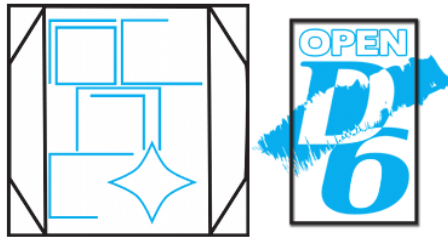


Lunvans OpenD6 First Edition 1

Core Mechanics



Attributes

There are four main attributes in the LunvansD6 game:

1. *Body*

The physical state of the character; how strong he is, and how much stress he can take before collapsing.

2. *Mind*

The mental and psychological strength of the character. A person with a high score in the mind attribute will not only be smart, but will also have strong willpower and wisdom.

3. *Agility*

This attribute represents the character's speed, hand-eye coordination, and reflexes.

4. *Personality*

Does your character have the personality of a rock? This attribute is what would tell you that. All social skills ranging from diplomacy to being able to charm your way out of a prison camp depend on how high your Personality score is.

The average human would have a value of 2D in each of these attributes. All attribute have four skills associated with it.

Skills

Skills represent the amount of training and practice a person has done in the particular area that the skill is associated with. A person with a high *bash* for instance has spent a lot of time learning how to use their own body weight to overcome different obstacles.

When a character performs something that has a chance of failure, you roll either the skill that applies the most, plus the number of dice in the related attribute, or at the GM's request the attribute that deals the most with the issue at hand. The Game Master decides what target number will be used, and the skill roll must meet or exceed the target number to be done successfully.

Balance

Agility.

When moving across a narrow bridge or walking over a thin pipe, this skill is used to avoid falling over.

Bash

Body.

The bash skill allows a person to push themselves into objects such as doors and people, which in theory will have enough of an impact to either open said door, or knock down said people.

Bluff

Personality.

Explaining away the inexcusable and redirecting blame. The truth is always better, at least when it will work. When truth won't work, you can always try bluffing your way out.

Climb

Body.

When you do have the opportunity to climb up or down something, this skill is what you would have to use.

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Dodge

Agility.

With this, you may roll this skill to counter damage instead of using your Armor Bonus.

Engineering

Mind.

The understanding of traps, levers, wheels, crossbows, and bridges. If a character desires to either assemble or disassemble something of a mechanical nature then this skill is to be used.

Haggle

Personality.

The ability to make bad deals good, and good deals better. This skill used when attempting to either get more for the items you are selling, or to pay less for what you are buying.

Leap

Body.

Sometimes you don't have the opportunity to walk down an obstacle such as a ravine and be able to climb back up the other side; in these cases you will have to use your leap skill, if you have it, to *leap* up and over what ever is in the way.

Lockpick

Agility.

If you have the required lockpicking equipment, you can use this skill to attempt to bypass any lock.

Memory

Mind.

When all else fails, try to pull something from memory that might help you out.

Nelpli

Mind.

Those sufficiently trained in the Kunti art of nelpli have the knowledge and experience to make potions and wards out of items found in nature. Drinks to improve health, strength, or vision have been made in the past using Nelpli.

Repair

Mind.

When something breaks, it has to be fixed before it can be used again. Every adventuring party should have at least one person who is capable of repairing damaged weapons and equipment.

Seduction

Personality.

Sometimes the best way to get past an obstacle is to simply make it fall for you. Most heroes or heroines will have used their status and personality to charm someone at least once in their career. For some, it may be their way of life.

Speech

Personality.

Even if your opinion actually is better than everyone else's, you have to have the necessary skills to convince the crowd over to your way of thinking. Whether you are making a speech to the public or talking to a king, this skill decides how persuasive you are.

Swim

Body.

How can you be a hero if even water is able to get in your way? The swim skill is used when attempting to move through water in a lake, ocean, river, or pond. The target difficulty used depends on the turbulence of the water the character is swimming through.

Throw

Agility.

No football player or dart champion would be caught without a high score in this skill. When tossing an object across a large distance, or aiming for a specific place, this skill is used.

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Combat

At the beginning of combat all participants will roll their Agility dice to identify the turn order. All actions are declared in increasing order of initiative, then all actions are carried out in descending order.

During a single round, every character with HP in both legs and arms can both move and attack once. Which order these are done depends completely on the person controlling the player. The distance traveled depends on the speed given by the character's race template.

If a character has not been hit in either of their legs then they may choose to replace their attack action with a second move at no penalty. If a character has not been hit in either of their arms then they may choose to replace their move action with a second attack with no penalty.

If your character is using two melee weapons at the same time, then you are required to alternate between each weapon every time you attack. If using a two handed weapon, or one weapon and a shield, then you can continue using the same weapon. If you have a free hand available and a second weapon, then you can choose to spend two rounds to switch weapons.

Melee

Once declared, a melee attack is performed by rolling your Agility dice and adding any to-hit bonuses you may have. This roll is then compared with the target's defence score. If the target has any dice in the *dodge* skill then he or she may choose to roll that skill plus any defence bonuses in place of their standard defence score. If the attacker's total score exceeds that of the target's score, then the attack is successful.

