

# VerySimpleSix (VSS)

A very simple roleplaying game system, hacked up from old ideas by JP.

## Creating Adventurers, Pick a Level!

In order to create an adventurer, decide on their level:

- **3: Ordinary.**
  - 18 points for Attributes, 12 points for Strengths, 8 points in Skills/Talents
- **5: Special.**
  - 26 points for Attributes, 18 points for Strengths, 12 points in Skills/Talents
- **7: Hero.**
  - 34 points for Attributes, 24 points for Strengths, 16 points in Skills/Talents
- **9: Legend.**
  - 42 points for Attributes, 30 points for Strengths, 20 points in Skills/Talents

Once you have a level you have:

- 6 + Level \* 4 **Attribute** points to place between: Dexterity, Knowledge, Mechanical, Perception, Technical. Valid values are 0 to 7.
- 3 + Level \* 3 **Strength** points to place between: Body, Force, and Genius. Valid values are 0 to 7.
- 2 + Level \* 2 points in Skills/Talents. Skills are listed under each Attribute, Talents under each Strength. You may not place more than six points into any one skill or talent.
- - There are specific restrictions on Force talents based on the die code of the Force Strength itself. See [The Flow of the Force](#).

The GM will set the “level” of the game. This is the maximum level you can take in a character. If you choose to take a lesser level, you'll get certain abilities under [The Flow of the Force](#).

## Adventurers: Attributes & Skills

- **Dexterity:** Coordination, Balance, and physical finesse.
- **Knowledge:** Education, learning, and even experience to some degree.
- **Mechanical:** Mechanical aptitude, operating complex devices, mostly.
- **Perception:** Powers of observation, sharpness of senses, and ability to read between the lines.
- **Technical:** Technical aptitude, the mastery of technology invention and repair.

| Dexterity     | Knowledge   | Mechanical       | Perception | Technical  |
|---------------|-------------|------------------|------------|------------|
| Blaster       | Aliens      | Astrogation      | Bargain    | Computers  |
| Dodge         | Bureaucracy | Beast Riding     | Command    | Demolition |
| Heavy Weapons | Cultures    | Driving          | Con        | Droids     |
| Melee         | Languages   | Starship Gunnery | Gambling   | Medicine   |

| Dexterity | Knowledge  | Mechanical        | Perception   | Technical |
|-----------|------------|-------------------|--------------|-----------|
| Thrown    | Planets    | Starship Piloting | Hide & Sneak | Repair    |
| Unarmed   | Streetwise | Starship Systems  | Search       | Security  |

## Adventurers: Strengths & Talents

- **Body:** Strength of body, toughness, etc.
- **Force:** Affinity with the Force.
- **Genius:** Strength of brilliance, cunning, etc.

| Body      | Force    | Genius     |
|-----------|----------|------------|
| Athletics | ~talent~ | Insight    |
| Brawling  | ~talent~ | Invention  |
| Lifting   | ~talent~ | Mechanical |
| Stamina   | ~talent~ | Technical  |
| Swimming  | ~talent~ | Schemes    |
| Toughness | ~talent~ | War        |

Force Talents are specific to each Force user, and therefore created by the player of that adventurer with the assistance of the GM.

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## Creating Adventurers, Finishing Touches

To finish an adventurer you need the obvious, name, appearance, etc. But also: Background, Personality, A Quote, and Connection to Others. These should all be vague, allowing you to build on them during play.

### Background

A brief idea of where the adventurer came from. A one line summary, and perhaps some further highlights is the right amount of background for a starting adventurer. Usually you include a homeworld here, and some idea of why they became an adventurer.

### Personality

A short summary of the kind of demeanor and personality the adventurer has, you can make this super-short “joker” or expound as you wish. This is meant to inspire your roleplay, nothing more.

## A Quote

Perhaps a favorite phrase, or just something notable the adventurer has said. It should make a statement about who they are. A smuggler's example from the original game: "I don't have the money *with* me."

## Connection to Others

Your adventurer has to know at least one other adventurer. It is important that this relationship matters to them, the adventurers are always a group that has each other's back.

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# Creating Adventurers, Hero Templates

First, a blank adventurer template page: [Adventurer Template](#).

## Introduction

## Details

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