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.

Skilled / Talented: Choose to reduce Attribute points by 4 to gain 15 points in Skills/Talents. You may only do this once.

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

Dexterity	Knowledge	Mechanical	Perception	Technical
Dodge	Bureaucracy	Beast Riding	Command	Demolition
Heavy Weapons	Cultures	Driving	Con	Droids
Melee	Languages	Starship Gunnery	Gambling	Medicine
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.

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.

Creating Adventurers, Hero Templates

First, a blank adventurer template page: Adventurer Template.

Introduction

Details

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