If an initial melee attack succeeds, then a single die will be rolled against the table below. Armor and other protective gear may provide an armor bonus, but the total bonus used depends on where the person is hit.

Roll	Hit Region
1	left leg
2	right leg
3	left arm
4	right arm
5	chest
6	head

Once the region hit has been found, the target is to roll their Body dice and add the armor bonuses granted to the region hit. This value is then compared with the attacker's own Body dice plus any damage bonuses that their weapon or method of attack may provide. The target's total is then subtracted from the attacker's total. If the value is still positive, then the number represents the amount of damage to be removed from the hit region's personal HP.

Range

To find out a weapon's fire range, multiply the character's number of Body dice by the weapon's Range Factor, up to the weapon's max distance. This value is the number of meters that a shot can go before it starts to take penalties. Every two meters past the fire range, rounded up, adds a +10 to the target's defence score or *dodge* roll.

Once a target has been selected and the total penalties calculated, the success of the ranged attack is based on a roll of the attacker's Agility dice, or *throw* skill, and compared to the target's defence score or *dodge* roll if the target has the skill. If the attacker's result is higher then the target's defence plus any relevant penalties, then the attack is successful.

Damage is determined by a positive difference between the attacker's Body attribute, and the target's Body attribute plus the target's armor bonus for their chest. If the difference is not positive, then the attack does not deliver any damage to the target. If the difference is positive, then the damage is the value and the target's chest HP is subtracted by it.

Results

If a participant in the fight's head HP reaches 0, or their total HP is reduced by half, then they are knocked out and removed from the combat session. If their total HP is reduced to 0 then they have officially died and may not act unless revived.

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Creating a Character

There are 7 steps in the process of creating a new character.

1. Attributes

The first step is to assign twelve different dice across the character's four attributes. You must have a least 1D in every attribute, but that should only be done if you are planning on your character being very narrow in what he or she is skilled at.

2. Class

Every character needs to select one of the Character Class Templates. The template you chose is a very important decision, as it adds very useful stat bonuses that can aid you depending on the type of character you wish to play.

3. Race

After assigning your attributes and picking your class you will need to chose a race. Each race has a different background and culture associated with it; since your character is your own, you may choose to omit certain parts of your character's personal background and culture to fit what you desire.

4. Hitpoints

Every character has six different regions associated with it, and each of those regions has a personal amount of hitpoints associated with it. Each race has a specific HP multiplier for each region. The total amount of hitpoints in each region is the character's Body attribute multiplied by their race's HP multiplier for the given region.

5. Skills

Once you have finished assigning your attribute dice and selected a class you will need to pick out the skills that your character is the most trained in. You only have 10D to spread around the 16 different skills, so you will need to put some time into deciding which skills your character is trained in. There is no minimum number of dice you can have in a single skill as long as you select at least six different skills.

6. Equipment

Each character starts with 10 gold pieces to spend on their initial weapon(s) and armor. Page 7 contains the list of equipment along with each item's individual statistics. Make sure that your character is following the rules regarding what they can wield and wear at the same time. The equipment rules are designed to bring realism and tactics to the game.

7. Defence Score

Your character's defence score is 3 times the number of dice in their Agility attribute, plus any defence bonuses that your chosen equipment or class may provide. As you gain new equipment and change what you use, your defence score will have to be readjusted.

Once all 7 steps have been followed, simply add your starting Character Point and the character will be ready for play. Each player should have their own character, and the Game Master may also use this process to create NPCs that are closer to the PCs in nature.

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Character Templates

City Wanderer

A streetsmart urban nomad.

Body	Agility	Mind	Personality	Defence Score	Hit Points
3D	4D	2D	3D	12	12

Background:

The city wanderer is a staple of any large sprawling city. Most make their living by stealing from who ever has the most gold at the time, and selling information to those seeking it. Anything from debts to death marks can drive a city wanderer from their home town and while many others seek a thrill that can not be found in urban society.

Equipment

Leather Armor (+1 Armor Bonus, protects chest and both arms);

Leather Helm (+1 Armor Bonus, protects the head);

Leather Leggings (+1 Armor Bonus, protects both legs);

Tunrij Dagger (+2 To-Hit Bonus, one-handed)

Forest Wanderer Class

A forest dwelling woodsmen.

Body	Agility	Mind	Personality	Defence Score	Hit Points
4D	3D	3D	2D	9	16

Background:

A woodsmen is a person who has chosen to live among the trees and open plains, with little to no contact with the busy city life. Reasons for leaving their homeland can range from helping a past friend to seeking the end of a potential threat to their home. Many earn a living acting as guides for people wishing to travel through the woods.

Equipment

Leather Armor (+1 Armor Bonus, protects chest and both arms);

Leather Leggings (+1 Armor Bonus, protects both legs);

Bronze Sword (+1 Damage Bonus, one-handed)

Nanmakfas

Student of the Universe's secrets.

