damage

bonus when using using a weapon, refer to the following table:

**d3. Skills acquisition**

Two systems of skill acquisition have been provided: the first is 100% random, after a game session, a character is given 1 totally random roll on the skills table. The second method is based on generation points earned and spent by characters with referee discretion. Referees are free to make use of either or neither or some horrendously mutated amalgamation thereof.

**d4. Random**

Following each adventure or as deemed appropriate by the Referee, players are given a single roll on the skills table, rolling d66. Each skill is given a number based on a d66, simply cross reference the number to determine the skill acquired. It is up to the player to meld their character's personality with the new skill.

If a character already possess the skill, then a second roll on the table will net a larger bonus. This can done to a maximum of 3 times. A fourth "hit" does not provide any greater understanding of the skill or an additional bonus



**Item Cost.** To facilitate purchasing, items are listed with a

**d5. Generation Points**

A second and more detailed version of skill acquisition involves the use of generation points (GPs). A character is awarded generation points following an adventure; the points are awarded under the referee's discretion but typically they are distributed as a reward for the successful completion of a task.

Each level of a skill has an associated cost that GPs can be spent on. Generation Points are hard earned campaign rewards for completing missions. GPs can also be randomly generated with a successful experience test.



**Armor Piercing**

Some weapons have the a character's health or body.

**Table 1.1.1. Sample Generation Point Rewards**

Solve easy task	+0		
Surviving a mission	+1		
Solving a single difficult task ([SL] > 3 X Attribute Bonus)	+1	Losing 50% of Health or Mind and recuperating	+2
Defeating a weaker or outnumbered enemy	+1	Defeating a stronger enemy or an enemy that outnumbers you	+3
Being Critically Injured	+1	Completing a Mission successfully	+5-10



## d6. Experience test

An experience test occurs immediately following a stressful or traumatic action (such as combat) when a character has successfully used an existing skill (one gained through random or generation point method). The character attempts to roll 2D6+all bonuses (attribute + skill) less than 12. If they succeed, they earn 1 generation point (there is no negative effect for failure).

## d7. Student to Master: Grab the Stone, Grasshopper

Each skill listed has three levels that can be earned indicating novice, initiate, and master of the skill (anyone who does not possess the specific skill would be considered an amateur).

A fourth level of the skill exists for characters who are truly gifted: Inhuman. This level cannot be purchased, but must be granted temporarily or permanently through magical, divine, or technological means.

Any level beyond +4 must be divine or extraterrestrial in origin. Demons, gawds, and aliens may possess these levels but never player-characters.

Table 1.2.0. Skill Levels

Skill Level	Bonus	Description
Novice	+1	Some training or experience in the field, but just beyond amateur
Initiate	+2	Contact experience with skill or formal training, but still undistinguished in the skill's ultimate application
Master	+3	Expert in the field; exemplary skill—can teach skill to others
Inhuman	+4	A level that cannot be taught or learned—reserved for inhuman levels of skill or those divinely inspired.
Divine	5+	Reserved for non-player characters

For all skills, it is assumed the character has a basic theoretical knowledge or practical knowledge of all aspects of the skill so for example, a character with the scholar skill with the sub skill history would be able to roll to see if he knew the history of nearly anything from ancient Rome to the American West. For someone with the physician skill, they are assumed to be able to attempt nearly any medical procedure from surgery to internal medicine.



### d3. Skills acquisition

Two systems of skill acquisition have been provided: the first is 100% random, after a game session, a character is given 1 totally random roll on the skills table. The second method is based on g

Table 2.1.0. Martial Skills

	Skill	+1	+2	+3	Attribute Modified	Availability
1	1-6 <b>Demolitions</b>	8			Knowledge	
	The character is adept at the creation and use of explosives.					
2	1 <b>Firearms</b>	8	15	25	Perception	Rare
	*2-3 Small Arms (I.e. pistols)	4	6	10	Perception	Rare
	*4-5 Rifles, Shotguns, harquebus	4	6	10	Perception/ Agility	Rare
	*6 Automatic	4	5	10	Agility	Rare
	Bonus applied to any attempt to shoot a black powder weapon.					
3	1 <b>Hand to Hand</b>	9			Agility	Common
	*2-3 Graeco-Roman Wrestling	3			Agility	Common
	*4-5 Boxing	4			Agility	Rare
	*6 Martial Art (specific)	5			Perception, Knowledge, or Agility	Rare
	Character has formal training in a given form of hand to hand combat.					
4	1 <b>Melee Weapon</b>	9			Agility	Rare
	*2-4 Attack (specific)	4			Agility	Rare
	*5-6 Defend (specific)	6			Agility	Rare
	Character is familiar with the use melee weapons such as swords, knives, spears, clubs, etc...					
5	Missile Weapon (archaic-specific)	4	5	8	Perception or Agility	Common
	Character is comfortable using mechanical missile weapons such as bows, crossbows, slings, thrown weapons, etc...					
6	1-6 Intimidation				Perception	Common
	Character's fierce demeanor can be used to frighten opponents into action. Character vs. Opponent's Knowledge or the opponent suffers a -1D3 when attempting any action in the presence of the character.					
	Special Weapon				Unknown	



