

# VerySimpleSix (VSS)

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

## Number Ratings, Points Whatever You Call It

Every power, ability, strength or such in this game has a rating. This is a number denoting how capable it is, and is directly compared to other numbers to determine how they relate. In this way a power 10 blaster shot is superior to a power 5 laser blast. The ratings work something like so:

- 0: Weaksauce!
- 5: Ok
- 10: Good
- 15: Great
- 20: Amazeballs!

A number also has a companion value called a range, based on it. Here are the range rules:

- 5 or less: (1)
- 6-9: (2)
- 10-13: (3)
- 14-17: (4)
- 18-21: (5)

So in this way that blaster shot above is 10(3). and the laser blast 5(1). Range is used for deciding the rolling method for tests:

## Disadvantaged, Neutral, or Advanataged

When you have to roll the dice, you'll compare the two numbers. Then you'll know if the action, effect, etc. is one of:

- **Disadvantaged:** A chancy roll likely to result in a poor outcome.
- **Neutral:** A normal roll that could go either way.
- **Advantaged:** A roll more likely to result in a good outcome.

The value and it's range are used to determine this. To determine the effect of a Blaster shot 10(3) against an armored door 7(2) we just compare the values:

- Is your score **higher than the other score**? Yes: Advantaged, stop.
- Is your score **less than the other score but by less than your range** (less than score+range?) Yes: Neutral, stop.
- Disadvantaged, stop.

# 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  |
| 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.

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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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