Body	Agility	Mind	Personality	Defence Score	Hit Points
2D	3D	4D	3D	9	8

Background:

Knowledge is the number one priority to those of this class and profession. The knowledge given by the Sister of Man is not easy to understand and requires decades of study to master the basics. Every school and order that a nanmakfa might belong will have different standards, skills taught or specialized in. Many schools are known for their skills in creating and manipulating fire, others are more adept and changings of the senses.

Equipment

Leather Armor (+1 Armor Bonus, protects chest and both arms);

Leather Helm (+1 Armor Bonus, protects the head);

Leather Leggings (+1 Armor Bonus, protects both legs);

Tunrij Dagger (+2 To-Hit Bonus, one-handed)

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Priest Class

A spiritual person with divine knowledge.

Body	Agility	Mind	Personality	Defence Score	Hit Points
2D	3D	3D	4D	9	8

Background:

A devout follower of a great spirit or order. Priests and priestesses can be found traveling on missions from their home town, order, or patron spirit. Each spirit and order has a different culture and list of expectations for their followers. Some may be peaceful, others warlike.

Equipment

Leather Armor (+1 Armor Bonus, protects chest and both arms);

Leather Helm (+1 Armor Bonus, protects the head);

Leather Leggings (+1 Armor Bonus, protects both legs);

Tunrij Dagger (+2 To-Hit Bonus, one-handed)

Warrior

A general fighter and warrior.

Body	Agility	Mind	Personality	Defence Score	Hit Points
4D	4D	2D	2D	11	16

Background:

Skilled in the ways of weapons and battle, warriors are the backbone of any group or army. Common motives for warriors can be revenge against a hated foe, a desire to surpass a target of high rank, protection of loved ones, or simply a desire to become something greater than what they were born as.

Equipment:

Bear Hide Armor (+2 Armor Bonus, -1 Defence Bonus, protects chest);

Wolf Hide Gauntlets (+1 Armor Bonus, protects both arms);

Bronze Longsword (+1 To-Hit Bonus, +2 Damage Bonus, two-handed).

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Race Templates

A character's race provides a basic guideline that should be used when creating the person's past and personality. Keep in mind the class template you are planning on using when you pick out your race. Certain combinations might be less common within the setting and that may or may not be what you are want to play.

Dizlumla

The lowlanders.

Background:

Plainsmen by nature, the of this race come from a background of political tension and powerstruggles. Many tend to be obsessed with the numerous systems of law and order, but they don't always care much about the reasons or spirit of the laws themselves.

Racial HP Multiplier: *Head 3, Chest 3, Legs 2 , Arms 2*

Galtumla

The men and women of the mountains.

Background:

The galtulma are a human ethnic group that orginally lived within the eastern Midjuk mountains. They are a strong and proud people, capable of enduring many great hardships between resting periods.

Racial HP Multiplier: *Head 2, Chest 3, Legs 2 , Arms 3*

Unrenan

The red men.

Background:

The Unrenan are a divergent subspecies of humans that come from the far western end of the Midju continent. Most are warriors, and very few go on to join the ranks of the Nanmakfas.

Racial HP Multiplier: *Head 2, Chest 2, Legs 3 , Arms 3*

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Weapons, Armor, and Equipment

Basic Information

Each item has a specific cost value that is measured based off of the economy of the Lunvans setting. Enhanced weapons or armor that have been improved through either a nanmakfa, immortal, diety, or were crafted by a master are priced at +25 percent of their normal cost per bonus (so a bronze sword with a +5 To-Hit is priced at 225 percent of normal cost).

Armor

Name:	Armor Bonus	Defence Bonus Reg	Category	Cost	
Bear Hide Armor	+2	-1	body	Cat 1	2
Kunti Protection Amulet	+1		head body both-arms both-legs	Cat 3	6
Leather Armor	+1		body both-arms	Cat 1	3
Leather Helm	+1		head	Cat 1	1
Leather Leggings	+1		both-legs	Cat 1	2
Leather Shield	+1		head body one-arm	Cat 2	2
Nanmakfa Battle Cloak	+2		body both-legs	Cat 3	6
Wolf Hide Gauntlets	+1		both-arms	Cat 1	2

Weapons

Bronze	To-Hit Bonus	Damage Bonus	Hands	Cost
Bronze Cixar	+3	+3	one hand	12
Bronze Dagger	+1	+0	one hand	2
Bronze Longsword	+1	+2	two hand	6
Bronze Sword	+0	+1	one hand	2

Tunrij	To-Hit Bonus	Damage Bonus	Hands	Cost
Tunrij Cixar	+4	+4	one hand	16
Tunrij Dagger	2	0	one hand	4
Tunrij Longsword	+2	+3	two hand	10
Tunrij Sword	+0	+2	one hand	2

Wooden	To-Hit Bonus	Damage Bonus	Hands	Cost	Range Factor	Max Range
Sling	+1	+0	one hand	3	2	14
Voikxar	+0	+0	one hand	4	3	12

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