Table 2.1.0. Martial Skills

	Skill	+1	+2	+3	Attribute Modified	Availability
1	1-6 <b>Trap Set/ Disarm</b>				Perception	Difficulty [SL] of the trap to be set or disarmed versus Character's skill level and attribute bonus.
2	1-3 <b>Counterfeit/ Forgery</b> 4-5 <b>Con</b>	6			Perception	Character can attempt to produce a false document or item or develop an intricate lie. Each level of falsity the character attempts to build into the item (SL beginning at 1), requires a successful [12] P and 15 minutes.
3	1-6 <b>Disguise</b>				Perception	Bonus is added to the character's attempt to disguise on [P] vs. [P]
4	1 <b>Investigation</b> *2- Trail 3 *4- Search 5 *6 Pick Lock	9	2	3	5	Perception
						Trail allows to follow unnoticed in an urban setting; search is to search an area or person for hidden items; and pick lock has obvious applications.
5	1 <b>Stealth</b> *2- Hide in Shadows 4 *5- Move Silently 6	6	3	4		Perception
						In both instances, the skill is used in challenge tests versus the potentially observing character.
6	1-6 <b>Gambling/ Gaming</b>	3			Perception	Character is a master of several forms of gambling



Table 2.1.0. Medical Skills

	Skill	+1	+2	+3	Attribute Modified	Availability
1	1-6 <b>Charm</b>	2			Perception	
	Challenge roll. Success and the charmed character's good will toward the player-character allows them a bonus to any rolls or preferential treatment appropriate to the character.					
2	1-6 <b>First Aid</b>	2			Knowledge	
	Immediate application of first aid restores 1D3 of Health to a wounded character and prevents further bleeding. The [SL] is equal to the damage done to the character's Health.					
3	1-6 <b>Hypnotism</b>	5			Perception	
	Challenge roll versus the targeted character. The hypnotized character will follow one command for each successful hypnotism though they will not attempt to kill or maim themselves.					
4	1 <b>Medicine</b>	9			Knowledge	
	*2-3 EMT/ Paramedic	3			Knowledge	
	*4-5 Nurse/ Midwifery	4			Knowledge	
	*6 Physician/ Apothecary	6			Knowledge	
	The target difficulty value is equal to the level of damage requiring healing +7; success gives a patient an additional 1D3 body points per week of healing.					
5	1-6 <b>Psychology/ Psychiatry</b>				Knowledge	
	Character can attempt to assist those afflicted with psychiatric disorders or suffering from lost Mind points. Successful uses of the skill can return permanently lost Mind points at a rate of 1 per month of care.					



Table 2.1.0. Scholarly Skills

	Skill	+1	+2	+3	Attribute Modified	Availability
1	1-6 Accounting					
2	1-6 Decipher/ Linguistics					
3	1-6 Language					
4	1-6 Read/ Write (specific)					
5	1-6 Scholar (specific)					
6						

## Scholarly Skills

- (a) Anthropology
- (b) Astronomy
- (c) Botany
- (d) Forensic Science
- (e) Geography
- (f) Geology
- (g) History
- (h) Judicial Studies & Law
- (i) Mathematics
- (j) Metallurgy
- (k) Meteorology
- (l) Occult
- (m) Philosophy
- (n) Theology
- (o) Zoology

### d3. Scholarly Skills

A character with a scholarly skill can attempt to comprehend or use information presented in a given discipline. It is assumed that they have a broad based grounding in all the topics of the science and can speak to each intelligently.



### d3. Skills acquisition

Two systems of skill acquisition have been provided: the first is 100% random, after a game session, a character is given 1 totally random roll on the skills table. The second method is based on generation points earned and spent by characters with referee discretion. Referees are free to make use of either or neither or some horrendously mutated amalgamation thereof.

#### Performing Art Skills

(a) Acting/ Drama

(b) Calligraphy &amp; Illumination

(c) Dancing

(d) Instrument (specific)

(e) Juggling

(f) Lip Reading

(g) Painting

(h) Sculpting

(i) Singing

(j) Sleight of Hand/ illusionism

(k) Ventrilliquism

(l) Writing/ Poetry

	Skill	+1	+2	+3	Attribute Modified	Availability
1	1-6 <b>Camouflage</b>	4			Perception	Character can attempt to build a hiding bluff or hide an item or object—for every three rounds spent hiding the object adds [+1]P to the [SL] the opposing character must exceed in a success rolls.
2	1-6 <b>Infiltration</b>	3			Knowledge	Character can attempt to pass themselves off as a member of a group or organization. Challenge roll versus the perception of the those he/she interacts with.
3	1-6 <b>Navigations/ Cartography</b>	3			Knowledge	The can accurately decipher coordinates and may ask the referee for map conformation if successful on K [12].
4	1 <b>Survival</b>	5			Knowledge	A character who makes their success test versus the difficulty of the terrain is assumed to have found adequate food, water, and shelter for one day.
	*2 Desert/ Plain	4			Knowledge	
	*3-5 Jungle/ Forest	3			Knowledge	
	*6 Mountain	4			Knowledge	
5	1-6 <b>Swimming/ Diving</b>	2			Agility	The character is competent to dive from heights into water or is capable of underwater diving and the use/ application of wet/dry suits and scuba gear.
6	1-6 <b>Tracking/ Hunting</b>	5			Perception	The character is a trained hunter and can distinguish tracks as well as prepare traps.





Table 2.1.0. Recreational Skills

	Skill	+1	+2	+3	Attribute Modified	Availability
1	1 Acrobatics				Agility	
	*2 Dodge				Agility	
	*3-5 Climb				Agility	
	*6 Catfall				Agility	
	Dodge: Character can attempt to dodge melee attacks or missile fire if they do nothing else in the round; Climb: the skill can be added to any climb roll attempt ([SL] set by the referee); Catfall: the character can fall up to 12' or 2 inches without rolling for damage. For each six feet/inch higher, the character can make a roll of [10]A, if successful they take half damage (fall damage is equal to 1D6 per inch over the first).					
2	Traditional/Craft				Knowledge	
	Character is familiar with a particular craft (i.e. basket weaving, leatherworking, pottery, etc...)					
3	Etiquette				Knowledge	
	Character is familiar with a number of social intricacies and can move among different levels of society.					
4	Performing Art (specific)				Perception	
	Character is competent in a specific type of art form (photography, music, etc...)					
5	Riding (specific)				Agility	
	Character is able to ride a specific breed of animal and is familiar with their care and care of the tack required to ride.					
6	Sport (Specific)				Agility	
	Character is competent at a single sport (knowledge of rules and skills).					

## Traditional Skills

- (a) Agriculture
- (b) Animal Husbandry (specific type)
- (c) Animal Training (specific)
- (d) Blacksmithing
- (e) Bowery & Fletching
- (f) Brewery
- (g) Butchery
- (h) Carpentry
- (i) Gem cutting
- (j) Locksmithing
- (k) Masonry
- (l) Mining
- (m) Paper making/ Bookbinding
- (n) Perfumery
- (o) Silversmithing
- (p) Tailoring
- (q) Taxidermy Tinker

## Craft Skills

- (a) Antiquarian
- (b) Cooking
- (c) Basket weaving
- (d) Fortune Telling
- (e) Lovecraft
- (f) Pottery/ ceramics
- (g) Sewing & knitting

## d3. Craft Skills

Character's possessing a craft skill can attempt to apply their craft over a given period of time or to evaluate the skill a user put into an existing piece and appraise the piece for worth.

An individual with a performing art skill can attempt to use their skill to entertain or create, to talk intelligently about an existing piece (provide a critique), or to evaluate a piece for value.



Table 2.1.0. Mechanical Skills

	Skill	+1	+2	+3	Attribute Modified	Availability
1	<b>Computer Operations</b>				Knowledge	The character is able to operate a computer system or perform basic maintenance and upgrades.
2	<b>Engineer</b>				Knowledge	The character has a basic understanding of engineering principals and applications.
3	<b>Gadget</b>				Knowledge	Design: the character can apply the skill to designing a new gadget; Build: the character can apply their bonus to building gadget; Recognize: the character can attempt to recognize the use and application of an alien device (see Appendix C for more information on gadgets.)
	* Design				Knowledge	
	* Build				Agility	
	* Recognize				Perception	
4	<b>Mechanic</b>				Knowledge	The character is able to make lasting repairs and perform maintenance on most mechanical devices ([SL] set by the referee).
5	<b>Pilot</b>				Agility	Character is able to pilot any class of vehicle in the given subskill. The referee may assign a higher or lower Success Level depending on the type of vehicle (i.e. a tank would be harder to drive than a car, an alien spacecraft harder than a plane).
	* Aircraft				Agility	
	* Watercraft				Agility	
	* Land Vehicle				Agility	
6	1-6 <b>Emergency Mechanical Repair</b>				Perception	The character can attempt to repair any mechanical device to a rudimentary functional level. The [SL] is determined by the damaged sustained by the item. Multiple rolls may be required as a single roll would indicate a single use. The referee can determine that the character has repaired the item for a number of rounds equal to their roll—[SL].